

STAGE 2 Evolves from Kadabra Put Alakazam on the Stage 1 card

Alakazam 80 HP



Psi Pokémon. Length: 4' 11", Weight: 106 lbs.

Pokémon Power: Damage Swap As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.

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

weakness resistance retreat cost

Its brain can outperform a supercomputer. Its intelligence quotient is said to be 5000. LV. 42 #65

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STAGE 2 Evolves from Wartortle Put Blastoise on the Stage 1 card

Blastoise 100 HP



Shellfish Pokémon. Length: 5' 3", Weight: 189 lbs.

Pokémon Power: Rain Dance As often as you like during your turn (before your attack), you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.

Hydro Pump Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. 40+

weakness resistance retreat cost

A brutal Pokémon with pressurized water jets on its shell. They are used for high-speed tackles. LV. 52 #9

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Basic Pokémon

Chansey 120 HP



Egg Pokémon. Length: 3' 7", Weight: 76 lbs.

Scrunch Flip a coin. If heads, prevent all damage done to Chansey during your opponent's next turn. (Any other effects of attacks still happen.)

Double-edge Chansey does 80 damage to itself. 80

weakness resistance retreat cost

A rare and elusive Pokémon that is said to bring happiness to those who manage to catch it. LV. 55 #113

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STAGE 2 Evolves from Charmeleon Put Charizard on the Stage 1 card

Charizard 120 HP



Flame Pokémon. Length: 5' 7", Weight: 200 lbs.

Pokémon Power: Energy Burn As often as you like during your turn (before your attack), you may turn all Energy attached to Charizard into Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.

Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack. 100

weakness resistance retreat cost

Spits fire that is hot enough to melt boulders. Known to unintentionally cause forest fires. LV. 76 #6

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Basic Pokémon

Clefairy 40 HP



Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.

Sing Flip a coin. If heads, the Defending Pokémon is now Asleep.

Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)

weakness resistance retreat cost

Its magical and cute appeal has many admirers. It is rare and found only in certain areas. LV. 14 #35

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STAGE 1 Evolves from Magikarp Put Gyarados on the Basic Pokémon

Gyarados 100 HP



Atrocious Pokémon. Length: 21' 4", Weight: 518 lbs.

Dragon Rage 50

Bubblebeam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 40

weakness resistance retreat cost

Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage. LV. 41 #130

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Basic Pokémon

Hitmonchan 70 HP



Punching Pokémon. Length: 4' 7", Weight: 111 lbs.

Jab 20

Special Punch 40

weakness resistance retreat cost

While seeming to do nothing, it fires punches in lightning-fast volleys that are impossible to see. LV. 33 #107

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STAGE 2 Evolves from Machoke Put Machop on the Stage 1 card

Machop 100 HP



Superpower Pokémon. Length: 5' 3", Weight: 287 lbs.

Pokémon Power: Strikes Back Whenever your opponent's attack damages Machop (even if Machop is Knocked Out), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Machop is already Asleep, Confused, or Paralyzed when your opponent attacks.

Seismic Toss 60

weakness resistance retreat cost

Using its amazing muscles, it throws powerful punches that can knock its victim clear over the horizon. LV. 67 #68

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STAGE 1 Evolves from Magnemite Put Magnet on the Basic Pokémon

Magnetron 60 HP



Magnet Pokémon. Length: 3' 3", Weight: 132 lbs.

Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 30

Selfdestruct Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnetron does 80 damage to itself. 80

weakness resistance retreat cost

Formed by several Magnemites linked together. It frequently appears when sunspots flare up. LV. 28 #82

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Basic Pokémon

Mewtwo 60 HP



Genetic Pokémon. Length: 6' 7", Weight: 269 lbs.

Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. **10+**

Barrier Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo during your opponent's next turn.

weakness resistance retreat cost

A scientist created this Pokémon after years of horrific gene-splicing and DNA engineering experiments. LV. 53 #150

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STAGE 2 Evolves from Nidorino Put Nidoking on the Stage 1 card

Nidoking 90 HP



Drill Pokémon. Length: 4' 7", Weight: 137 lbs.

Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Nidoking does 10 damage to itself. **30+**

Toxic The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned). **20**

weakness resistance retreat cost

Uses its powerful tail in battle to smash, constrict, then break its prey's bones. LV. 48 #34

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STAGE 1 Evolves from Vulpix Put Ninetales on the Basic Pokémon

Ninetales 80 HP



Fox Pokémon. Length: 3' 7", Weight: 44 lbs.

Lure If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

Fire Blast Discard 1 Energy card attached to Ninetales in order to use this attack. **80**

weakness resistance retreat cost

Very smart and very vengeful. Grabbing one of its many tails could result in a 1,000-year curse. LV. 32 #38

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STAGE 2 Evolves from Poliwhirl Put Poliwrath on the Stage 1 card

Poliwrath 90 HP



Tadpole Pokémon. Length: 4' 3", Weight: 119 lbs.

Water Gun Does 30 damage plus 10 more damage for each Energy card attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. **30+**

Whirlpool If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. **40**

weakness resistance retreat cost

An adept swimmer at both the front crawl and breaststroke. Easily overtakes the best human swimmers. LV. 48 #62

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STAGE 1 Evolves from Pikachu Put Raichu on the Basic Pokémon

Raichu 80 HP



Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. **20**

Thunder Flip a coin. If tails, Raichu does 30 damage to itself. **60**

weakness resistance retreat cost

Its long tail serves as a ground to protect itself from its own high-voltage power. LV. 40 #26

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STAGE 2 Evolves from Ivysaur Put Venusaur on the Stage 1 card

Venusaur 100 HP



Seed Pokémon. Length: 6' 7", Weight: 221 lbs.

Pokémon Power: Energy Trans As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.

Solarbeam **60**

weakness resistance retreat cost

This plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight. LV. 67 #3

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Basic Pokémon

Zapdos 90 HP



Electric Pokémon. Length: 5' 3", Weight: 116 lbs.

Thunder Flip a coin. If tails, Zapdos does 30 damage to itself. **60**

Thunderbolt Discard all Energy cards attached to Zapdos in order to use this attack. **100**

weakness resistance retreat cost

A legendary bird Pokémon said to appear from clouds while wielding enormous lightning bolts. LV. 64 #145

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STAGE 2 Evolves from Kakuna Put Beedrill on the Stage 1 card

Beedrill 80 HP



Poison Bee Pokémon. Length: 3' 3", Weight: 65 lbs.

Twineedle Flip 2 coins. This attack does 30 damage times the number of heads. **30x**

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned. **40**

weakness resistance retreat cost

Flies at high speed and attacks using the large, venomous stingers on its forelegs and tail. LV. 32 #15

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STAGE 1 Evolves from Dratini Put Dragonair on the Basic Pokémon

Dragonair 80 HP



Dragon Pokémon. Length: 13' 1", Weight: 36 lbs.

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

Hyper Beam If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. **20**

weakness resistance retreat cost

A mystical Pokémon that exudes a gentle aura. Has the ability to change climate conditions. LV. 33 #148

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STAGE I Evolves from Diglett Put Dugtrio on the Basic Pokémon

Dugtrio

70 HP

Mole Pokémon. Length: 2' 4", Weight: 73 lbs.

Slash 40

Earthquake Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 70

weakness resistance retreat cost

-30

A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground. LV. 36 #51

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Basic Pokémon

Electabuzz

70 HP

Electric Pokémon. Length: 3' 7", Weight: 66 lbs.

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Thunderpunch Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Electabuzz does 10 damage to itself. 30+

weakness resistance retreat cost

Normally found near power plants, it can wander away and cause major blackouts in cities. LV. 35 #125

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STAGE I Evolves from Voltorb Put Electrode on the Basic Pokémon

Electrode

80 HP

Ball Pokémon. Length: 3' 11", Weight: 147 lbs.

Pokémon Power: Buzzap At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused, or Paralyzed.

