

Evolution from Alakazam: Alakazam (100 HP)

Alakazam 80 HP

Psychic Pokémon. Length: 1' 11", Weight: 100 lbs.

Psychic Power: Energy Switch As often as you like during your turn (before your attack), you may switch 1 Energy attached to one of your Pokémon (this Energy can be used to attach to a different 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

#1 - Alakazam

Evolution from Blastoise: Blastoise (100 HP)

Blastoise 100 HP

Water Pokémon. Length: 7' 7", Weight: 180 lbs.

Psychic Power: Energy Switch As often as you like during your turn (before your attack), you may switch 1 Energy attached to one of your Pokémon (this Energy can be used to attach to a different Pokémon). This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.

Hydro Pump Draw 40 damage plus 10 more damage for each Energy attached to Blastoise that you used to use this attack. 40+

#2 - Blastoise

Evolution from Chansey: Chansey (120 HP)

Chansey 120 HP

Normal Pokémon. Length: 7' 7", Weight: 26 lbs.

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

Double-edge Chansey does 80 damage to itself. 80

#3 - Chansey

Evolution from Charizard: Charizard (120 HP)

Charizard 120 HP

Fire Pokémon. Length: 7' 7", Weight: 200 lbs.

Field Effect: Psychic Power: Energy Switch As often as you like during your turn (before your attack), you may switch 1 Energy attached to one of your Pokémon (this Energy can be used to attach to a different Pokémon). 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

#4 - Charizard

Evolution from Clefairy: Clefairy (40 HP)

Clefairy 40 HP

Normal Pokémon. Length: 4' 7", Weight: 17 lbs.

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

Meteorbeam Choose 1 of the Defending Pokémon's attacks. Meteorbeam copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (This power also lets the Defending Pokémon's Clefairy's spin a self-Collecting.)

#5 - Clefairy

Evolution from Gyarados: Gyarados (100 HP)

Gyarados 100 HP

Dragon Pokémon. Length: 21' 4", Weight: 210 lbs.

Dragon Rage 50

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

#6 - Gyarados

Evolution from Hitmonlee: Hitmonchan (70 HP)

Hitmonchan 70 HP

Fighting Pokémon. Length: 4' 7", Weight: 112 lbs.

Jab 20

Special Punch 40

#7 - Hitmonchan

Evolution from Machop: Machop (100 HP)

Machop 100 HP

Normal Pokémon. Length: 7' 7", Weight: 143 lbs.

Superpower Discard 1 Basic Energy card attached to Machop. Then, whatever your opponent's attack does to Machop, it does to the Defending 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

#8 - Machop

Evolution from Magnemite: Magneton (60 HP)

Magneton 60 HP

Electric Pokémon. Length: 7' 7", Weight: 120 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.) Magneton does 80 damage to itself. 80

#9 - Magneton

Evolution from Mew: Mewtwo (60 HP)

Mewtwo 60 HP

Psychic Pokémon. Length: 4' 7", Weight: 240 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 use this attack. During your opponent's next turn, prevent all effects of attacks, including damage, done to Mewtwo.

#10 - Mewtwo

Evolution from Nidoking: Nidoking (90 HP)

Nidoking 90 HP

Poison Pokémon. Length: 7' 7", Weight: 120 lbs.

Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, this attack does 30 damage and 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

#11 - Nidoking

Evolution from Ninetales: Ninetales (80 HP)

Ninetales 80 HP

Fire Pokémon. Length: 7' 7", Weight: 88 lbs.

Loose If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.

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

#12 - Ninetales

Evolution from Poliwhirl: Poliwrath (90 HP)

Poliwrath 90 HP

Water Pokémon. Length: 7' 7", Weight: 119 lbs.

Water Gun Does 30 damage plus 10 more damage for each Energy attached to Poliwrath that you used to use this attack. (Energy can't be used to use this attack.) 30+

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

#13 - Poliwrath

Evolution from Raichu: Raichu (80 HP)

Raichu 80 HP

Electric Pokémon. Length: 7' 7", Weight: 120 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

#14 - Raichu

Evolution from Venusaur: Venusaur (100 HP)

Venusaur 100 HP

Grass Pokémon. Length: 7' 7", Weight: 221 lbs.

