***Pokémon TCG NEO***  
Cards List and How To Obtain

**LEGACY VERSION**

Intro:

Here is a list of all cards in the game as well as how to obtain them. This document contains spoilers, so you have been warned.

Key:   
*Colorless Energy = C  
Grass Energy = G  
Fire Energy = F  
Water Energy = W  
Lightning Energy = L  
Fighting Energy = T  
Psychic Energy = P  
  
Weakness = WK  
Resistance = RS  
Retreat Cost = RC*

*(Note: All Pokémon Pokémon Powers also have a clause that they cannot be used if that pokémon is Asleep, Confused or Paralyzed. I will be omitting this to save reading time)*

Additionally, since this is the legacy version of the document, the cards present in here follow some rules that are different from version 1.3.

All cards in this version are replicas of official cards in the actual TCG. Cards effects, attacks and names were matched up to their real life counterparts. However, there are some effects could not be imported correctly due to either technological limitations or my own lack of skill. These effects, which are in blue, are instead the closest approximation to their real life effects I could create. These approximations range from “Basically the same thing” to “Close enough without breaking the game and my mind”.

If a pokémon has more than 2 attacks or abilities in the real TCG, I chose 2 of them to put into that card. If a pokémon is shiny, it is a basic pokémon in the legacy version (same as the real-life card game).

Note that the AI can’t understand some of these effects, so I tried my best to work around that. Also, for the sake of making my life and the pack openings simple, I have not used card’s official rarity for the legacy version. They will use the same rarities found in version 1.3. Also for the sake of my sanity, I have reverted all trainer cards to their respective effects from the base game, but with new art and names.

Finally, as a general rule, cards with multitype attacks had to have the cost of their attacks altered somewhat, because the AI cannot process 2 energy types and colorless at the same time.

***GRASS TYPE***

Chikorita (1), (*Genesis / Common*)  
HP 50  
**WK**= F, **RS** = none, **RC** = 1

C, Growl, 0  
- If the Defending Pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 10 (After applying weakness and resistance).  
  
GC, Razor Leaf, 20

Chikorita (2) (*Genesis / Common*)  
 HP 50  
**WK**= F, **RS** = W, **RC** = 1

G, Razor Leaf, 10

CC, Sleep Powder, 10  
- The defending Pokémon is now Asleep.

Bayleef (1) (*Genesis / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 2

GC, Poisonpowder, 20  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

GGC, Pollen Shield, 30  
- Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent’s next turn.

Bayleef (2) (*Genesis / Uncommon*)  
 HP 80  
**WK**= F, **RS** = none, **RC** = 2  
G, Sweet Scent, 0  
- Flip a coin. If heads, and if any of your Pokémon has any damage counters on them, choose 1 of them and heal 20 damage from it. If tails, instead heal 20 damage from the defending Pokémon.

GGG, Double Razor Leaf, 40x  
- Flip 2 coins. This attack does 40 damage times the number of heads.

Meganium (2) (*Genesis / Rare*)  
 HP 100  
**WK**= F, **RS** = none, **RC** = 3  
Pokémon Power: Wild Growth  
- As often as you like during your turn (before you attack), you may attach 1 G energy card to 1 of your G Pokémon. (This doesn’t use up your 1 energy card attachment for the turn.)

GGGG, Soothing Scent, 40  
- The defending Pokémon is now Asleep.

Meganium (2) (*Genesis / Rare*)  
 HP 100  
**WK**= F, **RS** = none, **RC** = 3  
Pokémon Power: Herbal Scent  
- When you play Meganium from your hand, flip a coin. If heads, remove all damage counters from each of your G Pokémon in play.

GGCC, Body Slam, 40  
- Flip a coin. If heads, Defending Pokémon is now Paralyzed.

Bulbasaur *(Genesis / Common)* HP 50  
**WK**= F, **RS** = none, **RC** = 1

C, Tackle, 10

GC, Poison Seed, 10  
- The defending Pokémon is now poisoned.

Ivysaur *(Genesis / Uncommon)* HP 70  
**WK**= F, **RS** = none, **RC** = 2

G, Strange Scent, 0  
- Flip a coin. If heads, and if any of your Pokémon has any damage counters on them, choose 1 of them and heal 30 damage from it. If tails, instead heal 30 damage from the defending Pokémon.

GG, Razor Leaf, 30

Venusaur *(Genesis / Rare)* HP 100  
**WK**= F, **RS** = none, **RC** = 2

Pokemon Power: Harvest Bounty  
- Once per turn (before you attack), you may use this power. Attach an energy card from your hand to 1 of your pokémon.

GGCC, Body Slam, 40  
- Flip a coin. If heads, Defending Pokémon is now Paralyzed.

Ledyba (*Genesis / Common*)  
 HP 40  
**WK**= F, **RS** = T, **RC** = 0

G, Supersonic, 0  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

GG, Comet Punch, 10x  
- Flip 4 coins. This attack does 10 damage times the number of heads.

Ledian (*Genesis / Uncommon*)  
 HP 60  
**WK**= F, **RS** = T, **RC** = 0

GG, Baton Pass, 30  
- As you use this attack, you may rearrange all of your G energy in play. Then, after dealing damage, if you have any benched Pokémon, you may switch Ledian with one of them.

Spinarak (*Destiny / Common*)  
 HP 40  
**WK**= F, **RS** = none, **RC** = 1

C, Scary Face, 0  
- Flip a coin. If heads, the defending pokémon can’t attack during your opponent’s next turn. Acid code + no attack code. Can’t apply two substatus2’s.

G, String Shot, 10  
- Flip a coin. If heads, defending Pokémon is now Paralyzed.

Ariados (*Destiny / Uncommon*)  
 HP 60  
**WK**= F, **RS** = none, **RC** = 1

G, Spider Web, 0  
- Flip a coin. If heads, the defending Pokémon can’t retreat during your opponent’s next turn.

GGG, Poison Bite, 20  
- The defending Pokémon is now Poisoned. Then, remove damage counters from this Pokémon equal to half the damage done to the defending Pokémon.

Zubat (*Destiny / Common*)  
 HP 40  
**WK**= P, **RS** = T, **RC** = 0

C, Bite, 10

G, Poison spray, 0  
- The defending Pokémon is now Poisoned.

Golbat (*Destiny / Uncommon*)  
 HP 60  
**WK**= P, **RS** = T, **RC** = 0

C, Screech, 0  
- If the defending pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 20. (After applying weakness and resistance.) (Benching or evolving either pokémon ends this effect.)

GC, Poison Bite, 10  
- The defending Pokémon is now Poisoned. Then, remove damage counters from this Pokémon equal to half the damage done to the defending Pokémon.

Crobat (1)(*Destiny / Rare*)  
 HP 90  
**WK**= P, **RS** = T, **RC** = 0

G, Triggered Poison, 20  
- The defending Pokémon is now poisoned.

GGC, Cross Attack, 20x  
- Flip 4 coins. This attack does 20 damage times the number of heads. Then, if you got 2 or more heads, the defending Pokémon is now confused.

Oddish (*Revelation / Common*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 1

C, Tackle, 10

GC, Sleep Seed, 10  
- The defending Pokémon is now Asleep.

Gloom (*Revelation / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 1

GC, Strange Powder, 20  
- Flip a coin. If heads, the defending Pokémon is now Confused. If tails, the defending Pokémon is now Asleep.

GGC, Sticky Nectar, 20+  
- Flip a coin. If heads, this attack does 10 more damage and the defending Pokémon can’t retreat during your opponent’s next turn.

Vileplume (*Revelation / Uncommon*)  
 HP 90  
**WK**= P, **RS** = none, **RC** = 2

Pokemon Power: Poison Pollen  
- Once during your turn (before you attack), you may flip a coin. If heads, the defending Pokémon is now poisoned.

GC, Petal Dance, 30x  
- Flip 3 coins. This attack does 30 damage times the number of heads. This Pokémon is now Confused.

Bellossom (*Revelation / Rare*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 2

G, Sweet Nectar, 0  
- Flip a coin. If heads, remove all damage counters from 1 of your Pokémon.

GGC, Flower Dance, 30x  
- Does 30 damage times the number of Bellossom you have in play (including this one).

Hoppip (*Destiny / Common*)  
 HP 30  
**WK**= F, **RS** = T, **RC** = 0

G, Rolling Tackle, 20

Skiploom (*Destiny / Uncommon*)  
 HP 60  
**WK**= F, **RS** = T, **RC** = 0

G, Poisonpowder, 10  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

G, Stun Spore, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Jumpluff (*Destiny / Rare*)  
 HP 70  
**WK**= F, **RS** = T, **RC** = 0

G, Sleep Powder, 20  
-The defending Pokémon is now Asleep.