Electric Shock Flip a coin. If tails, Electrode does 10 damage to itself. 50

weakness resistance retreat cost

It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 40 #101

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STAGE I Evolves from Pidgey Put Pidgeotto on the Basic Pokémon

Pidgeotto

60 HP

Bird Pokémon. Length: 3' 7", Weight: 66 lbs.

Whirlwind 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.) 20

Mirror Move If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.

weakness resistance retreat cost

-30

Very protective of its sprawling territory, this Pokémon will fiercely peck at any intruder. LV. 36 #17

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STAGE I Evolves from Growlithe Put Arcanine on the Basic Pokémon

Arcanine

100 HP

Legendary Pokémon. Length: 6' 3", Weight: 342 lbs.

Flamethrower Discard 1 Energy card attached to Arcanine in order to use this attack. 50

Take Down Arcanine does 30 damage to itself. 80

weakness resistance retreat cost

A Pokémon that has been long admired for its beauty. It runs gracefully, as if on wings. LV. 45 #59

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STAGE I Evolves from Charmander Put Charmeleon on the Basic Pokémon

Charmeleon

80 HP

Flame Pokémon. Length: 3' 7", Weight: 42 lbs.

Slash 30

Flamethrower Discard 1 Energy card attached to Charmeleon in order to use this attack. 50

weakness resistance retreat cost

When it swings its burning tail, it raises the temperature to unbearably high levels. LV. 32 #5

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STAGE I Evolves from Seel Put Dewgong on the Basic Pokémon

Dewgong

80 HP

Sea Lion Pokémon. Length: 5' 7", Weight: 265 lbs.

Aurora Beam 50

Ice Beam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 30

weakness resistance retreat cost

Stores thermal energy in its body. Swims at a steady 8 knots even in intensely cold waters. LV. 42 #87

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Basic Pokémon

Dratini

40 HP

Dragon Pokémon. Length: 5' 11", Weight: 7 lbs.

Pound 10

weakness resistance retreat cost

-30

Long considered a mythical Pokémon until recently, when a small colony was found living underwater. LV. 10 #147

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Basic Pokémon

Farfetch'd

50 HP

Wild Duck Pokémon. Length: 2' 7", Weight: 33 lbs.

Leek Slap Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the Bench won't let you use it again). 30

Pot Smash 30

weakness resistance retreat cost

-30

The sprig of green onions it holds is its weapon. This sprig is used much like a metal sword. LV. 20 #83

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Basic Pokémon
Growlithe 60 HP



Flare 20

weakness resistance retreat cost

Very protective of its territory. It will bark and bite to repel intruders from its space. LV. 18 #58

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STAGE I Evolves from Gastly Put Haunter on the Basic Pokémon
Haunter 60 HP



Hypnosis The Defending Pokémon is now Asleep.

Dream Eater You can't use this attack unless the Defending Pokémon is Asleep. 50

weakness resistance retreat cost

Because of its ability to slip through black walls, it is said to be from another dimension. LV. 22 #93

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STAGE I Evolves from Bulbasaur Put Ivysaur on the Basic Pokémon
Ivysaur 60 HP



Vine Whip 30

Poisonpowder The Defending Pokémon is now Poisoned. 20

weakness resistance retreat cost

When the bulb on its back grows large, the Pokémon seems to lose the ability to stand on its hind legs. LV. 20 #2

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Basic Pokémon
Jynx 70 HP



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

Meditate Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon. 20+

weakness resistance retreat cost

Merely by meditating, the Pokémon launches a powerful psychic energy attack. LV. 23 #124

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STAGE I Evolves from Abra Put Kadabra on the Basic Pokémon
Kadabra 60 HP



Recover Discard 1 Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra.

Super Psy 50

weakness resistance retreat cost

It emits special alpha waves from its body that induce headaches even to those just nearby. LV. 38 #64

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STAGE I Evolves from Weedle Put Kakuna on the Basic Pokémon
Kakuna 80 HP



Stiffen Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.)

Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20

weakness resistance retreat cost

Almost incapable of moving, this Pokémon can only harden its shell to protect itself from predators. LV. 23 #14

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STAGE I Evolves from Machop Put Machoke on the Basic Pokémon
Machoke 80 HP



Karate Chop Does 50 damage minus 10 damage for each damage counter on Machoke. 50-

Submission Machoke does 20 damage to itself. 60

weakness resistance retreat cost

Its muscular body is so powerful that it must wear a power-save belt to help regulate its motions. LV. 40 #67

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Basic Pokémon
Magikarp 30 HP



Tackle 10

Flail Does 10 damage times the number of damage counters on Magikarp. 10x

weakness resistance retreat cost

In the distant past, it was stronger than its horribly weak descendants that exist today. LV. 8 #129

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Basic Pokémon
Magmar 50 HP



Fire Punch 30

Flamethrower Discard 1 Energy card attached to Magmar in order to use this attack. 50

weakness resistance retreat cost

Its body always burns with an orange glow that enables it to hide perfectly among flames. LV. 24 #126

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STAGE 1 Evolves from Nidoran ♂ Put Nidorino on the Basic Pokémon

Nidorino 60 HP



Poison Pin Pokémon. Length: 2' 11", Weight: 43 lbs.

Double Kick Flip 2 coins. This attack does 30 damage times the number of heads. **30x**

Horn Drill 50

weakness resistance retreat cost

An aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom. LV. 25 #33

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STAGE 1 Evolves from Poliwhirl Put Poliwhirl on the Basic Pokémon

Poliwhirl 60 HP



Tadpole Pokémon. Length: 3' 4", Weight: 44 lbs.

Amnesia Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Doubleslap Flip 2 coins. This attack does 30 damage times the number of heads. **30x**

weakness resistance retreat cost

Capable of living in or out of water. When out of water, it sweats to keep its body slimy. LV. 28 #61

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Basic Pokémon

Porygon 30 HP



Virtual Pokémon. Length: 2' 7", Weight: 80 lbs.

Conversion 1 If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.

Conversion 2 Change Porygon's Resistance to a type of your choice other than Colorless.

weakness resistance retreat cost

A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace. LV. 12 #137

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STAGE 1 Evolves from Rattata Put Raticate on the Basic Pokémon

Raticate 60 HP



Rat Pokémon. Length: 2' 4", Weight: 41 lbs.

Bite 20

Super Fang Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10). ?

weakness resistance retreat cost

It uses its whiskers to maintain its balance. It seems to slow down if they are cut off. LV. 41 #20

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Basic Pokémon

Seel 60 HP



Sea Lion Pokémon. Length: 3' 7", Weight: 198 lbs.

Headbutt 10

weakness resistance retreat cost

The protruding horn on its head is very hard. This horn is used for bashing through thick ice. LV. 12 #86

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STAGE 1 Evolves from Squirtle Put Wartortle on the Basic Pokémon

Wartortle 70 HP



Turtle Pokémon. Length: 3' 3", Weight: 50 lbs.

Withdraw Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn. (Any other effects of attacks still happen.)

Bite 40

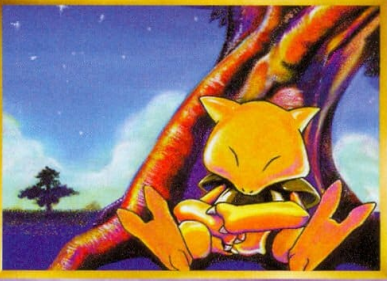
weakness resistance retreat cost

Often hides in water to stalk unwary prey. When swimming quickly, it moves its ears to maintain balance. LV. 22 #8

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Basic Pokémon

Abra 30 HP



Psi Pokémon. Length: 2' 11", Weight: 43 lbs.

Psychoshock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

weakness resistance retreat cost

Using its ability to read minds, it will identify impending danger and teleport to safety. LV. 10 #63

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Basic Pokémon

Bulbasaur 40 HP



Seed Pokémon. Length: 2' 4", Length: 15 lbs.