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

Solarbeam 60

#15 - Venusaur

Evolution from Zapdos: Zapdos (90 HP)

Zapdos 90 HP

Electric Pokémon. Length: 7' 7", Weight: 120 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

#16 - Zapdos

Evolution from Beedrill: Beedrill (80 HP)

Beedrill 80 HP

Poison Bug Pokémon. Length: 7' 7", Weight: 82 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

#17 - Beedrill

Evolution from Dragonair: Dragonair (80 HP)

Dragonair 80 HP

Dragon Pokémon. Length: 12' 7", Weight: 50 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

#18 - Dragonair

Evolution from Diglett: Dugtrio (70 HP)

Dugtrio 70 HP

Normal Pokémon. Length: 7' 7", Weight: 22 lbs.

Slash 40

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

#19 - Dugtrio

Evolution from Electabuzz: Electabuzz (70 HP)

Electabuzz 70 HP

Electric Pokémon. Length: 7' 7", Weight: 22 lbs.

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

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

#20 - Electabuzz

Evolution from Electrode: Electrode (80 HP)

Electrode 80 HP

Electric Pokémon. Length: 1' 11", Weight: 100 lbs.

Psychic Power: Energy Switch As often as you like during your turn (before your attack), you may switch 1 Energy attached to one of your Pokémon (this Energy can be used to attach to a different Pokémon). This power can't be used if Electrode is Asleep, Confused, or Paralyzed.

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

#21 - Electrode

Evolution from Pidgeotto: Pidgeotto (60 HP)

Pidgeotto 60 HP

Normal Bird Pokémon. Length: 7' 7", Weight: 60 lbs.

Whirlwind If your opponent has any Benched Pokémon, let it choose 1 of them and switch it with the Defending Pokémon. (Do the damage before switching the Pokémon.) 20

Hirer Move If Pidgeotto was attached last turn, do the first part of this attack on Pidgeotto in the Defending Pokémon. 80

#22 - Pidgeotto

Evolution from Arcanine: Arcanine (100 HP)

Arcanine 100 HP

Fire Pokémon. Length: 7' 7", Weight: 143 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

#23 - Arcanine

Evolution from Charmeleon: Charmeleon (80 HP)

Charmeleon 80 HP

Fire Pokémon. Length: 7' 7", Weight: 12 lbs.

Slash 30

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

#24 - Charmeleon

Evolution from Dewgong: Dewgong (80 HP)

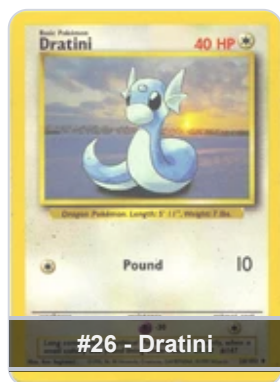
Dewgong 80 HP

Ice Water Pokémon. Length: 7' 7", Weight: 280 lbs.

