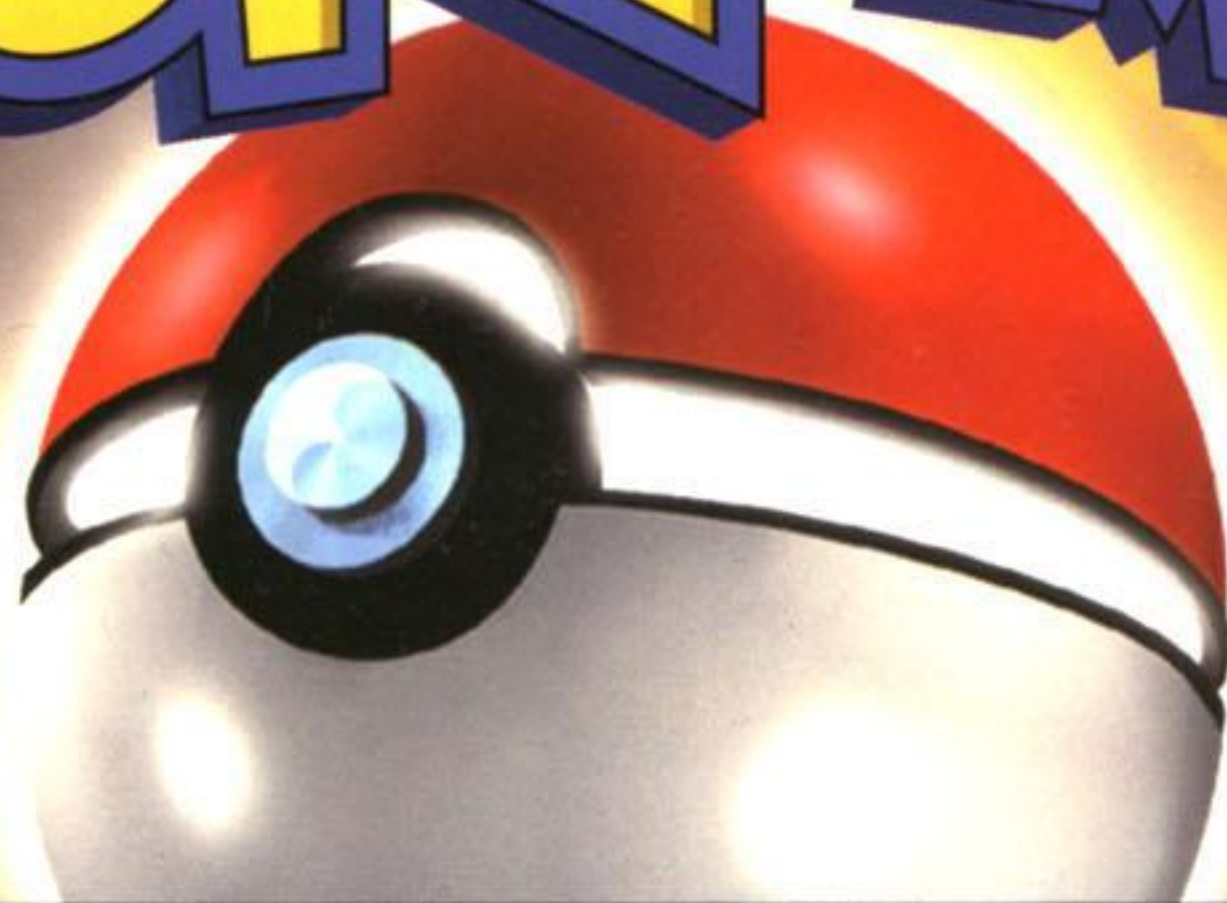


The OFFICIAL Deck-Dueling Guide from **NINTENDO POWER**

POKÉMON™



TRADING CARD GAME
FOR GAME BOY

OFFICIAL
Nintendo[®]
PLAYER'S GUIDE



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TRADING CARD GAME

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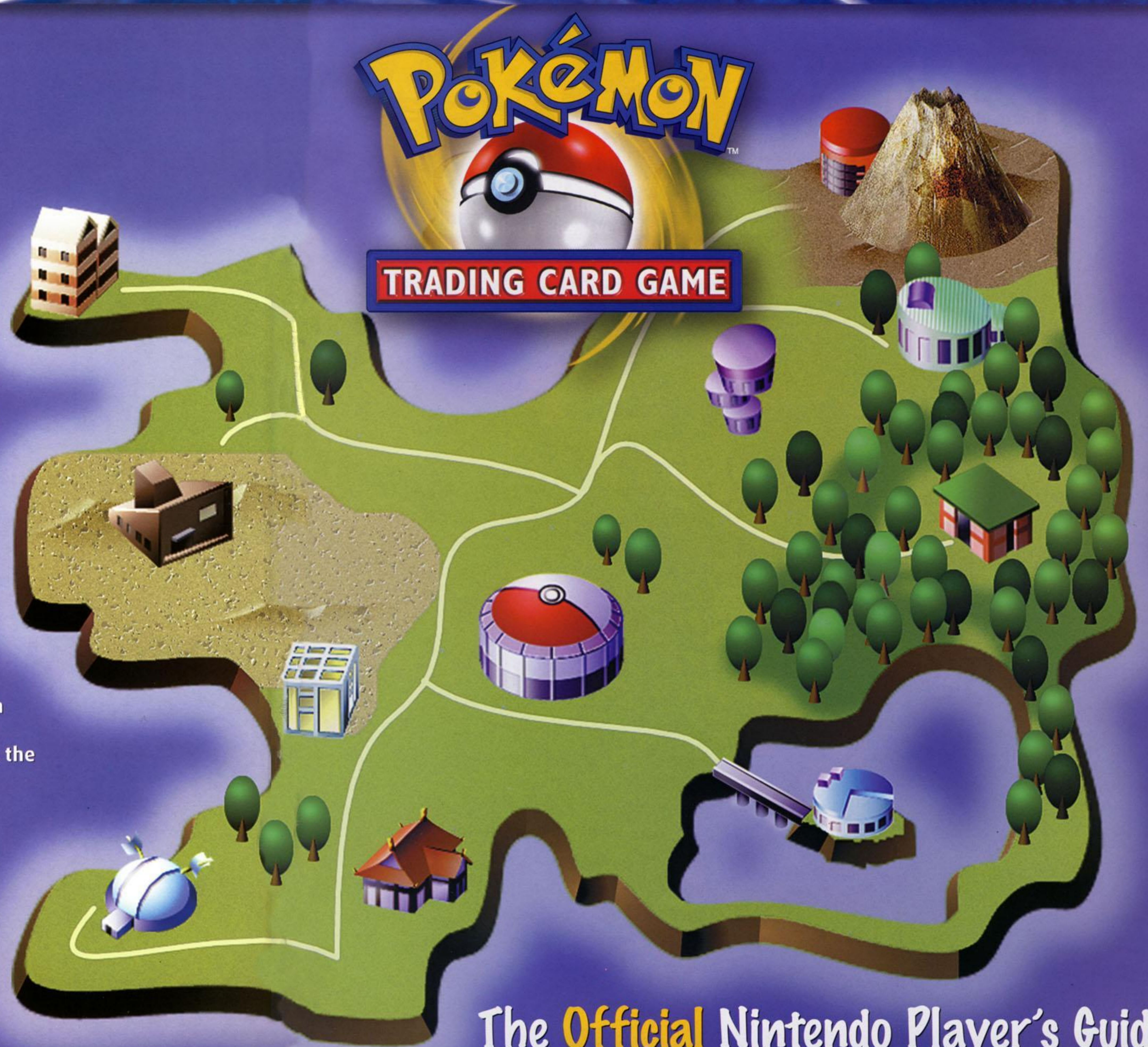
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Welcome to the Pokémon Trading Card Game

You've collected the Pokémon Trading Cards, you've traded the Pokémon Trading Cards—now it's time to take it to your Game Boy. This Pokémon Trading Card Game combines the strategy of a card game with all the creature-filled excitement of Pokémon. Even the most seasoned Pokémon Masters will find a challenge within the Game Boy game's colorful Pokémon Trading Card decks. Once you've battled your way through all of the castles, you'll be ready to win the rare and wonderful Legendary Pokémon Cards from the Pokémon Trading Card Grand Masters—and with this guide's help, you will be the player who wins 'em all.



The Official Nintendo Player's Guide



CONTENTS



This guide builds your Pokémon Trading Card Game knowledge in three ways. The Master the Basics section gives a rundown of the game's rules and basic strategy. The Challenge the Masters section deals with the eight Clubs and Club Masters. Finally, learn detailed information about the cards and decks in the Deck Data section.

MASTER THE BASICS

It's in the Cards	4
Start from Scratch	6
One Step at a Time	8
Turnabout Is Fair Play	9
Let's Rumble	11
Advanced Combat	16
Card Combos	17
Building a Deck	18
Starter Decks	19
Deck Doctoring	20

DECK DATA

Grass Cards	47
Fire Cards	53
Water Cards	56
Lightning Cards	61
Psychic Cards	64
Fighting Cards	67
Colorless Cards	71
Trainer Cards	76
Energy Cards	82
Promotion Cards	83
Legendary Cards	85
Illusion Cards	86
Quick Reference	87
Booster Pack List	90
First Autodeck Machine	92
Grass Medal Autodeck Machine	94
Fire Medal Autodeck Machine	96
Water Medal Autodeck Machine	98
Lightning Medal Autodeck Machine	100
Science Medal Autodeck Machine	102
Psychic Medal Autodeck Machine	104
Fighting Medal Autodeck Machine	106
Rock Medal Autodeck Machine	108
Legendary Deck	110
Nintendo Power Decks	112



CHALLENGE THE MASTERS

World Map	22
Grass Club	24
Fire Club	26
Water Club	28
Lightning Club	30
Science Club	32
Psychic Club	34
Fighting Club	36
Rock Club	38
Further Adventures	40
Pokémon Dome	42
Final Showdown	44

MASTER THE BASICS

The siren song of the Legendary Pokémon Cards compels you to grab a deck and start dueling. But before you can master a subject, you must learn the basics. Even the Pokémon Trading Card Grand Masters began their careers as inexperienced players. This section will be your guide to the rules of the game, strategies and deck building.





IT'S IN THE CARDS

This game is a role-playing adventure based on the Pokémon Trading Card Game by Wizards of the Coast. Like the original Pokémon game, there is a story to follow and obstacles to overcome, but the main objective here is to collect and win electronic trading cards by playing against various computer opponents or against human opponents via the Game Link Cable.



Collect, Trade and Play

If you're not familiar with the Pokémon Trading Card Game (Pokémon TCG), here's the scoop. It's a two-player strategy game that uses cards to stage duels between Pokémon. Each card represents a Pokémon, an action taken by a Pokémon Trainer, or the energy used by the Pokémon to launch attacks. Using 60-card decks, players take turns attacking and defending with their Pokémon. The first to defeat all the opposing Pokémon (or to fulfill other win conditions that we'll explain later) wins the game. With the actual Trading Card Game, players obtain more cards by collecting them on their own or trading with friends. In this Game Boy game, you can obtain more cards by winning duels. When you defeat any opponent in this game, you'll be awarded two or more booster packs filled with different cards. This way, you'll be able to expand your collection and use different cards to make your decks more interesting and more powerful.



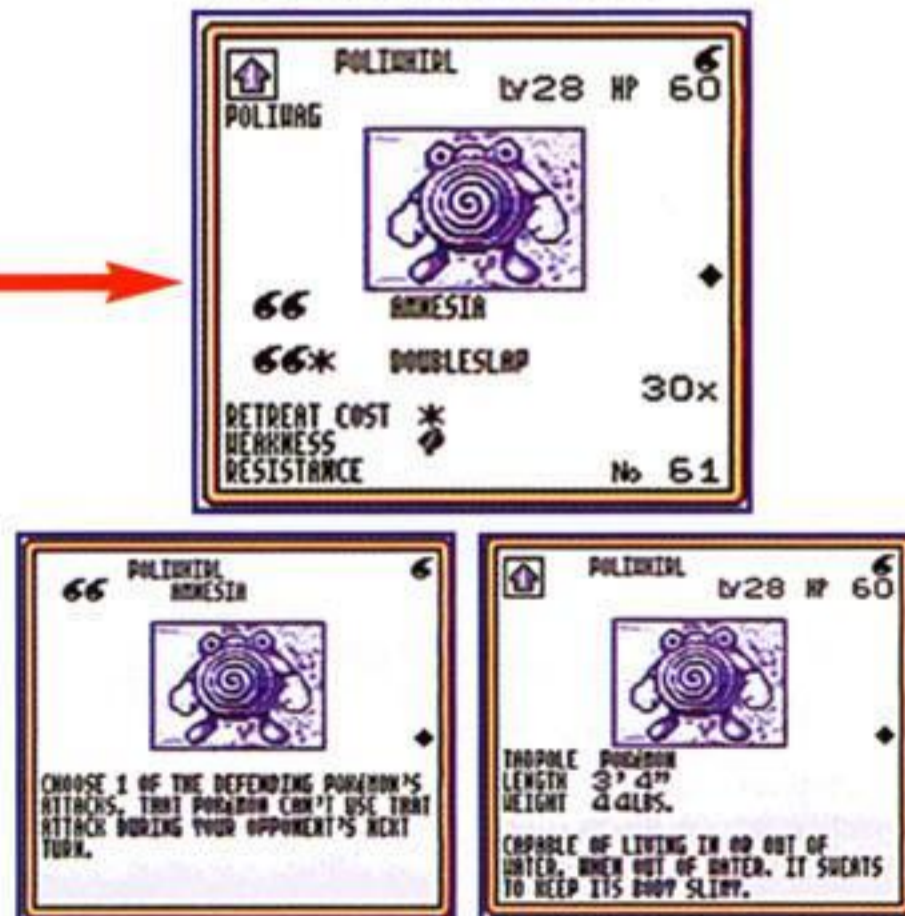
From Cardboard to Computer

Electronic Trading Cards

Pokémon Trading Card



Electronic Card



This Game Boy version of the Pokémon TCG uses many of the same cards as the real card game. They may look different from their cardboard counterparts, but the electronic cards have the same powers, abilities and attributes as the real cards. Both games play exactly the same way—the only difference is that one uses cardboard and the other uses computer chips!

New Booster Packs



You're given a deck and a few extra cards at the beginning of the game, but you must win booster packs from your rivals. These booster packs are different from the real card packs, featuring different combinations of cards.

Exclusive Cards

Even better, this game features exclusive cards that you won't find in the actual card game. These cards exist in electronic form only and can't be found in any deck or booster pack in any store!





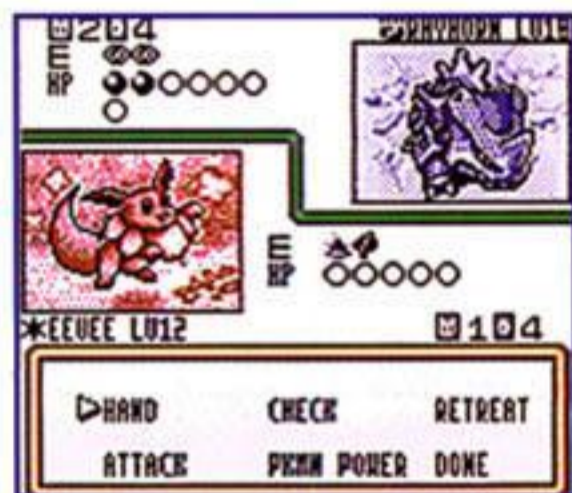
The Adventure Begins

In this game, you are an up-and-coming Pokémon TCG player who hears about four extremely rare and powerful cards. The four greatest Pokémon TCG masters are seeking someone worthy to inherit the cards. To claim these treasures, you must first defeat challengers from eight different Pokémon TCG clubs and then defeat the masters them-

selves. You can collect and trade many different cards along the way, in the game itself and by going to the Gift Center to trade with friends via the infrared ports.

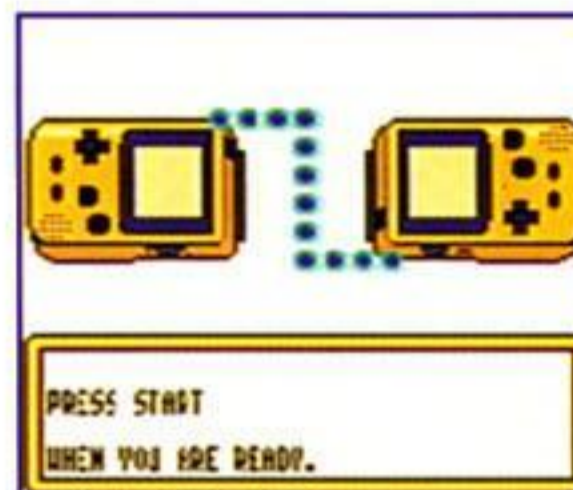


Card Combat



Story Mode

You'll collect most of your cards by winning duels. Each opponent will award you different booster packs, and you can challenge most opponents again and again. Keep in mind that most cards appear in certain boosters only.



Link

To battle with a friend, connect your Game Boys with the Game Link Cable, then enter the same club's battle center. You will be able to choose how many prizes to play for.

Building a Deck



Starter Deck

If you've already played Pokémon TCG, you can probably build decks on your own. If not, you'll receive a starter deck from Dr. Mason when the game begins. You can use this deck or change it as you see fit.



Deck Machine

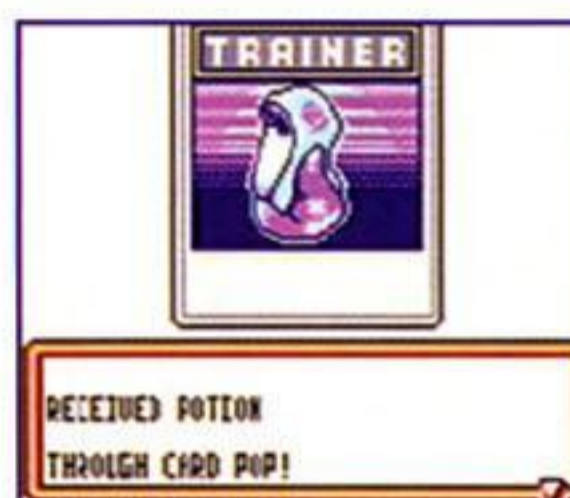
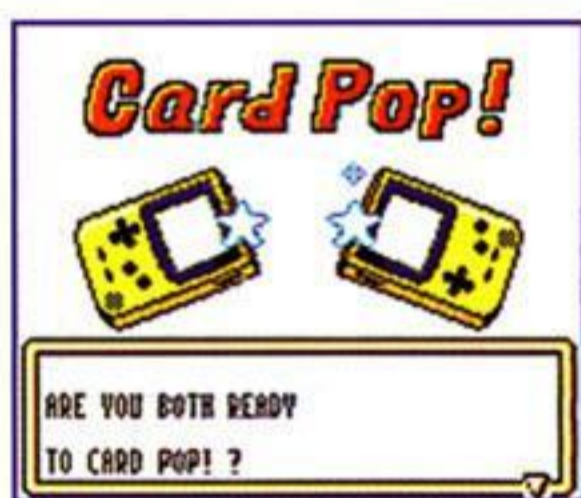
If you'd like help building decks, you can use the Autodeck Machines in the game. Provided you have all the proper cards, they'll build decks for you along certain strategies or themes.

Collecting More Cards



Rare Trades

Some characters in the game would rather trade than duel. If you give a collector a specific card, he or she will give you another in return. The card you receive is often rare and hard to find in booster packs.



Card Pop!

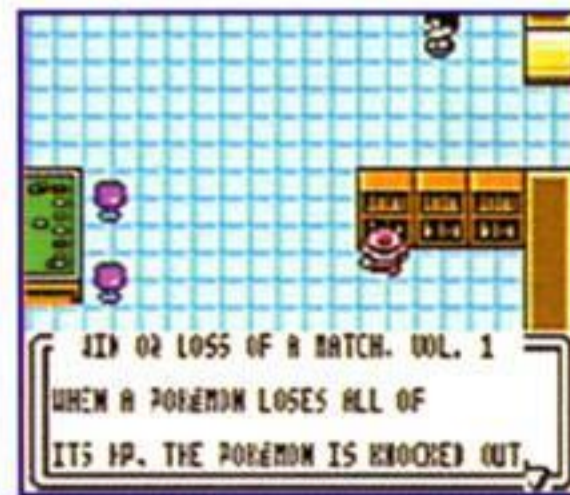
You can Card Pop! with a friend if you both have a Game Boy Color and a Pokémon Trading Card Game Pak. Select Card Pop! from the menu that comes up at the start of the game, line up your infrared ports and press the A Button. You will each receive a random card. The Illusion Cards can be obtained only through Card Pop!

Information Please



Chitchat

Many characters will want to duel or trade with you, but some simply have information you can use that might lead you to some very rare cards.



Be a Reader

Every building in the land has bookshelves filled with helpful Pokémon Trading Card Game tips. The books within each Club contain information about the Club's favored Pokémon type, while Dr. Mason's books give more general information.



START FROM SCRATCH

This section will show you how to play the Pokémon Trading Card Game, starting with a review of the different types of cards and a look at the play area. When you begin the game, the computer will explain all of this information, but you can use this section as a reference at any time.



Down to Basics

The object of the game is to knock out your opponents' Pokémon one at a time. Each of you takes turns drawing cards from your deck, playing cards from your hand and attacking or defending. Besides basic Pokémon cards, you also have Evolution 1 and 2 cards that you use to evolve your Pokémon, Energy Cards that you use to power your attacks, and Trainer Cards that allow you to take special actions. You win in any of these situations: if you knock out six of your

opponent's Pokémon, if your opponent has no Pokémon left in play, or if your opponent's deck has no cards at the beginning of his or her turn. The screen shot below shows how to read a Pokémon card, while the illustration on the right shows a diagram of the play area.

Pokémon Cards



Basic Pokémon Cards

These are the lowest-level Pokémon, with relatively weak attacks and low hit point levels. Hit points (HP) are used to measure a Pokémon's health.



Evolution Cards

Use Evolution cards to evolve Pokémon and make them stronger. Place Evolution 1 cards on basic Pokémon and Evolution 2 cards on Pokémon that have already evolved once. Not all Pokémon can evolve.

Energy Cards



There are seven types of energy, and each Pokémon uses a specific type or types to power its attacks. The number and type of energy needed is listed next to each attack.

Energy Types

While most Energy Cards count for one point of energy each, the Double Colorless Energy Cards are worth two points each. In addition, if an attack calls for Double Colorless Energy, you can use any type of energy to power it. For example, if an attack has two Double Colorless Energy symbols next to it, you can use one Double Colorless Energy Card or two Energy Cards of any other type to power it.

Trainer Cards



Trainer Cards allow you to take special actions not normally allowed, like drawing two cards at the beginning of your turn instead of one. These cards are used once then discarded from play.

Pokémon Card Information

Attack Cost

You must place Energy Cards on a Pokémon before it can attack. This shows the number and type of energy cards needed.

Evolution

This shows if it is a basic or evolved Pokémon. A basic Pokémon cannot be evolved in the same turn it is played.

Name

Level/HP

Type

Booster

Each booster pack has a specific ID symbol. This shows which type of booster may contain this card.

Rarity

Some cards are common and easily found, some are not. A dot means it's a common card, a diamond means it's less common, and a star means it's rare.

Damage

This shows the amount of damage an attack causes. It is subtracted from the target's HP.

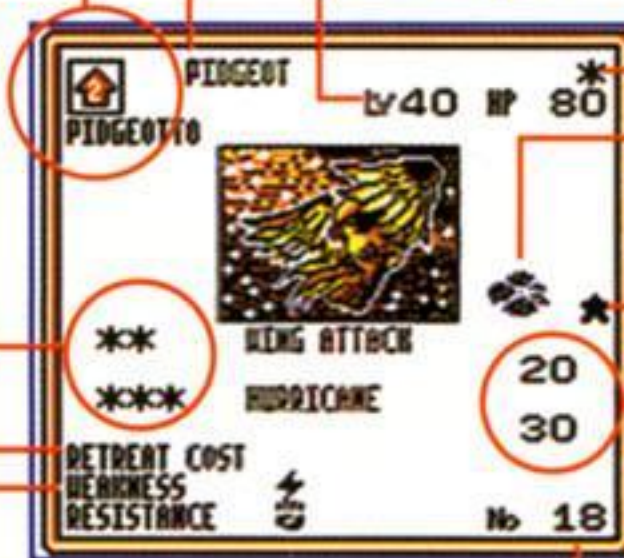
ID

Retreat

You can pull wounded Pokémon out of battle. This shows the energy you must discard, if any, to retreat.

Weakness & Resistance

Each Pokémon belongs to a different type, like Fire or Water. Any weakness to a specific type is shown here. Weakness means you take more damage than usual from that type of Pokémon; resistance means you take less.





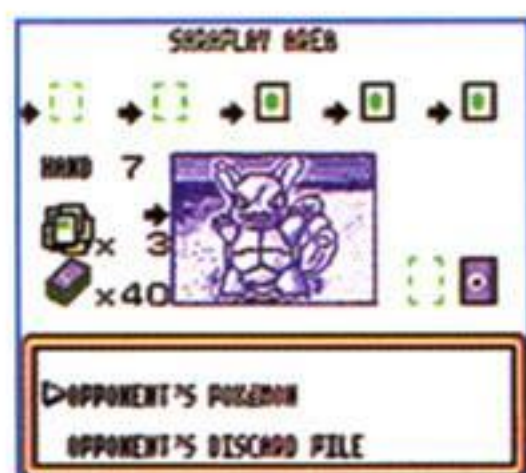
The Play Area

In the card game, the players set up an area in which to play, with certain spaces designated for certain things. This game takes place entirely within your Game Boy, of course, but the main play screens have been designed to look like a real card duel. You can switch among

several different screens during a duel, allowing you to look at the overall play area, just one player's area, the cards in your hand and so on. You can look at just about everything except the cards in your opponent's hand.



You can peek at your opponent's active Pokémon and Bench but not at his or her hand.



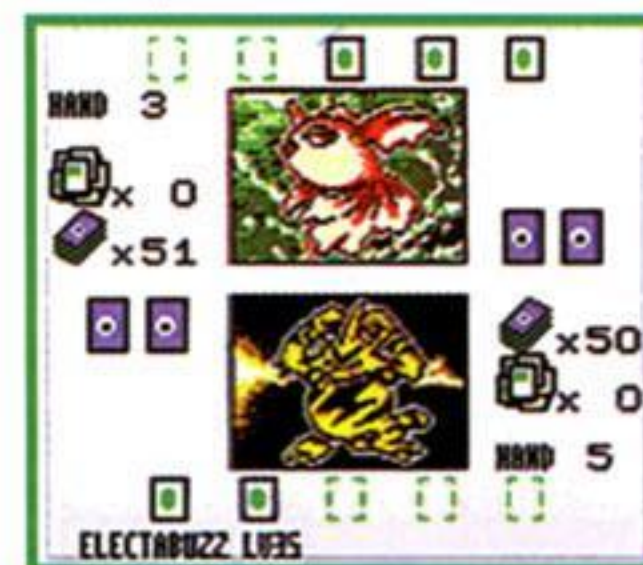
Opponent



• Opponent's Hand

• Opponent's Prizes

• Play Area



This screen shows the entire play area, as it appears on your Game Boy screen. Compare it to the diagram at the left.

• Opponent's Bench

• Opponent's Discard Pile

• Opponent's Deck

• Arena

Only one of your Pokémon (the "active" Pokémon) fights at a time here in the arena. If your active Pokémon is knocked out, you must replace it with one from the Bench. If there are none on your Bench, you lose the game.

• Your Prizes

When you defeat an enemy Pokémon, you can draw any card from this section and put it in your hand. When you've drawn all six, you've won the game. In some games, you may set aside fewer than six prize cards.

• Your Bench

This is where your Pokémon wait before going into the arena. You can place energy on Pokémon here or even evolve them here. Benched Pokémon cannot attack, but they can be attacked and damaged.

• Your Hand

You draw seven cards at the beginning of the game and one card at the beginning of each turn. There is no limit to the number of cards you can have in your hand.

You



This screen shows at a glance what your active Pokémon is, the number of Pokémon on your Bench, and the number of cards left in your deck.

• Your Deck

If you have no cards in your deck at the beginning of your turn, you lose the game. Check the play screens to see how many are left.

• Your Discard Pile

Discarded cards are placed here. These include defeated Pokémon and any energy attached to them plus used Trainer Cards. Some Trainer Cards allow you to return discarded cards to your hand or deck.



One Step at a Time

Shuffle Your Deck

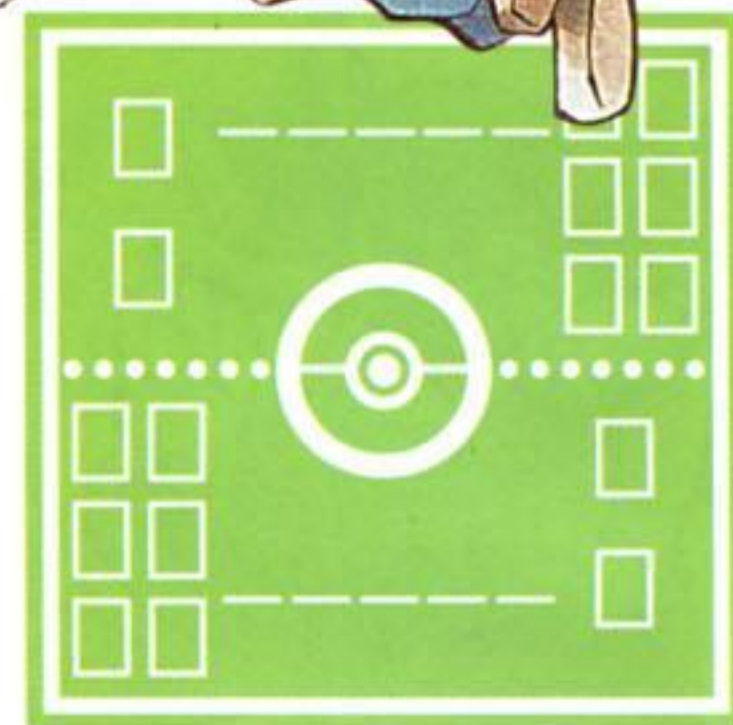
Now we'll take you through the basic steps of the game. Some of the actions described here, like shuffling the deck or dealing cards, are performed automatically by the computer.