G, Leech Seed, 20  
- Unless all damage from this attack is prevented, remove 1 damage counter from this Pokémon.

Sunkern (*Discovery / Common*)  
 HP 40  
**WK**= F, **RS** = none, **RC** = 2

G, Growth, 0  
- Flip a coin. If heads, attach up to 2 energy cards from your discard pile to this Pokémon.

GGG, Mega Drain, 30  
- Remove damage counters from this Pokémon equal to half the damage done to the defending Pokémon.

Sunflora (*Discovery / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 1

GGG, Petal Dance, 30x  
- Flip 3 coins. This attack does 30 damage times the number of heads. This Pokémon is now Confused.

Shuckle (*Destiny / Common*)  
HP 50  
**WK**= F, **RS** = none, **RC** = 1

C, Withdraw, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen).

GG, Wrap, 20  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Yanma (*Genesis / Rare*)  
 HP 60  
**WK**= F, **RS** = T, **RC** = 0

G, Shockwave, 10  
- Flip a coin. If heads, this attack also does 10 damage to each of your opponent’s benched Pokémon. Then, if your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the defending Pokémon.

GGG, Swift, 30  
- Don’t apply weakness and resistance for this attack.

Pineco (*Destiny / Common*)  
 HP 40  
**WK**= F, **RS** = none, **RC** = 2

CC, Tackle, 20

Forretress (*Destiny / Uncommon*)  
 HP 70  
**WK**= F, **RS** = none, **RC** = 2

GC, Shell Rupture, 0  
- This attack does 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.)

GCC, Double Spin, 40x  
- Flip 2 coins. This attack does 40 damage times the number of heads.

Scyther (*Discovery / Common*)  
 HP 60  
**WK**= F, **RS** = T, **RC** = 1

GC, Agility, 10  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

GGG, Sharp Sickle, 40

Scizor (*Discovery / Rare*)  
 HP 70  
**WK**= F, **RS** = G, **RC** = 2

CC, Threaten, 0  
-Flip a coin. If heads, look at your opponent's hand. If he or she has any trainer cards there, he or she shuffles all of them into the deck.

CCC, Slash, 30

Heracross (*Destiny / Rare*)  
 HP 60  
**WK**= F, **RS** = none, **RC** = 2

Pokemon Power: Final Blow  
- If Heracross’s remaining HP are 20 or less, Heracross’s Megahorn attack does 120 damage instead of 60. This power stops working if Heracross if Asleep, Confused, or Paralyzed.

GGG, Megahorn, 60  
- Flip a coin. If tails, this attack does nothing.

Celebi (1) (*Discovery / Rare*)  
 HP 50  
**WK**= F, **RS** = none, **RC** = 1

W, Healing Water, 0  
- Remove a number of damage counters from 1 of your benched Pokémon equal to the number of W energy cards attached to Celebi.

GP, Miracle Leaf, 10  
- Flip a number of coins equal to the number of Energy attached to the Defending Pokémon. If you get at least 1 heads, inflict a random status condition on the defending Pokémon between Confusion, Sleep or Poison.

***FIRE TYPE***

Cyndaquil (1) (*Genesis / Common*)  
 HP 40  
**WK**= W, **RS** = none, **RC** = 1

C, Leer, 0  
- Flip a coin. If heads, the defending Pokémon can’t attack during your opponent’s next turn.

FC, Swift, 20   
- Don’t apply weakness and resistance for this attack.

Cyndaquil (2) (*Genesis / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

C, Tackle, 10

FC, Ember, 30  
- Discard 1 F attached to this Pokémon to use this attack.

Quilava (1) (*Genesis / Uncommon*)  
 HP 60  
**WK**= W, **RS** = none, **RC** = 1

FC, Ember, 30  
- Discard 1 F attached to this Pokémon to use this attack.

FF, Fire Wind, 20  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 10 damage to that Pokémon (Don’t apply weakness or resistance).

Quilava (2) (*Genesis / Uncommon*)  
 HP 60  
**WK**= W, **RS** = none, **RC** = 1

F, Incinerate, 0  
- Discard the top card of your opponent’s deck.

FF, Rushing Magma, 20x  
- Flip 2 coins. This attack does 20 damage times the number of heads.

Typhlosion (1) (*Genesis / Rare*)  
 HP 100  
**WK**= W, **RS** = none, **RC** = 2

Pokémon Power: Fire Boost  
- When you evolve Typhlosion, put 4 F energy cards from your deck into your hand. If you have less than 4, put the remaining F energies into your hand instead. Shuffle your deck afterwards.

FFFF, Flame Wheel, 80  
- Discard 3 energy attached to this Pokémon in order to use this attack. This attack also does 20 damage to each player’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon).

Typhlosion (2) (*Genesis / Rare*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 1

C, Claw Swipe, 20

F, Rushing Flames, 40x  
- Discard any number of F energies attached to this pokémon (min 1). Flip that many coins. This attack does 40 damage times the number of heads.

Magby (*Genesis / Common*)  
 HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

C, Sputter, 10

Magmar (*Genesis / Uncommon*)  
 HP 70  
**WK**= W, **RS** = none, **RC** = 2

CC, Tail Slap, 20

FFC, Magma Punch, 40

Slugma (*Discovery / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 2

FF, Combustion, 30

Houndour (1) (*Discovery / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

F, Smog, 10  
-Flip a coin. If heads, defending Pokémon is now Poisoned.

FF, Collect Fire, 20  
- If there are any energy in your discard pile, choose 1 of them and attach it to this Pokémon.

Houndour (2) (*Discovery / Common*)  
 HP 40  
**WK**= None, **RS** = P, **RC** = 1

C, Bite, 10

FC, Plunder, 20

Houndoom (*Discovery / Rare*)  
 HP 60  
**WK**= W, **RS** = none, **RC** = 1

C, Eerie Howl, 0  
- Choose 1 of your opponent’s benched Pokémon and switch it with the Defending Pokémon.

FC, Dark Fire, 50   
- Discard 1 F attached to this Pokémon to use this attack.

Vulpix (*Laboratory / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

FC, Ember, 30  
- Discard 1 F attached to this Pokémon to use this attack.

Ninetales (*Laboratory / Uncommon*)  
HP 80  
**WK**= W, **RS** = none, **RC** = 1

FC, Mislead, 0  
- Flip 2 coins. If either of them is heads, the defending Pokémon is now Confused.

CCC, Ethereal Flame, 30+  
- Discard all F attached to Ninetales. This attack does 20 more damage for each F discarded in this way.

Growlithe (*Genesis / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

CC, Bite, 20

Arcanine (*Genesis / Rare*)  
 HP 100  
**WK**= W, **RS** = none, **RC** = 2

Pokemon Power: Drive Off  
- As long as Arcanine is your active Pokémon, once during your turn (before you attack), if your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the defending Pokémon.

FFC, Gentle Flames, 50  
- If the defending Pokémon already has damage counters on it, this attack’s base power becomes 30 instead.

Ponyta (*Evolution / Common*)  
 HP 40  
**WK**= W, **RS** = none, **RC** = 1

CC, Smash Kick, 20

Rapidash (*Evolution / Uncommon*)  
 HP 70  
**WK**= W, **RS** = none, **RC** = 0

CC, Overrun, 20  
- If your opponent has any benched Pokémon, choose 1 of them and flip a coin. If heads, this attack does 10 damage to it. Don’t apply weakness and resistance for benched Pokémon.

FFC, Fire Tail, 40

Flareon (*Revelation / Uncommon*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 1  
  
F, Warm Up, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

FFC, Burning Flame, 30+  
- Discard any number of F energy attached to Flareon (min 1). This attach does 20 more damage for each F discarded in this way.

Moltres (*Evolution / Rare*)  
 HP 70  
**WK**= W, **RS** = T, **RC** = 2  
  
C, Collect Fire, 10  
- If there are any energy in your discard pile, flip a coin. If heads, choose 1 of them and attach it to this Pokémon. If there are no energy in the discard pile, this attack can’t be used.

FFCC, Burning Tail, 60  
- Flip a coin. If tails, discard a F energy attached to this Pokémon.

Entei (1) (*Revelation / Rare*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 1

F, Howl, 0  
- Discard the top 5 cards of your deck. Then, you may attach up to 5 energy cards in your discard pile to Entei.

FFF, Searing Flames, 60   
- Discard 2 energy cards attached to this Pokémon in order to use this attack.