Leech Seed Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur. 20

weakness resistance retreat cost

A strange seed was planted on its back at birth. Thus, a plant sprouted and now grows with this Pokémon. LV. 13 #1

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Basic Pokémon

Caterpie HP 40



Worm Pokémon. Length: 1' 0", Weight: 6 lbs.

String Shot Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

weakness resistance retreat cost

Its short feet are tipped with suction pads that enable it to tirelessly climb slopes and walls. LV. 13 #10

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Basic Pokémon
Charmander 50 HP 



 Lizard Pokémon. Length: 2' 0", Weight: 19 lbs.

 **Scratch** 10

  **Ember** Discard 1  Energy card attached to Charmander in order to use this attack. 30

weakness  resistance retreat cost 

Obviously prefers hot places. If it gets caught in the rain, steam is said to spout from the tip of its tail. LV. 10 #4

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Basic Pokémon
Diglett 30 HP 



 Mole Pokémon. Length: 0' 8", Weight: 2 lbs.

 **Dig** 10

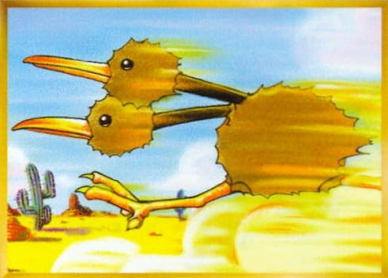
  **Mud Slap** 30

weakness  resistance  -30 retreat cost

Lives about three feet underground, where it feeds on plant roots. It sometimes appears above ground. LV. 8 #50

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Basic Pokémon
Doduo 50 HP 



 Twin Bird Pokémon. Length: 4' 7", Weight: 86 lbs.

 **Fury Attack** Flip 2 coins. This attack does 10 damage times the number of heads. 10x

weakness  resistance  -30 retreat cost

A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints. LV. 10 #84

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Basic Pokémon
Drowzee 50 HP 



 Hypnosis Pokémon. Length: 3' 3", Weight: 71 lbs.

 **Pound** 10

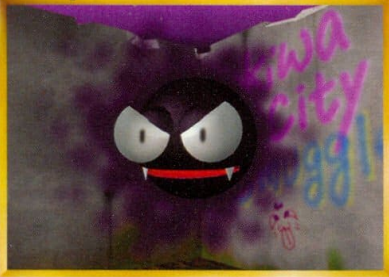
  **Confuse Ray** Flip a coin. If heads, the Defending Pokémon is now Confused. 10

weakness  resistance retreat cost 

Puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams. LV. 12 #96

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Basic Pokémon
Gastly 30 HP 



 Gas Pokémon. Length: 4' 3", Weight: 0.2 lbs.

 **Sleeping Gas** Flip a coin. If heads, the Defending Pokémon is now Asleep.

  **Destiny Bond** Discard 1  Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon. 10

weakness  resistance  -30 retreat cost

Almost invisible, this gaseous Pokémon cloaks the target and puts it to sleep without notice. LV. 8 #92

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Basic Pokémon
Koffing 50 HP 



 Poison Gas Pokémon. Length: 2' 0", Weight: 2 lbs.

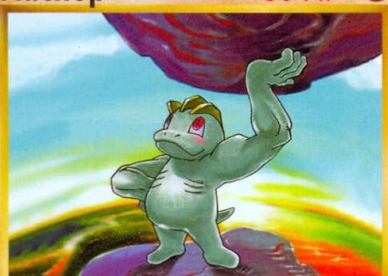
  **Foul Gas** Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, it is now Confused. 10

weakness  resistance retreat cost 

Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning. LV. 13 #109

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Basic Pokémon
Machop 50 HP 



 Superpower Pokémon. Length: 2' 7", Weight: 43 lbs.