We'll describe them in detail, just so you'll know exactly what's going on at each stage of the game. Start by preparing a 60-card deck then shuffling it thoroughly.



Draw 7 Cards

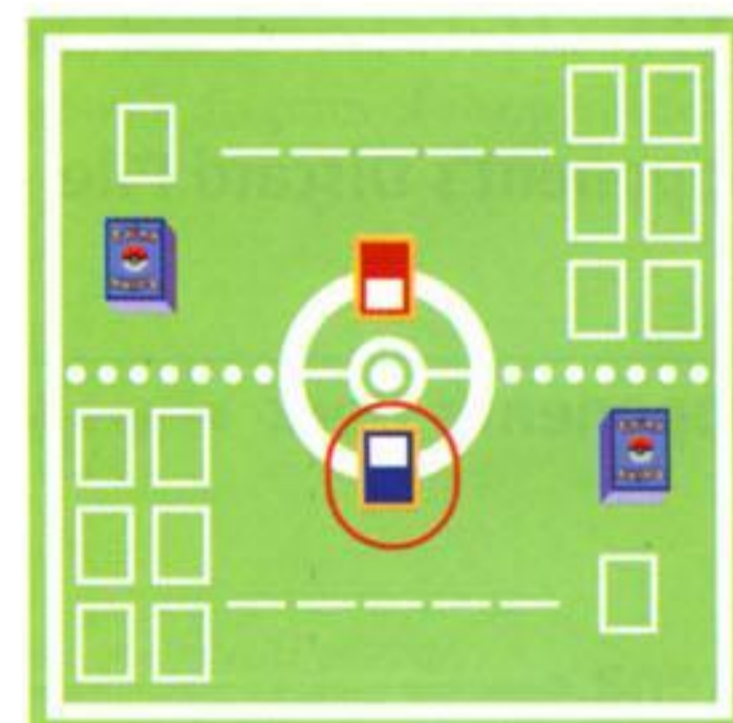
Next, draw seven cards for your starting hand. If there are no basic Pokémon in your hand, put the cards back into the deck, reshuffle and draw again.



Play Area

Choose Your Active Pokémon

Now select a basic Pokémon and place it on the circle in the center of the play area. This is the only time you're allowed to place a Pokémon into the arena straight from your hand. There are lots of things to consider when choosing, including whether you have the right energy in your hand to power your Pokémon.

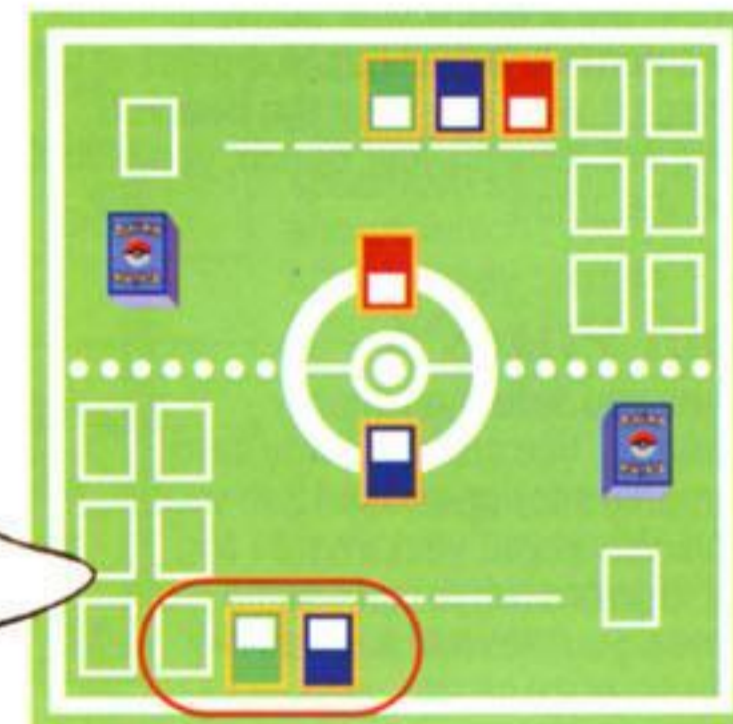


Active Pokémon

Choose Your Bench



The next step is to choose the basic Pokémon from your hand and place them here on your Bench. You can have up to five Pokémon on your Bench at a time. You don't have to place any Pokémon here at this point, but keep in mind that if your active Pokémon is knocked out on the first turn and you have nothing on your Bench, you will lose immediately.



Your Bench

Coin Toss

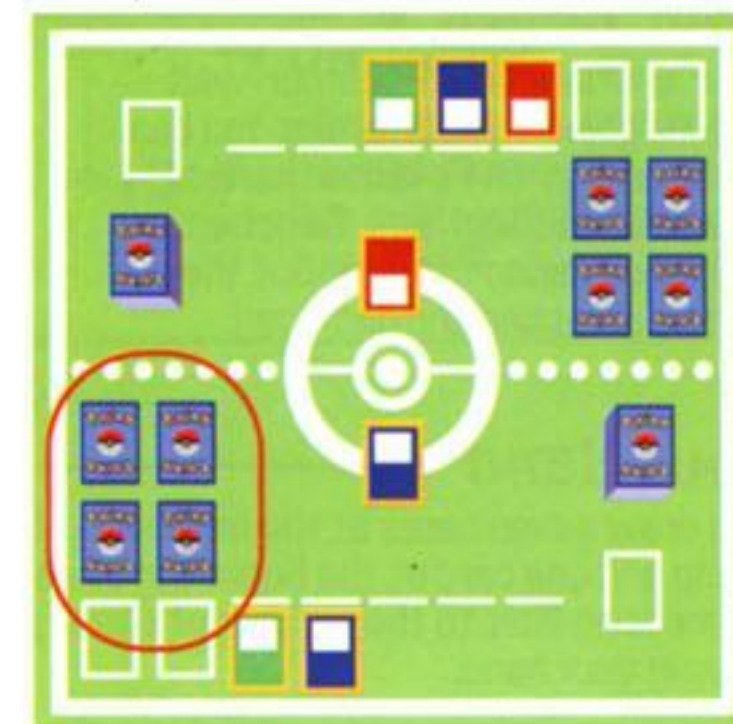


Once your Bench is set, toss a coin to see who goes first. If you receive a heads, you go first; if it's tails, your opponent takes the first turn.

Place Prize Cards



You'll then draw prize cards from your deck and place them in the prize area. Depending on what your opponent may want, you may place two, three, four or six cards there. When you knock out an opposing Pokémon, you can pick up any one of these cards.



Prize Area

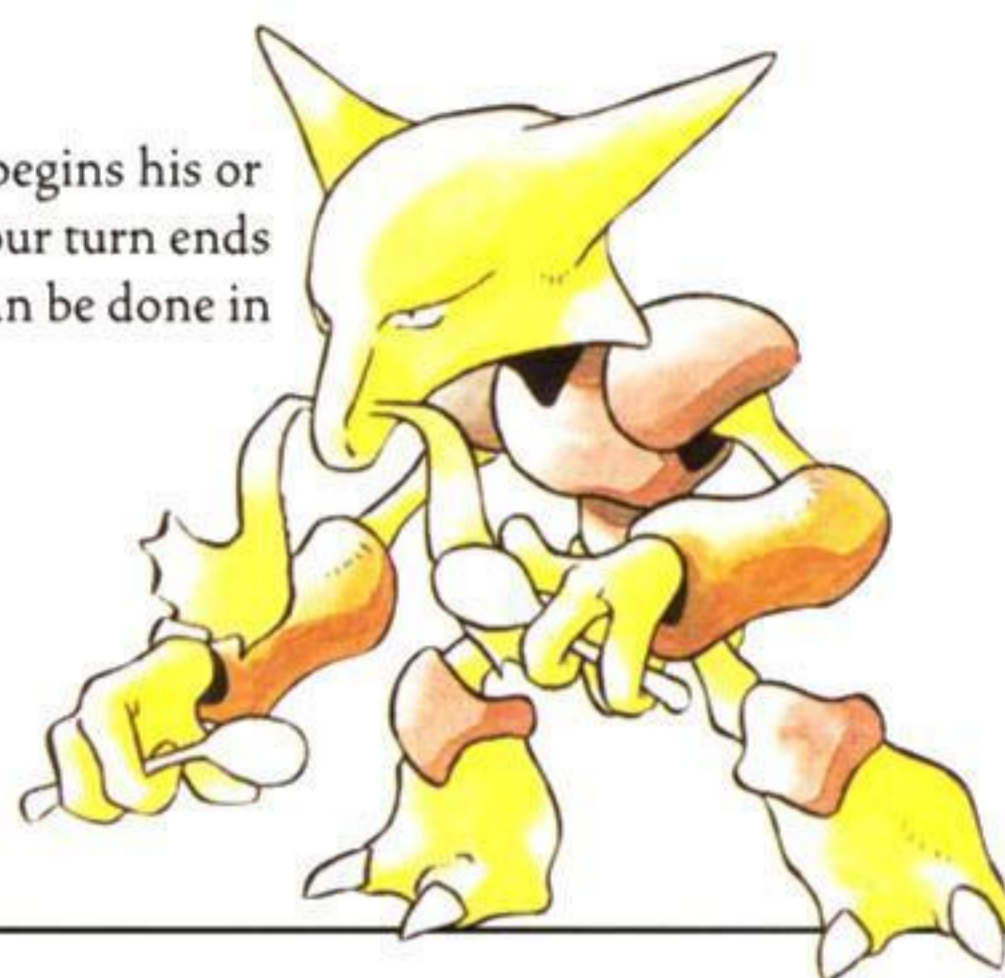


Turnabout Is Fair Play

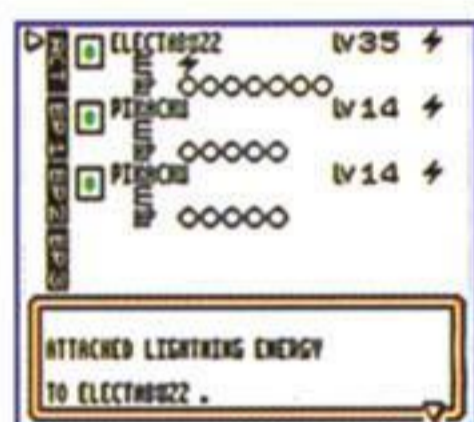
When all active and Benched Pokémon are ready for action, the person who won the toss begins his or her turn. Drawing a card from the deck is always the first thing you do. Once you attack, your turn ends automatically, so save that for last. Any other actions, like those shown in the box below, can be done in any order.

Draw a Card

The first thing you do is take a card from your deck and put it in your hand. There's no limit to the number of cards you can have in your hand, but if there are no cards left in your deck, you lose the duel.

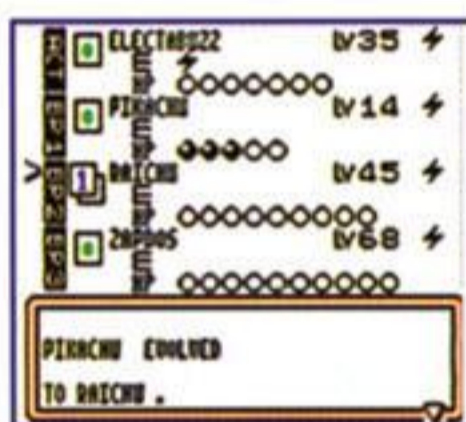


Bench a Basic Pokémon



As we said, you can take almost any action in any order, but it's a good idea to place any basic Pokémon from your hand on the Bench after you draw. You cannot evolve a Pokémon that is still in your hand, and a basic Pokémon must be on the Bench for at least one turn before you evolve it.

Evolve a Pokémon



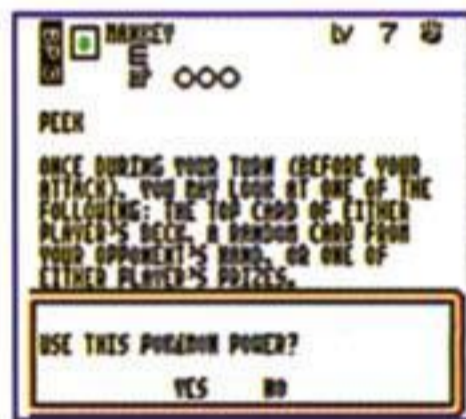
Evolution Cards are used to evolve Pokémon already in play and cannot be used on their own. An Evolution 1 card must be placed on its matching basic card, and an Evolution 2 card must be placed on its matching Evolution 1 card. A Pokémon can be evolved only once per turn, no matter how long it has been in play.

Attach an Energy Card



You can put one Energy Card into play per turn. You can attach this card to any of the Pokémon in play, either in the arena or on the Bench. Remember to refer to your Pokémon Cards to see which kind of energy they can use. Placing a Fire Energy Card on an Electric-type creature may do you little good.

Use a Pokémon Power



Some Pokémon have special abilities that are separate from their attacks and require no energy to use. These are called Pokémon Powers and can be used at any time before attacking. Complete instructions for each Pokémon Power is provided on its Pokémon's Card. Be sure to read the instructions thoroughly before using!

Play a Trainer Card



Trainer Cards allow you to perform special actions. A Trainer Card is usually used once then discarded from play. You can use as many of them in a turn as you like, and you don't have to use them all at once. If you want to use one at the beginning of your turn and one just before your attack, that's fine.

Retreat Your Active Pokémon



If your active Pokémon is wounded and you don't want it to be knocked out, you can pull it back to the Bench. In most cases, you must discard one or more Energy Cards attached to the Pokémon to pull it out. A Pokémon cannot retreat if there is no Pokémon on the Bench to take its place in the arena.

ATTACK!

This is the last action in any turn. You must have the correct type and amount of energy attached to your Pokémon to launch an attack. When the attack is resolved, your opponent's turn will begin automatically.

Damage Order

There are seven factors that can affect the outcome of a battle, and each factor is calculated separately and in a particular order. The first factor is the base damage rating for the attack. The second is any ability a Pokémon may have that affects combat. For example, if you use Scyther's Sword Dance on one turn, its Slash attack will be worth double its normal power the next. The third factor is weakness and the fourth is resistance, both of which are explained below. The fifth factor is any Trainer Card that the attacking player used to affect combat, such as PlusPower. The sixth factor is any Trainer Card that the defending player used to affect combat, like Defender. The seventh and last factor to think about is any ability the defending Pokémon has that affects combat, such as Onix's Harden.

1. **Base Damage** — Here's an example. Let's say Scyther is attacking Cubone with Slash. The base damage is 30 points.
 2. **Attack Modifier** — Scyther used Sword Dance the previous turn, so Slash is now worth 60 points of damage.
 3. **Weakness** — Cubone has a weakness toward Grass-type Pokémon, which doubles the attack to 120 points.
 4. **Resistance** — Cubone has no resistance to Grass-type Pokémon, so the attack remains the same.
 5. **Trainer Card/Attack** — The attacking player has a PlusPower card, which adds 10 points, for a total of 130 points.
 6. **Trainer Card/Defense** — The defender used Defender on Cubone on his or her previous turn, reducing the attack by 20 points.
 7. **Defense Modifier** — The defender also used Cubone's Snivel ability last turn, reducing the attack by another 20 points.
- TOTAL DAMAGE** — The total attack damage comes to 90 points, which knocks out Cubone. It's overkill in this case, but you get the picture!

Weakness and Resistance

Just as there are different types of energy, there are also different types of Pokémon, including several subsets. Many Pokémon have a weakness or a resistance to another type. Having a weakness means that damage from that type of Pokémon is doubled. Having a resistance means that the first 30 points of damage from that type of Pokémon are canceled out. Use the arrows on the chart below to see the relationships between the types. For example, Fire-types are weak against Water-types, and Lightning-types are weak against Fighting-types. Fewer types have a natural resistance, but, for example, all Colorless-types are resistant to Psychic-types.

Energy Type	Weakness	Resistance
Psychic Pokémon		—
Grass Pokémon (Grass & Bug Subset)		
Grass Pokémon (Poison Subset)		—
Fire Pokémon		—
Water Pokémon		—
Lightning Pokémon		—
Fighting Pokémon (Fighting Subset)		—
Fighting Pokémon (Rock Subset)		
Colorless Pokémon		
Colorless Pokémon (Flying Subset)		

Battle Effects

Some attacks have special effects on their targets, such as putting them to sleep or making them confused. If a Pokémon is asleep, confused or paralyzed, and another sleep, confuse or paralyze attack is successful, the new effect will replace the old one. A Pokémon can be poisoned at the same time it is asleep, confused or paralyzed, however. Retreating, evolving or using a Full Heal card on a Pokémon will cure it of any of these conditions.

Sleep

When your Pokémon is asleep, it can't retreat or attack. After each turn, you must flip a coin. If it's heads, your Pokémon is cured. If it comes up tails, your Pokémon remains asleep.

Poison

If your Pokémon is poisoned, it takes 10 points of damage at the end of every turn—yours and your opponent's. A Pokémon can't be doubly poisoned; any new poison effect replaces the old one.

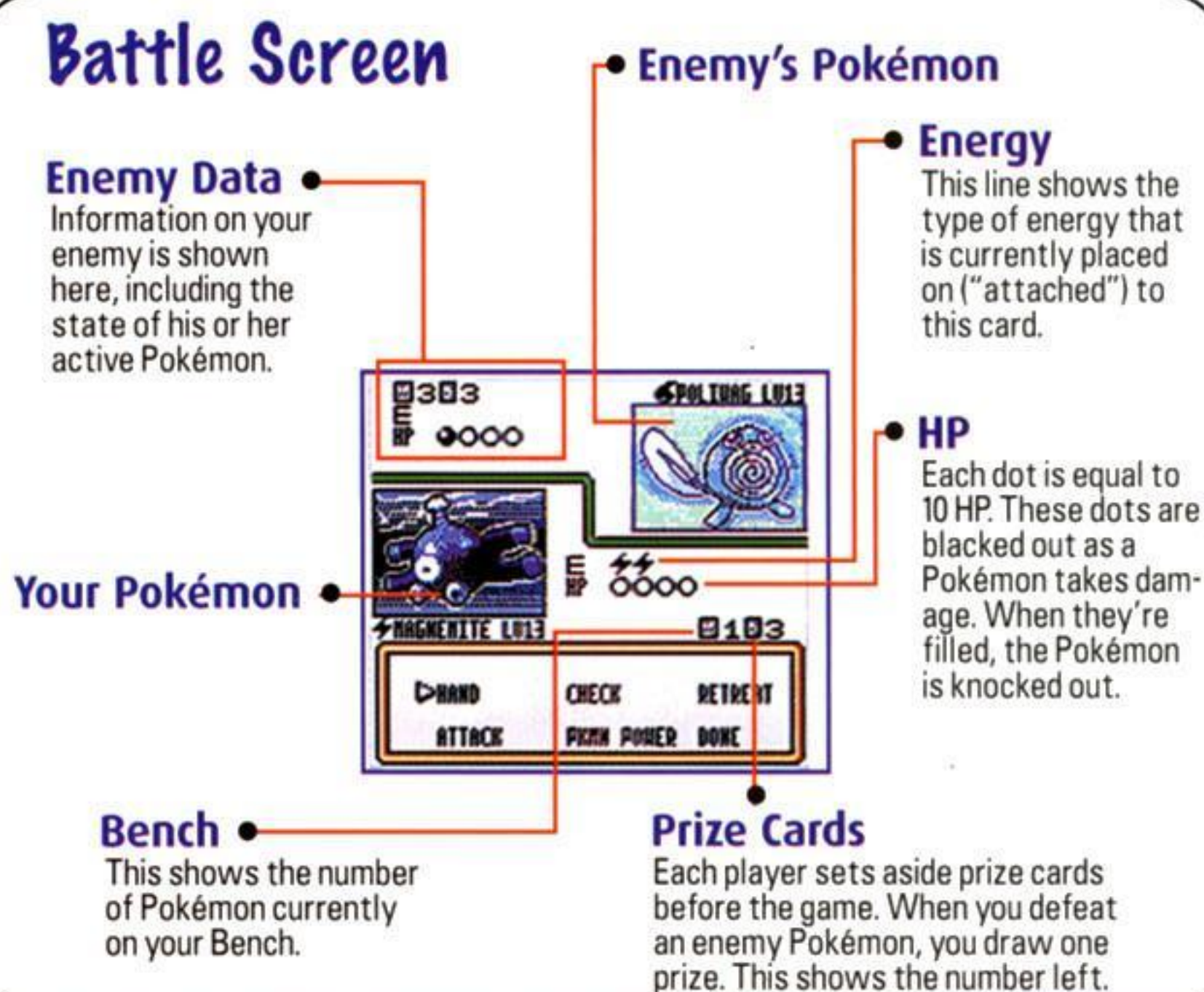
Paralyze

Shortened to "Parlyz" in the game, the paralyze effect freezes a Pokémon so that it can't retreat or attack. The affected Pokémon is cured automatically after its Trainer's next turn.

Confuse

If your Pokémon is confused, you must flip a coin whenever it tries to retreat or attack. If you lose the toss, your Pokémon either won't retreat or will attack itself for 20 points of damage.

Battle Screen





Attack Variations

While most combat is straightforward, it doesn't always mean just doling out damage to an opponent automatically. Some attacks may require a coin toss to determine the outcome (for example, heads it succeeds, tails it doesn't), while others may cause effects other than damage. It pays to learn everything about your Pokémon's abilities, because you never know when one small factor may make all the difference between a turn in the winner's circle and another round of combat. Check out the examples at the right to see many different kinds of attacks and some of the side effects that can result from them.



1. Add Energy and Stir

Add 10 points of damage to Water Gun by placing an extra Water Energy on Poliwig (in addition to the base attack cost) before attacking.

2. Coin Toss

To calculate Fury Attack's base damage, you must flip two coins, then multiply the number of heads by 10.

3. Combat Effects

Many attacks, like Poison Sting, can poison their targets, confuse them, paralyze them or put them to sleep.

4. Side Effects

Some attacks have side effects on later turns—Scrunch will prevent any damage to Chansey on the opponent's next turn, for example.

5. Recover HP

If Leech Seed hits for at least 10 damage, you may remove 10 damage from Bulbasaur. Many attacks have side benefits for you.

6. Attack Bench

Attacks like Stretch Kick strike Pokémon on the Bench and not the active Pokémon. Weakness and resistance may not apply to these attacks.

Let's Rumble!

Now let's walk through a sample duel. Follow the action by reading the numbered steps and looking at the mapped play areas and icons. This sample is mostly to illustrate the rules and flow of the game but contains general strategies, too.

Icons



Your Pre-game Setup

- Charmander Level 10
- Dugtrio Level 36
- Double Colorless Energy
- Potion
- Water Energy
- Pikachu Level 12
- Double Colorless Energy

1. Choose Your Weapon!

As usual, you begin by shuffling your deck and drawing seven cards, shown at the left. You decide to use Charmander as your first active Pokémon. You take it out of your hand and place it in the arena.

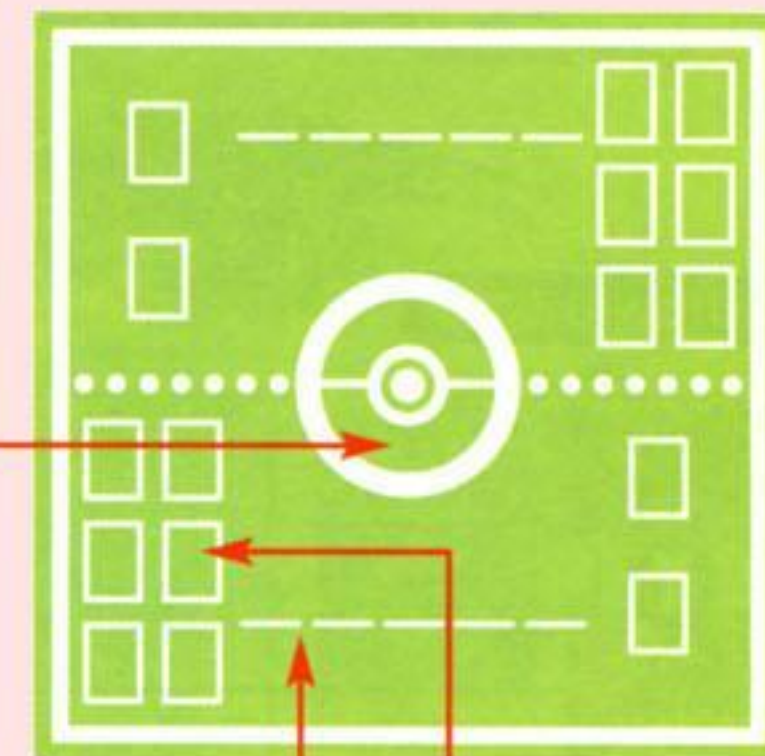
2. Select Your Bench Warmers

Now you select Pikachu and place it on your Bench. Dugtrio can be used only to evolve Diglett, so it can't be used right now.

3. Prizes and Coin Toss

Four cards with '???' symbols.

For this game, you and your opponent agree on four prize cards, which you place in the prize area. You win the coin toss, so you go first.



Your Turn 1



Gust of Wind

4. Draw a Card

You draw a Trainer Card, Gust of Wind, and add it to your hand. You decide not to use it yet.



Dugtrio Level 36

Double Colorless Energy

Potion

Water Energy

Double Colorless Energy

5. Attach an Energy Card

You decide to attack this turn, but Charmander needs at least one Energy Card of any color. You attach one Double Colorless Energy Card to it.



6. Launch Scratch Attack

You use Charmander's Scratch attack, which deals 10 points of damage to your opponent's active Pokémon, Poliwhag. One damage counter on Poliwhag is marked off.

Opponent

Squirtle Level 8

Bulbasaur Level 13

Poliwhag Level 13

You

Charmander Level 10

Pikachu Level 12

Opponent's Turn 1



7. Draw a Card

Your opponent draws a card from the deck.

8. Attach an Energy Card

Your opponent attaches one Water Energy Card to Poliwhag.

9. Water Gun Attack

Your opponent then uses Poliwhag's Water Gun attack. This attack is normally worth 10 points of damage. Fire-type Pokémon like Charmander have a weakness against Water-types like Poliwhag, though, so the damage is doubled.

Your Turn 2

10. Draw a Card



Bill

Now it's your turn again. You draw a Bill Trainer Card. With it, you can draw two more cards. You play the card (showing it to your opponent and then putting it into the discard pile) and draw a Charmeleon and a Fire Energy Card.



Charmeleon Level 32

Fire Energy

Dugtrio Level 36

Gust of Wind

Potion

Water Energy

Double Colorless Energy

11. Use Potion

You use a Potion card to heal Charmander.

12. Attach Fire Energy

Next, you attach a Fire Energy Card to Charmander.

13. Use Ember Attack

To use Charmander's Ember attack, you must discard one Energy Card. You discard the Fire Energy Card to use Ember, which hits Poliwhag for 30 damage. Poliwhag is knocked out, so you draw one of your prize cards, which turns out to be a Diglett.

14. Draw a Prize





Opponent's Turn 2



15. Choose a New Active Pokémon

With Poliwhg knocked out, your opponent must select a new active Pokémon from the Bench. Squirtle's water power should be effective against Charmander.



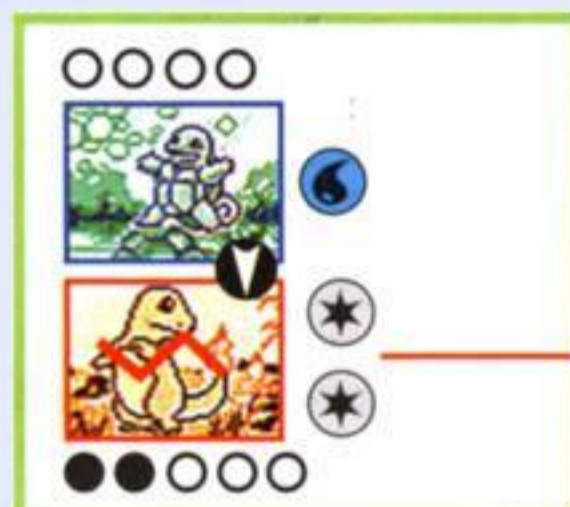
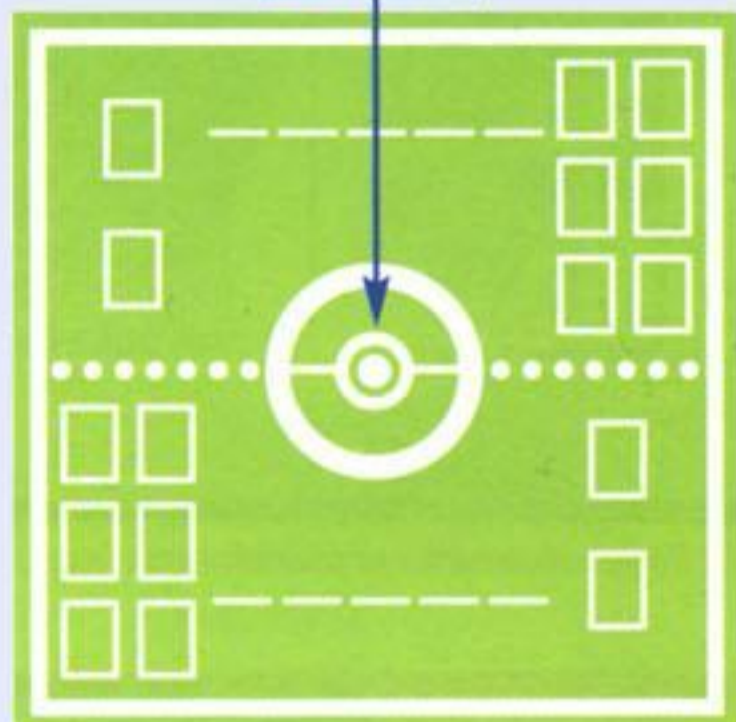
Squirtle Level 8



Water Energy

17. Attach Water Energy

Your opponent attaches an Energy Card to Squirtle.