Entei (2) *( Promo / Challenge Cup, Ishihara, Water Club)*  
 HP 80  
**WK**= W, **RS** = none, **RC** = 1

F, Bolt, 10  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

FFF, Protective Flame, 50  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Ho-Oh (1) (*Discovery / Rare*)   
 HP 90  
**WK**= W, **RS** = T, **RC** = 2

F, Stoke, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

FFFFF, Dive Bomb, 90  
- Flip a coin. If tails, this attack does nothing.

Charmander (*Discovery / Common*)  
 HP 50  
**WK**= W, **RS** = none, **RC** = 1

C, Tail Rap, 10x  
- Flip 2 coins. This attack does clefairy the number of heads.

FC, Flare, 20

Charmeleon (*Discovery / Uncommon*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 1

FCC, Flame Tail, 40

Charizard (*Discovery / Rare*)  
 HP 100  
**WK**= W, **RS** = T, **RC** = 3

FFFLL, White-Hot- Flame, 100   
- Discard 2 energies attached to Charizard in order to use this attack. Then, flip a coin. If tails, Charizard does 30 damage to itself.

***WATER TYPE***

Totodile (1) (*Genesis / Common*)  
 HP 40  
**WK**= G, **RS** = none, **RC** = 1

C, Bite, 10

WC, Rage, 10+  
- Does 10 more damage for each damage counter on this Pokémon.

Totodile (2) (*Genesis / Common*)  
 HP 50  
**WK**= G, **RS** = none, **RC** = 1

W, Water Gun, 10+  
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Croconaw (1) (*Genesis / Uncommon*)  
 HP 70  
**WK**= G, **RS** = none, **RC** = 2

C, Screech, 0  
- If the defending pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 20. (After applying weakness and resistance.) (Benching or evolving either pokémon ends this effect.)

WWC, Jaw Clamp, 30   
- The defending Pokémon can’t retreat during your opponent’s next turn.

Croconaw (2) (*Genesis / Uncommon*)  
 HP 80  
**WK**= L, **RS** = none, **RC** = 1

CC, Tackle, 20

CCC, Take Down, 40  
- This Pokémon does 10 damage to itself.

Feraligatr (1) (*Genesis / Rare*)  
 HP 100  
**WK**= G, **RS** = none, **RC** = 3

Pokémon Power: Berserk  
- When Feraligatr enters play, flip a coin. If heads, discard the top 5 cards of your opponent’s deck. If tails, discard the top 5 cards of your deck.

WWWW, Chomp, 50+   
- Flip a coin. If heads, this attack does 10 more damage for each damage counter on this Pokémon.

Feraligatr (2) (*Genesis / Rare*)  
 HP 90  
**WK**= G, **RS** = F, **RC** = 3

Pokémon Power: Scare  
- All Pokémon powers other than Scare stop working.

WWW, Crushing Blow, 50  
- If the defending Pokémon has any energy cards attached to it, flip a coin. If heads, choose 1 of them and discard it.

Squirtle *(Mystery, Common)* HP 40  
**WK**= L, **RS** = none, **RC** = 1

C, Headbutt, 10

WW, Bubblebeam, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Wartortle *(Mystery, Uncommon)* HP 80  
**WK**= L, **RS** = none, **RC** = 1

C, Doubleslap, 10x  
- Flip 2 coins. This attack does 10 damage times the number of heads.

WW, Giant Wave, 40  
- Flip a coin. If tails, this attack does nothing.

Blastoise *(Mystery, Rare)* HP 100  
**WK**= L, **RS** = none, **RC** = 2

Pokemon Power: Jet Stream  
- Once per turn before you attack, you may flip a coin. If heads, discard 1 energy attached to the defending Pokémon.

WWC, Energy Cannon, 40+   
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Omanyte (*Discovery / Common*)  
 HP 60  
**WK**= L, **RS** = none, **RC** = 1

C, Water of Evolution, 0  
- Search your deck for an Omastar card and add it to your hand. Shuffle your deck afterwards.

WC, Drag Off, 20  
- Before doing damage, you may choose 1 of your opponent’s benched Pokémon and switch it with the defending Pokémon.

Omastar (*Discovery / Uncommon*)  
 HP 70  
**WK**= G, **RS** = none, **RC** = 2

W, Prehistoric Water, 0  
- Choose an evolved pokémon and flip a coin. If heads, take the highest stage evolution card on that Pokémon and shuffle it into that player’s deck.

WC, Dark Tentacle, 30

Kabutops (1) (*Discovery / Rare*)  
 HP 90  
**WK**= G, **RS** = none, **RC** = 2

C, Slash, 20

FCC, Hydrocutter, 40x  
- Flip 3 coins. This attack does 40 damage times the number of heads.

Vaporeon (*Revelation / Uncommon*)  
 HP 80  
**WK**= L, **RS** = none, **RC** = 1

W, Wash Away, 0  
- Flip a coin. If heads, remove all damage counters from 1 of your Pokémon.

WWC, Hypnoshower, 30  
- The defending Pokémon is now asleep. Then, remove 1 damage counter from each Pokémon in play (both yours and your opponents).

Marill (1) (*Genesis / Common*)  
 HP 40  
**WK**= L, **RS** = none, **RC** = 1

C, Defense Curl, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen).

WW, Bubble Bomb, 30  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed. If tails, this Pokémon does 10 damage to itself.

Marill (2) (*Genesis / Common*)  
 HP 40  
**WK**= L, **RS** = none, **RC** = 1

W, Bubble, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

CC, Tail Slap, 20

Azumarill (1) (*Genesis / Rare*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

CC, Tackle, 20

WWW, Bubble Shower, 30  
- Flip a coin. If heads, this attack also does 10 damage to each of the opponent’s benched Pokémon, and the defending Pokémon is now Paralyzed.

Azumarill (2) (*Revelation / Rare*)  
 HP 80  
**WK**= L, **RS** = none, **RC** = 1

W, Bubble, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

WCC, Bubble Jump, 30  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them. Then, you may rearrange any W energy on your pokémon in any way you like.

Poliwag (*Discovery / Common*)  
 HP 40  
**WK**= G, **RS** = none, **RC** = 1

C, Rollout, 10

W, Hypnosis, 0  
- The defending Pokémon is now Asleep.

Poliwhirl (*Discovery / Uncommon*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

C, Belly Drum, 0  
- Put 3 damage counters on Poliwhirl. If this doesn’t knock out Poliwhirl, search your discard pile for 2 energy cards and attach them to Poliwhirl.

WWC, Water Gun, 30+  
- Does an additional 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Politoed (*Discovery / Rare*)  
 HP 110  
**WK**= L, **RS** = none, **RC** = 2

WCC, Frog Hop, 30+  
- Flip a coin. If heads, this attack does 20 more damage.

WWCCC, Energy Splash, 70  
- After doing damage, you may rearrange any W energy on your pokémon in any way you like.

Wooper (*Revelation / Common*)   
 HP 50  
**WK**= G, **RS** = L, **RC** = 1

W, Slime, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen).

CC, Tail Slap, 20

Quagsire (*Revelation / Uncommon*)  
 HP 70  
**WK**= G, **RS** = L, **RC** = 2

WW, Surf, 30

TTCC, Earthquake, 60  
- Does 10 damage to each of your own benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.)

Slowpoke (*Genesis / Uncommon*)  
HP 50  
**WK**= L, **RS** = none, **RC** = 1

C, Fishing Tail, 0  
- Search your discard pile for a card and add it to your hand.

CC, Bite, 20

Slowbro (*Genesis / Uncommon*)  
HP 80  
**WK**= L, **RS** = none, **RC** = 2

Pokemon Power: Dense Body  
- All damage done to Slowbro by attacks is reduced by 20. COME BACK TO THIS LATER, BENCH DAMAGE SUCKS

WC, Energy Cannon, 30+   
- Does an addition 10 damage for each W energy attached to this Pokémon but not used to pay for its energy cost. You can’t add more than 20 damage in this way.

Qwilfish (*Discovery / Uncommon*)  
 HP 60  
**WK**= L, **RS** = none, **RC** = 1

WW, Stun Needle, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Piloswine (*Revelation / Uncommon*)   
HP 80  
**WK**= G, **RS** = L, **RC** = 3

WW, Freeze, 10  
- Flip a coin. If heads, the defending Pokémon can’t attack during your opponent’s next turn.

WWW, Blizzard, 30  
- Flip a coin. If heads, this attack does 10 damage to each of your opponent’s benched Pokémon. If tails, this attack does 10 damage to each of your own benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon)

Corsola (*Destiny / Common*)  
HP 60  
**WK**= G, **RS** = none, **RC** = 2

WC, Tackle, 20

WCC, Spike Cannon, 20x  
- Flip 3 coins. This attack does 20 damage times the number of heads.