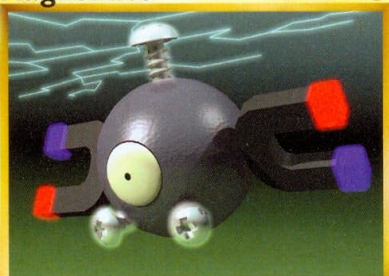
 **Low Kick** 20

weakness  resistance retreat cost 

Loves to build its muscles. It trains in all styles of martial arts to become even stronger. LV. 20 #66

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Basic Pokémon
Magnemite 40 HP 



 Magnet Pokémon. Length: 1' 0", Weight: 13 lbs.

 **Thunder Wave** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

  **Selfdestruct** Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnemite does 40 damage to itself. 40

weakness  resistance retreat cost 

Uses anti-gravity to stay suspended. Appears without warning and uses attacks like Thunder Wave. LV. 13 #81

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STAGE 1 Evolves from Caterpie Put Metapod on the Basic Pokémon
Metapod HP 70 



 Cocoon Pokémon. Length: 2' 4", Weight: 22 lbs.

  **Stiffen** Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of attacks still happen.) 10

  **Stun Spore** Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness  resistance retreat cost 

It is vulnerable to attack because its shell is soft, exposing its weak and tender body. LV. 21 #11

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Basic Pokémon
Nidoran ♂ 40 HP



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

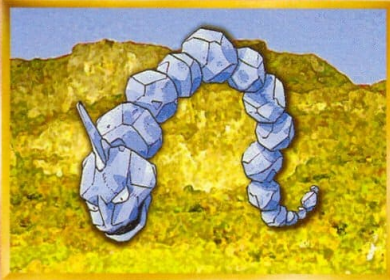
Horn Hazard Flip a coin. If tails, this attack does nothing. 30

weakness resistance retreat cost

Stiffens its ears to sense danger. The larger, more powerful of its horns secretes venom. LV. 20 #32

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Basic Pokémon
Onix 90 HP



Rock Snake Pokémon. Length: 28' 10", Weight: 463 lbs.

Rock Throw 10

Harden During your opponent's next turn, whenever 30 or less damage is done to Onix (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.)

weakness resistance retreat cost

As it grows, the stone portions of its body harden to become similar to a diamond, though colored black. LV. 12 #95

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Basic Pokémon
Pidgey 40 HP



Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.

Whirlwind 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.) 10

weakness resistance retreat cost

A common sight in forests and woods. It flaps its wings at ground level to kick up blinding sand. LV. 8 #16

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Basic Pokémon
Pikachu 40 HP



Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.

Gnaw 10

Thunder Jolt Flip a coin. If tails, Pikachu does 10 damage to itself. 30

weakness resistance retreat cost

When several of these Pokémon gather, their electricity can cause lightning storms. LV. 12 #25

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Basic Pokémon
Poliwag 40 HP



Tadpole Pokémon. Length: 2' 0", Weight: 27 lbs.

Water Gun Does 10 damage plus 10 more damage for each Energy attached to Poliwig but not used to pay for this attack's Energy cost. Extra Energy after the 2nd don't count. 10+

weakness resistance retreat cost

Its newly grown legs prevent it from running. It appears to prefer swimming over trying to stand. LV. 13 #60

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Basic Pokémon
Ponyta 40 HP



Fire Horse Pokémon. Length: 3' 3", Weight: 66 lbs.

Smash Kick 20

Flame Tail 30

weakness resistance retreat cost

Its hooves are 10 times harder than diamonds. It can trample anything flat in moments. LV. 10 #77

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Basic Pokémon
Rattata 30 HP



Rat Pokémon. Length: 1' 0", Weight: 8 lbs.

Bite 20

weakness resistance retreat cost

Bites anything when it attacks. Small and very quick, it is a common sight in many places. LV. 9 #19

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Basic Pokémon
Sandshrew 40 HP



Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.

Sand-attack If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, this attack does nothing. 10

weakness resistance retreat cost

Burrows deep underground in arid locations far from water. It only emerges to hunt for food. LV. 12 #27

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Basic Pokémon
Squirtle 40 HP



Tiny Turtle Pokémon. Length: 1' 8", Weight: 20 lbs.

Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Withdraw Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. (Any other effects of attacks still happen.)

weakness resistance retreat cost

After birth, its back swells and hardens into a shell. It powerfully sprays foam from its mouth. LV. 8 #7

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STAGE 1 Evolves from Staryu Put Starmie on the Basic Pokémon

Starmie 60 HP



Mysterious Pokémon. Length: 3' 7", Weight: 176 lbs.

Recover Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie.

Star Freeze Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness resistance retreat cost

Its central core glows with the seven colors of the rainbow. Some people value this core as a gem. LV. 28 #121

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Basic Pokémon

Staryu 40 HP



Starshape Pokémon. Length: 2' 7", Weight: 76 lbs.

Slap 20

weakness resistance retreat cost

An enigmatic Pokémon that can effortlessly regenerate any appendage it loses in battle. LV. 15 #120

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Basic Pokémon

Tangela 50 HP



Vine Pokémon. Length: 3' 3", Weight: 77 lbs.

Bind Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

Poisonpowder The Defending Pokémon is now Poisoned. 20

weakness resistance retreat cost

Its whole body is swathed with wide vines that are similar to seaweed. These vines shake as it walks. LV. 8 #114

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Basic Pokémon

Voltorb 40 HP



Ball Pokémon. Length: 1' 8", Weight: 23 lbs.

Tackle 10

weakness resistance retreat cost

Usually found in power plants. Easily mistaken for a Monster Ball, it has zapped many people. LV. 10 #100

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Basic Pokémon

Vulpix HP 50



Fox Pokémon. Length: 2' 0", Weight: 22 lbs.

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 10

weakness resistance retreat cost

At the time of birth, it has just one tail. Its tail splits from the tip as it grows older. LV. 11 #37

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Basic Pokémon

Weedle 40 HP



Hairy Bug Pokémon. Length: 1' 0", Weight: 7 lbs.

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned. 10

weakness resistance retreat cost

Often found in forests, eating leaves. It has a sharp, venomous stinger on its head. LV. 12 #13

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TRAINER

Clefairy Doll 10 HP



Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.

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TRAINER

Computer Search



Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

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TRAINER

Devolution Spray



Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it).

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TRAINER

Impostor Professor Oak

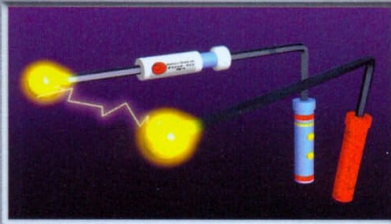


Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.

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TRAINER

Item Finder



Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.

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TRAINER

Lass



You and your opponent show each other your hands, then shuffle all the Trainer cards from your hands into your decks.

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TRAINER

Pokémon Breeder



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.

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TRAINER

Pokémon Trader



Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.

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TRAINER

Scoop Up

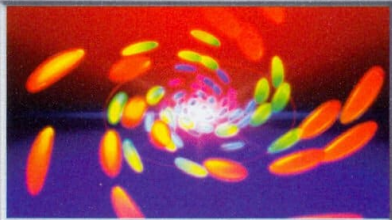


Choose 1 of your own Pokémon in play and return its Basic Pokémon card to your hand. (Discard all cards attached to that card.)

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TRAINER

Super Energy Removal

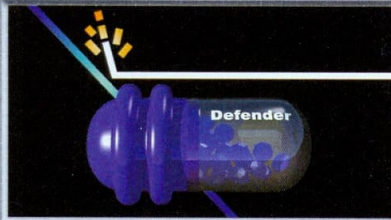


Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

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TRAINER

Defender

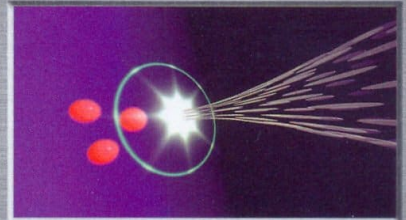


Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).