Energy Removal

Discard

16. Draw a card

Your opponent draws a card and surveys the play area.

18. Use Energy Removal

Your opponent then plays an Energy Removal Card, which removes an Energy Card from one of your Pokémon and places it in your discard pile. Your opponent uses the card to remove the Double Colorless Energy Card from Charmander.

19. Bubble Attack

To end the turn, your opponent launches Squirtle's Bubble attack. With Charmander's weakness, Bubble hits for 20 points. It also has a special effect, which paralyzes Charmander where it stands.

Your Turn 3



Fire Energy

20. Draw a Card

You draw a Fire Energy Card and attach a Double Colorless Energy Card to Charmander. Charmander is paralyzed and can't attack, so you end your turn.



Gust of Wind



Charmeleon Level 32



Dugtrio Level 36



Diglett Level 8



Water Energy



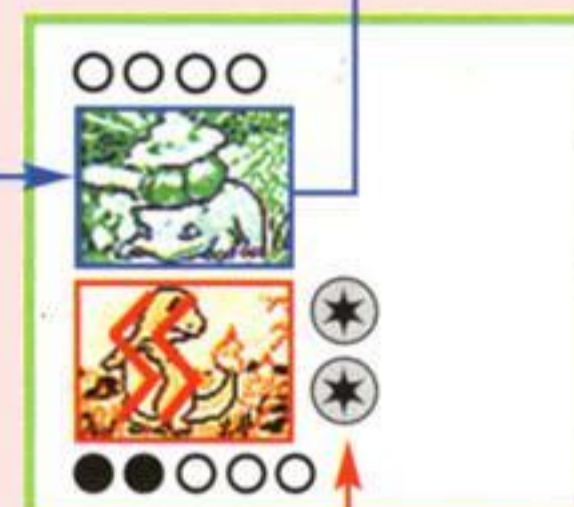
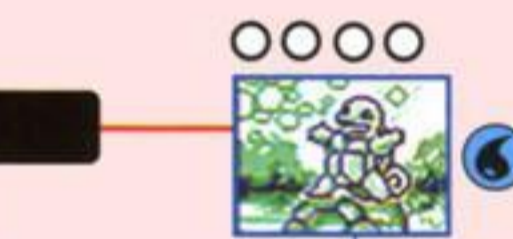
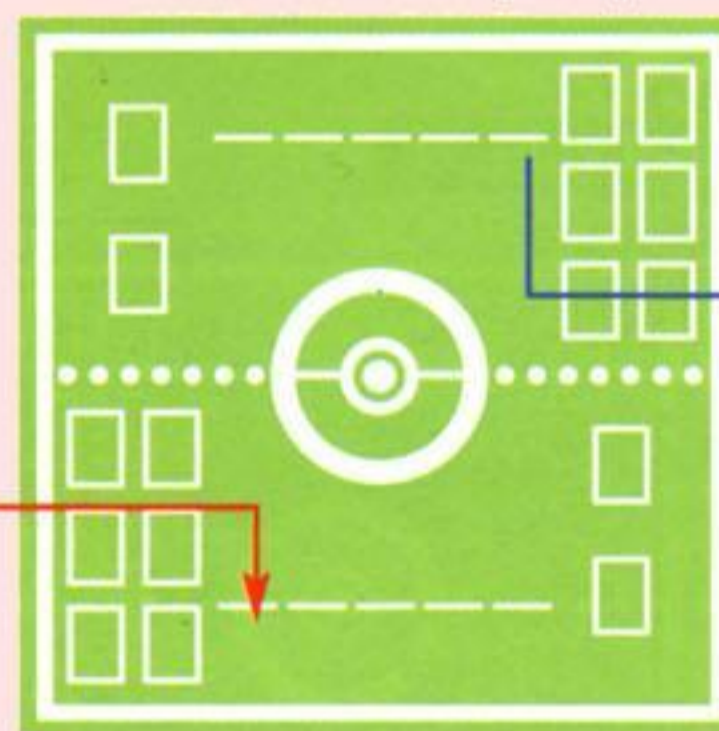
Double Colorless Energy

22. Place Diglett

You put Diglett onto your Bench.

21. Play Gust of Wind

Use your Gust of Wind card to switch your opponent's active Pokémon with the Bulbasaur on the Bench. You hope that your opponent has no energy left to power Bulbasaur, leaving it helpless.



23. Attach Double Colorless Energy

Attach a Double Colorless Energy Card to Charmander. Charmander is paralyzed and can't attack, so you end your turn.

Opponent's Turn 3

24. Draw a Card

25. Attach Water Energy

Your opponent draws a Water Energy Card. Instead of attaching it to Bulbasaur, your opponent places it on Squirtle. The plan is to power up Squirtle, evolve it into Wartortle and then switch it back to active status. In the meantime, Bulbasaur will act as a shield.

Your Turn 4

26. Draw a Card

You draw an Arbok, which is no help in this situation.

27. Attach Water Energy

Moving on, you attach a Water Energy Card to Pikachu.

28. Scratch Attack

The paralyze effect fades after one turn, so Charmander is free to attack. Bulbasaur is weak against Fire-types, so Charmander's Scratch hits it for 20 points.

Opponent's Turn 4

29. Draw a Card

You've probably been able to glean a few general tips from the duel so far. For example, it's sometimes better to neglect an active Pokémon in favor of one on the Bench in order to produce a more powerful, evolved creature.

30. Evolve Squirtle

After drawing a card, your opponent evolves Squirtle by placing an Evolution 1 Wartortle card on it. Neglecting Bulbasaur again in favor of the much more powerful Wartortle, your opponent attaches an Energy Card to Wartortle and ends the turn.

31. Attach Water Energy

It's also a good idea to place extra energy on a Pokémon before you evolve it, so that it will have enough energy to attack as soon as it changes.



Your Turn 5



Fire Energy

32. Draw a Card

This time around, you draw a Fire Energy Card.



- Charmeleon Level 32
- Dugtrio Level 36
- Fire Energy
- Arbok Level 27



33. Attach Fire Energy to Diglett

You attach the Fire Energy Card to Diglett. It doesn't use Fire Energy, but its evolved counterpart, Dugtrio, can use some energy of any color.

34. Scratch Attack

You attack Bulbasaur with Scratch, which hits for 20 damage and knocks it out.

35. Draw a Prize

You pick up one of your prize cards, which turns out to be a PlusPower Trainer Card.



PlusPower

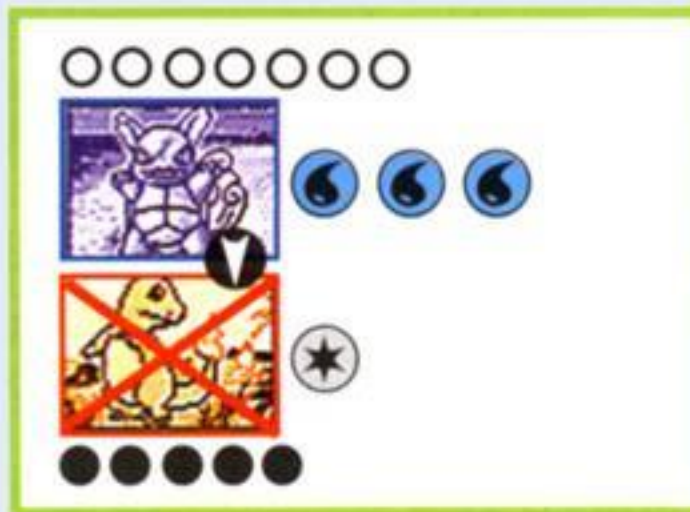
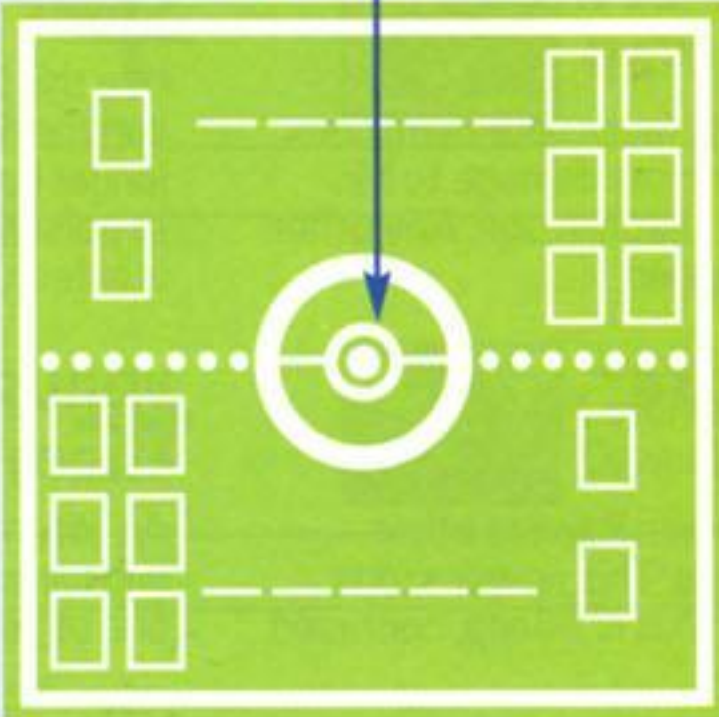
Opponent's Turn 5



Wartortle Level 22

36. Play Wartortle

Wartortle was chosen to take Bulbasaur's place in the arena.



37. Draw a Card

38. Attack

Your enemy leaps to the attack with Wartortle's Bite, which takes a big enough chunk out of Charmander's HP to knock it out.



39. Draw a Prize

Your triumphant foe picks up a prize card.

Your Turn 6



Lightning Energy

40. Play Pikachu



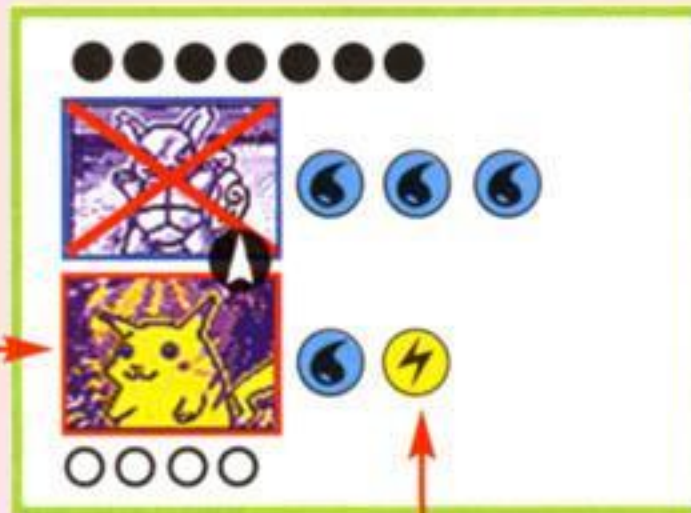
Pikachu Level 12

41. Draw a Card

The situation is dangerous. Lightning-types like Pikachu have an advantage over Water-types like Wartortle, but one Bite would put Pikachu out.



- Charmeleon Level 32
- Dugtrio Level 36
- Fire Energy
- PlusPower
- Arbok Level 27



42. Attach Lightning Energy

You draw a Lightning Energy Card and attach it to Pikachu.

43. Play PlusPower

You then play your PlusPower card, which adds 10 points to any attack.

44. Thunder Jolt Attack

You launch Pikachu's Thunder Jolt, which hits for twice its normal 30 points. With the extra 10 points from the PlusPower, you hit Wartortle for a total of 70 points, knocking it out. Your astonished foe has no Pokémon on the Bench to act as a replacement, so you are declared the winner!



ADVANCED COMBAT

By now, you have a good idea of how the Pokémon Trading Card Game works. There are other factors, however, that can affect combat. While the game will calculate combat results for you, you should know how the entire system works, so you won't be taken by surprise when an attack you thought would knock out a foe ends up barely scratching it.

Pokémon Power List

Some Pokémon have special powers besides their regular attacks. The Powers have a wide range of effects, from increasing or blocking damage to allowing players to move Energy Cards or damage counters from one

creature to another. Below is a list of all the Pokémon Powers in the game. You cannot use a creature's Pokémon Power if it is asleep, confused or paralyzed, and you must use Pokémon Powers before you attack.

Aerodactyl Lev. 28 **Prehistoric Power**

This power prevents Evolution cards from being played. It stops working while Aerodactyl is asleep, confused, or paralyzed.

Alakazam Lev. 42 **Damage Swap**

As often as you like during your turn, you can move one damage counter from one of your Pokémon to another as long as you don't knock out that Pokémon.

Articuno Lev. 37 **Quickfreeze**

When you put Articuno into play during your turn (not during setup), flip a coin. If heads, the defending Pokémon will be paralyzed.

Blastoise Lev. 52 **Rain Dance**

As often as you like during your turn, attach one Water Energy to one of your Water-type Pokémon. This is in addition to your normal energy attachment for the turn.

Charizard Lev. 76 **Energy Burn**

As often as you like during your turn, you can turn all Energy attached to Charizard into Fire Energy for the rest of the turn.

Dodrio Lev. 28 **Retreat Aid**

As long as Dodrio is on the Bench, pay one Energy Card less (any type) to retreat your active Pokémon.

Dragonite Lev. 41 **Healing Wind**

When you put Dragonite into play, remove up to two damage counters from each of your Pokémon.

Dragonite Lev. 45 **Step In**

Once during your turn, if Dragonite is on your Bench, you may switch it with your active Pokémon.

Gengar Lev. 38 **Curse**

Once during your turn, you can move one damage counter from one of your opponent's Pokémon to another, even if it would knock out the other Pokémon.

Haunter Lev. 17 **Transparency**

Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all damage and effects done to Haunter.

Kabuto Lev. 9 **Kabuto Armor**

Any attack that hits Kabuto does only half the damage to Kabuto rounded down to the nearest 10. Other effects still happen.

Machop Lev. 67 **Strikes Back**

When an opponent's attack damages Machop (even if Machop is knocked out), 10 damage points are applied to the attacker. (Don't apply weakness and resistance to the counterattack.)

Mankey Lev. 7 **Peek**

Once during your turn, look at one of the following: the top card of either player's deck, any card from your opponent's hand, or one of either player's prizes.

Mew Lev. 8 **Neutralizing Shield**

This prevents all effects, including damage, done to Mew by evolved Pokémon (including your own). It stops working while Mew is asleep, confused or paralyzed.

Moltres Lev. 37 **Firegiver**

When you put Moltres into play during your turn, put from one to four (chosen at random) Fire Energy Cards from your deck into your hand then shuffle.

Mr. Mime Lev. 28 **Invisible Wall**

When an attack (even your own) does a total of 30 or more damage to Mr. Mime, prevent that damage. Any other effects still happen.

Muk Lev. 34 **Toxic Gas**

Ignore all Pokémon Powers other than Toxic Gases. This power stops working while Muk is asleep, confused or paralyzed.

Omanyte Lev. 19 **Clairvoyance**

Your opponent plays with his or her hand face up. This power stops working while Omanyte is asleep, confused, or paralyzed.

Slowbro Lev. 26 **Strange Behavior**

As often as you like during your turn, move one damage counter from one of your Pokémon to Slowbro as long as you don't knock out Slowbro.

Snorlax Lev. 20 **Thick-Skinned**

With this power, Snorlax can't be confused, paralyzed, put to sleep or poisoned. It can't be used if Snorlax is already confused, paralyzed or asleep.

Tentacool Lev. 10 **Cowardice**

Except on the turn Tentacool is put into play, you can return Tentacool to your hand. Discard all cards attached to Tentacool.

Venomoth Lev. 28 **Shift**

Once a turn, you can change Venomoth's type to that of any Pokémon in play other than a Colorless.

Venusaur Lev. 64 **Solar Power**

Use this before your attack. Your active and the defending Pokémon will no longer be asleep, confused, paralyzed or poisoned. It can't be used if Venusaur is asleep, confused or paralyzed.

Venusaur Lev. 67 **Energy Trans**

As often as you like during your turn, you can move one Grass Energy from one of your Pokémon to another.

Vileplume Lev. 35 **Heal**

Once during your turn, you may flip a coin. If the coin comes up heads, remove one damage counter from one of your Pokémon.

Zapdos Lev. 68 **Peal of Thunder**

When you put Zapdos into play during your turn, do 30 damage to a Pokémon other than Zapdos chosen at random. (Don't apply weakness and resistance.)





Card Combos

It's often possible to combine two attacks, abilities or Trainer Cards to create a devastating attack or a beneficial effect for the attacking player. We've provided some examples of card combos below, and we encourage you to create some of your own.



Energy Crisis



Venusaur
Level 67
Energy Trans



Charizard
Level 76
Energy Burn

Let's say you'd like to use Charizard's Fire Spin attack, but you're two Fire Energy Cards short. First use Venusaur's Energy Trans power to move two Grass Energy Cards to Charizard. Now use Charizard's Energy Burn power to change the Grass Energy into Fire Energy. No more energy crisis!

Health Insurance



Venusaur
Level 67
Energy Trans



Pokémon Center

Venusaur has been wounded badly. You'd like to heal it with the Pokémon Center Card, but you don't want to pay the energy costs. What will you do? Simply use Energy Trans to move Venusaur's Grass Energy Cards to another creature before you use Pokémon Center. If Venusaur has no energy, the healing is free!

Clean Sweep



Venusaur
Level 67
Energy Trans



Mr. Fuji

Once again, Venusaur is in trouble. It's taken a lot of damage, and you're going to use Mr. Fuji to place it back into the deck before it's knocked out. You could use Venusaur's Grass Energy right away, though, so you transfer the Energy Cards to your other Pokémon in play before whisking Venusaur away.

Clean Sweep II



Alakazam
Level 42
Damage Swap



Tentacool
Level 10
Cowardice

Clean Sweep works only for Venusaur, but if you have Alakazam and Tentacool in play, you can use Clean Sweep II to help any Pokémon in trouble. Simply use Damage Swap to transfer damage from any of your Pokémon to Tentacool, then use Cowardice to return Tentacool to your hand. No muss, no fuss!

Temper Tantrum



Alakazam
Level 42
Damage Swap



Dodrio
Level 28
Rage

If your Dodrio is in the arena, use Alakazam's Damage Swap to give it as much damage as it can take without being knocked out. Damage actually adds power to Dodrio's Rage attack. With this tactic, you can deliver up to 70 points of damage in one blow!

Stormy Weather



Pokémon Flute



Gust of Wind

Use the Pokémon Flute card to take a Pokémon from your opponent's discard pile and place it on his or her Bench. Try to find one with a weakness to your active Pokémon. Now use Gust of Wind to switch the newly recycled Pokémon with your opponent's active creature. This should be an easy K.O.!

Energy Overload



Venusaur
Level 67
Energy Trans



Exeggutor
Level 35
Big Eggsplosion

Here's another big combo that has the potential to wipe out even the toughest defender. Use Energy Trans to move all of Venusaur's Grass Energy to Exeggutor. With Big Eggsplosion, you flip a coin for every Energy Card on Exeggutor, then multiply the number of heads by 20. Get the picture?

Energy Recycle



Mewtwo
Level 60
Energy Absorption



Mr. Fuji

Use Energy Absorption to take two Energy Cards from your discard pile and attach them to Mewtwo, and then use Mr. Fuji to return Mewtwo and any attached cards to your deck. Sneaky!

Building a Deck

By now, you're probably anxious to build your own Pokémon TCG decks. The first question many players ask is, "How many different types of energy and Pokémon should I use?" The answer is one or two, at least until you have more experience. Why? Consider that you have only 60 cards in a deck, which must be split among Pokémon, Trainer and Energy Cards. If you have three or more types of energy and Pokémon, you may not draw what you need when you need it. Two-type

decks are much easier to balance, and you can be reasonably sure you won't end up with a huge energy surplus or shortage. If you do construct a three-type deck, try using a small number of Colorless Pokémon as the third type, since they can use any type of energy.



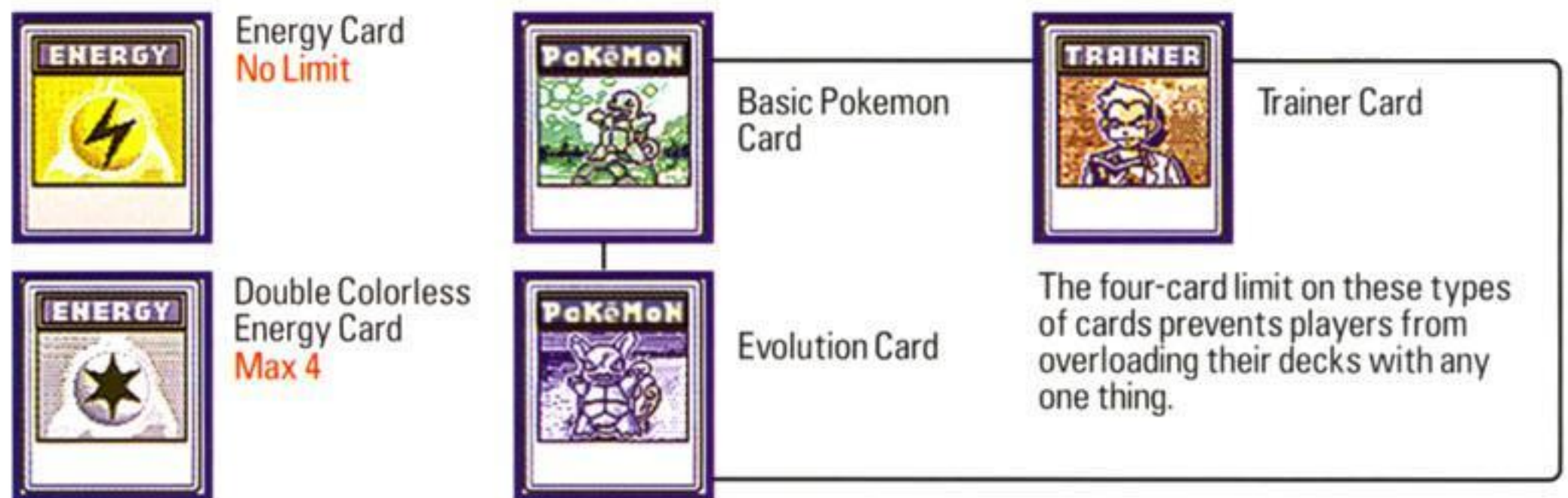
In the Beginning



You begin the game with one deck and some extra cards. As you win duels, you'll collect booster packs of new cards. You can use these cards to modify your existing deck or build new ones. Different opponents will use different types of energy and Pokémon, so you must tailor your decks to meet each new challenge.

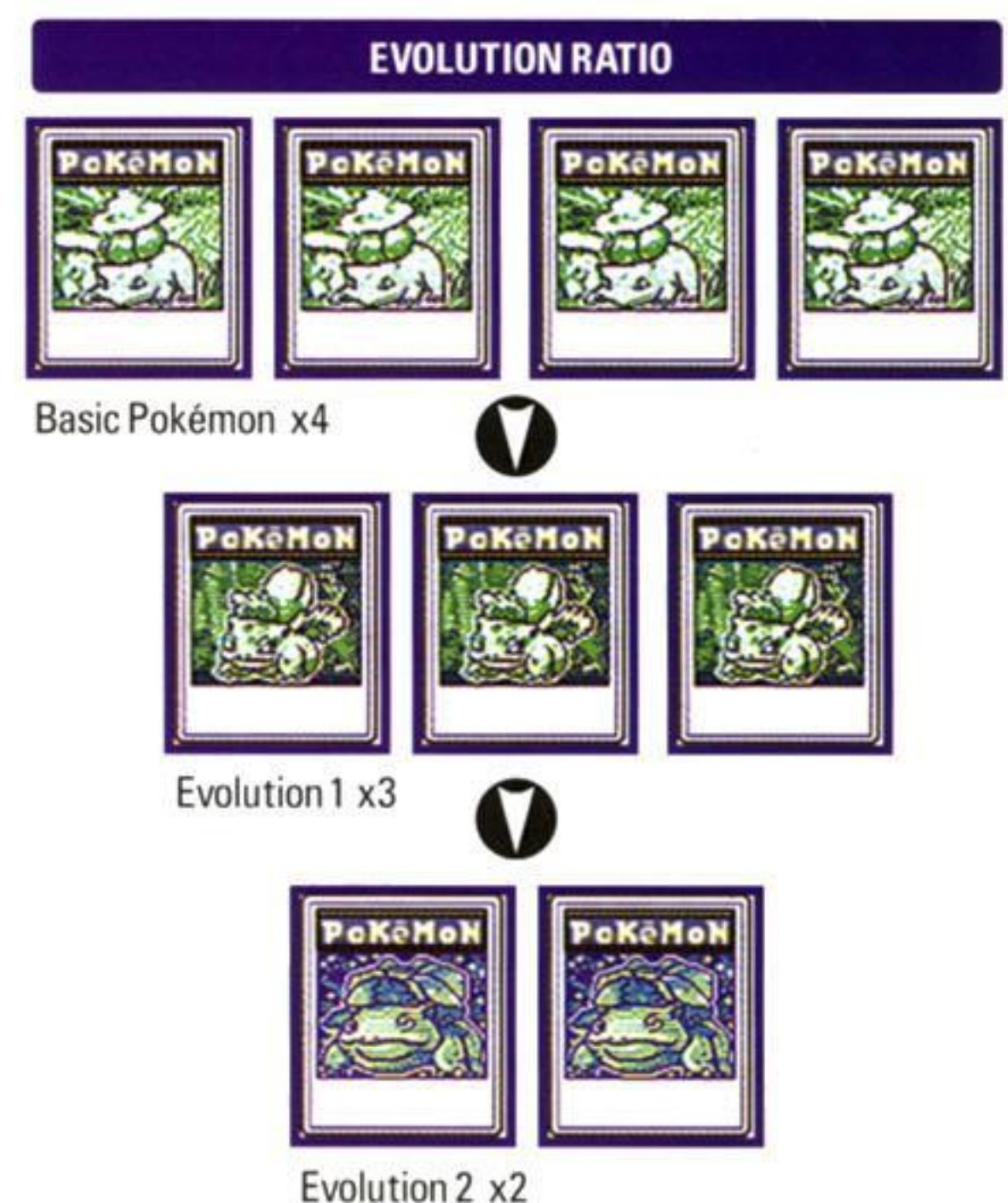
Basic Rules and Limits

While you can construct your decks in many different ways, there are a few rules to follow. Of course, a deck must have 60 cards. There's no limit on the total number of Energy Cards, but you're limited to four Double Colorless Energy Cards. (Remember that Double Colorless Cards count as one card but have two energy points on them.) Finally, you can use no more than four of any Pokémon Card or Trainer Card.



Balancing Act

Now that you know what not to do, here are our recommendations for what you should do. The first thing is to find a balance between the different types of cards. You must have enough energy to power your Pokémon's attacks and enough Trainer Cards to support your Pokémon in combat. For beginning decks, we recommend using 20-26 Pokémon cards, 10-16 Trainer Cards and 24-28 Energy Cards. While 20 Pokémon may be fewer than is advisable in some situations, if you have the right Trainer Cards, you'll do fine. The next task is to balance the number of basic Pokémon to evolved Pokémon. There should always be more basic Pokémon than Evolution 1 Pokémon, and more Evolution 1 than Evolution 2. When looking at one evolutionary line, using four basic, three Evolution 1 and two Evolution 2 Pokémon is a good start. If a Pokémon has no second evolution, try four basic and two or three Evolution 1, or three basic and two Evolution 1 creatures.





Starter Decks

When you begin the game, you'll choose from three pre-constructed starter decks. You may want to modify your deck as you gain experience, earn cards and develop a playing style.

Charmander & Friends

This deck emphasizes Fire-type and Lightning-type Pokémon. If you have the right cards, swap the Fighting- and Colorless-types for Fire- and Lightning types, and double up on your favorite Trainer Cards. This deck would work best against Grass-type and Water-type decks.