Sneasel (*Destiny / Rare*)  
 HP 60  
**WK**= None, **RS** = P, **RC** = 0

C, Fury Swipes, 10x  
- Flip 3 coins. This attack does 10 damage times the number of heads.

WW, Beat Up, 20x  
- Flip a coin for each of your Pokémon in play. This attack does 20 damage times the number of heads.

Remoraid (*Discovery / Common*)  
 HP 40  
**WK**= L, **RS** = none, **RC** = 0

WW, Snipe, 0  
- Flip a coin. If heads, choose 1 of your opponent’s Pokémon and this attack does 20 damage to it. Don’t apply weakness and resistance.

Octillery (*Discovery / Rare*)  
 HP 80  
**WK**= L, **RS** = none, **RC** = 2

Pokémon Power: Suction Cups  
- As long as Octillery is your active pokémon, the defending pokémon can’t retreat.

WCC, Smokescreen, 40  
- If the defending Pokémon tries to attack during your opponent’s next turn, your opponent flips a coin. If tails, that attack does nothing.

Mantine (*Destiny / Common*)  
 HP 60  
**WK**= L, **RS** = T, **RC** = 1

WW, Undulate, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Chinchou (2) (*Destiny / Common*)  
HP 50  
**WK**= G, **RS** = none, **RC** = 1

C, Float, 0  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

CC, Headbutt, 20

Horsea (*Revelation / Common*)  
 HP 50  
**WK**= L, **RS** = none, **RC** = 1

CC, Reverse Thrust, 20  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

Seadra (*Revelation / Uncommon*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

W, Wave Splash, 20

CCC, Water Bullet, 30+  
- Flip a coin. If heads, this attack does 10 more damage for each W energy attached to Seadra.

Kingdra (*Revelation / Rare*)  
 HP 90  
**WK**= none, **RS** = none, **RC** = 2

WWC, Agility, 30  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

WWWW, Dragon Tornado, 50  
- After doing damage, if this attack doesn’t knock out the defending Pokémon, you may choose 1 of your opponent’s benched Pokémon and switch it with the defending Pokémon.

Articuno (*Mystery / Rare*)  
 HP 80  
**WK**= F, **RS** = T, **RC** = 2

C, Freeze Solid, 10  
- If there are any energy in your discard pile, flip a coin. If heads, choose 1 of them and attach it to this Pokémon. If there are no energy in the discard pile, this attack can’t be used.

WWCC, Ice Cyclone, 50  
- Flip a coin. If heads, This attack does 10 damage to each of your opponent’s benched Pokémon. If tails, this attack does 10 damage to each of your own benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon)

Suicune (*Revelation / Rare*)  
 HP 70  
**WK**= L, **RS** = none, **RC** = 1

Pokémon Power: Crystal Body  
- Suicune can’t become Asleep, Confused, Paralyzed or Poisoned.

WWW, Aurora Wave, 30  
- Flip 2 coins. If both of them are heads, the defending Pokémon is now Paralyzed. If only 1 of them is heads, the defending Pokémon is now Asleep.

Magikarp (*Discovery / Uncommon*)  
 HP 30  
**WK**= L, **RS** = none, **RC** = 1

W, Gold Scale, 0  
- You and your opponent each draw 2 cards.

P, Dragon Bond, 0  
- Search your deck for a Gyarados card and put it into your hand. Shuffle your deck afterwards.

Gyarados (*Discovery / Rare*)  
 HP 100  
**WK**= G, **RS** = T, **RC** = 3

WTT, Outrage, 30+  
- Flip a coin. If heads, this attack does 10 more damage for each damage counter on this Pokémon. If tails, this attack does nothing.

FFWW, Devastate, 50  
- Discard all F energy attached to Gyarados in order to use this attack. This attack also does 10 damage to each of your opponent's benched Pokémon. Then, flip a coin. If heads, discard an energy attached to the defending Pokémon.

***LIGHTNING TYPE***

Jolteon (*Revelation / Uncommon*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 0

L, Pulse Guard, 0  
- During your opponent’s next turn, whenever 30 or more damage is done to Jolteon, prevent that damage.

LLC, Thunder Needle, 20x  
- Flip 3 coins. This attack does 20 damage times the number of heads. If you get 2 or more heads, the defending Pokémon is now Paralyzed.

Chinchou (1) (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

L, Positive Ion, 10+  
- Flip a coin. If heads, this attack does 10 more damage.

W, Negative Ion, 10  
- If the defending Pokémon attacks during your opponent’s next turn, all damage done to this Pokémon is reduced by 10.

Lanturn (1) (*Destiny / Uncommon*)  
 HP 70  
**WK**= T, **RS** = none, **RC** = 2

Pokémon Power: Hydroelectric Power  
- Lanturn’s Floodlight attack does 10 more damage for each W energy attached to it.

LL, Floodlight, 20+  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Lanturn (2) (*Revelation / Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 1

CC, Electric Tackle, 20+  
- This attack does 10 more damage for each L attached to Lanturn. Then, flip a coin. If tails, Lanturn does 10 damage to itself for each L attached to it.

Pichu (*Genesis / Rare*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

C, Zzzap, 0  
- Flip a coin. If heads, this attack does 10 damage to each of your opponent’s benched Pokémon. If tails, this attack does 10 damage to each of your own benched Pokémon.

Pikachu (1) (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Quick Attack, 10+  
-Flip a coin. If heads, this attack does 20 more damage.

LLC, Agility, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Pikachu (2) (*Colosseum / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Hide, 0  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

LC, Thunder Jolt, 30  
- Flip a coin. If tails, this Pokémon does 10 damage to itself.

Raichu (1) (*Destiny / Uncommon*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 1

LC, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

LLL, Lightning Strike, 40  
- You may discard all L attached to Raichu. If you do, this attack does 80 damage instead of 40.

Raichu (2) (*Colosseum/ Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 1

L, Plasma, 10  
- If there are any energy in your discard pile, flip a coin. If heads, choose 1 of them and attach it to this Pokémon. If there are no energy in the discard pile, this attack can’t be used.

LLC, Shock Bolt, 60  
- Discard all L energies attached to this Pokémon in order to use this attack.

Mareep (1) (*Genesis / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

L, Static Electricity, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

LL, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Mareep (2) (*Genesis / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

LC, Thunder Jolt, 30   
- Flip a coin. If tails, this Pokémon does 10 damage to itself.

Flaaffy (1) (*Genesis / Uncommon*)  
HP 60  
**WK**= T, **RS** = none, **RC** = 1

L, Discharge, 30x  
- Discard all L attached to Flaaffy in order to use this attack. Flip a number of coins equal to the amount of L you discarded, this attack does 30 damage times the number of heads.

LL, Electric Current, 20  
- In order to use this attack, choose 1 L attached to Flaaffy and return it to your hand.

Flaaffy (2) (*Genesis / Uncommon*)  
HP 60  
**WK**= T, **RS** = none, **RC** = 1

L, High Voltage, 10  
- Flip a coin. If heads, your opponent can’t play trainer cards during their next turn.

LC, Stun Wave, 30  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Ampharos (1) (*Genesis / Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 2

LLL, Gigaspark, 40  
- Flip a coin. If heads, this attack also does 10 damage to each of the opponent’s benched Pokémon, and the defending Pokémon is now Paralyzed.

Ampharos (2) (*Discovery / Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 2

Pokemon Power: Conductivity  
- Whenever your opponent attaches an energy card to 1 of their pokémon, inflict 10 damage to it. You can’t use more than 1 ‘Conductivity’ power to damage a pokémon in this way.

LCC, Shock Bolt, 50  
- Discard all L energies attached to this Pokémon in order to use this attack.

Magnemite (*Mystery / Common*)  
HP 40  
**WK**= T, **RS** = G, **RC** = 1

L, Attract, 0  
- If your opponent has any benched Pokémon, you may choose 1 of them and switch it with the defending Pokémon.

CC, Tackle, 20

Magneton (*Mystery / Uncommon*)  
HP 70  
**WK**= T, **RS** = G, **RC** = 2

CC, Bounce Off, 20  
-Switch Magneton with 1 of your Benched Pokémon chosen at random. If your opponent has any Benched Pokémon, switch the Defending Pokémon with 1 of them chosen at random. (Do the damage before switching the Pokémon.)

LLC, Magnetic Wave, 30+  
- This attack does 10 damage times the number of your benched Pokémon minus the number of your opponent’s benched Pokémon.