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TRAINER

Energy Retrieval

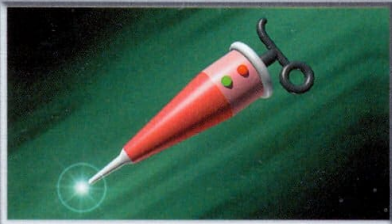


Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.

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TRAINER

Full Heal



Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.

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TRAINER

Maintenance

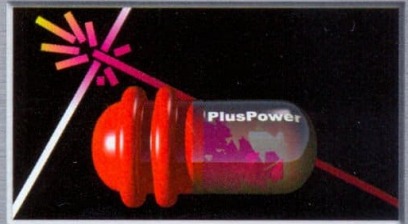


Shuffle 2 of the other cards from your hand into your deck in order to draw a card.

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TRAINER

PlusPower



Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.

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TRAINER

Pokémon Center



Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

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TRAINER

Pokémon Flute



Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)

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TRAINER

Pokédex



Look at up to 5 cards from the top of your deck and rearrange them as you like.

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TRAINER

Professor Oak

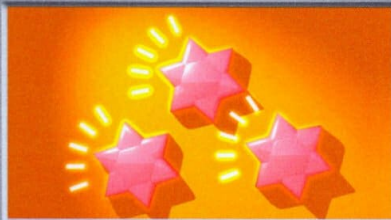


Discard your hand, then draw 7 cards.

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TRAINER

Revive



Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't play Revive if your Bench is full.)

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TRAINER

Super Potion



Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.

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TRAINER

Bill



Draw 2 cards.

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TRAINER

Energy Removal



Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

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TRAINER

Gust of Wind

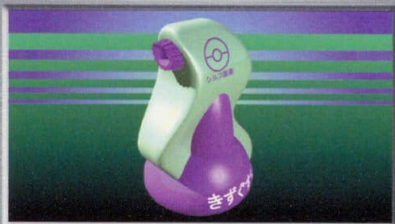


Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.

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TRAINER

Potion



Remove up to 2 damage counters from 1 of your Pokémon.

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TRAINER

Switch



Switch 1 of your own Benched Pokémon with your Active Pokémon.

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ENERGY



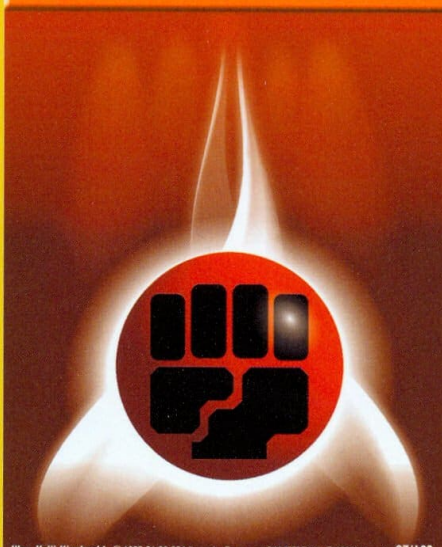
Double Colorless Energy

Provides ★★ energy.
Doesn't count as a basic Energy card.

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ENERGY



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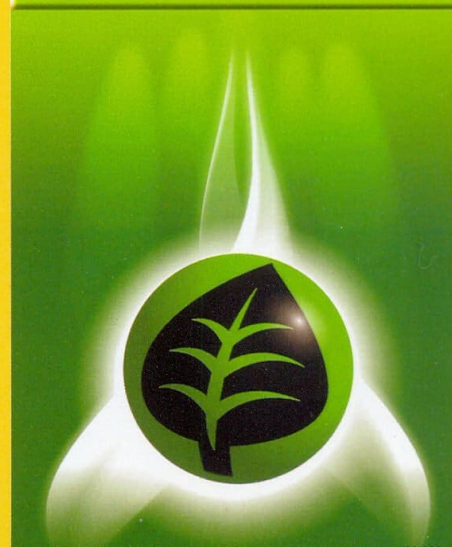
ENERGY



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ENERGY



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