TYPE	NAME	LEVEL	# OF CARDS
🔥	Charmander	10	2
🔥	▶ Charmeleon	32	1
🔥	▶ Charizard	76	1
🔥	Growlithe	18	2
🔥	▶ Arcanine	45	1
🔥	Ponyta	10	2
🔥	Magmar	24	1
⚡	Pikachu	12	2
⚡	▶ Raichu	40	1
⚡	Magnemite	13	2
⚡	▶ Magnetron	28	1
⚡	Zapdos	64	1
👊	Diglett	8	2
👊	▶ Dugtrio	36	1
👊	Machop	20	1
👊	▶ Machoke	40	1
★	Rattata	9	2
★	▶ Raticate	41	1
★	Meowth	14	1

ENERGY CARDS	# OF CARDS
Fire Energy	10
Thunder Energy	8
Fighting Energy	6
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Switch	1
Computer Search	1
PlusPower	1
Potion	2
Full Heal	2

Squirtle & Friends

We suggest using single-type decks early in the game. If you have enough Water-type cards, dump the Fighting-types and Psychic-types in favor of finny friends. Keep the Colorless-types, since energy isn't a problem for them. This deck would work well against Fire-types.

TYPE	NAME	LEVEL	# OF CARDS
💧	Squirtle	8	2
💧	▶ Wartortle	22	1
💧	▶ Blastoise	52	1
💧	Seel	12	2
💧	▶ Dewgong	42	1
💧	Goldeen	12	1
💧	▶ Seaking	28	1
💧	Saryu	15	1
💧	▶ Starmie	28	1
💧	Lapras	31	1
👊	Machop	20	1
👊	▶ Machoke	40	1
👊	Geodude	16	2
👊	Hitmonchan	33	1
👁️	Abra	10	2
👁️	▶ Kadabra	28	1
👁️	Gastly	8	2
👁️	▶ Haunter	22	1
★	Rattata	9	2
★	▶ Raticate	41	1
★	Meowth	14	1

ENERGY CARDS	# OF CARDS
Water Energy	11
Fighting Energy	6
Psychic Energy	8
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	1
Switch	1
Poké Ball	1
Scoop Up	1
Item Finder	1
Potion	1
Full Heal	1

Bulbasaur & Friends

Like all the starter decks, this deck suffers from too many different cards and too many single cards. Reduce the number of evolutionary lines to just three or four. If you can, drop the Grass-types when fighting Fire-type foes, and drop the Water-types when battling Fighting/Rock foes.

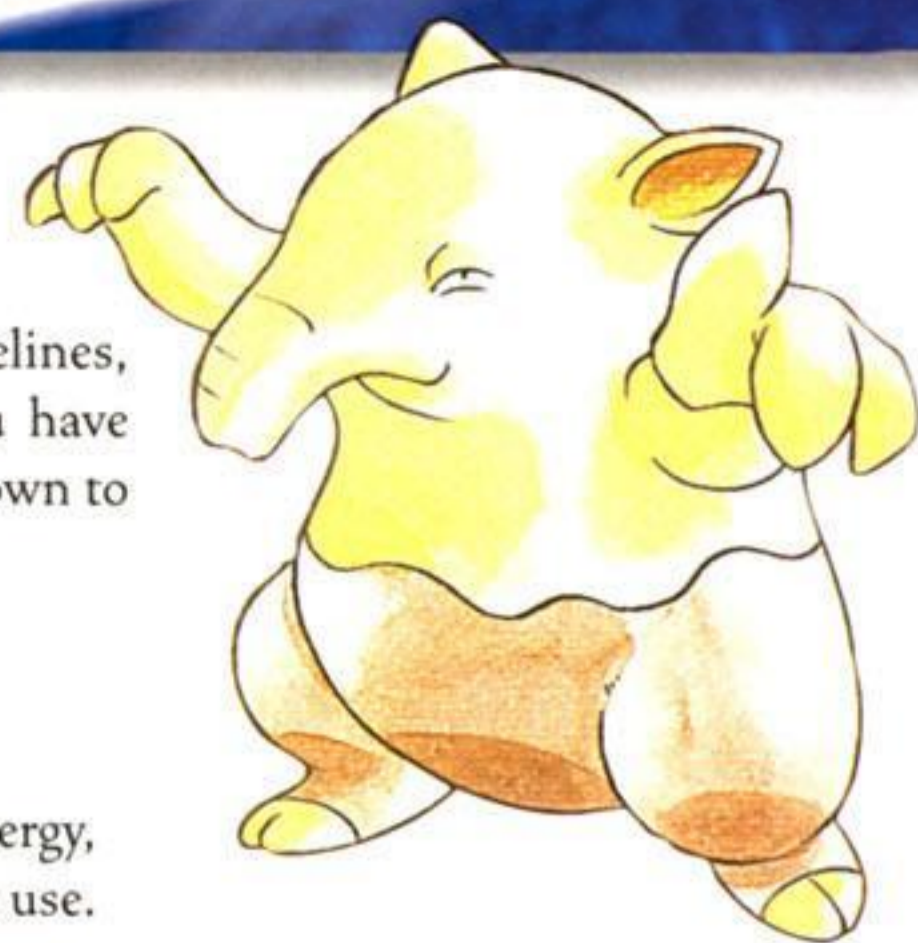
TYPE	NAME	LEVEL	# OF CARDS
🌿	Bulbasaur	13	2
🌿	▶ Ivysaur	20	1
🌿	▶ Venusaur	67	1
🌿	Caterpie	13	2
🌿	▶ Metapod	21	1
🌿	Nidoran ♀	13	2
🌿	Nidoran ♂	20	2
🌿	▶ Nidorino	25	1
🌿	Tangela	12	1
💧	Seel	12	1
💧	▶ Dewgong	42	1
💧	Krabby	20	2
💧	▶ Kingler	27	1
💧	Goldeen	12	2
💧	▶ Seaking	28	1
★	Jigglypuff	14	1
★	Meowth	14	1
★	Kangaskhan	40	1
★	Eevee	12	2
🔥	▶ Flareon	28	1
💧	▶ Vaporeon	42	1

ENERGY CARDS	# OF CARDS
Grass Energy	11
Fire Energy	3
Water Energy	9
TRAINER CARDS	# OF CARDS
Professor Oak	1
Switch	1
Poké Ball	1
PlusPower	2
Defender	1
Full Heal	2
Revive	1

Deck Doctoring

Here are two examples that may help illustrate our deck-building principles and techniques. First is a deck that, while workable, has a few problems. We're going to tweak it until it's fighting trim. Once again,

you don't have to build decks along our guidelines, but they are a good place to start. Once you have more experience, you can experiment on your own to find out what works best for you.



Before

In this deck, your Fire-types have much greater energy needs than your Lightning-types. When selecting energy, keep an eye on both the number of Pokémon and the energy needed for the individual attacks you intend to use.



The Fire/Lightning combination is a good one (Fire-types are weak against Water-types, but Lightning-types can trounce Water-types). However, your Pokémon are spread too thinly among too many different evolutionary lines/groups, and the ratios of basic to evolved Pokémon are off.

TYPE	NAME	LEVEL	# OF CARDS
🔥	Charmander	10	2
🔥	▶ Charmeleon	32	2
🔥	Vulpix	11	2
🔥	▶ Ninetales	35	2
🔥	Ponyta	10	2
🔥	▶ Rapidash	33	1
🔥	Magmar	24	1
🔥	Magmar	31	1
⚡	Pikachu	12	2
⚡	▶ Raichu	40	1
⚡	Voltorb	10	2
⚡	▶ Electrode	42	1
⚡	Electabuzz	35	1

ENERGY CARDS	# OF CARDS
Fire Energy	8
Lightning Energy	18
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Energy Search	2
Switch	2
Poké Ball	2
PlusPower	1
Defender	1
Potion	2
Full Heal	1

Normally, we recommend having at least two of any card in your deck, at least when you're just starting out. That way, there's a better chance of actually drawing a card when you need it. In this case, though, Professor Oak and Bill have similar functions, so having just one Professor Oak is fine.

Now here's where you should double up on some cards and discard others. One PlusPower or one Defender won't make much of a difference in the long run.



After

This deck is by no means perfect, but it's a good start. It's balanced and has the beginnings of what you'll need to execute solid battle strategy. As you proceed, just keep these basic deck-building techniques in mind. You may end up with different ratios and numbers of cards that work for you, and that's great. But if your deck just isn't working, it may help to break it down completely before you build it back up.

This selection of Pokémon should be much better. There are more creatures in the deck now, but they're better organized in just four evolutionary lines/groups, and the ratios of basic to evolved Pokémon have been fixed.

The specific Pokémon have also been chosen for specific purposes. The Magmar cards are for quick and cheap defense, the Charmander line is for big Fire attacks and the two Lightning-type groups are there to harass your opponent's Bench.

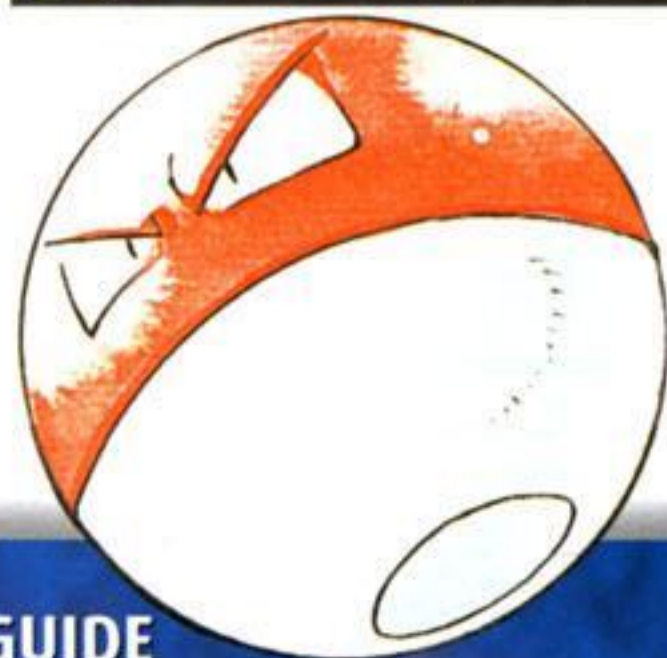
TYPE	NAME	LEVEL	# OF CARDS
🔥	Charmander	10	4
🔥	▶ Charmeleon	32	3
🔥	▶ Charizard	76	2
🔥	Magmar	24	2
🔥	Magmar	31	2
⚡	Pikachu	12	3
⚡	▶ Raichu	45	2
⚡	Voltorb	10	3
⚡	▶ Electrode	42	2

ENERGY CARDS	# OF CARDS
Fire Energy	13
Lightning Energy	13
TRAINER CARDS	# OF CARDS
Bill	3
Energy Search	2
Energy Retrieval	2
Potion	2
Full Heal	2

Your energy needs will likely balance out. While your Lightning-type attacks are generally more expensive, you have more Fire-type Pokémon in the deck, and you'll draw them more often.

The single cards have been tossed out in favor of doubling up on basic Trainer Cards, like Potion and Full Heal. Always keep an eye out for cards that can help in almost any situation, like Potion and Heal, as well as cards that support specific strategies. For example, this deck can be power hungry at times, so we also included two Energy Search and two Energy Retrieval Cards.

In the end, we decided to drop the lone Professor Oak in favor of three Bill cards. With this deck, you may want to keep your options open and not throw away any cards needlessly. Besides, even if you don't need a particular card anymore, it's better to use it with an Energy Retrieval than just to toss it into the discard pile.



CHALLENGE THE MASTERS

Now that you've learned the basics, you are ready to begin your quest to inherit the Legendary Pokémon Cards. If you defeat all eight Pokémon Trading Card Club Masters, you will earn the right to challenge the Grand Masters. Then the Legendary Pokémon Cards will be yours—unless your rival gets there first...



WORLD MAP

This is the wondrous land where your quest will take place. You'll begin in Mason Laboratory, on the southwest corner of the island. Where you go from there will be up to you, but all paths will lead eventually to the Pokémon Dome and a showdown with the card masters. With a bit of skill and luck, you just might claim the Legendary Pokémon Cards for yourself!



Mason Laboratory

Dr. Mason is one of the world's foremost experts on Pokémon cards. He's graciously offered you the use of his lab whenever you want. His computers can construct decks for you or allow you to save ones you create yourself. Either way, his services will prove invaluable as you embark on your quest to win the Legendary Pokémon Cards.

Library

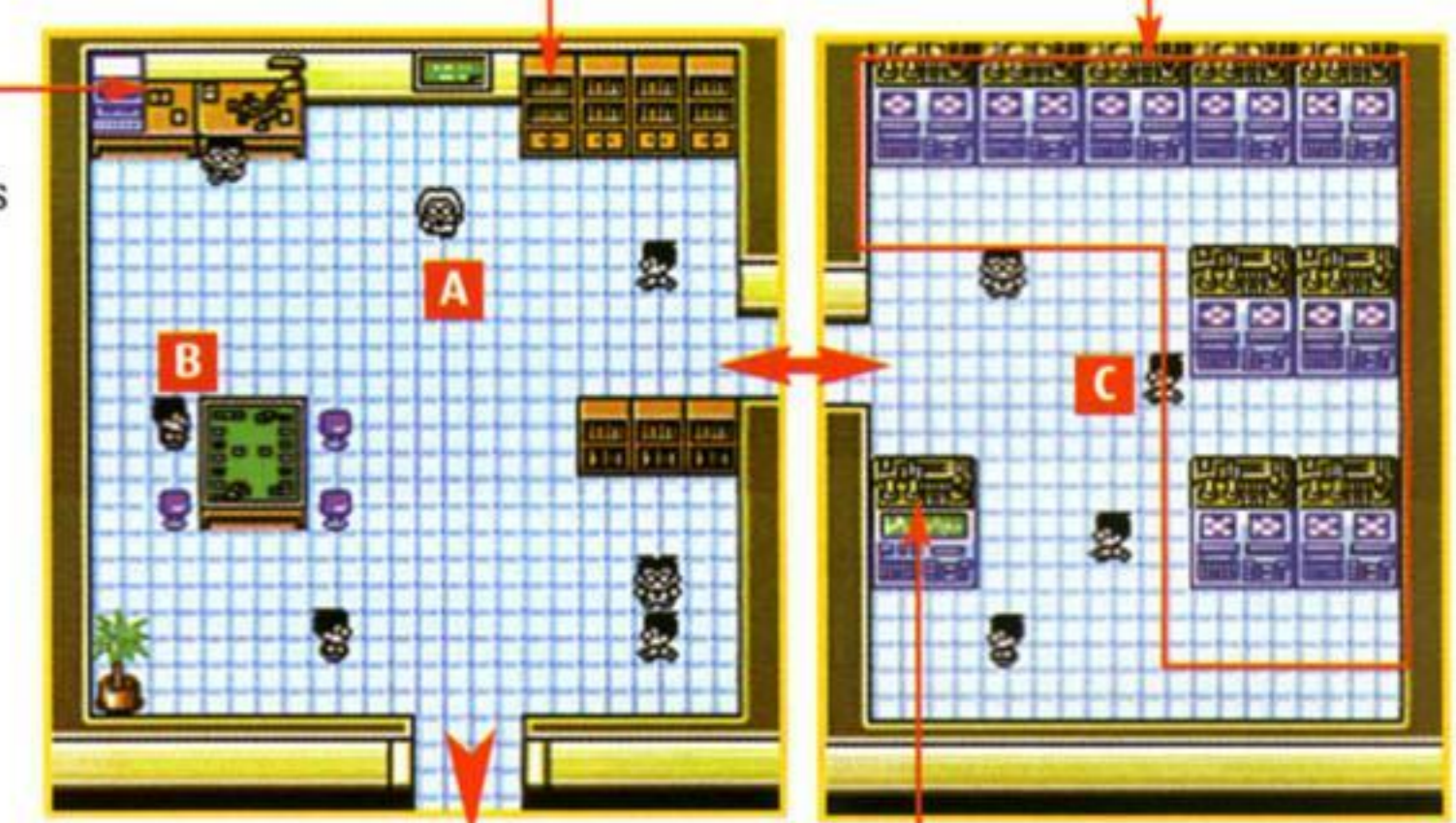
Dr. Mason's library is crammed with books on the Pokémon Trading Card Game. It would be good to review them before you build your first deck or fight your first duel.

Autodeck Machines

These machines can create new decks for you, provided you have the proper cards. Use the medals you win from the Club champions to activate the machines.

PC

There are PCs in the good doctor's lab and in all the Card Clubs. Use the PCs to read e-mail from Dr. Mason and receive booster packs from him.



World Map

Deck Save Machine

This machine can save decks you create yourself. If you save a deck and then modify or deconstruct it, you can return here and have the machine rebuild it the way it was when you saved it.



A Dr. Mason



When you first begin the game, Dr. Mason will offer to walk you through a sample duel and then give you a choice of the three starter decks we showed you earlier. You can take different paths through the game, depending on which deck you take. We recommend taking the Charmander & Friends deck and challenging the Grass Club first, and this is the path we'll show you in this section of the book. Between bouts at the various Clubs, be sure to visit the Challenge Hall to participate in regional tournaments.



B Sam

Dr. Mason's assistant, Sam, is available for practice duels and questions at any time. He can help you understand the rules of the game as well as basic strategies. He's a great resource for you early in the game.



C Aaron

Aaron is another of Dr. Mason's lab technicians. He'll duel with you whenever you want, but you'll win only Energy Cards from him. If you're short on energy, though, he's the man to see.



GRASS CLUB

While they're not exactly pushovers, you shouldn't have much trouble mowing down the Grass Club members, provided you have the right game plan. Use the map below to identify each of the members, and follow our deck-building and play tips to sow the seeds of your success.

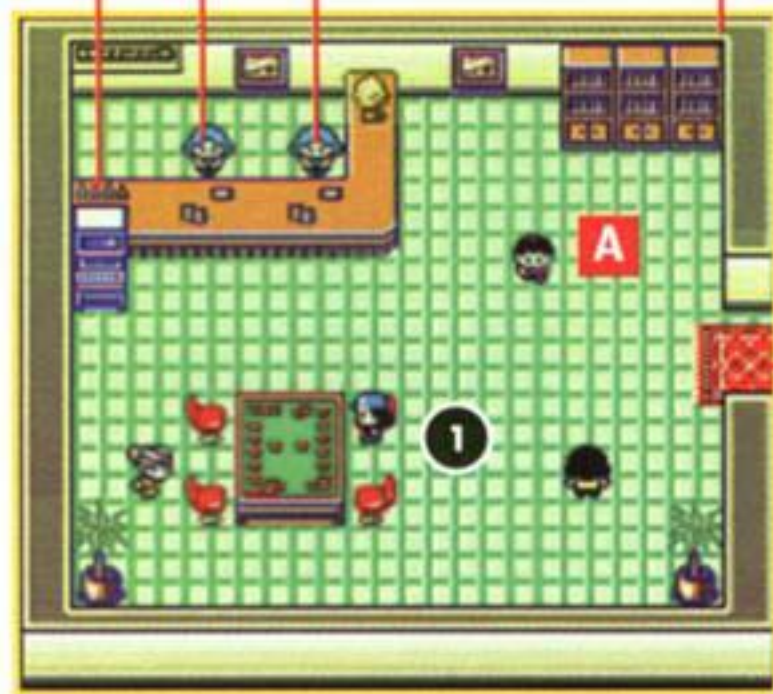


Library

Each Club has textbooks offering descriptions of different cards, advice on deck construction, play strategies and so on. Here you'll learn about Grass-type cards, dealing with poison and using the Pokémon Breeder Card.

Battle Center

PC Gift Center



World Map

A Let's Make a Deal

Some folks are more interested in trading than dueling. This gal, for example, will ask you for a level-8 Oddish card. If you fork one over, she'll give you a level-35 Vileplume. Later, she'll ask for a level-14 Clefairy and a level-76 Charizard. In return, she'll give you a special promotional Pikachu card (featuring a unique, level-16 creature) and a level-52 Blastoise.

Trade

Oddish Lev. 8



Clefairy Lev. 14

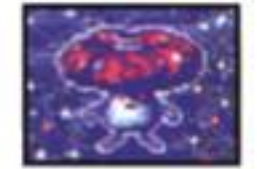


Charizard Lev. 76



Receive

Vileplume Lev. 35



Pikachu Lev. 16



Blastoise Lev. 52



Your First Deck

The Charmander & Friends deck that you can build at the Mason Laboratory will work well enough, but our Fire-type deck shown at the right will give you more offensive punch. If you don't have all the cards listed or would like to try a different strategy, feel free to experiment. To point you in the right direction, we'll provide you with general descriptions of your opponents' strategies and show some of the cards they use. In addition, if an opposing Pokémon has a weakness to a particular type, we'll show the appropriate icon next to the creature's name and level number.

POKÉMON CARDS	LEVEL	# OF CARDS
Charmander	10	3
▶ Charmeleon	32	2
Vulpix	11	3
▶ Ninetales	35	2
Ponyta	10	3
▶ Rapidash	33	2
Magmar	24	2
Magmar	31	2
Rattata	9	2

TRAINER CARDS	# OF CARDS
Bill	2
Energy Search	3
Energy Removal	2
Gust of Wind	2
Potion	2
Full Heal	2

Energy Cards	# OF CARDS
Fire Energy	22
Double Colorless Energy	4





1 Brittany

Prize Cards: 4

Win: 2 Mystery Boosters

Etc. Deck

This is your first “real” duel, so be wary. Besides using Grass-types, Brittany also likes to use Psychic-types like Gastly and Jynx to put opponents to sleep while she beefs up her Pokémon. Don't be surprised if she fields a few Lightning-type Pokémon as well, including a certain lightning-tailed creature we all know and love. Check the list to the right to see other cards she's likely to use.



Nidoran♀ Lev. 13

Using Nidoran♀'s Call for Family, Brittany can pull one Nidoran♀ card from her deck and place it on her Bench. Call requires two Grass Energy Cards, so use Energy Removal to nip this danger in the bud.



Energy Search

While your Pokémon sleep peacefully under her spells, Brittany will use these cards to pull Energy Cards from her deck and place them in her hand. You may be in for a rude awakening!



Poké Ball

Poké Ball allows the player to pull any Pokémon from his or her deck and place it on the Bench. Between Call for Family and Poké Ball, Brittany is almost never caught short of Pokémon.



2 Kristin

Prize Cards: 4

Win: 2 Evolution Boosters

Flower Garden Deck

Like Brittany, Kristin favors Pokémon with paralyzing powers, like Oddish and Lickitung. As long as your Pokémon can avoid these effects, however, you should do well enough. A blow from even a basic Fire-type can take out Oddish, while a single strike from a Stage-1 or Stage-2 Fire-type will give Lickitung a pizza burn it will never forget! Just save your Full Heal Cards for crucial situations.



Oddish Lev. 8

Rapidash's Agility ability can block the effects of Oddish's Stun Spore and other paralyzing attacks for one turn. You'll have to flip a coin to see if it will work, but it won't hurt to try.



Ivysaur Lev. 20

If Kristin has the time and energy, she'll evolve at least one Bulbasaur into an Ivysaur. Your only hope against its Poison Powder attack will be to strike early or keep a Full Heal Card handy.



Lickitung Lev. 26

Lickitung can stick it to your Pokémon two ways: with a paralyzing Tongue Wrap and with a confusion-causing Supersonic. Fortunately, Tongue Wrap causes only 10 damage, but Supersonic causes none.



3 Heather

Prize Cards: 4

Win: 2 Colosseum Boosters

Kaleidoscope Deck

Heather uses a relatively small number of Grass-types. Her favorite Pokémon seems to be Eevee. Try to take it out as soon as it appears, because if it evolves into Flareon, Vaporeon or Jolteon, it will make short work of your basic Pokémon. If you have energy to spare, charge up a level-24 Magmar and keep it ready. If Eevee pops up, put Magmar in play immediately and launch a Flamethrower attack.



Porygon Lev. 12

With its Conversion power, Porygon can change its resistance and block attacks from your active Pokémon's type. Switch to a different type and attack before Porygon can convert itself again.



Ditto Lev. 19

As its name implies, Ditto can mimic the powers of any opposing Pokémon, treating the Energy Cards attached to it as energy of any type. Like the real thing, however, it can't evolve.



Eevee Lev. 12

Grass Club members delight in delaying tactics, and Eevee fits right in with that strategy. If a coin toss is successful, Eevee's Tail Wag will prevent its opponent from even launching an attack.



Club Master

4 Nikki

Prize Cards: 6

Win: 2 Laboratory Boosters

Grass Medal

(For Grass Medal Autodeck Machine)

Unlike her peers, Nikki is a true champion of Grass-type cards. This is ironic, since it makes her particularly vulnerable to your Fire-type cards, and thus, easier to defeat than her fellow club members. Big problems will occur only if you don't evolve your Pokémon quickly enough or if you're energy poor. Otherwise, Nikki and her Pokémon will be toast in very short order!

Flower Power Deck



Exeggutor Lev. 35

Nikki will try to evolve Exeggcute into Exeggutor on the Bench if possible. With 80 HP, it may be able to get in two or three Big Eggsplosions before you fry it.



Venusaur Lev. 67

With Venusaur's special Pokémon Power, Nikki can take an Energy Card from one creature and place it on another to power emergency attacks or save energy from a weakened Pokémon.



Vileplume Lev. 35

Nikki will often resort to Vileplume's Petal Dance attack. Even though it throws Vileplume into a state of confusion, it can inflict up to 120 points of damage—well worth the risk!



Pokémon Breeder

This card allows the player to place a Stage 2 evolution card directly on top of its matching basic Pokémon—a time saver for Nikki and big trouble for you.



FIRE CLUB

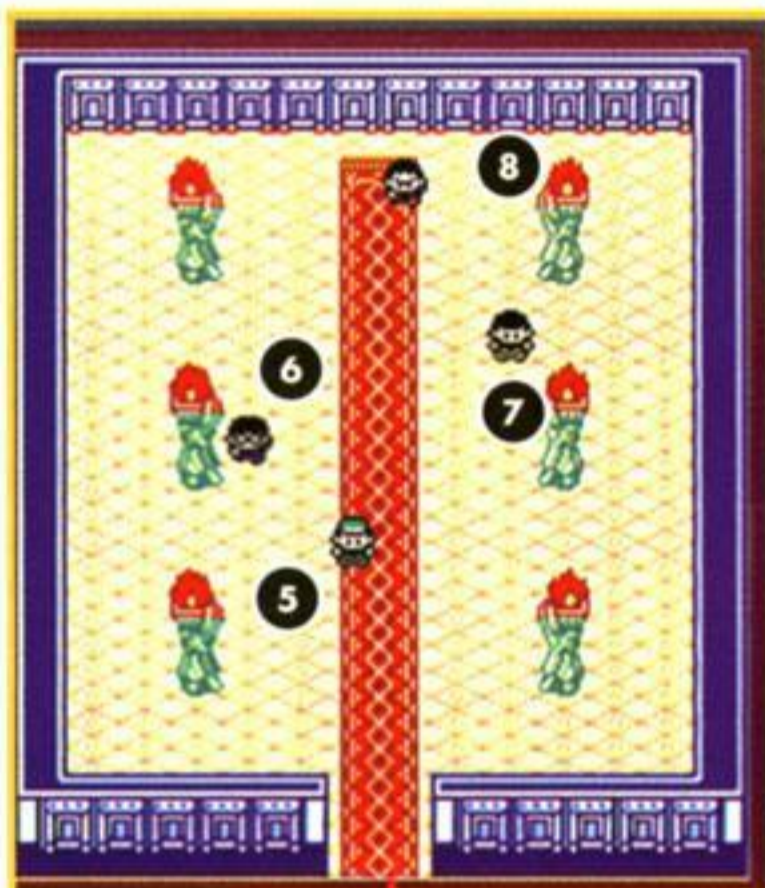
The tables are turned as you face Fire-type Pokémon in card combat. The Fire Club members may seem like hotheads at first, but when it comes to dueling, they're cool contenders. They load their Benches early, so pay attention to what's on the table to avoid surprises.



Library

Browse the Fire Club library for general information on Fire-type cards, advice on building and combating Fire-type decks, and some interesting tidbits about exclusive cards found only in this Game Boy game.

Battle Center



World Map

A Ishihara

Speak to this fellow to learn about Ishihara, one of the foremost Pokémon card collectors in the world. To find Ishihara, go to the house in the northwest corner of the world map. Besides a huge card collection, he also has an impressive library.

B Secret Slowpoke

Once you collect a certain number of Energy Cards, this boy will tell you how to find a hidden Slowpoke card in exchange for all the Energy Cards you're not currently using in a deck. If you refuse, he'll leave in a huff, never to return. When he demands your cards, reset your game and then construct several temporary decks until you have just one Energy Card left over. Then the Slowpoke will cost you just one card!

Trade

Double Colorless



Receive

Slowpoke Lev. 9



Fire Prevention

This deck relies on more than just the natural advantage that Water-type Pokémon have over Fire-type Pokémon. Many of the stronger Fire-type attacks require the attacker to discard one or more Energy Cards. The player must then replace the energy before using that attack again. With Golduck, Poliwrath and Dragonair on your side, you'll be able to rob your opponents of precious energy and, as a result, much of their offensive strength as well. Horsea and Seadra can blunt your opponents' attacks even further, provided you have a few lucky coin tosses.

POKÉMON CARDS	LEVEL	# OF CARDS
Psyduck	15	3
▶ Golduck	27	2
Poliwag	13	3
▶ Poliwhirl	28	2
▶ Poliwrath	48	2
Horsea	19	3
▶ Seadra	23	2
Dratini	10	3
▶ Dragonair	33	2

TRAINER CARDS	# OF CARDS
Bill	2
Energy Search	2
Energy Removal	2
Gust of Wind	2
Potion	2
Full Heal	2

Energy Cards	# OF CARDS
Water Energy	22
Double Colorless Energy	4





5 John

Prize Cards: 4

Win: 2 Evolution Boosters

Anger Deck



John calls this his "Anger Deck," and rightly so. Many of his Pokémon, including Dodrio, Tauros and Cubone, become even more ferocious when wounded. Luckily, the energy-robbing strategies that you'll be using against the Fire-type Pokémon can also be effective against these irate interlopers. Our advice is to strike hard, strike fast, and not allow them to build up any energy.