Voltorb (*Laboratory / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Rollout, 10

LC, Thundershock, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed.

Electrode (*Laboratory / Uncommon*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

L, Super Dynamo, 0  
- Search your deck for a basic energy card and attach it to 1 of your Pokémon. Shuffle your deck afterward.

LC, Swift, 30  
- Don’t apply weakness and resistance for this attack.

Elekid (*Discovery / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

C, Playful Punch, 20  
- Flip a coin. If heads, this attack does nothing.

Electabuzz (*Discovery / Uncommon*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

CC, Punch, 20

LLL, Swift, 30  
- Don’t apply weakness and resistance for this attack.

Zapdos (*Laboratory / Rare*)  
HP 80  
**WK**= L, **RS** = T, **RC** = 1

L, Plasma, 10  
- If there are any energy in your discard pile, flip a coin. If heads, choose 1 of them and attach it to this Pokémon. If there are no energy in the discard pile, this attack can’t be used.

LLCC, Lightning Storm, 60  
- Flip a coin. If tails, put 2 damage counters on this Pokémon.

Raikou (*Revelation / Rare*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 1

L, Lightning Burst, 10  
- If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)

LLL, Lightning Tackle, 50  
- Flip a coin. If tails, this Pokémon does 20 damage to itself.

Raichu (3) (*Destiny / Rare*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

LLWW, Thundersquall, 40  
- If your opponent has any benched Pokémon, choose 1 of them and this attack does 20 damage to it. (Don’t apply weakness and resistance for benched Pokémon.)

***FIGHTING TYPE***

Poliwrath (*Discovery / Uncommon*)  
HP 90  
**WK**= P, **RS** = none, **RC** = 2

TC, Corkscrew Punch, 30

TTCC, Submission, 70  
- This Pokémon does 20 damage to itself.

Aerodactyl (*Destiny / Uncommon*)  
HP 60  
**WK**= G, **RS** = T, **RC** = 2

CCC, Rising Lunge, 30  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks, including damage, done to this Pokémon. If tails, this attack does nothing, not even damage.

Sudowoodo (*Revelation / Uncommon*)  
HP 60  
**WK**= W, **RS** = none, **RC** = 3

T, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

TC, Rock Throw, 30

Gligar (*Revelation / Uncommon*)  
HP 50  
**WK**= G, **RS** = T, **RC** = 0

TC, Stun Poison, 10  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed and Poisoned.

Onix (*Genesis / Common*)  
HP 60  
**WK**= G, **RS** = none, **RC** = 2

C, Screech, 0  
- If the defending pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 20. (After applying weakness and resistance.) (Benching or evolving either pokémon ends this effect.)

TT, Rage, 10+  
- Does 10 more damage for each damage counter on this Pokémon.

Steelix (1) (*Genesis / Rare*)  
HP 110  
**WK**= F, **RS** = G, **RC** = 4

CC, Tackle, 20

TCC, Tail Crush, 30+  
- Flip a coin. If heads, this attack does 20 more damage.

Kabuto (*Discovery / Common*)  
 HP 50  
**WK**= G, **RS** = none, **RC** = 1

Pokemon Power: Thick Shell  
- All damage done to Kabuto is reduced by 10.

TC, Scratch, 30

Swinub (*Revelation / Common*)  
HP 40  
**WK**= G, **RS** = L, **RC** = 1

C, Tackle, 10

FC, Take Down, 30  
- This Pokémon does 10 damage to itself

Phanpy (1) (*Genesis / Uncommon*)  
HP 40  
**WK**= G, **RS** = L, **RC** = 1

C, Tackle, 10

T, Endure, 0  
- Flip a coin. If heads, prevent all damage done to Phanpy during your opponent’s next turn. (Other effects of attacks still happen.)

Phanpy (2) (*Destiny / Common*)  
HP 40  
**WK**= G, **RS** = L, **RC** = 1

C, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

TC, Rollout, 20

Donphan (1) (*Genesis / Uncommon*)  
HP 70  
**WK**= G, **RS** = L, **RC** = 3

C, Flail, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

TTT, Rapid Spin, 50  
- After dealing damage, if you have any benched Pokémon, you may switch this Pokémon with one of them.

Donphan (2) (*Destiny / Rare*)  
HP 60  
**WK**= G, **RS** = L, **RC** = 3

TT, Tusk Toss, 0  
- Flip a coin. If heads, return the Defending Pokémon and all cards attached to it to your opponent’s hand. If tails, your opponent chooses 1 of his or her benched Pokémon and switches it with the defending Pokémon.

TTC, Giant Tusk, 50

Magcargo (*Discovery / Uncommon*)  
 HP 80  
**WK**= W, **RS** = none, **RC** = 3

Pokémon Power: Streaming Mantle  
- When Magcargo enters play, discard the top 3 cards of your opponent’s deck.

TCC, Crushing Lava, 60  
- Discard a T energy attached to this Pokémon in order to use this attack.

Machop (*Evolution / Common*)  
HP 40  
**WK**= P, **RS** = none, **RC** = 1

C, Chop, 10

CC, Punch, 20

Machoke (*Evolution / Uncommon*)  
HP 80  
**WK**= P, **RS** = none, **RC** = 1

C, Focus Energy, 0  
- During your next turn, Machoke’s Mega Punch attack does double damage.

TCC, Mega Punch, 40

Machamp (*Evolution / Rare*)  
HP 120  
**WK**= P, **RS** = none, **RC** = 2

TC, Drag Off, 30  
- Before doing damage, you may choose 1 of your opponent’s benched Pokémon and switch it with the Defending Pokémon.

TTCC, Hurricane Punch, 30x  
- Flip 4 coins. This attack does 30 damage times the number of heads.

Tyrogue (*Genesis / Uncommon*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

T, Smash Punch, 30  
- Flip a coin. If tails, this attack does nothing.

Hitmonlee (*Revelation / Uncommon*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 1

TT, One-Two Kick, 20x  
- Flip 2 coins. This attack does 20 damage times the number of heads.

TTT, Heel Drop, 60  
-Flip a coin. If tails, this attack does nothing.

Hitmonchan (*Discovery / Uncommon*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 1

T, Dodge, 0  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen)

TTT, Supersonic Jab, 40

Hitmontop (*Destiny / Rare*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 1

C, Detect, 0  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

TTT, Triple Kick, 30x  
- Flip 3 coins. This attack does 30 damage times the number of heads.

Rhyhorn (*Evolution / Uncommon*)  
HP 60  
**WK**= G, **RS** = L, **RC** = 2

C, Horn Attack, 10

TC, Retaliate, 10x  
- Does 10 damage times the number of damage counters on this Pokémon.

Rhydon (*Evolution / Rare*)  
HP 90  
**WK**= G, **RS** = L, **RC** = 2

TCC, Stomp, 30+  
- Flip a coin. If heads, this attack does 20 more damage.

TTCCC, Giant Tail, 100  
- Flip a coin. If tails, this attack does nothing.

Larvitar (*Discovery / Common*)  
HP 40  
**WK**= G, **RS** = L, **RC** = 1

C, Leer, 0  
- Flip a coin. If heads, the Defending Pokémon can’t attack this Pokémon during your opponent’s next turn. (Benching or evolving either Pokémon ends this effect.)

TC, Rock Throw, 20

Pupitar (*Discovery / Uncommon*)  
HP 70  
**WK**= G, **RS** = L, **RC** = 1

CC, Skull Bash, 20

TT, Dust Devil, 10  
- This attack also does 10 damage to each player’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon).

Tyranitar (1) (*Discovery / Rare*)  
HP 100  
**WK**= None, **RS** = P, **RC** = 3

CCC, Slam, 30x  
- Flip 2 coins. This attack does 30 damage times the number of heads.

TTCC, Trample, 50  
- For each benched Pokémon in play, flip a coin. If heads, this attack does 30 damage to that Pokémon. (Don’t apply weakness and resistance for benched Pokémon.)

Kabutops (2) (*Revelation / Rare*)   
HP 80  
**WK**= G, **RS** = none, **RC** = 2

TTL, Lightning Cut, 30+  
- Flip a coin. If heads, this attack does 10 more damage and 10 damage to each of your opponent’s benched Pokémon. (Don’t apply weakness and resistance for benched Pokémon.) If tails, Kabutops does 10 damage to itself.

WWTT, Water Slash, 50+  
- Does 10 more damage for each W energy attached to Kabutops that is not used to pay for its attack cost. Don’t apply weakness or resistance for this attack.