Aurora Beam 50

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

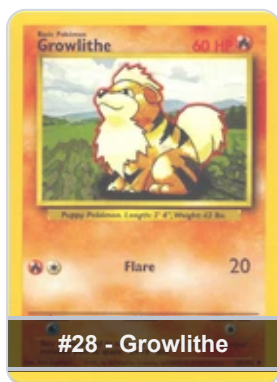
#25 - Dewgong



#26 - Dratini



#27 - Farfetch'd



#28 - Growlithe



#29 - Haunter



#30 - Ivysaur



#31 - Jynx



#32 - Kadabra



#33 - Kakuna



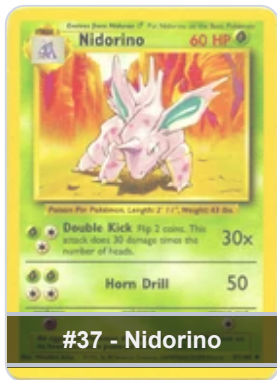
#34 - Machoke



#35 - Magikarp



#36 - Magmar



#37 - Nidorino



#38 - Poliwhirl



#39 - Porygon



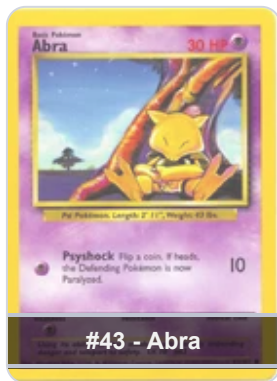
#40 - Raticate



#41 - Seel



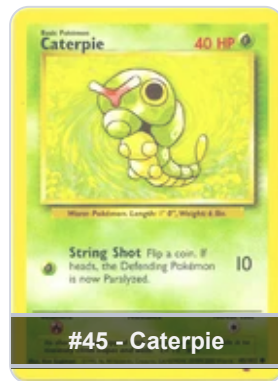
#42 - Wartortle



#43 - Abra



#44 - Bulbasaur



#45 - Caterpie



#46 - Charmander



#47 - Diglett



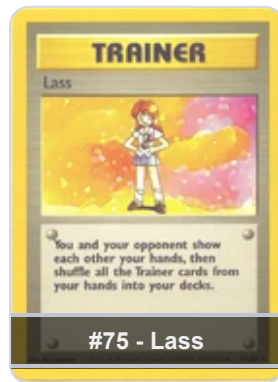
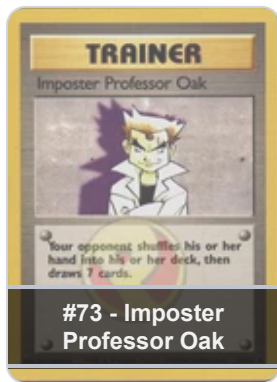
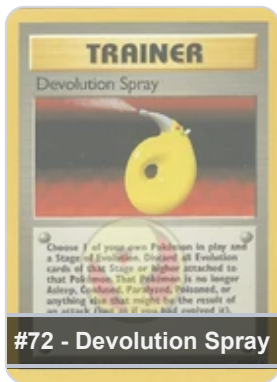
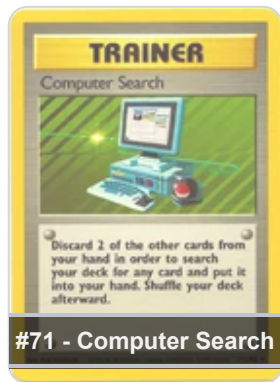
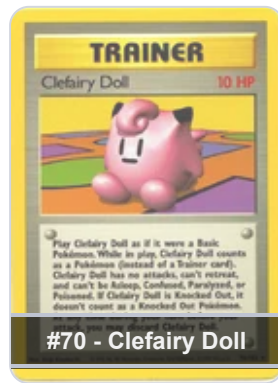
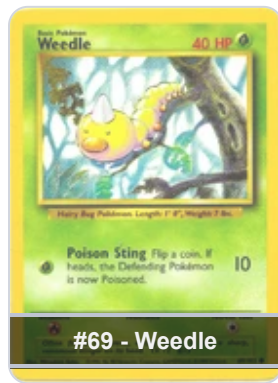
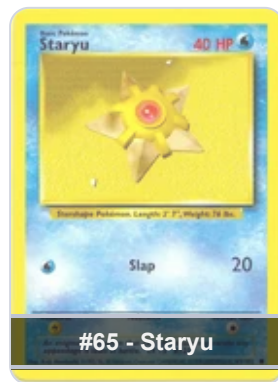
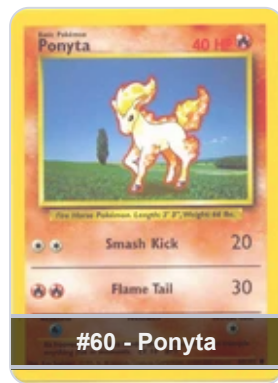
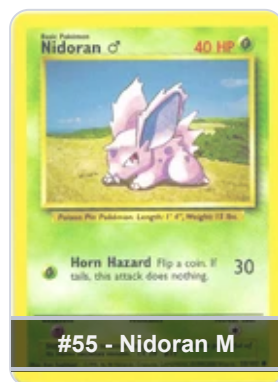
#48 - Doduo