Tauros Lev. 32



Tauros's Rampage attack does 20 points of damage plus 10 more for every damage counter on Tauros. Using this ability, however, may make Tauros confused and give you a chance to respond.

Raticate Lev. 41



Raticate may not look like much of a threat, but don't underestimate it. When it uses Super Fang, half of the defender's remaining HP is added to Raticate's attack. You do the math!

Cubone Lev. 13



Like Tauros, Cubone can turn its own damage into extra attack power. With only 40 HP of its own, though, you'll have a good chance of taking it down in one turn.



6 Adam

Prize Cards: 4

Win: 2 Colosseum Boosters

Flamethrower Deck



Adam doesn't use any complex strategies, but with the number of heavy hitters in his deck, he won't need any. Just focus on evolving and powering up your Pokémon as quickly as possible and keep an eye on where Adam is placing his Energy Cards. If you see him piling Energy Cards on a Benched Eevee, you can bet that he has a Flareon card in his hand, ready to go.

Vulpix Lev. 11



Vulpix's Confuse Ray will be a source of seemingly endless frustration for you. Adam will often open with a Vulpix to give himself time to evolve an Eevee into a Flareon or power up a Magmar.

Eevee Lev. 12



Adam can buy himself even more time with Eevee's Tail Wag ability, which can block an opponent's attack on the next turn. Adam must win a coin toss for this effect to work.

Magmar Lev. 24



Both Flareon and Magmar have devastating Flamethrower attacks, but Magmar's is cheaper and nearly as powerful. At 50 points of damage, this attack is worth the one Energy Card you must discard.



7 Jonathan

Prize Cards: 4

Win: 2 Colosseum Boosters

Reshuffle Deck



Like several of the players you've duelled before, Jonathan will try to hold you off with Pokémon like Jigglypuff and Wigglytuff while he prepares his big guns for battle. A Gust of Wind will put a damper on that strategy by bringing one of his Benched Pokémon (preferably one without Energy Cards attached) into the arena. Turnabout is fair play, of course, and he may try to do the same to you.

Pidgeotto Lev. 36



Pidgeotto's Whirlwind attack works like the Gust of Wind card, except that the defending player is allowed to choose which of his or her Benched Pokémon will be placed in the arena.

Ninetales Lev. 35



This level 35 Ninetales is head and shoulders above its predecessor, Vulpix. Its Dancing Embers attack is expensive, but it can defeat many basic Pokémon with just one blow.

Switch

Jonathan seems to use Switch Cards more than most players, forcing you to keep an eye on his bench at all times. He may use it to save a wounded Jigglypuff or spring a Ninetales on you.



Club Master

8 Ken

Prize Cards: 6

**Win: 2 Mystery Boosters
Fire Medal**

(For Fire Medal Autodeck Machine)

Despite his status as the Fire Club champ, Ken doesn't always use a lot of Fire-type cards, employing a wide variety of creatures instead. Once again, the club champ may prove much easier to defeat than the lower-ranked members. In any case, you're the perfect person to fan the flames of competition and force Ken to put his money where his mouth is.

Fire Charge Deck



Arcanine Lev. 45



Arcanine is one of the few Fire-types that Ken will use on a regular basis. This Pokémon that worked so well for you in your earlier duels will be turned against you!

Jigglypuff Lev. 12



This intriguing card isn't very powerful, but it is rare. If you'd like the chance to collect one, look for a fellow named Ronald in the club lobby after you defeat Ken.

Chansey Lev. 55



Chansey's Scrunch power is not quite as effective as Horsea's Smokescreen ability. While it cancels out damage, it can't cancel out special effects like sleep, poison and so on.

Tauros Lev. 32



As you probably realize by now, you should defeat Tauros in one turn if possible, or else it might use its own wounds to increase the power of its counterattack.



WATER CLUB

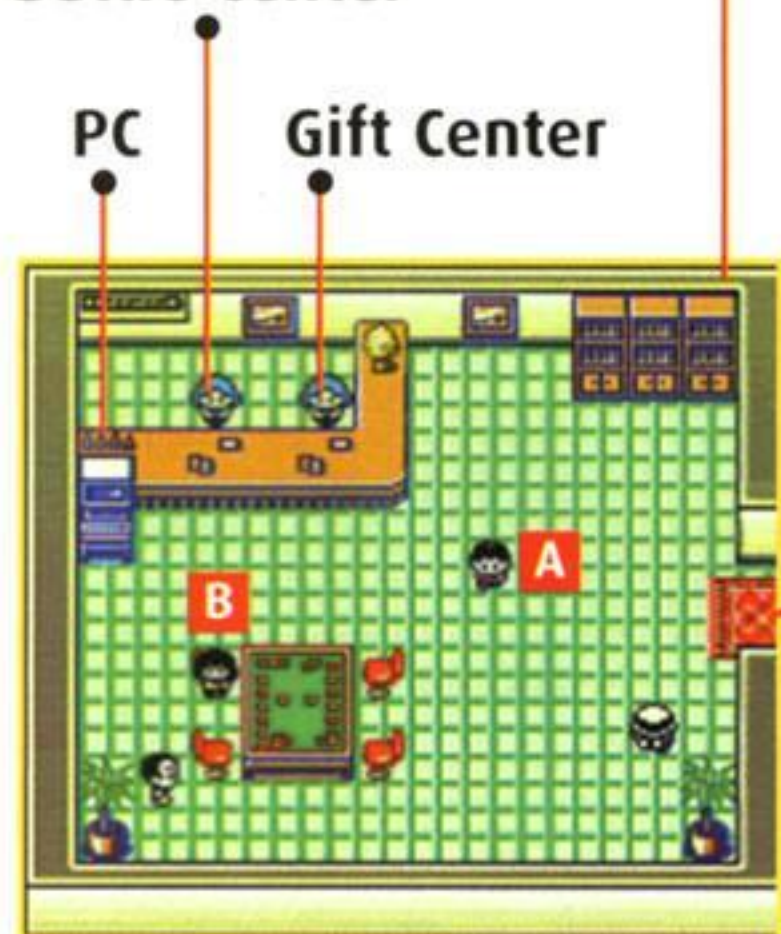
The Water Club is the next stop on your road to Pokémon stardom. If the Water Clubbers think they're going to drown your hopes of claiming the Legendary Cards, they're in for a mighty big shock, courtesy of Pikachu and a few of its high-voltage friends.



Library •

If you're looking for an explanation of the paralyze effect, then you've come to the right place. You'll also learn about variable-strength attacks, such as Bubble and Hydro Pump, as well as the basic strengths and weaknesses of Water-type Pokémon.

Battle Center



World Map

A Crazy Like a Fox

This boy will tell you about an eccentric fellow named Imakuni?, who wanders among the various clubs. After you've won a few medals, he may appear in one of the club lounges. Imakuni? may look wild and act strangely, but he's carrying a lot of booster packs.

B Fire for Water

Here's another opportunity to add to your growing collection. If you have a level-31 Lapras, this youngster will give you a level-34 Arcanine in exchange. This promotional card isn't as powerful as the common card, but its still-formidable attacks use less energy.

Trade

Lapras Lev. 31



Receive

Arcanine Lev. 34



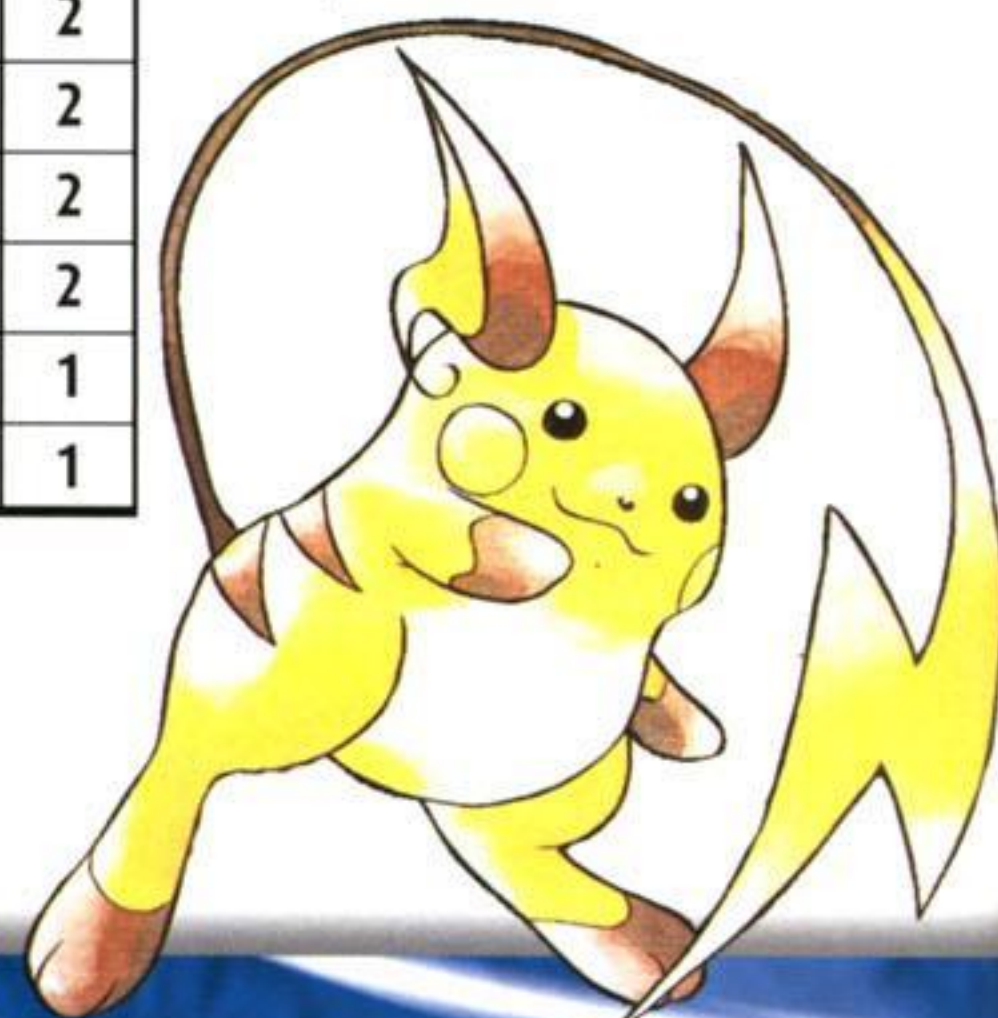
Shock Treatment

Most of the time, Pokémon can't be harmed while they're on the Bench. With the Pokémon we've picked out for this deck, however, you'll be able to reach around your opponent's active creature and strike the ones waiting on the sidelines. Because there are fewer prize cards than normal in these duels, we're adjusting some of the usual card ratios to make room for Poké Ball cards. These will help you find the evolution cards you need to evolve your Pokémon quickly.

POKÉMON CARDS	LEVEL	#OF CARDS
Pikachu	14	4
▶ Raichu	45	3
Magnemite	13	3
▶ Magnetron	28	2
Electabuzz	35	3
Eevee	12	3
▶ Jolteon	24	2

TRAINER CARDS	#OF CARDS
Bill	2
Energy Retrieval	2
Energy Search	2
Energy Removal	2
Poké Ball	2
Gust of Wind	2
Potion	1
Full Heal	1

ENERGY CARDS	#OF CARDS
Lightning Energy	26





9 Sara

Prize Cards: 2

Win: 2 Colosseum Boosters

Waterfront Deck

In an unusual twist, Sara will ask that you each set aside only two prize cards. This means the game will progress very quickly, and you'll have to strike fast and strike hard. Using Self Destruct may seem risky in a two-prize game, but if none of your Pokémon has been defeated yet and the explosion would take out Sara's active Pokémon, then use it. Just make sure you have another defender ready to go.



Squirtle Lev. 8



Squirtle can block damage to itself with its Withdraw ability, but it can't do anything about attacks on its Benched brethren. If it uses Withdraw, just ignore it and target the Bench on the next turn.



Dratini Lev. 10

Dratini itself is not much of a threat, but if it evolves into Dragonair, its more cunning descendant can force you to discard Energy Cards. The remedy for that would be an Energy Retrieval card.



Slowpoke Lev. 18



Slowpoke has special abilities that spell trouble in a short game: the power to heal damage and the power to retrieve Trainer Cards from the discard pile. Don't give it a chance to use either!



10 Amanda

Prize Cards: 3

Win: 2 Mystery Boosters

Lonely Friends Deck

Many of Amanda's Pokémon are not particularly vulnerable to Lightning-types, so you may wish to swap out a few for Fire-types or Fighting-types. Otherwise, Raichu is your best bet for this duel, since it can damage up to three Benched Pokémon at a time. Besides using Scyther and Wigglytuff, Amanda will occasionally play a Mysterious Fossil and evolve it into an Omanyte.



Scyther Lev. 25



If you see Scyther use its Swords Dance ability, be ready to be rocked. Swords Dance increases its Slash attack from a base of 30 damage points to a whopping 60 damage points on the next turn.



Wigglytuff Lev. 36



Amanda will try to use your own battle strategy against you with this level-36 Wigglytuff, which can hit all of your Pokémon, active and Benched, for 10 damage points each.



Potion

Amanda packs a lot of basic Potion cards in her deck, so it's important to evolve your Pikachu into Raichu as quickly as possible. She may fend off one Gigashock attack, but not two or three.



11 Joshua

Prize Cards: 4

Win: 2 Mystery Boosters

Sound of the Waves Deck

This duel will bring you back up to the normal number of prize cards, but that doesn't mean you'll be able to take it easy. Joshua fields a lot of basic Pokémon quickly, and you'll have to do the same to keep up with him. Luckily for you, he often seems to have trouble powering up his Pokémon, and an extra Energy Removal card or two in your deck could certainly complicate matters for him even more.



Lapras Lev. 31



Joshua likes to lead off with a Lapras if he can. Lapras doesn't have much attack power, but with 80 HP and the ability to confuse its opponent, it can keep enemies at bay for a long time.



Shellder Lev. 8



Though it can confuse opponents and block damage from attacks, Shellder is much less effective than Lapras. It has only 30 HP, and its abilities can't protect it from effects like poison.



Krabby Lev. 20



Like Nidoran♀, Krabby has the ability to call other Krabby from your deck and place them on your Bench, one at a time. The Bench can be full of the little scuttlers in record time!

Club Master

12 Amy

Prize Cards: 6

Win: 2 Laboratory Boosters

Water Medal

(For Water Medal Autodeck Machine)



Once again, the Water Club champ seems to be much easier to defeat than the supposed lesser club members. You'll probably need to use a few delaying tactics of your own while you evolve benched Pikachu into Raichu, but if you can build up enough energy early in this duel, one or two Raichu will have no trouble flushing the competition down the proverbial drain.

Go-Go Rain Deck



Wartortle Lev. 22



Wartortle is one of the better fighters in Amy's arsenal. It can hit for 40 points of damage, but Amy often ends up using its damage-blocking Withdraw ability instead.



Lapras Lev. 31



If you think you can make room for another Full Heal card or two in your deck, do it. Lapras's Confuse Ray will be just as frustrating in this duel as it was in past competitions.



Seaking Lev. 28



This fishlike Pokémon doesn't seem to have much going for it, other than moderate energy costs. However, its attacks are pitifully weak for a Evolution 1 Pokémon.



Seadra Lev. 23



Seadra fares a little better than its waterborne cousin, Seaking. It can strike for 20 points of damage and, with a lucky coin toss, prevent any damage to itself next turn.



LIGHTNING CLUB

The sublime surroundings of the Water Club now give way to the bright lights and blaring sounds of the Lightning Club. Here you'll meet the many incarnations of Pikachu—but after a few rounds of card combat with it, it may not seem quite so cute and cuddly anymore!



Library

The texts in the Lightning Club collection explain some of the mysteries surrounding Lightning Pokémon, Energy Cards and playing Card Pop! via the infrared ports. It's amazing what they're putting in books these days, isn't it?



Battle Center



World Map

A Electrifying Trade

Are you more interested in trading or dueling with your cards? If you give a level-35 Electabuzz to this collector, he'll give you a level-20 version of the creature in return. The level-20 Electabuzz isn't as powerful as its sibling, but it is much rarer.

Trade	Receive
Electabuzz Lev. 35	Electabuzz Lev. 20
	



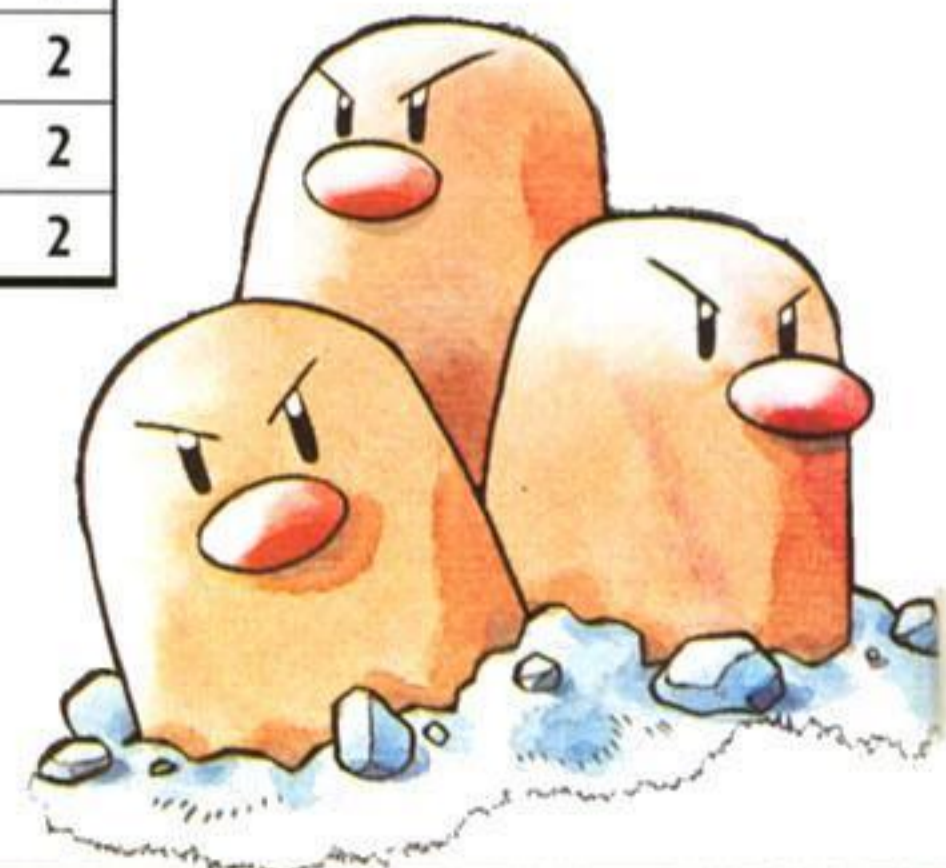
Fight to the Finish

If you like to keep things simple, then you'll love this straightforward Fighting-type deck. The only really fancy maneuver in it is Rhydon's Ram attack, which hits for 50 points and switches the active Pokémon with one the defender chooses from the Bench. Beyond that, this deck is just about big hits and, at times, big energy costs. If you distribute your energy wisely, though, you'll be wearing the Lightning Medal in no time.

POKÉMON CARDS	LEVEL	
Sandshrew	12	3
▶ Sandslash	33	2
Diglet	8	3
▶ Dugtrio	36	2
Hitmonlee	30	3
Hitmonchan	33	3
Rhyhorn	18	3
▶ Rhydon	48	2

TRAINER CARDS	# OF CARDS
Bill	2
Energy Retrieval	2
Energy Search	2
Switch	2
Potion	2
Full Heal	2

Energy Cards	# OF CARDS
Fighting Energy	27





13 Jennifer

Pikachu Deck

Prize Cards: 4

Win: 2 Mystery Packs

Jennifer's deck is notable mostly as a novelty—as a dueling deck, it leaves a lot to be desired. Using various Pikachu is cute, but their abilities aren't varied or powerful enough to take you on by themselves. The only great worry here is Flyin' Pikachu, which is resistant to Fighting-types. There are ways around this obstacle, so it's not really necessary to include other Pokémon types in your deck.



Flying Pikachu Lev. 12

If Flying Pikachu or any other Fighting-resistant creature shows up in the arena, switch your active Pokémon with a Hitmonlee from your Bench. If you can't hit Pikachu, fight around it.



Surfing Pikachu Lev. 13

This fun-loving Pikachu would rather be breaking surfing records in Hawaii than breaking heads in the arena, but it can dish out 30 points of damage for just two Lightning Energy Cards.



Pikachu Lev. 16

You may never have another chance to see this rare version of Pikachu in action, so pay attention when it appears. It can cancel out 10 points of damage on the next turn and paralyze opponents.



14 Nicholas

Self Destruct Deck

Prize Cards: 4

Win: 2 Colosseum Boosters

As you might have guessed, one of Nicholas's favorite tactics is to blow up his Pokémon, taking yours along with them. There's little you can do to counteract this strategy, except to try to keep Nicholas from building up the energy he needs to trigger his creatures' explosive abilities. Having a couple of extra Energy Removal cards in your deck may help you deal with your incendiary opponent.



Koffing Lev. 13

Koffing's Foul Gas is one of the best basic attacks in the game. It does only 10 damage, but it will always poison or confuse the defending Pokémon unless it has some sort of special protection.



Magnetron Lev. 35

If Magnetron appears in the arena, just hope that you have a couple of Energy Removal Cards handy. Its Self Destruct will hit your active Pokémon for 100 damage and all Benched Pokémon for 20.



Geodude Lev. 16

Stone Barrage isn't the most reliable attack, but it can be devastating. The attacking player flips coins until tails appears. The attack does damage equal to the number of heads times 10.



15 Brandon

Power Generator Deck

Prize Cards: 4

Win: 2 Colosseum Boosters

Brandon's deck is stacked with heavy hitters, and Zapdos is his top contender. Zapdos is resistant to Fighting-types and has a whopping 90 HP, so unless you modify your deck with a few non-Fighting specimens, you may be in this bout for the long haul. We'd suggest using Pokémon that can use any type of energy, just so you won't have to worry about shortages at crucial times.



Pikachu Lev. 12

This version of Pikachu is nothing to be too excited about. It has moderate attack power, but if it's not careful, it can damage itself as well. Unless Brandon evolves it, don't worry.



Electabuzz Lev. 20

A sparkling personality is about all Electabuzz has going for it, at least when facing Fighting-types. Its attacks aren't powerful enough to overcome your creatures' resistance to electricity.



Zapdos Lev. 64

If all else fails, use Rhydon's Ram attack to hit Zapdos for 20 damage and send it to the Bench. Brandon will have to choose between paying retreat costs and allowing his new defender to be hammered.



Club Master

16 Isaac

Prize Cards: 6

Win: 2 Mystery Boosters

Lightning Medal

(For Lightning Medal Autodeck Machine)

Isaac has several strategies up his sleeve, and the one he uses depends on which cards he draws. If he's energy poor, he'll use Electabuzz or Magnemite to paralyze your active Pokémon as long as possible. If he's low on Pokémon, he'll use Kangaskhan to draw more cards. If he has electricity to spare, you can bet he'll use Self Destruct at least once during the bout.

Zapping Deck



Magnemite Lev. 13

Thunder Wave is an inexpensive attack that hits for 10 damage and can paralyze its target. If the paralyze effect fails, though, Magnemite won't survive long with just 40 HP.



Electabuzz Lev. 35

This Electabuzz is more powerful than its level-20 counterpart, but it does have its drawbacks. There's a chance that its Thunderpunch may backfire and damage Electabuzz itself.



Kangaskhan Lev. 40

Kangaskhan has 90 HP, and while its Comet Punch is expensive at four Energy Cards, it can hit for up to 80 points of damage. Try to wear it down while it's still on the Bench.



Magnetron Lev. 28

In this deck, this is the Pokémon you'll fear. It's only slightly less powerful than the level-35 creature, still doing 80 damage to the active Pokémon and 20 damage to all others.



SCIENCE CLUB

The Science Club members are dedicated to different areas of Pokémon research, and each is an expert in his or her field. If there's one thing you should learn from them, it's that experimentation and flexibility are very important when building your decks.



Library •

Here you'll find shortcuts through the battle subscreens, the rules behind the confusion effect and inside info on Science-type Pokémon, which aren't a separate group but a subset of creatures from several different groups.

Battle Center

PC Gift Center



World Map

A Another Invitation

Once again, a club member will pass along a hint that Ishihara is looking to trade Pokémon with you. His reputation as a collector is impeccable—he probably has cards that no one else in the world has. Perhaps you should take time out from your busy schedule to visit his house.



Blinded with Science

As we mentioned, Science-type Pokémon come from different groups with different strengths and weaknesses. Few Pokémon, however, have a natural defense against Psychic-types, which form the backbone of the deck you see at the right. This deck is about keeping your foe off balance with paralyzing and confusing attacks, while also using special psychic powers to move damage counters (yours and your opponent's) from one Pokémon to another. It's not a hard-hitting deck, but it is effective.

POKÉMON CARDS	LEVEL	# OF CARDS
Abra	10	4
▶ Kadabra	38	3
▶ Alakazam	42	2
Gastly	17	4
▶ Haunter	17	3
▶ Gengar	38	2
Drowzee	12	3
▶ Hypno	36	2

TRAINER CARDS	# OF CARDS
Bill	2
Mr. Fuji	2
Poké Ball	2
Potion	2
Full Heal	4

ENERGY CARDS	# OF CARDS
Psychic Energy	25





17 Joseph

Flyin' Pokémon Deck

Prize Cards: 4

Win: 2 Laboratory Boosters

In this game, flying ability really doesn't have any practical effect on combat, but Joseph's Pokémon have other formidable powers. The foremost of these is Pidgeotto's ability to force you to switch your active Pokémon with one from your Bench, one which he uses often. Be ready with lots of energy, Switch Cards and Pokémon with low retreat costs, or you may find yourself at your foe's mercy.



Pidgeot Lev. 40



For only three Energy Cards, Pidgeot can force your active Pokémon and all its attached cards back into your hand. You don't lose cards, but you lose precious time and defensive strength.



Golbat Lev. 29



Golbat is perfect as the first line of Joseph's defense. With the ability to heal its own wounds by using the life force of its target, it can survive almost indefinitely against low-level attacks.



Pidgeotto Lev. 36



Switching your active and Benched Pokémon is Pidgeotto's stock in trade. If Joseph brings Abra, Gastly or Haunter into the arena, however, it can retreat at no energy cost.



18 David

Lovely Nidoran Deck

Prize Cards: 4

Win: 2 Mystery Boosters

David's scheme is to overwhelm you with a flood of Nidoran ♀, Nidoran ♂ and their myriad descendants. If he's lucky enough to draw his Pokémon Breeder Cards early in the duel, he'll have his creatures evolved to Evolution 2 before you can say, "Pika!" This might be a good opportunity to try out a few Devolution Sprays or level-23 Mew cards. It will be an epic battle of science versus science!



Nidoqueen Lev. 43



Most versions of the Nidoran support each other one way or another, including Nidoqueen and Nidoking. For example, Nidoqueen's Boyfriends attack gains 20 damage for every Nidoking in play.



Nidoran ♂ Lev. 20



You can't have Nidoking without Nidoran ♂ first, and David has plenty of both. Nidoran ♂ doesn't have the Call for Family ability or a great attack, but David will evolve it quickly.



Meowth Lev. 15



If David can't field a Nidoran ♀, he'll place a Meowth in play if he can. It's not as good as Call for Family, but Meowth's Payday allows it to draw an extra card from the deck.



19 Erik

Poison Deck

Prize Cards: 4

Win: 2 Evolution Boosters

So far we've seen such wonders as flight and the process of accelerated evolution. Now comes a more sinister ability: the power to poison. This is a battle between Erik's poison powers and your paralyzing/sleep-inducing attacks. Besides Full Heal Cards, you should also carry Mr. Fuji Cards. If you can't heal a Pokémon, retreat it and then send it back to the deck, rather than let it be defeated.



Koffing Lev. 13



You've encountered Koffing before, and you know what it can do. The only question is whether you'll be able to knock it out before it can unleash its powers of confusion and paralysis.



Kakuna Lev. 23



Kakuna can cancel out all damage against it, but it can't protect itself from other battle effects. Perhaps you should think about launching a poisonous assault of your own...



Ekans Lev. 10



Ekans's Spit Poison attack does no base damage at all, but its Wrap attack hits for 20 points and has the potential to paralyze its target. Not great, but not bad for a basic Pokémon.



Club Master

20 Rick

Prize Cards: 4

**Win: 2 Mystery Boosters
Science Medal**

(For Science Medal Autodeck Machine)

Here's your chance to earn a PhD in puttin' the smack down on your opponent. Rick's deck is based less on the "wonders" of science than the havoc that it can cause. For all his Pokémon's powers, though, he doesn't seem to have a particularly organized strategy. As for you, you can return to the original strategy of keeping your foes off balance and manipulating damage.

Wonders of Science Deck



Grimer Lev. 17



Rick likes to open bouts with Grimer, because it can block up to 20 damage points per turn. It can hold up against basic Pokémon for an annoyingly long while.



Koffing Lev. 13



The fact that you're seeing Koffing so often in duels is a testament to how effective it is in combat. Once again, just try to take it out before it can evolve into Weezing.