Steelix (2) (*Genesis / Rare*)  
HP 90  
**WK**= F, **RS** = G, **RC** = 4

LLTT, Crushing Earth, 80  
- Flip a coin. If heads, this attack also does 10 damage to each player’s benched Pokémon. If tails, this attack does nothing.

Tyranitar (2) (*Discovery / Rare*)  
HP 80  
**WK**= none, **RS** = P, **RC** = 3

TTT, Mountain Crush, 30  
- Flip a coin until you get tails. For each heads, discard the top card of your opponent's deck.

TFFF, Destructive Fire, 50  
- If the Defending Pokémon has any energy cards attached to it, choose 1 of them and discard it.

***PSYCHIC TYPE***

Gastly (*Destiny / Common*)  
HP 40  
**WK**= none, **RS** = T, **RC** = 0

P, Nightmare, 10  
- The Defending Pokémon is now Asleep.

Haunter (*Destiny / Uncommon*)  
HP 50  
**WK**= none, **RS** = T, **RC** = 0

P, Call Back, 0  
- Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't use this attack if your opponent's Bench is full.) Put damage counters on that Pokémon equal to half its HP (rounded down).

PP, Surround, 20  
- Flip a coin. If heads, the Defending Pokémon is now Asleep. If tails, the defending Pokémon can’t retreat during your opponent’s next turn.

Gengar (*Destiny / Rare*)  
HP 70  
**WK**= none, **RS** = T, **RC** = 2

Pokémon Power: Deep Sleep  
- All players must flip 2 coins instead of 1 when checking Pokémon that are asleep at the end of each turn. If either of them is tails, that Pokémon is still asleep.

PPP, Pull In, 30  
- If your opponent has any benched Pokémon, you may choose 1 of them and switch it with the defending Pokémon (before doing damage). Either way, the defending Pokémon is now Asleep.

Mewtwo (1) (*Destiny / Rare*)  
HP 70  
**WK**= P, **RS** = none, **RC** = 2

C, Hypnosis, 0  
- Flip a coin. If heads, the defending Pokémon is now Asleep.

PPC, Psychic, 20+  
- Does 10 more damage for each energy card attached to the Defending Pokémon.

Mew (1) (*Revelation / Rare*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

PC, Super Psywave, \*  
- Choose 1 of your opponent’s pokémon. This attack does 10 damage times the number of energy cards on that pokémon. (Don’t apply weakness and resistance.)

Natu (*Revelation / Common*)  
HP 30  
**WK**= P, **RS** = T, **RC** = 0

C, Peck, 10

PP, Telekinesis, 0  
- Choose 1 of your opponent’s Pokémon. This attack does 20 damage to that Pokémon. Don’t apply weakness and resistance.

Xatu (*Revelation / Uncommon*)  
HP 80  
**WK**= P, **RS** = T, **RC** = 1

P, Prophecy, 0  
- Look at up to 3 cards from the top of either player’s deck and rearrange them as you like.

PPP, Confuse Ray, 30  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Espeon (1) (*Discovery / Rare*)  
HP 80  
**WK**= P, **RS** = none, **RC** = 0

CC, Bite, 20

PPC, Psychic, 30+  
- Does 10 more damage for each energy card attached to the Defending Pokémon.

Espeon (2) (*Destiny / Rare*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 0

C, Gouge, 10+  
- Flip a coin. If heads, this attack does 10 more damage.

PCC, Psysplash, 10x  
- This attack does 10 damage to each of your opponent’s Pokémon for each energy card attached to that Pokémon. Don’t apply weakness and resistance.

Umbreon (*Discovery / Rare*)  
HP 80  
**WK**= none, **RS** = P, **RC** = 1

CC, Bite, 20

PPC, Feint Attack, \*  
- Choose 1 of your opponent’s Pokémon. This attack does 30 damage to that Pokémon. Don’t apply weakness and resistance.

Murkrow (*Revelation / Uncommon*)  
HP 40  
**WK**= none, **RS** = P, **RC** = 0

C, Call for Family, 0  
- Search your deck for a Pokémon card named Murkrow and put it onto your bench. Shuffle your deck afterward. (You can’t use this attack if your bench is full.)

CC, Flock Attack, 10+  
- Flip a number of coins equal to the number of Murkrow on your bench. This attack does 10 more damage for each heads.

Abra (*Laboratory/ Common*)  
HP 40  
**WK**= P, **RS** = none, **RC** = 1

C, Scratch, 10

P, Confuse Ray, 0  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Kadabra (*Laboratory / Uncommon*)  
HP 70  
**WK**= P, **RS** = none, **RC** = 1

C, Energy Recall, 0  
- Choose up to 2 energy cards from discard pile and attach them to this Pokémon.

PC, Confuse Ray, 20  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Alakazam (*Laboratory / Rare*)  
HP 100  
**WK**= P, **RS** = none, **RC** = 2

PP, Psymimic, \*  
- Choose 1 of the Defending Pokémon’s attacks. Psymimic copies that attack, except for its energy costs. (No matter what type the Defending Pokémon is, this Pokémon type is the same)

PCC, Synchroblast, 10x  
- This attack does 10 damage times the number of energies on this pokémon and the defending pokémon.

Slowking (*Genesis / Rare*)  
HP 80  
**WK**= P, **RS** = none, **RC** = 3

Pokémon Power: Mind Games  
- No more trainers can be played.

PPP, Mind Blast, 20+  
- Flip a coin. If heads, this attack does 10 more damage and the defending Pokémon is now Confused.

Misdreavus (*Revelation / Rare*)  
HP 50  
**WK**= none, **RS** = T, **RC** = 1

P, Night Eyes, 0  
- The Defending Pokémon is now Asleep.

PPP, Perish Song, 0  
- If the defending Pokémon is Asleep, knock out the defending pokémon.

Unown [A] (*Revelation / Common*)  
HP 40  
**WK**= P, **RS** = none, **RC** = 1

P, ANGER, 10+  
- This attack does 10 more damage for each damage counter on this Pokémon.

Unown [J] *(Promo / Challenge Cup)*  
HP 40  
**WK**= P, **RS** = none, **RC** = 1

P, JOIN, 0  
- Search your deck for a Pokémon card and put it into your hand. Shuffle your deck afterwards.

P, Hidden Power, 10

Wobuffet (*Destiny / Uncommon*)  
HP 90  
**WK**= P, **RS** = none, **RC** = 3

P, Counter, 0  
- If Wobuffet was attacked last turn, do the final result of that attack on Wobuffet to the Defending Pokémon.

Girafarig (*Revelation / Common*)  
HP 60  
**WK**= None, **RS** = none, **RC** = 1

CC, Agility, 10  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

PP, Psybeam, 20  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Smoochum (*Destiny / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

C, Psykiss, 0  
- If the Defending Pokémon has any energy cards attached to it, Flip a coin. If heads, choose 1 of them and discard it.

Jynx (*Destiny / Uncommon*)  
HP 60  
**WK**= P, **RS** = none, **RC** = 2

PC, Meditate, 10+  
- This attack does 10 more damage for each damage counter on the Defending Pokémon.

PCC, Confuse Ray, 20  
- Flip a coin. If heads, the Defending Pokémon is now Confused.

Celebi (2) (*Revelation / Rare*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

Pokemon Power: Time Travel  
- Once during your turn, before you attack, you may shuffle Celebi and all cards attached to it into your deck. This power can’t be used on the turn you put Celebi into play.

P, Psychic Damage, 10x  
- Flip 3 coins. This attack does 10 damage times the number of heads. Don’t apply weakness or resistance for this attack.

Mewtwo (2) (*Destiny / Rare*)  
HP 70  
**WK**= P, **RS** = none, **RC** = 2

LP, Reflect Shield, 20  
- Flip a coin. If heads, prevent all damage done to Mewtwo during your opponent’s next turn. (All other effects of attacks still happen.)

FPP, Psyburst, 40+  
- Discard a F energy attached to this Pokémon in order to use this attack. This attack does 10 more damage for each energy attached to the defending Pokémon.

Mew (2) (*Revelation / Rare*)  
HP 50  
**WK**= P, **RS** = none, **RC** = 1

L, Flash Search, 0  
- Look at up to 3 cards from the top of either player’s deck and rearrange them as you like. Then, draw a card.

PF, Mystic Fire, 20  
- Discard a F energy attached to this Pokémon in order to use this attack. Flip a coin. If heads, the defending Pokémon is now Confused. If tails, the defending Pokémon is now Asleep.