#49 - Drowzee



#50 - Gastly

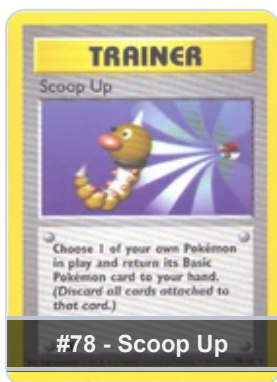




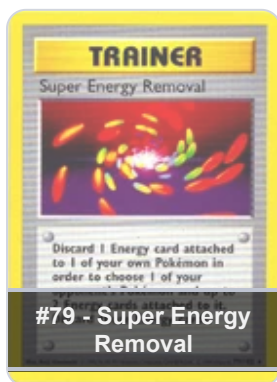
#76 - Pokemon Breeder



#77 - Pokemon Trader



#78 - Scoop Up



#79 - Super Energy Removal



#80 - Defender



#81 - Energy Retrieval



#82 - Full Heal



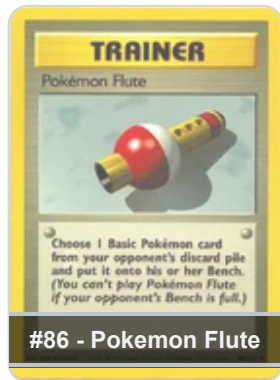
#83 - Maintenance



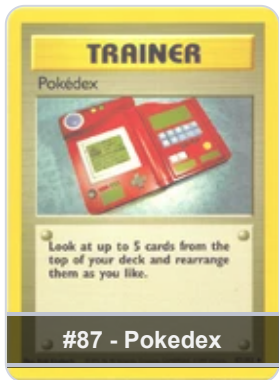
#84 - PlusPower



#85 - Pokemon Center



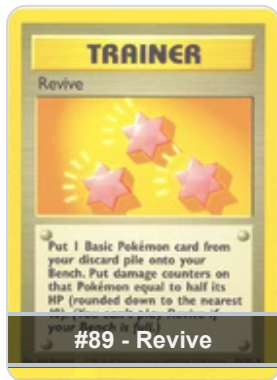
#86 - Pokemon Flute



#87 - Pokedex



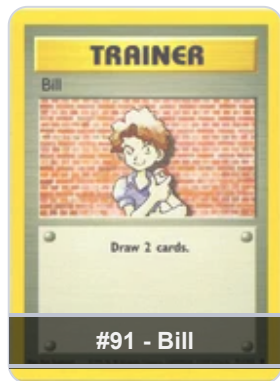
#88 - Professor Oak



#89 - Revive



#90 - Super Potion



#91 - Bill



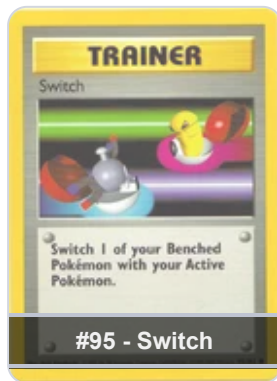
#92 - Energy Removal



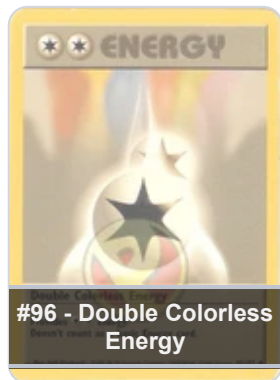
#93 - Gust of Wind



#94 - Potion



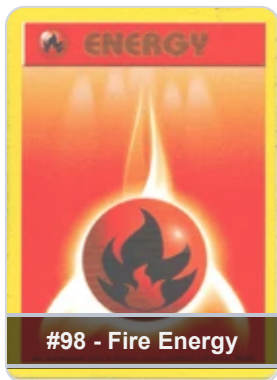
#95 - Switch



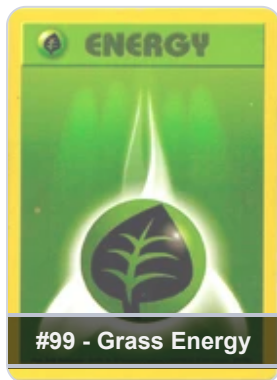
#96 - Double Colorless Energy



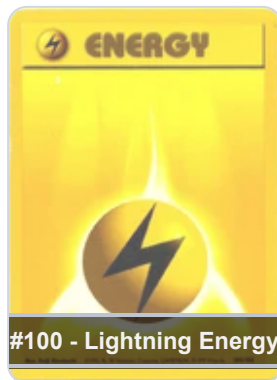
#97 - Fighting Energy



#98 - Fire Energy



#99 - Grass Energy



#100 - Lightning Energy