Mewtwo Lev. 60



Mewtwo can hold off even the most powerful Pokémon, but for a price. By discarding one Energy Card, Mewtwo can block all damage and combat effects against itself on the next turn.



Weezing Lev. 27



If you think Rick is about to use Self Destruct, use Gengar's Curse power to move your opponent's damage counters around so that at least one other enemy Pokémon is defeated.



PSYCHIC CLUB

Psychic Club members believe that the powers of the mind far surpass those of the body, and they're prepared to test that theory in combat. In truth, Psychic-type Pokémon are among the most powerful, so don't write your victory speech until you have the Psychic Medal in hand.



Library •

Forewarned is forearmed, as the saying goes, so learn as much as you can about your opponents before going into battle. Here you can learn about Psychic-types, attacks that send Pokémon to sleep and other special Pokémon Powers.

Battle Center



World Map

A Grudge Match?

This sly senior citizen will give you a rare Mewtwo card if you defeat the Psychic Club champ in a duel. We don't know if he has some sort of grudge against Murray or if he's just trying to encourage you, but our advice is not to look a gift Pokémon in the mouth...

Receive

Mewtwo Lev. 60



Psychic Hotline

This deck takes advantage of the few Psychic-type and Colorless-type Pokémon that can resist Psychic-type powers. Jigglypuff and Kangaskhan are best for delaying your opponent during the opening rounds, while most of your offensive power will come from Wigglytuff and Kangaskhan. We also like Dragonair for its ability to remove Energy Cards from enemy Pokémon. If you wish, you can even try an all-Colorless deck, substituting the Psychic-types for Meowth (level 15), Persian (level 25) and Tauros (level 32).

POKÉMON CARDS	LEVEL	# OF CARDS
Gastly	17	3
▶ Haunter	22	2
▶ Gengar	38	1
Jigglypuff	14	4
▶ Wigglytuff	36	3
Kangaskhan	40	3
Dratini	10	3
▶ Dragonair	33	2

TRAINER CARDS	# OF CARDS
Bill	2
Energy Removal	2
Switch	2
Gust of Wind	2
Potion	2
Full Heal	4

ENERGY CARDS	# OF CARDS
Psychic Energy	21
Double Colorless Energy	4



21 Robert

Prize Cards: 4

Win: 2 Evolution Boosters

Ghost Deck



Meowth Lev. 15

You've seen this sneaky specimen before, and you know that Robert will be using its Payday ability to pull Pokémon out of his deck. Luckily for you, Meowth doesn't have nine lives.



Zubat Lev. 10

Zubat isn't resistant to Psychic powers, and it has only 40 HP. Despite the fact that it can remove damage counters from itself, it shouldn't be able to last long.



Gengar Lev. 38

It will be a race to see who can field Gengar first. If your opponent uses Gengar's Curse to shift damage to a Benched Pokémon, you can use Gengar's Dark Mind or a Gust of Wind Card in response.

Robert has several Psychic-resistant Pokémon as well, so you'll have to field more of your Colorless-types in this duel. He'll try to rush a lot of Pokémon onto his bench, sometimes even before he has the energy to power them up. A Gust of Wind would come in handy, possibly stranding an energy-less Pokémon in the arena. Gengar's Bench-hitting Dark Mind would also help in this situation.



22 Daniel

Prize Cards: 4

Win: 2 Evolution Boosters

Nap Time Deck



Exeggcute Lev. 14

Daniel will use Exeggcute's Hypnosis to stall the match and build up his Pokémon. Hypnosis can't damage your Pokémon, though, so you can take advantage of the pause in the action, too.



Haunter Lev. 17

This Haunter is different from the one we've recommended for you. Its Nightmare attack does only 10 damage, but unlike your Haunter's Dream Eater attack, the target doesn't have to be asleep.



Wigglytuff Lev. 36

This Wigglytuff, on the other hand, is the same as yours. Once again, you'll probably need a bit of pluck and a bit of luck to win the Pokémon arms race.

As you might guess, Daniel is hoping he'll be able to send your Pokémon to the Land of Nod for the duration of this battle. If you add a couple more Full Heal cards to your deck, you should be able to muddle through just fine. Daniel has many of the same Pokémon you have in your deck, including Haunter and Wigglytuff, so we'll see if you can take it as well as you dish it out.

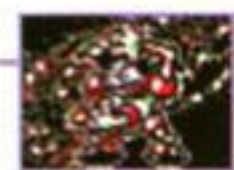


23 Stephanie

Prize Cards: 4

Win: 2 Laboratory Boosters

Strange Power Deck



Mr. Mime Lev. 28

You may be wondering how to counteract Mr. Mime's ability to cancel out all attacks over 30 points of damage. Simply hit him for 10 or 20 damage at a time, or put him to sleep first.



Hypno Lev. 36

Hypno has the same Dark Mind attack as Gengar has, as well as the gift of Prophecy. This ability allows the player to look at either deck and arrange the top three cards in any order.



Slowpoke Lev. 9

In Slowpoke's case, the best offense is a good defense. Its Amnesia power causes no damage, but it will make your active Pokémon forget how to use one attack on the next turn.

One of Stephanie's favorite strategies may seem familiar to you: using Hypno to reach around your active Pokémon and strike at your Benched defenders. Wait as long as possible, then use a Mr. Fuji Card to return the wounded Pokémon (and all the cards attached to it) to your deck. Don't do this too quickly, or you'll just give Stephanie a chance to attack another defender sooner.



Club Master

24 Murray

Prize Cards: 6

**Win: 2 Laboratory Boosters
Psychic Medal**

(For Psychic Medal Autodeck Machine)

Strange Psychic Deck



Alakazam Lev. 42

Murray also likes to use Alakazam's Damage Swap power to move damage counters among his creatures. He won't think he's so clever if you respond with Dark Mind.



Mr. Mime Lev. 28

Mr. Mime has a resistance to Colorless-type Pokémon, so you may need to include a few more Psychic-types in your deck for this duel. This mute mutant can be a very effective defense.



Chansey Lev. 55

If Murray becomes desperate, he won't hesitate to use Chansey's Double Edge attack. This works the same as the Self Destruct attacks you've seen in past battles.



Energy Removal

This battle will see the both of you trying to throw away the other's Energy Cards. You can use a couple Energy Removal Cards of your own or use Dragonair's Hyper Beam.

The battle with Murray may be less about overpowering him and more about outlasting him. He sometimes retreats or uses Pokémon Center (discard all damage counters from all of your Pokémon with damage counters, then discard all Energy Cards attached to those Pokémon) when he doesn't need to, wasting energy in the process. You may just wear him down until he has no power left.



FIGHTING CLUB

If you wish to challenge the members of the Fighting Club, you'll have to find them first. Mitch's lieutenants are training at the Rock, Grass and Fire Clubs. Once you beat them, they'll return to their home club, where you'll be able to meet Mitch in honorable combat.



Library

Fighting Club members believe that gaining wisdom is the true path of a warrior. You can start that journey right here, learning more about Fighting-type Pokémon and special Pokémon Powers.

Battle Center

PC Gift Center



World Map

A Pick a Pikachu

Here's an anxious collector who will gladly take a Graveler in exchange for one of the more unusual versions of Pikachu around. After you seal that deal, he'll also put other cards into safekeeping for you, if you wish. Will he keep them permanently, though?

Trade

Graveler Lev. 26



Omastar Lev. 32



Parasect Lev. 28



Weezing Lev. 27



Receive

Pikachu Lev. 16



Psychic Solution

Once again, the Psychic-types and Colorless-types will come to your rescue, with several flying creatures taking the lead. For more Psychic power, swap Abra, Kadabra and Alakazam for some of your Colorless-types. If you'd like to be really daring, add a third type of Pokémon to your deck. In our section on deck building, we recommended against using three-type decks until you had more experience. Considering what you're up against here, now may be the time to try it. Try substituting two Hitmonchan and two Hitmonlee for one set of your Colorless-type creatures. If you do this, use 11 Psychic Energy, 11 Fighting Energy, 4 Double Colorless Energy and 2 Energy Search Cards.

POKÉMON CARDS	LEVEL	# OF CARDS
Gastly	17	4
▶ Haunter	17	3
▶ Gengar	38	2
Pidgey	8	4
▶ Pidgeotto	36	3
Spearow	13	4
▶ Fearow	27	3

TRAINER CARDS	# OF CARDS
Bill	2
Poké Ball	2
Energy Removal	3
Switch	2
Potion	3

ENERGY CARDS*	# OF CARDS
Psychic Energy	21
Double Colorless Energy	4





25 Chris Muscle for Brains Deck

Prize Cards: 4
Win: 2 Evolution Boosters

You'll find Chris in the lounge of the Rock Club. If you're wondering what kind of opponent he is, the name of his deck says it all. There's not much to deal with here, except for a lot of punching and kicking. If your deck is heavy with Psychic-types, however, beware of Tauros. As you know by now, this creature is Psychic-resistant and can hold its own in the arena without a problem.



Tauros Lev. 32



If you are unlucky enough to encounter Tauros, use Gastly or Abra to hold it at bay while you prepare a Colorless-type for battle. Spearow or Fearow would probably give Tauros a run for its money.



Hitmonlee Lev. 30



If you're using Hitmonlee's Stretch Kick attack, resistance and weakness are not taken into account when tallying the damage. That could work for or against you, depending on the situation.



Hitmonchan Lev. 33



This pugilistic Pokémon is one of the more economical Fighting-types, delivering 20 points of damage with just one Energy Card and 40 points of damage for three cards.



26 Michael Heated Battle Deck

Prize Cards: 4
Win: 2 Colosseum Boosters

If you want to see what it's like to use three different types of Pokémon in one deck, here's your chance. Michael uses a combination of Fighting-type, Fire-type and Electric-type Pokémon in his Heated Battle deck. We didn't include any Full Heal Cards in the deck shown on the previous page, but you may encounter a paralyzing attack in this duel, so add a couple of them now.



Magmar Lev. 24



On the one hand, this version of Magmar doesn't have a poisonous attack. On the other, this is the version that can strike for up to 50 points of damage. We're not sure which one is worse!



Electabuzz Lev. 35



This is the Pokémon that prompted us to add a couple of Full Heal Cards to the current deck. If it shows up in the arena, you can bet that Michael will use its paralyzing Thundershock attack.



Magmar Lev. 24



Both Flareon and Magmar have devastating Flamethrower attacks, but Magmar's is cheaper and nearly as powerful. At 50 points of damage, this attack is worth the one Energy Card you must discard.



27 Jessica Love to Battle Deck

Prize Cards: 4
Win: 2 Colosseum Boosters

Jessica has a passion for battle, but if she wants to play in the big leagues, she'll have to come up with a better deck than this. She's built her strategy around a mix of Fighting-types and Colorless-types, but none of them are particularly heavy hitters. Perhaps after you've defeated her once, she'll learn from her experience—or perhaps you can defeat her again easily and earn even more booster packs!



Raticate Lev. 41



The only big roadblocks you'll encounter here are Rattata and Raticate, which have a resistance to Psychic-types. Use any Fighting-types or Colorless-types in your deck to plow through them.



Dodrio Lev. 28



As long as Dodrio is on his Bench, Jessica will pay lower retreat costs. She'll need this special power, once you start whaling big time on her active Pokémon.



Defender

Jessica also packs a few Defender Cards in her deck. While they can be useful, they can't make up for weak or non-evolved Pokémon. As the saying goes, the best defense, is a good—well, you know.



Club Master

28 Mitch

Prize Cards: 6
Win: 2 Laboratory Boosters
Fighting Medal

(For Fighting Medal Autodeck Machine)

Now here's an opponent worthy of your fighting mettle! As the name of his deck implies, Mitch will strike quickly, usually leading off with a Machop. Field a Gastly first if you can, to give yourself some time to prepare other defenders. Focus on using any paralyzing, poisonous or sleep-inducing attacks to help chip away at your opponents' high HP ratings.

First Strike Deck



Machop Lev. 20



Machop is perfect as a first-strike weapon, using only one Fighting Energy Card for its Low Kick attack, allowing it to go on the offensive immediately.



Hitmonchan Lev. 33



As much as you liked using this Pokémon in your deck, you'll hate it when its powers are turned against you. It, too, has lots of power for its energy costs.



Hitmonlee Lev. 30



The only thing about Hitmonlee that will work in your favor is that its most powerful attack requires three Energy Cards. Can you say, "Energy Removal?"



PlusPower

The difference between surviving an attack and going down in defeat is often just one damage counter, and the PlusPower Card can mean all the difference in the world.



ROCK CLUB

If you know the old saying about being caught between a rock and a hard place, we think you'll agree that this final club is the proverbial hard place. Who would have thought, though, that the "rock" would turn out to be a type of Pokémon!



Library

Essays on Rock-type Pokémon and Pokémon evolution are just two of the interesting volumes found on these shelves. In the Pokémon Trading Card Game, the Rock-type is actually a subset of the Fighting-type and not a separate grouping.



Battle Center

PC

Gift Center



World Map

A Seal the Deal

It seems that you're not the only one interested in trading with Ishihara. In fact, this collector is thinking of making an offer for one of his rarest cards. If you haven't visited Mr. Ishihara yet, you'd better drop by his house before you miss your opportunity.



Greener Pastures

Rock-types are tough, but rest assured that rocks can be broken, and Grass-types are the right tools for the job. A few Caterpie, Metapod and Koffing can provide early defense, while you use your Poké Ball and Pokémon Breeder Cards to evolve your Benched creatures quickly. Later in a duel, Venusaur's Energy Transform and Butterfree's Whirlwind will keep your opponent off balance. For variety, you could substitute the Nidoran♂ line or the Bellsprout line for one of the groups in the deck, or maybe even throw in two or three Scyther.

POKÉMON CARDS	LEVEL	# OF CARDS
Bulbasaur	13	4
▶ Ivysaur	20	3
▶ Venusaur	67	2
Caterpie	13	4
▶ Metapod	21	3
▶ Butterfree	28	3
Koffing	13	2

TRAINER CARDS	# OF CARDS
Bill	2
Pokémon Breeder	3
Energy Removal	2
Poké Ball	3
Potion	2
Full Heal	2

ENERGY CARDS	# OF CARDS
Psychic Energy	21
Double Colorless Energy	4





29 Matthew

Hard Pokémon Deck

Prize Cards: 4

Win: 2 Mystery Boosters

Matthew sometimes seems to have difficulty drawing anything but basic Pokémon from his deck early in a duel. With the Grass-types' natural advantage over Rock-types, it's not unusual to claim all four prizes before he even knocks out one of your defenders. In fact, we've won several duels with just a single Bulbasaur or a lone Koffing! Of course, luck can run the other way, too...



Cubone Lev. 13

Cubone's Snivel can block up to 20 points of damage on the next turn. This will block all attack damage from Caterpie and Koffing, but not the paralysis, confusion or poison they deliver.



Onix Lev. 12

Matthew often uses Onix as a glorified wall. With its damage-blocking abilities and 90 HP, you may have to remove its Energy Cards before you can even think about making a dent in it.



Geodude Lev. 16

Geodude's Stone Barrage attack isn't very consistent, but it is cheap, and it has the potential to knock out even the toughest opponent in one turn. Energy Removal to the rescue!



30 Ryan

Excavation Deck

Prize Cards: 3

Win: 2 Evolution Boosters

The most significant thing about Ryan's deck is that it includes the Mysterious Fossil card. Though it is considered a Trainer Card, it is played as if it were a Pokémon card. This item can actually be evolved into one of several true Pokémon, including Aerodactyl, Kabuto and, Ryan's favorite, Omanyte. If he must, Ryan will neglect his active Pokémon to ensure that Omanyte is fully powered.



Hitmonchan Lev. 33

By now, Hitmonchan is a familiar face to you. Though its flashing fists may give you pause, you shouldn't have trouble delivering a knockout blow within two or three rounds.



Cubone Lev. 13

Cubone is also a common fixture in Ryan's deck. While Cubone is hardly ever a cause for great concern, you'll have more of a fight on your hands if Ryan manages to evolve it into Marowak.



Mysterious Fossil

Omanyte is Ryan's favorite Evolution 1 for the Mysterious Fossil. Its Pokémon Power forces you to reveal your hand to Ryan, making it easy for him to anticipate your moves.



31 Andrew

Blistering Pokémon Deck

Prize Cards: 4

Win: 2 Colosseum Boosters

Perhaps taking a cue from his friend's mistakes, Andrew has included several Fire-type Pokémon in his deck, including Jynx and Ponyta. Your Grass-types are vulnerable to fire-based attacks, so you may want to swap out a few of them for some Water-type creatures. You can still win with the deck we suggested, but you'll need a few lucky coin tosses to help you along.



Rhyhorn Lev. 18

Rhyhorn's Leer ability, which can stop opponents from even launching an attack, makes it a popular choice among many players. At 70 HP, it's unusually tough for a basic Pokémon.



Jynx Lev. 23

With your weakness adding extra damage to its attacks, the so-so Jynx will suddenly gain a new measure of respect when facing your Grass-type Pokémon. Have fun trying to put out its fire!



Ponyta Lev. 10

If you have only basic Grass-types on your bench and in the arena, the arrival of Ponyta may signal the beginning of the end for you. Potions and Energy Removals can only help in this situation!



Club Master

32 Gene

Prize Cards: 6

Win: 2 Mystery Boosters

Rock Medal

(For Rock Medal Autodeck Machine)

Gene is your final opponent before facing the Pokémon card game masters, and he's determined to make you earn your place in the championship bouts. Onix or Rhyhorn often leads the charge for him, followed by Geodude, Dugtrio and more. Despite their weakness to Grass-types, the evolved forms of Gene's Rock-types can withstand a lot of punishment, thanks to their high HP.

Rock Crusher Deck



Diglett Lev. 8

In a duel between one of your basic Grass-types and Diglett, Diglett stands little chance. If Gene can evolve it into Dugtrio, however, the tables will turn very quickly.



Graveler Lev. 29

Another mainstay of Gene's deck, Graveler can hold its own against most of your basic Pokémon and even some of your Evolution 1 creatures, especially if it has the first strike.



Rhyhorn Lev. 18

At one Energy Card, Rhyhorn's Leer ability is a terrific bargain. But Gene rarely uses its less economical Horn Attack.



Onix Lev. 12

Onix is another one-trick Pokémon for Gene, used mostly for its Rock Throw attack. Onix has so much HP, Gene rarely feels compelled to use its Harden defensive ability.



FURTHER ADVENTURES

There's more to your quest than dueling the members of the card Clubs. While you train for your showdown with the card masters, you'll participate in two local competitions and meet several interesting characters, including a strange music man named Imakuni? and your rival for the Legendary Pokémon Cards, the ever-persistent Ronald.

Library

Besides serving as the arena for local card tournaments, the Challenge Hall also houses a public library. Interested patrons can read up on Colorless-type Pokémon, including those that have birdlike and dragonlike characteristics.

Battle Center

PC

Gift Center



World Map

Challenge Cup

If you'd like to sharpen your card-playing skills even further, visit the Challenge Hall arena between bouts at the various clubs. Once or twice during your adventure, the Challenge Cup tournament will be held, pitting local experts against one another. If you arrive at the right time, you'll be invited to participate. If you win the first tournament, you'll earn a rare Mewtwo card. If you come out on top at the second competition, you'll walk away with bragging rights and a special Mew card. The competitions are held at random times, so there's no guarantee you'll be able to participate. If you do, it will be a good chance to examine other players' decks and strategies.

Mewtwo Lev. 60



Mew Lev. 8



Imakuni?

Prize Cards: 6

Win: one of every booster

No one will be able to tell you much about Imakuni?, the strange but talented card player you'll meet in different Club lounges from time to time. He says he's a musician by trade, but that doesn't explain his mouse-eared costume or his wild playing style. In any case, his deck (shown at the right) is challenging if a bit scatter-brained, with a mix of Water-type, Psychic-type and Colorless-type creatures. If you play against him often enough, he may eventually give you a promotion card featuring...him!

POKÉMON CARDS	LEVEL	# OF CARDS
Psyduck	15	4
▶ Golduck	27	3
Slowpoke	9	2
Slowpoke	18	2
▶ Slowbro	26	3
Drowzee	12	4
▶ Hypno	36	3
Farfetch'd	20	4
Imakuni?		4
Maintenance		2
Pokémon Flute		2
Gambler		1
Water Energy		10
Psychic Energy		16



Farfetch'd Lev. 20



Farfetch'd is one of the more unusual Pokémon you'll ever encounter. Its Leek Slap attack is relatively powerful at 30 damage points, but once it's used, it can't be used again.



Psyduck Lev. 15



Looking like it has a lot on its mind, Psyduck can give you a Headache that prevents you from using any Trainer Cards on the next turn. Oooo, that's gotta hurt!



Slowbro Lev. 26



Slowbro's Pokémon Power is called Strange Behavior, which fits in perfectly with this crowd. Using Strange Behavior, this dull-witted Pokémon can absorb damage from its fellows.

Imakuni? Card



The Imakuni? card is an interesting collectible, to be sure. If you play it, though, you'll succeed only in confusing your active Pokémon. Imakuni? himself seems to like it—but that's not saying very much!



Ronald

The lure of the Legendary Cards is strong, and many players would do anything, even give up their entire collections, to own those most precious and powerful cards. Indeed, many players hope to win those cards from the Pokémon card masters, but only one will succeed. While you're certainly in the running, there is one other who could prove worthy: your rival, Ronald. Your first encounter with him will be after you win your second medal, the second will be after you win your fifth medal, and the third will be at the second Challenge Cup.



First Encounter Deck

Prize Cards: 6

Win: Jigglypuff Lev. 12

After you win your second medal, Ronald will appear in the Club lobby and your duel will begin automatically. Be sure to modify your deck and save your game, if necessary, before you go out to meet him. In this first battle Ronald will use mostly basic Pokémon.



Charmander Lev. 10

By now, you're more than familiar with this fiery little fiend. It won't take much to put a damper on its enthusiasm, but just be on the lookout for its Evolution 1 and Evolution 2 counterparts.



Cubone Lev. 13

Cubone can boost its Rage attack by adding 10 points for every damage counter it has on itself. With just 40 HP, though, it won't be around to use that trick more than once or twice.



Squirtle Lev. 8

With a face like that, Squirtle seems more friend than foe, no matter which side it's on. Ronald is more likely to use its damage-blocking Withdraw than its Bubble attack.



Second Encounter Deck

Prize Cards: 6

Win: Super Energy Retrieval

Ronald will challenge you again after you've won your fifth medal. His training will show in his improved deck and more sophisticated strategies. Once again, it would be wise to modify your deck before you talk to him. Your best bets will be Psychic-type and/or Fighting-type Pokémon.



Electabuzz Lev. 35

Electabuzz is more powerful than many other basic Pokémon, but its electrical abilities are unstable. A bad coin toss can result in Electabuzz giving itself a bad shock.



Hitmonchan Lev. 33

One of the most straightforward Pokémon, there's nothing particularly clever or sophisticated about Hitmonchan. Like Electabuzz, it has higher HP than the average basic Pokémon.



Tauros Lev. 32

By now, the strategy in this deck is obvious: Use basic Pokémon that are as powerful as more advanced creatures. It gives Ronald fast, powerful attacks with no evolution required!



Third Encounter Deck

Prize Cards: 6

Win: Jigglypuff Lev. 12

Ronald will really show his fighting mettle in your third meeting. With more powerful and varied cards at his command, he may prove strong enough to challenge even the card masters. The only thing that could use improvement is his bad attitude—he won't win friends here!



Geodude Lev. 16

This Pokémon has given you trouble before, and your reunion promises to be no happier than your first meeting. Hope that you'll have a Pokémon in the arena that can block all damage.



Magmar Lev. 31

If Magmar's damage-blocking Smokescreen is successful on one turn, it can use its poisoning Smog on the next without fear of retaliation—a deadly combination that you should fear!



Scyther Lev. 25

If Scyther uses its Swords Dance ability successfully on one turn, you know that a 60-point Slash attack will be coming the next. Again, a damage-blocking ability would be helpful.



Ishihara

Though his dueling days are long past, Ishihara remains as enthusiastic as ever about Pokémon cards. He's happy to share his passion for his hobby with you, and he'll be very generous with you if you remember to visit from time to time. Over time, he'll ask you for a Clefable, a Ditto and a Chansey. In return, he'll give you three rare Pikachu cards (two Surfing and one Flying), which you might remember from your duels in the Lightning Club.



POKÉMON DOME



You've paid your dues in the card clubs, and now it's time to reap the rewards of all your hard work. You've proven that you're worthy to challenge the greatest Pokémon card game players in the world; now you must prove that you're worthy to inherit the four Pokémon cards of legend: Moltres, Articuno, Zapdos and Dragonite.

Legendary Autodeck Machine

You won't be able to use this Autodeck Machine until your second visit to the Pokémon Dome. As soon as you take all the Legendary Cards, you'll be transported automatically to Mason Laboratory. To use the machine, you must defeat the masters a second time and then use the machine before you claim your tournament prize.



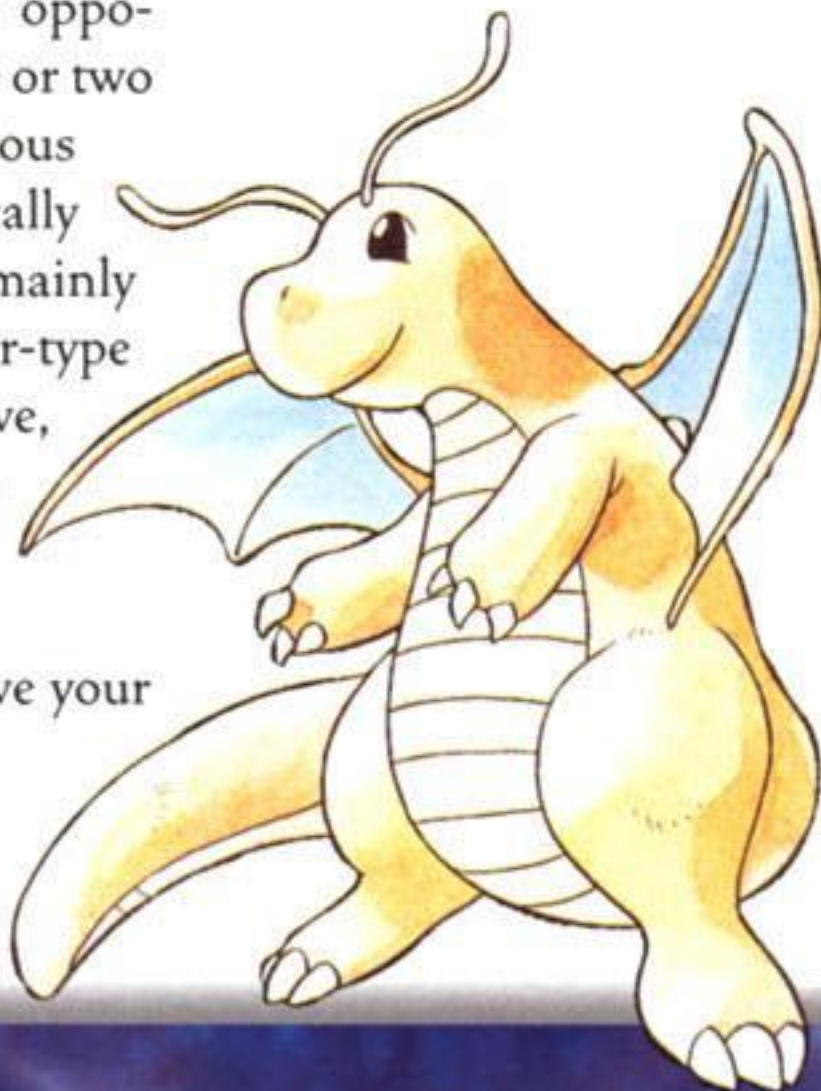
Eye on the Prize

This what you've been working toward since day one, and your chance to claim the rarest of cards is finally here. Once you enter the domed arena, there's no turning back. You'll meet the masters one at a time, and you'll have a chance between bouts to save your progress and modify your deck. If you lose just one duel, you'll be tossed out of the arena. You may challenge the masters again, but you'll have to start over from the first duel.



Dedicated Decks

Since you'll be able to modify your deck between duels, you won't have to worry about creating a single "super deck" to take on the masters. Like your past opponents, the masters tend to specialize in just one or two Pokémon types in their decks. Using your previous decks as guides, you can tailor a deck specifically for each master. For example, Courtney uses mainly Fire-type cards, so enter the dome with a Water-type deck. Before you move on to the duel with Steve, create a Fighting-type deck to short-circuit his Lightning-type creatures, and so on. Be sure to include more powerful cards or cards you haven't had a chance to use before. You can save your progress, so don't be afraid to experiment.



Moltres Lev. 37



Articuno Lev. 37



Zapdos Lev. 68



Dragonite Lev. 41





Courtney
Mistress of Fire
Prize Cards: 6

Legendary Moltres Deck

One of Courtney's favorite tactics is to use Pokémon Trader to draw Moltres or another needed creature from her deck. She'll then use Moltres's Pokémon Power to draw a Fire Energy Card as well. With this combo move, she can keep her Bench well stocked, and no matter which Pokémon you place into the arena, she'll likely have a good response for you. This duel can drag on for quite some time, so be patient and cautious.



Moltres Lev. 37

This version of Moltres is easily more powerful than the level-35 version you've encountered before. Its Dive Bomb causes less damage, but its Pokémon Power makes it invaluable.



Ninetales Lev. 35



Besides hitting you for up to 80 damage points, your foe will use this Ninetales to force you to return any Pokémon in your hand to your deck and then draw new ones at random.