Shadow Lugia *(Imakuni, Ishihara, Ronald)*  
** HP 120   
**WK**= P, **RS** =None, **RC** = 3

PPPP, Shadow Storm, 200  
- A shadowy aura is used to whip up a vicious tornado.

***COLORLESS TYPE***

Snorlax (*Evolution / Uncommon*)  
HP 80  
**WK**= T, **RS** = none, **RC** = 3

C, Lolling About, 0   
- Heal 10 damage from Snorlax. Then, Snorlax is now Asleep.

CCC, Continuous Tumble, 30x  
- Flip a coin until you get tails. This attack does 30 damage times the number of heads.

Dratini (*Revelation / Common*)  
HP 40  
**WK**= none, **RS** = none, **RC** = 1

LW, Dragon Smash, 40   
- Flip a coin. If tails, this attack does nothing.

Dragonair (*Revelation / Uncommon*)  
HP 80  
**WK**= none, **RS** = P, **RC** = 2

CC, Healing Light, 0  
- Heal 10 damage from all of your Pokémon in play.

CCC, Protective Wave, 20  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon.

Dragonite (*Revelation / Rare*)  
HP 100  
**WK**= none, **RS** = none, **RC** = 2

Pokémon Power: Tailwind  
- As long as Dragonite is benched, reduce the retreat cost of your active Pokémon by 1.

LWT, Dragon Tail, 40x   
- Flip 2 coins. This attack does 40 damage times the number of heads.

Sentret (*Genesis / Uncommon*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

C, Scout, 0  
- Look at your opponent’s hand.

CC, Tackle, 20

Furret (*Genesis / Uncommon*)  
HP 60  
**WK**= T, **RS** = P, **RC** = 1

CC, Quick Attack, 20+  
- Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

CCC, Slam, 30x  
- Flip 2 coins. This attack does 30 damage times the number of heads.

Hoothoot (*Revelation / Common*)  
HP 50  
**WK**= L, **RS** = T, **RC** = 1

C, Hypnosis, 0  
- The Defending Pokémon is now Asleep.

CC, Peck, 20

Noctowl (1) (*Revelation / Uncommon*)  
HP 60  
**WK**= L, **RS** = T, **RC** = 0

C, Glaring Gaze, 0  
- Flip a coin. If heads, look at your opponent's hand. If he or she has any trainer cards there, he or she shuffles all of them into the deck.

CCC, Wing Attack, 30

Crobat (2) (*Laboratory/ Rare*)  
 HP 80  
**WK**= P, **RS** = none, **RC** = 0

GF, Poison Flame, 20  
- Flip a coin. If heads, the defending Pokémon is now Poisoned.

GPP, Squared Attack, 20x  
- Flip 4 coins. This attack does 20 damage times the number of heads.

Kingdra (*Evolution / Rare*)  
 HP 110  
**WK**= L, **RS** = none, **RC** = 3

WWL, Aquabomb, 40  
- This Pokémon does 10 damage to itself.

PPLL, Dual Burn, 60  
- Discard 1 P energy attached to this pokémon in order to use this attack.

Cleffa (*Revelation / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

C, Eeeeeeek, 0  
- Shuffle your hand into your deck, then draw 7 cards.

Clefairy (*Revelation / Common*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

CC, Doubleslap, 10x  
- Flip 2 coins. This attack does 10 damage times the number of heads.

CCC, Squaredance, 0  
- Search your deck for a basic energy card and add it to your hand. Shuffle your deck afterwards.

Clefable (*Revelation / Rare*)  
HP 70  
**WK**= T, **RS** = none, **RC** = 1

Pokémon Power: Moonlight  
- Once per turn (before you attack), you may search your deck for a basic energy card and add it to your hand. Shuffle your deck afterward.

CC, Doubleslap, 20x  
- Flip 2 coins. This attack does 20 damage times the number of heads.

Igglybuff (*Discovery / Common*)  
HP 30  
**WK**= none, **RS** = none, **RC** = 0

Pokemon Power: Baby Power  
- Whenever an attack does anything to this Pokémon, flip a coin. If heads, prevent all effects of that attack, including damage, done to this Pokémon.

C, Gaze, 0  
- Choose 1 of your opponent’s benched Pokémon. This attack does 10 damage to that Pokémon. Don’t apply weakness and resistance.

Jigglypuff (*Discovery / Common*)  
HP 50  
**WK**= T, **RS** = none, **RC** = 1

C, Nap, 0  
- Remove 1 damage counter from this Pokémon.

CC, Lullaby, 10  
- The Defending Pokémon is now Asleep.

Wigglytuff (*Discovery / Uncommon*)  
HP 80  
**WK**= T, **RS** = P, **RC** = 1

C, Evolution Song, 0  
- Each player fills his or her bench with basic Pokémon chosen at random from his or her deck. If a player has fewer basic Pokémon than that in his or her deck, he or she chooses all of them. Each player shuffled their decks afterwards.

CCC, Body Slam, 20  
- Flip a coin. If heads, this Defending Pokémon is now Paralyzed.

Togepi (1) (*Genesis / Uncommon*)  
HP 40  
**WK**= None, **RS** = P, **RC** = 1

C, Charm, 0  
- If the Defending Pokémon attacks during your opponent’s next turn, any damage done by that attack is reduced by 10 (After applying weakness and resistance).

CC, Spike Ball Tackle, 20  
- This Pokémon does 10 damage to itself.

Togepi (2) (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

C, Minor Errand-Running, 0  
- Search your deck for a basic energy card and add it to your hand. Shuffle your deck afterwards.

C, Pound, 10

Togetic (1) (*Genesis / Rare*)  
HP 60  
**WK**= none, **RS** = T, **RC** = 0

C, Super Metronome, 0  
- Flip a coin. If heads, choose 1 of the Defending Pokémon’s attacks. Super Metronome copies that attack, except for its energy costs. (No matter what type the Defending Pokémon is, this Pokémon type is the same)

CCC, Fly, 30  
- Flip a coin. If heads, during your opponent’s next turn, prevent all effects of attacks and damage done to this Pokémon. If tails, this attack does nothing.

Togetic (*Destiny / Rare*)  
HP 60  
**WK**= none, **RS** = T, **RC** = 1

Pokémon Power: Gift  
- When you play Togetic from your hand, draw 3 cards.

CC, Sweet Kiss, 30  
- Unless all damage from this attack is prevented, your opponent draws a card.

Aipom (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = P, **RC** = 0

CC, Tail Punch, 20

Eevee (*Revelation / Common*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

C, Energy Evolution, 0  
- Search your deck for a card that evolves from Eevee and put it into your hand. Shuffle your deck afterwards.

C, Smash Kick, 10

Dunsparce (*Revelation / Common*)  
HP 30  
**WK**= T, **RS** = P, **RC** = 0

C, Glare, 10  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed

Snubbull (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

C, Roar, 0  
- Flip a coin. If heads, and if your opponent has any benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon.

CC, Lick, 10  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Granbull (*Destiny / Uncommon*)  
HP 70  
**WK**= T, **RS** = P, **RC** = 2

CC, Tackle, 20

CCC, Raging Charge, 10+  
- This attack does 10 more damage for each damage counter on Granbull. Then, Granbull does 20 damage to itself.

Teddiursa (*Destiny / Common*)  
HP 40  
**WK**= T, **RS** = none, **RC** = 1

C, Surprise attack, 20  
- Flip a coin. If tails, this attack does nothing.

CC, Rage, 10+  
- Does 10 more damage for each damage counter on this Pokémon.

Ursaring (*Destiny / Rare*)  
HP 80  
**WK**= T, **RS** = P, **RC** = 3

CC, Headpress, 20  
- Flip a coin. If heads, the defending Pokémon is now Paralyzed. If tails, this attack does nothing.

CCCC, Double Lariat, 40x  
- Flip 2 coins. This attack does 40 damage times the number of heads.

Delibird (*Destiny / Rare*)  
HP 60  
**WK**= L, **RS** = T, **RC** = 1

CC, Present, \*  
- Flip 3 coins. If exactly 1 is heads, this attack does 40 damage. If exactly 2 are heads, heal 30 damage from the defending Pokémon. If all 3 are heads, this attack does 60 damage. If all 3 are tails, heal all damage from the defending Pokémon.

Skarmory (*Genesis / Rare*)  
HP 60  
**WK**= F, **RS** = G, **RC** = 2

C, Claw, 20  
- Flip a coin. If tails, this attack does nothing.

CCC, Steel Wing, 30  
- Flip a coin. If heads, all damage done to this Pokémon during your opponent’s next turn is reduced by 20 (After applying weakness and resistance).

Porygon (*Destiny / Common*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

CC, Sharpen, 20

Porygon2 (*Destiny / Rare*)  
HP 60  
**WK**= T, **RS** = P, **RC** = 1

Pokemon Power: Spatial Distortion  
- Once per turn, before you attack, you may flip a coin. If heads, put a trainer card from your discard pile into your hand.

CCC, Curve Attack, 20  
- Flip a coin. If heads, prevent all damage done to this Pokémon during your opponent’s next turn. (Other effects of attacks still happen).

Stantler (*Revelation / Common*)  
HP 60  
**WK**= T, **RS** = P, **RC** = 2

CC, Stomp, 20+  
- Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

CCC, Mystifying Horns, 20  
-Flip a coin. If heads, the Defending Pokémon is now Confused.

Smeargle (*Discovery / Rare*)  
HP 50  
**WK**= T, **RS** = P, **RC** = 1

CC, Sketch, \*  
- Choose 1 of the Defending Pokémon’s attacks. Sketch copies that attack, except for its energy costs. (No matter what type the Defending Pokémon is, this Pokémon type is the same)

Miltank (*Discovery / Uncommon*)  
HP 70  
**WK**= T, **RS** = P, **RC** = 2

C, Milk Drink, 0  
- Flip 2 coins. For each heads, remove 2 damage counters from Miltank.

CCC, Body Slam, 20  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Chansey (*Destiny / Common*)  
HP 100  
**WK**= T, **RS** = none, **RC** = 2

C, Rollout, 10

CCC, Double-Edge, 40  
- This Pokémon does 40 damage to itself.

Blissey (*Destiny / Rare*)  
HP 120  
**WK**= T, **RS** = P, **RC** = 2

Pokémon Power: Softboiled  
-When you put Blissey into play, flip a coin. If heads, remove 8 damage counters from Blissey. If tails, remove 4 instead.

CCCC, Body Slam, 30  
- Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Lugia (*Revelation / Rare*)  
HP 90  
**WK**= P, **RS** = F, **RC** = 2

FLW, Elemental Blast, 90  
- Discard all energy cards on this Pokémon in order to use this attack.

Noctowl (2) (*Revelation / Rare*)  
HP 60  
**WK**= L, **RS** = F, **RC** = 1

LLP, Flashing Eyes, 30  
-Flip 3 coins. Inflict a status condition on the defending Pokémon depending on how many heads were flipped; 1: Sleep; 2: Confusion; 3: Paralysis."

Crystal Charizard *(Hall of Honor)*  
HP 110  
**WK**= W, **RS** = None, **RC** = 4

FFT, Fireblast, 40  
- Discard a F energy attached to this pokémon in order to use this attack.

FFLL, Dragon Tail, 50x  
- Flip 2 coins. This attack does 50 damage times the number of heads.

Crystal Lugia *(Hall of Honor)*  
HP 80  
**WK**= P, **RS** = none, **RC** = 3

FP, Psychic, 10x  
- This attack does 10 damage times the number of energy cards attached to the defending pokémon.

WWFF, Steam Blast, 50  
- Discard a F energy attached to this pokémon in order to use this attack.

Crystal Ho-Oh *(Hall of Honor)*  
HP 80  
**WK**= W, **RS** = none, **RC** = 3

FL, Holy Flame, 20

FFWW, Scalding Steam, 40  
- Discard a F energy attached to this pokémon in order to use this attack. Then, flip a coin. If heads, discard an energy card attached to the defending pokémon.

Crystal Celebi *(Hall of Honor)*   
HP 60  
**WK**= F, **RS** = none, **RC** = 1

GW, Empathetic Healing, 0  
- Remove 2 damage from Celebi and each Pokémon that is the same color as Celebi (both yours and your opponents).

GGP, Mind Bend, 20  
- Flip a coin. If heads, the Defending Pokémon is now confused.

***TRAINERS***

Professor Elm (*Genesis / Uncommon*)  
  
- Discard your hand and draw 7 cards.

Team Rocket’s Evil Deeds (*Destiny / Uncommon*)  
  
- Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.

Mail From Bill (*Discovery / Common*)  
  
- Draw 2 cards.

Forest Guardian (*Revelation / Common*)  
  
- Choose a Pokémon on your bench. Shuffle it and all cards attached to it into your deck.

Seer (*Discovery / Uncommon*)  
  
- You and your opponent show each other your hands, then shuffle all the trainer cards from your hands into your decks.

Pokémon Fan Club (*Revelation / Uncommon*)  
  
- Choose one Pokémon card from your hand and put it into your deck. Then, choose a different Pokémon card from your deck and add it to your hand. Show both cards to your opponent. Shuffle your deck afterward.

Star Piece (*Revelation / Uncommon*)  
  
- Put a stage 2 Evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

Poké Doll (*Genesis / Uncommon*)  
 *(Original Sprite)*  
- Play Poké Doll as if it were a basic Pokémon. While in play, Poké Doll counts as a Pokémon instead of a trainer card. Poké Doll has no attacks, can’t retreat, and can’t be affected by special conditions. If Poké Doll is knocked out, your opponent does not take a prize. At any time during your turn, you may discard Poké Doll. (Use the Gameboy Pokémon power menus option to do this).

Fossil Egg (*Revelation / Common*)  
  
- Play Fossil Egg as if it were a basic Pokémon. While in play, Fossil Egg counts as a Pokémon instead of a trainer card. Fossil Egg has no attacks, can’t retreat, and can’t be affected by special conditions. If Fossil Egg is knocked out, your opponent does not take a prize. At any time during your turn, you may discard Fossil Egg. (Use the Gameboy Pokémon power menus option to do this).

Energy Ark (*Genesis / Common*)  
  
- Trade 1 of the other cards in your hand for up to 2 basic energy cards from your discard pile.

Super Energy Retrieval (*Discovery / Rare*)  
 *(The only unaltered sprite)*  
- Trade 2 of the other cards in your hand for up to 4 basic energy cards from your discard pile.

Energy Search (*Genesis / Uncommon*)  
  
- Search your deck for a basic energy card and put it into your hand. Shuffle your deck afterward.

Energy Removal 2 (*Genesis / Uncommon*)  
  
- Choose 1 energy card attached to 1 of your opponent’s Pokémon and discard it.

Master Ball *(Promo, Fire Club, Ishihara)*  
  
- Search your deck for a Pokémon card and put it into your hand. Shuffle your deck afterwards.

Switch (*Destiny / Common*)  
  
- Switch 1 of your benched Pokémon with one of your active Pokémon.

Pokémon Nurse (*Discovery / Common*)  
  
- Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all energy cards attached to those Pokémon.

Poké Ball (*Revelation / Common*)  
  
- Flip a coin. If heads, you may search your deck for any Pokémon card. Show that card to your opponent then put it into your hand. Shuffle your deck afterward.

Pokégear (*Destiny / Rare*)  
  
- Discard 2 of the other cards in your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

New Pokédex (*Discovery / Common*)  
  
- Look at the top 5 cards of your deck and rearrange them as you like.

Strength Charm (*Revelation / Common*)  
  
- Attach Strength Charm to your active Pokémon; at the end of the turn, discard it. If this Pokémon’s attack deals damage to the active Pokémon, it does 10 more damage to it. (After applying weakness and resistance).

Crystal Shard (*Revelation / Common*)  
  
- Attach Crystal Shard to your active Pokémon; at the end of your opponent’s turn, discard it. Damage done to that Pokémon is reduced by 20 (After applying weakness and resistance).

Ruin Wall (*Destiny / Uncommon*)  
  
- Discard 2 of the other cards in your hand in order to put a trainer card from your discard pile into your hand.

Pokémon Reversal (*Revelation / Common*)  
 *(Semi-Original Sprite)*  
Choose 1 of your opponent’s benched Pokémon. Flip a coin. If heads, switch that Pokémon with the Defending Pokémon.

Potion (*Genesis / Uncommon*)  
  
- Remove 2 damage counters from 1 of your Pokémon.

Hyper Potion (*Destiny / Uncommon*)  
  
- Discard 1 energy card attached to 1 of your own Pokémon in order to remove 4 damage counters from that Pokémon.

Full Heal (*Discovery / Common*)  
  
- Your active Pokémon is no longer Asleep, Confused, Paralyzed or Poisoned.

Bill’s Maintenance (*Discovery / Common*)  
  
- Shuffle 2 of the other cards from your hand into your deck in order to draw 1 cards.

Arcade Game (*Genesis / Uncommon*)  
  
- Shuffle your hand into your deck. Flip a coin. If heads, draw 7 cards. If tails, draw 1 card.