Arcanine Lev. 45



Arcanine's attacks are expensive, either in energy costs or in damage that Arcanine must take to use them. Courtney, however, won't hesitate to use them, if they result in knockout blows.



Steve
Master of Lightning
Prize Cards: 6

Legendary Zapdos Deck

Compared to Steve's Pokémon, your Fighting-type creatures may seem a little underpowered at first glance. If you select Pokémon like those in the Sandshrew line and the Diglett line, however, their natural resistance to Lightning-types will help increase your defensive capability. Hitmonchan and Hitmonlee don't have Lightning-type resistance, but they'd be good additions to your arsenal, anyway.



Zapdos Lev. 68

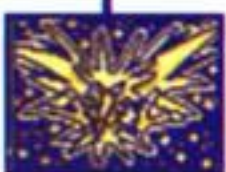
This Zapdos has one of the most economical attacks in the game (a hair-raising 70 points of damage for only three Lightning Energy Cards), but the damage can hit friend or foe at random.



Electabuzz Lev. 35

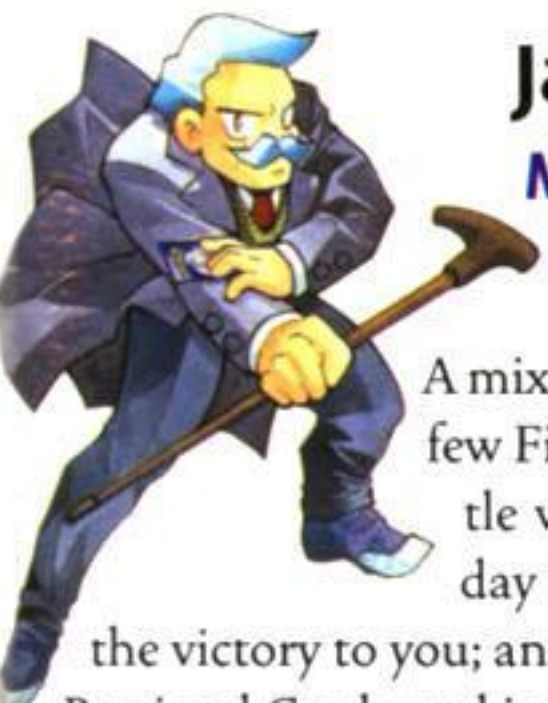


Despite the big differences in their attacks and HP, the seemingly lowly Sandshrew is more than a match for Electabuzz. Electabuzz's normal attacks can barely overcome Sandshrew's resistance.



Zapdos Lev. 64

You may see this version of Zapdos late in the duel. Its energy costs are high, but so too are its HP and attack damage. Even if he's energy poor, Steve may play this card as a last-ditch effort.



Jack
Master of Ice
Prize Cards: 6

Legendary Articuno Deck

A mix of mainly Lightning-type Pokémon with a few Fighting-types will serve you well in the battle with cool Jack. It would have to be a cold day in you-know-where for Jack just to hand the victory to you; and yet, he seems to be too reliant on Energy Retrieval Cards and is energy poor too much of the time. Perhaps some Energy Removal Cards would be in order for your deck...



Articuno Lev. 37

If Articuno is put into play during a regular turn (not during the initial setup), a coin is flipped. If it comes up heads, the opposing active Pokémon is paralyzed. What a chilling thought!



Dewgong Lev. 42



This happy-go-lucky Pokémon will prove to be a formidable foe. Its Aurora Beam costs just three Energy Cards for 50 points of damage. Add another energy to use the paralyzing Ice Beam.



Chansey Lev. 55



Chansey's Double Edge attack is similar to Self Destruct, but it doesn't knock out the opponent automatically. If Chansey is at full health when it uses Double Edge, it will be left with 40 HP.



Rod
Grandmaster
Prize Cards: 6

Legendary Dragon Deck

Rod is the grand master of this elite group of card players, and it shows in his diverse and devastating deck. Much of his early defense comes from very different creatures, like Magikarp, Lapras and Kangaskhan, while Gyarados and Dragonite form the backbone of his main Pokémon force. We suggest using Grass-types and Lightning-types to wrap up this duel in a flash.



Dragonite Lev. 41

Dragonite's Healing Wind can remove up to two damage counters from each friendly Pokémon, but this power can be used only on the turn Dragonite is played. Think of it as emergency first aid!



Gyarados Lev. 41



Magikarp takes a huge leap in HP and attack power when it evolves into Gyarados. It's resistant to Fighting-types but weak against Grass-types.



Lapras Lev. 31



With 80 HP, it's no wonder that this basic Pokémon is one of Rod's favorite frontline defenders. Its attacks, however, are relatively weak, striking for up to only 20 damage.



Final Showdown Ronald

Prize Cards: 6

Now that you've defeated Rod and the rest of the masters, you have one more contender to face before you can claim the Legendary Cards for yourself. That's right; it's none other than your rival, Ronald. The cocky kid has become a cunning card shark, and, worse yet, he'll be allowed to use the Legendary Cards against you in this duel. It's time to put your deck-building skills to the test, and see if your strategies can overcome Ronald's raw power!

Double Danger

In most cases up until now, we've recommended using just one or two types of Pokémon in a deck. If there were a second type, it was often Colorless, so that energy wouldn't be a problem. For this bout, though, we recommend using Water-types, Fighting-types and Colorless-types. We chose Golduck and Dragonair specifically for their energy-stealing powers, and Hitmonlee for its ability to strike Benched Pokémon. The others are there for their raw hitting power and for balancing the energy needed in the deck.

POKÉMON CARDS	LEVEL	# OF CARDS
Psyduck	15	3
▶ Golduck	27	2
Seel	12	3
▶ Dewgong	42	2
Dratini	10	3
▶ Dragonair	33	2
Hitmonlee	30	3
Hitmonchan	33	3

TRAINER CARDS	# OF CARDS
Bill	2
Energy Search	2
Energy Retrieval	2
Switch	2
Poké Ball	2
Potion	2
Full Heal	2

ENERGY CARDS	# OF CARDS
Water Energy	12
Fighting Energy	10
Double Colorless Energy	3

Legendary Ronald

POKÉMON CARDS	LEVEL	# OF CARDS
Kangaskhan	40	2
Eevee	12	4
Flareon	22	1
Vaporeon	29	1
Jolteon	24	1
Dratini	10	4
Dragonair	33	3
Dragonite	41	2
Moltres	37	2
Articuno	37	1
Zapdos	68	1
Professor Oak		1
Bill		3
Pokémon Trader		1
Pokémon Breeder		2
Energy Removal		3
Scoop Up		3
Gambler		1
Fire Energy		20
Double Colorless Energy		4

Postscript Challenge Cup Prizes

After you win the Legendary Cards and become one of the Pokémon Trading Card Game elite, there will still be other challenges to overcome. Dr. Mason will build a tournament computer for you to use, and the Challenge Cup competitions will go on. Some of the fun and rare cards that you can win at the Challenge Cup are listed below.



Arcanine Lev. 34



Mewtwo Lev. 60



Surfing Pikachu Lev. 13



Pikachu Lev. 16



Mew Lev. 8



Electabuzz Lev. 20



Surfing Pikachu Lev. 13



Jigglypuff Lev. 12



Mewtwo Lev. 60



Slowpoke Lev. 9



Pikachu Lev. 16



Flying Pikachu Lev. 12



Super Energy Retrieval

DECK DATA

There are over 200 cards to keep track of in the Pokémon Trading Card Game. Some are very common, while others are quite rare. We even have info on the special cards that exist only in the Game Boy Pak! For your reference, we also list the decks that the Autodeck Machines will build for you—if you have the right cards.





DATA CARD KEY

The following pages show all of the cards in this game, including the special promotional cards that are exclusive to the Game Boy. The cards are listed by type, beginning with Pokémon cards, followed by Trainer Cards, Energy Cards and the exclusive cards. These data will be your most valuable resources for building decks and creating strategies.



Pokémon ID Number and Rarity

This number is the Pokémon's identification number. The symbols indicate how many copies of this card are in the game. One black dot means it will be easy to find and win this card, while a star means it is a rare card and will be difficult to find.

● MANY ◆ FEW ★ RARE

Card ID Number

These are the ID numbers used in the real-world card game. For example, this Bulbasaur card is card #44 in the 102-card Base Set. The Jungle Set has 64 cards, and the Fossil Set has 62.

Hit Points and Evolution

The HP or hits number indicates how much damage a Pokémon can take before it's knocked out. One hit can inflict 10 points of damage. The evolution icon shows whether the Pokémon is a basic, Evol. 1 or Evol. 2 creature. Remember that you can usually play Evol. 1 or Evol. 2 cards only when the proper basic or Evol. 1 card is already in the arena or on the bench.



Real Card

If a card has a real-world counterpart, it will appear here. If you're familiar with the regular cards, this can help you identify and use the electronic versions.



#1 ● 44/102

BULBASAUR Level 13

HP 40 ◆ **Evol. 1** Ivysaur
Evol. 2 Venusaur

Retreat Cost ★

Weakness 🔥 **Resistance** —

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

Win from 2 5 19 21 22 25 30



Attack, Cost and Damage

This section shows the names of the Pokémon's attacks, the energy costs and the damage done to the target. For example, you must place two Grass Energy Cards on Bulbasaur to use its Leech Seed attack, which hits for 20 points of damage. If there are any special instructions or conditions related to an attack, they are shown below the name.

Retreat Cost, Weakness and Resistance

This section shows how much energy to discard when retreating and whether this Pokémon has any particular weakness against or resistance to other Pokémon types. For example, you must discard one Energy Card of any type to return Bulbasaur to the bench, and it has a weakness to Fire-type Pokémon.

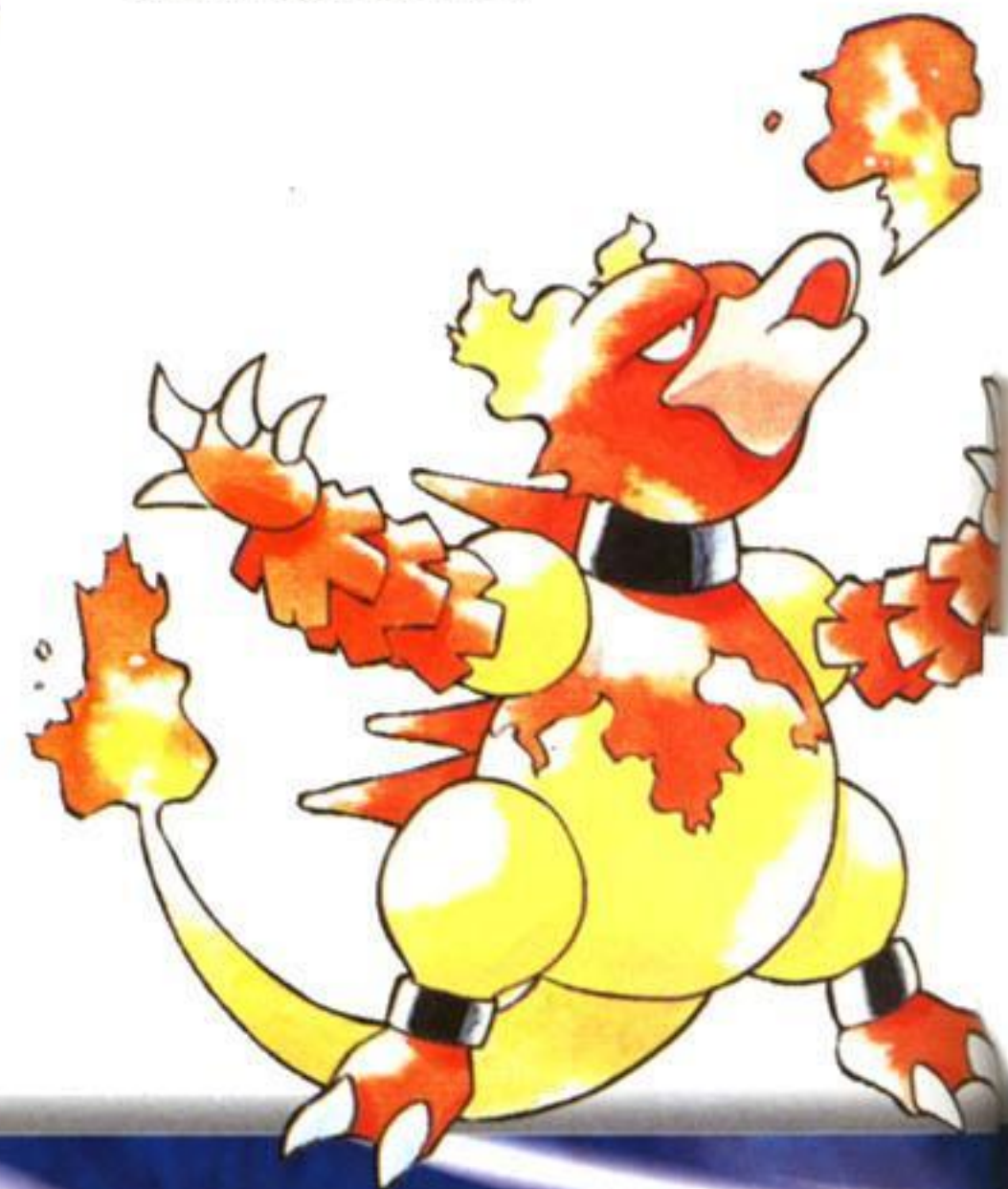
TYPE ICONS

- 🌿 GRASS ⚡ LIGHTNING
- 🔥 FIRE 👊 FIGHTING
- 💧 WATER 👁️ PSYCHIC
- ★ COLORLESS

Where to Find

Most of your opponents are numbered in this guide. These numbers are shown on the maps and next to the characters' faces in the strategy section. Defeat the characters listed here to win booster packs that may contain this card.

Game Icon





GRASS POKÉMON



#1 ●

44/102

BULBASAU Level 13

HP 40



Evol. 1 Ivysaur

Evol. 2 Venusaur

Retreat Cost ★

Weakness Resistance —

Leech Seed



20

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

Win from 2 5 19 21 22 25 30



#2 ◆

30/102

IVYSAUR Level 20

HP 60



Basic Bulbasaur

Evol. 2 Venusaur

Retreat Cost ★

Weakness Resistance —

Vine Whip



30

Poisonpowder



20

The Defending Pokémon is now Poisoned.

Win from 2 5 19 21 22 25 30



#3 ★

15/102

VENUSAUR Level 67

HP 100



Basic Bulbasaur

Evol. 1 Ivysaur

Retreat Cost ★ ★

Weakness Resistance —

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

Win from 2 5 19 21 22 25 30



#10 ●

45/102

CATERPIE Level 13

HP 40



Evol. 1 Metapod

Evol. 2 Butterfree

Retreat Cost ★

Weakness Resistance —

String Shot



10

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

Win from 2 5 19 21 22 25 30



#11 ●

54/102

METAPOD Level 21

HP 70



Basic Caterpie

Evol. 2 Butterfree

Retreat Cost ★ ★

Weakness Resistance —

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.)

Stun Spore



20

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

Win from 2 5 19 21 22 25 30





#12 ♦ 33/64

BUTTERFREE Level 28

HP 70 ↑ **Basic** Caterpie
Evol. 1 Metapod

Retreat Cost —

Weakness Resistance

Whirlwind **20**

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.)

Mega Drain **40**

Remove a number of damage counters from Butterfree equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10).



Win from **2 5 19 21 22 25 30**



#13 ● 69/102

WEEDLE Level 12

HP 40 **Evol. 1** Kakuna
Evol. 2 Beedrill

Retreat Cost

Weakness Resistance —

Poison Sting **10**

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



Win from **2 5 19 21 22 25 30**



#14 ♦ 33/102

KAKUNA Level 23

HP 80 ↑ **Basic** Weedle
Evol. 2 Beedrill

Retreat Cost

Weakness Resistance —

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 **20**

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



Win from **2 5 19 21 22 25 30**



#15 ★ 17/102

BEEDRILL Level 32

HP 80 ↑ **Basic** Weedle
Evol. 1 Kakuna

Retreat Cost —

Weakness Resistance

Twineedle **30x**

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

Poison Sting **40**

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



Win from **2 5 19 21 22 25 30**



#23 ● 46/62

EKANS Level 10

HP 40 **Evol. 1** Arbok

Retreat Cost

Weakness Resistance —

Spit Poison

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

Wrap **20**

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



Win from **4 12 17 23 24 28**



#24 ♦ 31/62

ARBOK Level 27

HP 60 ↑ **Basic** Ekans

Retreat Cost

Weakness Resistance —

Terror Strike **10**

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. (Do the damage before switching the Pokémon.)

Poison Fang **20**

The Defending Pokémon is now poisoned.



Win from **4 12 17 23 24 28**



#29 ● 57/64

NIDORAN♀ Level 13

HP 60



Evol. 1 Nidorina
Evol. 2 Nidoqueen

Retreat Cost ★

Weakness Resistance —

Fury Swipes



10x

Flip 3 coins. This attack does 10 damage times the number of heads.

Call for Family



Search your deck for a Basic Pokémon named Nidoran ♀ or Nidoran ♂ and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

Win from 1 8 9 11 13 16 18 20 29 32



#30 ◆ 40/64

NIDORINA Level 24

HP 70



Basic Nidoran ♀
Evol. 2 Nidoqueen

Retreat Cost ★

Weakness Resistance —

Supersonic



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

Double Kick



30x

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

Win from 1 8 9 11 13 16 18 20 29 32



#31 ★ 23/64

NIDOQUEEN Level 43

HP 90



Basic Nidoran ♀
Evol. 1 Nidorina

Retreat Cost ★★

Weakness Resistance —

Boyfriends



20+

Does 20 damage plus 20 more damage for each Nidoking you have in play.

Mega Punch



50

Win from 1 8 9 11 13 16 18 20 29 32



#32 ● 55/102

NIDORAN♂ Level 20

HP 40



Evol. 1 Nidorino
Evol. 2 Nidoking

Retreat Cost ★

Weakness Resistance —

Horn Hazard



30

Flip a coin. If tails, this attack does nothing.

Win from 3 6 7 10 14 15 26 27 31



#33 ◆ 37/102

NIDORINO Level 25

HP 60



Basic Nidoran ♂
Evol. 2 Nidoking

Retreat Cost ★

Weakness Resistance —

Double Kick



30x

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

Horn Drill



50

Win from 3 6 7 10 14 15 26 27 31



#34 ★ 11/102

NIDOKING Level 48

HP 90



Basic Nidoran ♂
Evol. 1 Nidorino

Retreat Cost ★★

Weakness Resistance —

Thrash



30+

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.

Toxic



20

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).

Win from 2 5 19 21 22 25 30





#41 ● 57/62

ZUBAT Level 10

HP 40 Evol. 1 Golbat

Retreat Cost —

Weakness Resistance

Supersonic



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

Leech Life



Remove a number of damage counters from Zubat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Zubat has fewer damage counters than that, remove all of them.



Win from 4 12 17 23 24 28



#42 ◆ 34/62

GOLBAT Level 29

HP 60 Basic Zubat

Retreat Cost —

Weakness Resistance

Wing Attack



Leech Life



Remove a number of damage counters from Golbat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). If Golbat has fewer damage counters than that, remove all of them.



Win from 4 12 17 23 24 28



#43 ● 58/64

ODDISH Level 8

HP 50 Evol. 1 Gloom
Evol. 2 Vileplume

Retreat Cost

Weakness Resistance —

Stun Spore



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

Sprout



Search your deck for a Basic Pokémon named Oddish and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)



Win from 1 8 9 11 13 16 18 20 29 32



#44 ◆ 37/64

GLOOM Level 22

HP 60 Basic Oddish
Evol. 2 Vileplume

Retreat Cost

Weakness Resistance —

Poisonpowder



The Defending Pokémon is now poisoned.

Foul Odor



Both the Defending Pokémon and Gloom are now confused (after doing damage).



Win from 1 8 9 11 13 16 18 20 29 32



#45 ★ 31/64

VILEPLUME Level 35

HP 80 Basic Oddish
Evol. 1 Gloom

Retreat Cost

Weakness Resistance —

Pokémon Power: Heal

Once during your turn (before your attack), you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. This power can't be used if Vileplume is asleep, confused, or paralyzed.

Petal Dance



Flip 3 coins. This attack does 40 damage times the number of heads. Vileplume is now confused (after doing damage).



Win from 1 8 9 11 13 16 18 20 29 32



#46 ● 59/64

PARAS Level 8

HP 40 Evol. 1 Parasect

Retreat Cost

Weakness Resistance —

Scratch



Spore



The Defending Pokémon is now asleep.



Win from 1 8 9 11 13 16 18 20 29 32



#47 ♦ 41/64

PARASECT Level 28

HP 60 ↑ Basic Paras

Retreat Cost ☆ Weakness ♀ Resistance —

Spore ♀ ♀
The Defending Pokémon is now asleep.

Slash ☆ ☆ ☆ 30



Win from 1 8 9 11 13 16 18 20 29 32



#48 ● 63/64

VENONAT Level 12

HP 40 ⬇ Evol. 1 Venomoth

Retreat Cost ☆ Weakness ♀ Resistance —

Stun Spore ♀ 10
Flip a coin. If heads, the Defending Pokémon is now paralyzed.

Leech Life ♀ ☆ 10
Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance).



Win from 4 12 17 23 24 28



#49 ★ 29/64

VENOMOTH Level 28

HP 70 ↑ Basic Venonat

Retreat Cost — Weakness ♀ Resistance ♂

Pokémon Power: Shift
Once during your turn (before your attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is asleep, confused, or paralyzed.

Venom Powder ♀ ♀ 10
Flip a coin. If heads, the Defending Pokémon is now confused and poisoned.



Win from 4 12 17 23 24 28



#69 ● 49/64

BELLSPROUT Level 11

HP 40 ⬇ Evol. 1 Weepinbell Evol. 2 Victreebel

Retreat Cost ☆ Weakness ♀ Resistance —

Vine Whip ♀ 10

Call for Family ♀
Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)



Win from 2 5 19 21 22 25 30



#70 ♦ 48/64

WEEPINBELL Level 28

HP 70 ↑ Basic Bellsprout Evol. 2 Victreebel

Retreat Cost ☆ Weakness ♀ Resistance —

Poisonpowder ♀ 10
Flip a coin. If heads, the Defending Pokémon is now poisoned.

Razor Leaf ♀ ♀ 30



Win from 2 5 19 21 22 25 30



#71 ★ 30/64

VICTREEBEL Level 42

HP 80 ↑ Basic Bellsprout Evol. 1 Weepinbell

Retreat Cost ☆ ☆ Weakness ♀ Resistance —

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

Acid ♀ ♀ 20
Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn.



Win from 2 5 19 21 22 25 30



#88 ● 48/62

GRIMER Level 17

HP 50



Evol. 1 Muk

Retreat Cost ★

Weakness ☹ Resistance —

Nasty Goo



10

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

Minimize



All damage done by attacks to Grimer during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

Win from 4 12 17 23 24 28



#89 ★ 28/62

MUK Level 34

HP 70



Basic Grimer

Retreat Cost ★ ★

Weakness ☹ Resistance —

Pokémon Power: Toxic Gas

Ignore all Pokémon Powers other than Toxic Gases. This power stops working while Muk is asleep, confused, or paralyzed.

Sludge



30

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

Win from 4 12 17 23 24 28



#102 ● 52/64

EXEGGCUTE Level 14

HP 50



Evol. 1 Exeggutor

Retreat Cost ★

Weakness 🔥 Resistance —

Hypnosis



The Defending Pokémon is now asleep.

Leech Seed



20

Unless all damage from this attack is prevented, you may remove 1 damage counter from Exeggcutte.

Win from 1 8 9 11 13 16 18 20 29 32



#103 ♦ 35/64

EXEGGUTOR Level 35

HP 80



Basic Exeggcutte

Retreat Cost ★ ★ ★

Weakness 🔥 Resistance —

Teleport



Switch Exeggutor with 1 of your Benched Pokémon.

Big Eggplosion



20x

Flip a number of coins equal to the number of Energy attached to Exeggutor. This attack does 20 damage times the number of heads.

Win from 1 8 9 11 13 16 18 20 29 32



#109 ● 51/102

KOFFING Level 13

HP 50



Evol. 1 Weezing

Retreat Cost ★

Weakness ☹ Resistance —

Foul Gas



10

Flip a coin. If heads, the Defending Pokémon is now poisoned; if tails, it is now confused.

Win from 4 12 17 23 24 28



#110 ♦ 45/62

WEEZING Level 27

HP 60



Basic Koffing

Retreat Cost ★

Weakness ☹ Resistance —

Smog



20

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

Selfdestruct



60

Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Weezing does 60 damage to itself.

Win from 4 12 17 23 24 28







#114 ● 66/102

TANGELA Level 8

HP 50 

Retreat Cost  

Weakness  Resistance —

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

Poisonpowder    **20**
The Defending Pokémon is now poisoned.



Win from **4 12 17 23 24 28**



#114 ● 66/102

TANGELA Level 12

HP 50 

Retreat Cost  

Weakness  Resistance —

Stun Spore  **10**
Flip a coin. If heads, the Defending Pokémon is now paralyzed.

Poison Whip    **10**
The Defending Pokémon is now poisoned.



Win from **3 6 7 10 14 15 26 27 31**



#123 ★ 26/64

SCYTHER Level 25

HP 70 

Retreat Cost —

Weakness  Resistance 

Swords Dance  **20**
During your next turn, Scyther's Slash attack's base damage is 60 instead of 30.

Slash    **30**



Win from **3 6 7 10 14 15 26 27 31**



#127 ★ 25/64

PINSIR Level 24

HP 60 

Retreat Cost 

Weakness  Resistance —


Irongrip   **20**
Flip a coin. If heads, the Defending Pokémon is now paralyzed.

Guillotine     **50**



Win from **3 6 7 10 14 15 26 27 31**

FIRE POKÉMON





#4 ● 46/102

CHARMANDER Level 10

HP 50  **Evol. 1** Charmeleon
Evol. 2 Charizard

Retreat Cost 

Weakness  Resistance —

Scratch  **10**

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



Win from **3 6 7 10 14 15 26 27 31**



#5 ♦ 24/102

CHARMELEON Level 32

HP 80 ↑ **Basic** Charmander
Evol. 2 Charizard

Retreat Cost ★
Weakness ♁ Resistance —

Slash ★ ★ ★ **30**
Flamethrower 🔥 🔥 ★ **50**

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



Win from 3 6 7 10 14 15 26 27 31



#6 ★ 4/102

CHARIZARD Level 76

HP 120 ↑ **Basic** Charmander
Evol. 1 Charmeleon

Retreat Cost ★ ★ ★
Weakness ♁ Resistance ♁

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 🔥 🔥 🔥 🔥 **100**

Discard 2 Energy Cards attached to Charizard in order to use this attack.



Win from 2 5 19 21 22 25 30



#37 ● 68/102

VULPIX Level 11

HP 50 ◆ **Evol. 1** Ninetales

Retreat Cost ★
Weakness ♁ Resistance —

Confuse Ray 🔥 🔥 **10**

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



Win from 1 8 9 11 13 16 18 20 29 32



#38 ★ 12/102

NINETALES Level 32

HP 80 ↑ **Basic** Vulpix

Retreat Cost ★
Weakness ♁ Resistance —

Lure ★ ★

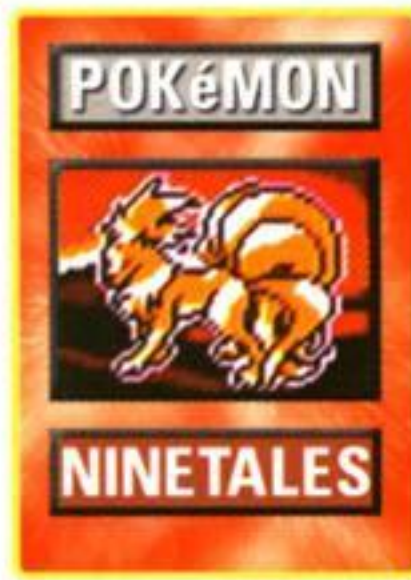
If your opponent has any Benched Pokémon, choose 1 of them and switch it with the Defending Pokémon.

First Blast 🔥 🔥 🔥 🔥 **80**

Discard 1 ♁ Energy card attached to Ninetales in order to use this attack.



Win from 1 8 9 11 13 16 18 20 29 32



#38 ★

NINETALES Level 35

HP 80 ↑ **Basic** Vulpix

Retreat Cost ★
Weakness ♁ Resistance —

Mix-Up 🔥 🔥

If your opponent has any Basic Pokémon or Evolution cards in his or her hand, your opponent shuffles them into his or her deck. Then, your opponent puts an equal number of Basic Pokémon or Evolution cards chosen at random from his or her deck into his or her hand. Your opponent shuffles his or her deck afterward.

Dancing Embers 🔥 🔥 🔥 **10x**

Flip 8 coins. This attack does 10 damage times the number of heads.



Win from 4 12 17 23 24 28



#58 ♦ 28/102

GROWLITHE Level 18

HP 60 ◆ **Evol. 1** Arcanine

Retreat Cost ★
Weakness ♁ Resistance —

Flare 🔥 ★ **20**



Win from 3 6 7 10 14 15 26 27 31



#59 ♦ 23/102

ARCANINE Level 45

HP 100 ↑ Basic Growlithe

Retreat Cost ★ ★ ★

Weakness ♀ Resistance —

Flamethrower ♀ ♀ ★ 50

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

Take Down ♀ ♀ ★ ★ 80

Arcanine does 30 damage to itself.



Win from 3 6 7 10 14 15 26 27 31



#77 ● 60/102

PONYTA Level 10

HP 40 ♀ Evol. 1 Rapidash

Retreat Cost ★

Weakness ♀ Resistance —

Smash Kick ★ ★ 20

Flame Tail ♀ ♀ 30



Win from 3 6 7 10 14 15 26 27 31



#78 ♦ 44/64

RAPIDASH Level 33

HP 70 ↑ Basic Ponyta

Retreat Cost —

Weakness ♀ Resistance —

Stomp ★ ★ 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage.

Agility ♀ ♀ ★ 30

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



Win from 2 5 19 21 22 25 30



#126 ♦ 36/102

MAGMAR Level 24

HP 50 ♀

Retreat Cost ★ ★

Weakness ♀ Resistance —

Fire Punch ♀ ♀ 30

Flamethrower ♀ ♀ ★ 50

Discard 1 ♀ Energy Card attached to Magmar in order to use this attack.



Win from 3 6 7 10 14 15 26 27 31



#126 ♦ 39/62

MAGMAR Level 31

HP 70 ♀

Retreat Cost ★

Weakness ♀ Resistance —

Attack	Cost	Damage
Smokescreen	♀	10
Smog	♀ ♀	20

Smokescreen ♀ 10

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

Smog ♀ ♀ 20

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



Win from 4 12 17 23 24 28



#136 ♦

FLAREON Level 22

HP 60 ↑ Basic Eevee

Retreat Cost ★

Weakness ♀ Resistance —

Bite ★ ★ ★ 30

Rage ★ ★ ★ 10+

Does 10 damage plus 10 more damage for each damage counter on Flareon.



Win from 1 8 9 11 13 16 18 20 29 32



#136 ★ 19/64

FLAREON Level 28

HP 70 ↑ Basic Eevee

Retreat Cost ★

Weakness ♀ Resistance —

Quick Attack

★ ★ 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

Flamethrower

♂ ♂ ★ ★ 60

Discard 1 ♂ Energy card attached to Flareon in order to use this attack.



Win from 2 5 19 21 22 25 30



#146 ★ 27/62

MOLTRES Level 35

HP 70 ⬆

Retreat Cost ★ ★

Weakness — Resistance ♂

Wildfire

♂

You may discard any number of ♂ Energy cards attached to Moltres when you use this attack. If you do, discard that many cards from the top of your opponent's deck.

Dive Bomb

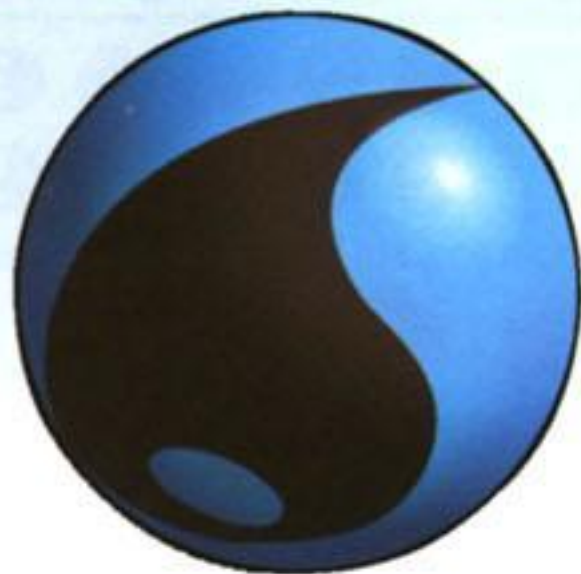
♂ ♂ ♂ ♂ 80

Flip a coin. If tails, this attack does nothing.



Win from 1 8 9 11 13 16 18 20 29 32

WATER POKÉMON



#7 ● 63/102

SQUIRTLE Level 8

HP 40 ⬆ Evol. 1 Wartortle
Evol. 2 Blastoise

Retreat Cost ★

Weakness ⚡ Resistance —

Bubble

♂ 10

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

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.)



Win from 2 5 19 21 22 25 30



#8 ◆ 42/102

WARTORTLE Level 22

HP 70 ↑ Basic Squirtle
Evol. 2 Blastoise

Retreat Cost ★

Weakness ⚡ Resistance —

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



Win from 2 5 19 21 22 25 30



#9 ★ 2/102

BLASTOISE Level 52

HP 100 ↑ Basic Squirtle
Evol. 1 Wartortle

Retreat Cost ★ ★ ★

Weakness ⚡ Resistance —

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


♂ ♂ ♂ 40+

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.




Win from 2 5 19 21 22 25 30






#54 ● 53/62

PSYDUCK Level 15


HP 50  Evol. 1 Golduck

Retreat Cost ★


Weakness ⚡ Resistance —

Headache  10

Your opponent can't play Trainer Cards during his or her next turn.

Fury Swipes  10x

Flip 3 coins. This attack does 10 damage times the number of heads.



Win from 4 12 17 23 24 28



#55 ◆ 35/62

GOLDUCK Level 27

HP 70  Basic Psyduck

Retreat Cost ★

Weakness ⚡ Resistance —

Psychock  10


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

Hyper Beam  ★ 20

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




Win from 4 12 17 23 24 28




#60 ● 59/102

POLIWAG Level 13


HP 40  Evol. 1 Poliwhirl
Evol. 2 Poliwrath

Retreat Cost ★


Weakness ⚡ Resistance —

Water Gun  10+

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




Win from 4 12 17 23 24 28




#61 ◆ 38/102

POLIWHIRL Level 28


HP 60  Basic Poliwhirl
Evol. 2 Poliwrath

Retreat Cost ★


Weakness ⚡ Resistance —

Amnesia  10

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

Doubleslap  ★ 30x

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



Win from 4 12 17 23 24 28



#62 ★ 13/102

POLIWRATH Level 48

HP 90  Basic Poliwhirl
Evol. 1 Poliwhirl

Retreat Cost ★ ★ ★

Weakness ⚡ Resistance —

Water Gun  ★ 30+


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

Whirlpool  ★ 40

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



Win from 4 12 17 23 24 28



#72 ● 56/62

TENTACOOOL Level 10

HP 30  Evol. 1 Tentacruel

Retreat Cost —

Weakness ⚡ Resistance —

Pokémon Power: Cowardice

At any time during your turn (before your attack), you may return Tentacool to your hand. (Discard all cards attached to Tentacool.) This power can't be used the turn you put Tentacool into play or if Tentacool is asleep, confused, or paralyzed.

Acid  10



Win from 4 12 17 23 24 28



#73 ♦ 44/62

TENTACRUEL Level 21

HP 60 ↑ Basic Tentacool

Retreat Cost —

Weakness ⚡ Resistance —

Supersonic

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

Jellyfish Sting

The Defending Pokémon is now poisoned.

Win from 4 12 17 23 24 28



#86 ♦ 41/102

SEEL Level 12

HP 60 ⬡ Evol. 1 Dewgong

Retreat Cost ★

Weakness ⚡ Resistance —

Headbutt

Win from 3 6 7 10 14 15 26 27 31



#87 ♦ 25/102

DEWGONG Level 42

HP 80 ↑ Basic Seel

Retreat Cost ★★

Weakness ⚡ Resistance —

Aurora Beam

Ice Beam

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

Win from 3 6 7 10 14 15 26 27 31



#90 ● 54/62

SHELLDER Level 8

HP 30 ⬡ Evol. 1 Cloyster

Retreat Cost ★

Weakness ⚡ Resistance —

Supersonic

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

Hide in Shell

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

Win from 1 8 9 11 13 16 18 20 29 32



#91 ♦ 32/62

CLOYSTER Level 25

HP 50 ↑ Basic Shellder

Retreat Cost ★★

Weakness ⚡ Resistance —

Clamp

Flip a coin. If heads, the Defending Pokémon is now paralyzed. If tails, this attack does nothing (not even damage).

Spike Cannon

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

Win from 1 8 9 11 13 16 18 20 29 32



#98 ● 51/62

KRABBY Level 20

HP 50 ⬡ Evol. 1 Kingler

Retreat Cost ★★

Weakness ⚡ Resistance —

Call for Family

Search your deck for a Basic Pokémon named Krabby and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

Irongrip

Win from 2 5 19 21 22 25 30





#99 ♦ 38/62

KINGLER Level 27

HP 60 ↑ Basic Krabby

Retreat Cost ☆☆☆

Weakness ⚡ Resistance —

Flail ⚡ 10x

Does 10 damage times the number of damage counters on Kingler.

Crabhammer ⚡☆☆☆ 40



Win from 2 5 19 21 22 25 30



#116 ● 49/62

HORSEA Level 19

HP 40 ⬇️ Evol. 1 Seadra

Retreat Cost —

Weakness ⚡ Resistance —

Smokescreen ⚡ 10

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



Win from 4 12 17 23 24 28



#117 ♦ 42/62

SEADRA Level 23

HP 60 ↑ Basic Horsea

Retreat Cost ☆☆☆

Weakness ⚡ Resistance —

Water Gun ⚡☆☆ 20+

Does 20 damage plus 10 more damage for each ⚡ Energy attached to Seadra but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Agility ⚡☆☆ 20

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



Win from 4 12 17 23 24 28



#118 ● 53/64

GOLDEEN Level 12

HP 40 ⬇️ Evol. 1 Seaking

Retreat Cost —

Weakness ⚡ Resistance —

Horn Attack ⚡ 10



Win from 3 6 7 10 14 15 26 27 31



#119 ♦ 46/64

SEAKING Level 28

HP 70 ↑ Basic Goldeen

Retreat Cost ☆☆☆

Weakness ⚡ Resistance —

Horn Attack ⚡ 10

Waterfall ⚡☆☆ 30



Win from 3 6 7 10 14 15 26 27 31



#120 ● 65/102

STARYU Level 15

HP 40 ⬇️ Evol. 1 Starmie

Retreat Cost ☆☆☆

Weakness ⚡ Resistance —

Slap ⚡ 20



Win from 3 6 7 10 14 15 26 27 31



#121 ● 64/102

STARMIE Level 28

HP 60 ↑ Basic Staryu

Retreat Cost ★

Weakness ⚡ Resistance —

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.



Win from 2 5 19 21 22 25 30



#129 ♦ 35/102

MAGIKARP Level 8

HP 30 Evol. 1 Gyarados

Retreat Cost ★

Weakness ⚡ Resistance —

Tackle



Flail



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



Win from 3 6 7 10 14 15 26 27 31



#130 ★ 6/102

GYARADOS Level 41

HP 100 ↑ Basic Magikarp

Retreat Cost ★ ★ ★

Weakness ⚡ Resistance 🐾

Dragon Rage



Bubblebeam



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



Win from 3 6 7 10 14 15 26 27 31



#131 ★ 25/62

LAPRAS Level 31

HP 80

Retreat Cost ★ ★

Weakness ⚡ Resistance —

Water Gun



Does 10 damage plus 10 more damage for each Energy attached to Lapras but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Confuse Ray



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



Win from 1 8 9 11 13 16 18 20 29 32



#134 ♦

VAPOREON Level 29

HP 60 ↑ Basic Eevee

Retreat Cost ★

Weakness ⚡ Resistance —

Focus Energy



During your next turn, Vaporeon's Bite attack's base damage is doubled.

Bite



Win from 1 8 9 11 13 16 18 20 29 32



#134 ★ 28/64

VAPOREON Level 42

HP 80 ↑ Basic Eevee

Retreat Cost ★

Weakness ⚡ Resistance —

Quick Attack



Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

Water Gun



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



Win from 2 5 19 21 22 25 30



#138 ● 52/62

OMANYTE Level 19

HP 40 ↑ **Basic** Myst. Fossil
Evol. 2 Omastar

Retreat Cost ★

Weakness ♣ Resistance —

Pokémon Power: Clairvoyance

Your opponent plays with his or her hand face up. This power stops working while Omanyte is asleep, confused, or paralyzed.

Water Gun ♣ **10+**

Does 10 damage plus 10 more damage for each ♣ Energy attached to Omanyte but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.



Win from 1 8 9 11 13 16 18 20 29 32



#139 ◆ 40/62

OMASTAR Level 32

HP 70 ↑ **Basic** Myst. Fossil
Evol. 1 Omanyte

Retreat Cost ★

Weakness ♣ Resistance —

Water Gun ♣ ★ **20+**

Does 20 damage plus 10 more damage for each ♣ Energy attached to Omastar but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

Spike Cannon ♣ ♣ **30x**

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



Win from 1 8 9 11 13 16 18 20 29 32



#144 ★ 2/62

ARTICUNO Level 35

HP 70 ◆

Retreat Cost ★ ★

Weakness ♣ Resistance ⚡

Freeze Dry ♣ ♣ ♣ **30**

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

Blizzard ♣ ♣ ♣ ♣ **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.)



Win from 1 8 9 11 13 16 18 20 29 32

LIGHTNING POKÉMON



#25 ● 58/102

PIKACHU Level 12

HP 40 ◆ **Evol. 1** Raichu

Retreat Cost ★

Weakness ⚡ Resistance —

Gnaw ★ **10**

Thunder Jolt ⚡ ★ **30**

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



Win from 3 6 7 10 14 15 26 27 31



#25 ● 60/64

PIKACHU Level 14

HP 50 ◆ **Evol. 1** Raichu

Retreat Cost ★

Weakness ⚡ Resistance —

Spark ⚡ ⚡ **20**

If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)



Win from 1 8 9 11 13 16 18 20 29 32



#26 ★ 14/102

RAICHU Level 40

HP 80 ↑ Basic Pikachu

Retreat Cost ★

Weakness Resistance —

Agility

⚡ ★ ★ 20

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

Thunder

⚡ ⚡ ⚡ ★ 60

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



Win from 3 6 7 10 14 15 26 27 31



#26 ★ 29/62

RAICHU Level 45

HP 90 ↑ Basic Pikachu

Retreat Cost ★

Weakness Resistance —

Gigashock

⚡ ⚡ ⚡ ⚡ 30

Choose 3 of your opponent's Benched Pokémon and this attack does 10 damage to each of them. (Don't apply Weakness and Resistance for Benched Pokémon.) If your opponent has fewer than 3 Benched Pokémon, do the damage to each of them.



Win from 1 8 9 11 13 16 18 20 29 32



#81 ● 53/102

MAGNETITE Level 13

HP 40 Evol. 1 Magnetron

Retreat Cost ★

Weakness Resistance —

Thunder Wave

⚡ 10

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

Selfdestruct

⚡ ★ 40

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



Win from 3 6 7 10 14 15 26 27 31



#81 ●

MAGNETITE Level 15

HP 40 Evol. 1 Magnetron

Retreat Cost ★

Weakness Resistance —

Tackle

★ 10

Magnetic Storm

⚡ ★

Remove all Energy Cards attached to all of your Pokémon, then randomly reattach each of them.



Win from 4 12 17 23 24 28



#82 ★ 9/102

MAGNETON Level 28

HP 60 ↑ Basic Magnetite

Retreat Cost ★

Weakness Resistance —

Thunder Wave

⚡ ⚡ ★ 30

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

Selfdestruct

⚡ ⚡ ★ ★ 80

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.



Win from 3 6 7 10 14 15 26 27 31



#82 ★ 11/62

MAGNETON Level 35

HP 80 ↑ Basic Magnetite

Retreat Cost ★ ★

Weakness Resistance —

Sonicboom

⚡ ★ 20

Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

Selfdestruct

⚡ ⚡ ⚡ ⚡ 100

Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnetron does 100 damage to itself.



Win from 4 12 17 23 24 28





#100 ● 67/102

VOLTORB Level 10

HP 40  **Evol. 1** Electrode

Retreat Cost  **Weakness**  **Resistance** —

Tackle  **10**



Win from **1 8 9 11 13 16 18 20 29 32**




#101 ★ 67/102



ELECTRODE Level 35

HP 70  **Basic** Voltorb

Retreat Cost  **Weakness**  **Resistance** —

Sonicboom   **30**

Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

Energy Spike    **30**

Search your deck for a basic Energy Card and attach it to 1 of your Pokémon. Shuffle your deck afterward.



Win from **4 12 17 23 24 28**



#101 ★ 18/64

ELECTRODE Level 42

HP 90  **Basic** Voltorb

Retreat Cost  **Weakness**  **Resistance** —

Tackle   **20**

Chain Lightning    **20**

If the Defending Pokémon isn't Colorless, this attack does 10 damage to each Benched Pokémon of the same type as the Defending Pokémon (including your own).



Win from **1 8 9 11 13 16 18 20 29 32**



#125 ★ 20/102

ELECTABUZZ Level 35

HP 70  **Basic** Voltorb

Retreat Cost   **Weakness**  **Resistance** —

Thundershock  **10**

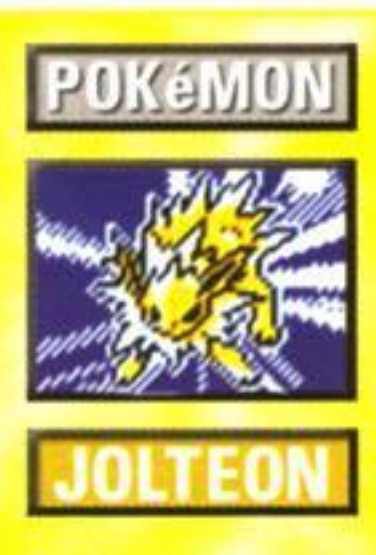
Flip a coin. If heads, the Defending Pokémon is now paralyzed.

Thunderpunch   **30+**

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





Win from **3 6 7 10 14 15 26 27 31**




#135 ◆ 20/64





JOLTEON Level 24

HP 60  **Basic** Eevee

Retreat Cost  **Weakness**  **Resistance** —

Double Kick   **20x**

Flip 2 coins. This attack does 20 damage times the number of heads.

Stun Needle     **30**

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



Win from **1 8 9 11 13 16 18 20 29 32**



#135 ★ 20/64

JOLTEON Level 29

HP 70  **Basic** Eevee

Retreat Cost  **Weakness**  **Resistance** —

Quick Attack   **10+**

Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

Pin Missile    **20x**

Flip 4 coins. This attack does 20 damage times the number of heads.



Win from **2 5 19 21 22 25 30**



#145 ★ 30/62

ZAPDOS Level 40

HP 80



Retreat Cost ★ ★

Weakness — Resistance

Thunderstorm

⚡ ⚡ ⚡ ⚡ 40

For each of your opponent's Benched Pokémon, flip a coin. If heads, this attack does 20 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) Then, Zapdos does 10 damage times the number of tails to itself.

Win from 1 8 9 11 13 16 18 20 29 32



#145 ★ 16/102

ZAPDOS Level 64

HP 90



Retreat Cost ★ ★ ★

Weakness — Resistance

Attack

Cost Damage

Thunder

⚡ ⚡ ⚡ ★ 60

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

Thunderbolt

⚡ ⚡ ⚡ ⚡ 100

Discard all Energy Cards attached to Zapdos in order to use this attack.

Win from 3 6 7 10 14 15 26 27 31



PSYCHIC POKÉMON



#63 ● 43/102

ABRA Level 10

HP 30



Evol. 1 Kadabra
Evol. 2 Alakazam

Retreat Cost —

Weakness Resistance —

Psychock

👁️ 10

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

Win from 3 6 7 10 14 15 26 27 31



#64 ◆ 32/102

KADABRA Level 38

HP 60



Basic Abra
Evol. 2 Alakazam

Retreat Cost ★ ★ ★

Weakness Resistance —

Recover

👁️ 👁️

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

Super Psy

👁️ 👁️ ★ 50

Win from 3 6 7 10 14 15 26 27 31



#65 ★ 1/102

ALAKAZAM Level 42

HP 80



Basic Abra
Evol. 1 Kadabra

Retreat Cost ★ ★ ★

Weakness Resistance —

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

👁️ 👁️ 👁️ 30

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

Win from 1 8 9 11 13 16 18 20 29 32





#79 ● 55/62
SLOWPOKE Level 18

HP 50 Evol. 1 Slowbro

Retreat Cost ★
 Weakness Resistance —

Spacing Out ★

Flip a coin. If heads, remove a damage counter from Slowpoke. This attack can't be used if Slowpoke has no damage counters on it.

Scavenge

Discard 1 Energy Card attached to Slowpoke in order to use this attack. Put a Trainer Card from your discard pile into your hand.

Win from 4 12 17 23 24 28



#80 ◆ 43/62
SLOWBRO Level 26

HP 60 Basic Slowpoke

Retreat Cost ★
 Weakness Resistance —

Pokémon Power: Strange Behavior

As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to Slowbro as long as you don't Knock Out Slowbro. This power can't be used if Slowbro is asleep, confused, or paralyzed.

Psyshock 20

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

Win from 4 12 17 23 24 28



#92 ● 50/102
GASTLY Level 8

HP 30 Evol. 1 Haunter
 Evol. 2 Gengar

Retreat Cost —
 Weakness — Resistance

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.

Win from 2 5 19 21 22 25 30



#92 ◆ 33/62
GASTLY Level 17

HP 50 Evol. 1 Haunter
 Evol. 2 Gengar

Retreat Cost —
 Weakness — Resistance

Lick 10

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

Energy Conversion

Put up to 2 Energy Cards from your discard pile into your hand. Gastly does 10 damage to itself.

Win from 4 12 17 23 24 28



#93 ★ 21/62
HAUNTER Level 17

HP 50 Basic Gastly
 Evol. 2 Gengar

Retreat Cost —
 Weakness — Resistance

Pokémon Power: Transparency

Whenever an attack does anything to Haunter, flip a coin. If heads, prevent all effects of that attack, including damage, done to Haunter. This power stops working while Haunter is asleep, confused, or paralyzed.

Nightmare ★ 10

The Defending Pokémon is now asleep.

Win from 4 12 17 23 24 28



#93 ◆ 29/102
HAUNTER Level 22

HP 60 Basic Gastly
 Evol. 2 Gengar

Retreat Cost ★
 Weakness — Resistance

Hypnosis

The Defending Pokémon is now asleep.

Dream Eater 50

You can't use this attack unless the Defending Pokémon is asleep.

Win from 2 5 19 21 22 25 30





#94 ★ 20/62

GENGAR Level 38

HP 80 ↑ **Basic** **Gastly**
Evol. 1 **Haunter**

Retreat Cost ★ **Weakness** — **Resistance** 🐾

Pokémon Power: Curse

Once during your turn (before your attack), you may move 1 damage counter from 1 of your opponent's Pokémon to another (even if it would Knock Out the other Pokémon). This power can't be used if Gengar is asleep, confused, or paralyzed.

Dark Mind 🌀🌀🌀 **30**

If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Win from 2 5 19 21 22 25 30



#96 ● 49/102

DROWZEE Level 12

HP 50 🍀 **Evol. 1** **Hypno**

Retreat Cost ★ **Weakness** 🌀 **Resistance** —

Pound ★ **10**

Confuse Ray 🌀🌀 **10**

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

Win from 1 8 9 11 13 16 18 20 29 32



#97 ★ 23/62

HYPNO Level 36

HP 90 ↑ **Basic** **Drowzee**

Retreat Cost ★★ **Weakness** 🌀 **Resistance** —

Prophecy 🌀

Look at up to 3 cards from the top of either player's deck and rearrange them as you like.

Dark Mind 🌀🌀🌀 **30**

If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)

Win from 4 12 17 23 24 28



#122 ★ 22/64

MR. MIME Level 28

HP 40 🍀

Retreat Cost ★ **Weakness** 🌀 **Resistance** —

Pokémon Power: Invisible Wall

Whenever an attack (including your own) does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.) This power can't be used if Mr. Mime is asleep, confused, or paralyzed.

Meditate 🌀★ **10+**

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

Win from 4 12 17 23 24 28



#124 ◆ 31/102

JYNX Level 23

HP 70 🍀

Retreat Cost ★★ **Weakness** 🌀 **Resistance** —

Doubleslap 🌀 **10x**

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

Meditate 🌀🌀★ **20+**

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

Win from 2 5 19 21 22 25 30



#150 ★ 10/102

MEWTWO Level 53

HP 60 🍀

Retreat Cost ★★★ **Weakness** 🌀 **Resistance** —

Psychic 🌀★ **10+**

Does 10 damage plus 10 more damage for each Energy Card attached to the Defending Pokémon.

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.

Win from 4 12 17 23 24 28





FIGHTING POKÉMON



#151 ◆

MEW Level 23

HP 50



Retreat Cost ★

Weakness Ⓢ Resistance —

Psywave



10x

Does 10 damage times the number of Energy Cards attached to the defending Pokémon.

Devolution Beam



Choose an evolved Pokémon (your own or your opponent's). Return the highest Stage Evolution Card on that Pokémon to its player's hand. 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).



Win from 1 8 9 11 13 16 18 20 29 32



#27 ●

62/102

SANDSHREW Level 12

HP 40



Evol. 1 Sandslash

Retreat Cost ★

Weakness Ⓢ Resistance ⚡

Sand-Attack



10

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



Win from 2 5 19 21 22 25 30



#28 ◆

41/62

SANDSLASH Level 33

HP 70



Basic Sandshrew

Retreat Cost ★

Weakness Ⓢ Resistance ⚡

Slash



20

Fury Swipes



20x

Flip 3 coins. This attack does 20 damage times the number of heads.



Win from 2 5 19 21 22 25 30



#50 ●

47/102

DIGLETT Level 8

HP 30



Evol. 1 Dugtrio

Retreat Cost —

Weakness Ⓢ Resistance ⚡

Dig



10

Mud Slap



30



Win from 3 6 7 10 14 15 26 27 31



#51 ★

19/102

DUGTRIO Level 36

HP 70



Basic Diglett

Retreat Cost ★ ★

Weakness Ⓢ Resistance ⚡

Slash



40

Earthquake



70

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



Win from 3 6 7 10 14 15 26 27 31



#56 ● 55/64

MANKEY Level 7

HP 30



Evol. 1 Primeape

Retreat Cost —

Weakness Resistance —

Pokémon Power: Peek

Once during your turn (before your attack), you may look at one of the following: the top card of either player's deck, a random card from your opponent's hand, or one of either player's Prizes. This power can't be used if Mankey is asleep, confused, or paralyzed.

Scratch



10



Win from 1 8 9 11 13 16 18 20 29 32



#57 ◆ 43/64

PRIMEAPE Level 35

HP 70



Basic Mankey

Retreat Cost

Weakness Resistance —

Fury Swipes



20x

Flip 3 coins. This attack does 20 damage times the number of heads.

Tantrum



50

Flip a coin. If tails, Primeape is now confused (after doing damage).



Win from 1 8 9 11 13 16 18 20 29 32



#66 ● 52/102

MACHOP Level 20

HP 50



Evol. 1 Machoke
Evol. 2 Machamp

Retreat Cost

Weakness Resistance —

Low Kick



20



Win from 3 6 7 10 14 15 26 27 31



#67 ◆ 34/102

MACHOKE Level 40

HP 80



Basic Machop
Evol. 2 Machamp

Retreat Cost

Weakness Resistance —

Karate Chop



50-

Does 50 damage minus 10 damage for each damage counter on Machoke.

Submission



60

Machoke does 20 damage to itself.



Win from 2 5 19 21 22 25 30



#68 ★ 8/102

MACHAMP Level 67

HP 100



Basic Machop
Evol. 1 Machoke

Retreat Cost

Weakness Resistance —

Pokémon Power: Strikes Back

Whenever your opponent's attack damages Machamp (even if Machamp 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 Machamp is already asleep, confused, or paralyzed when your opponent attacks.

Seismic Toss



60



Win from 2 5 19 21 22 25 30



#74 ● 47/62

GEODUDE Level 16

HP 50



Evol. 1 Graveler
Evol. 2 Golem

Retreat Cost

Weakness Resistance —

Stone Barrage



10x

Flip a coin until you get tails. This attack does 10 damage times the number of heads.



Win from 2 5 19 21 22 25 30



#75 ♦ 37/62

GRAVELER Level 29

HP 60 ↑ Basic Geodude
Evol. 2 Golem

Retreat Cost ★ ★

Weakness ♣ Resistance —

Harden



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

Rock Throw



40



Win from 2 5 19 21 22 25 30



#76 ♦ 36/62

GOLEM Level 36

HP 80 ↑ Basic Geodude
Evol. 1 Graveler

Retreat Cost ★ ★ ★ ★

Weakness ♣ Resistance —

Avalanche



60

Selfdestruct
Does 20 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Golem does 100 damage to itself.



100



Win from 2 5 19 21 22 25 30



#95 ● 56/102

ONIX Level 12

HP 90 ◆

Retreat Cost ★ ★ ★

Weakness ♣ Resistance —

Rock Throw

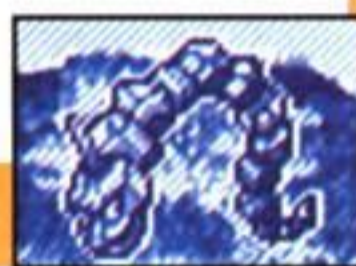


10

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.)



Win from 4 12 17 23 24 28



#104 ● 50/64

CUBONE Level 13

HP 40 ◆ Evol. 1 Marowak

Retreat Cost ★

Weakness ♣ Resistance ⚡

Snivel



If the Defending Pokémon attacks Cubone during your opponent's next turn, any damage done by the attack is reduced by 20 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)

Rage



10+

Does 10 damage plus 10 more damage for each damage counter on Cubone.



Win from 2 5 19 21 22 25 30



#105 ♦ 39/64

MAROWAK Level 26

HP 60 ↑ Basic Cubone

Retreat Cost ★

Weakness ♣ Resistance ⚡

Bonemerang



30x

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

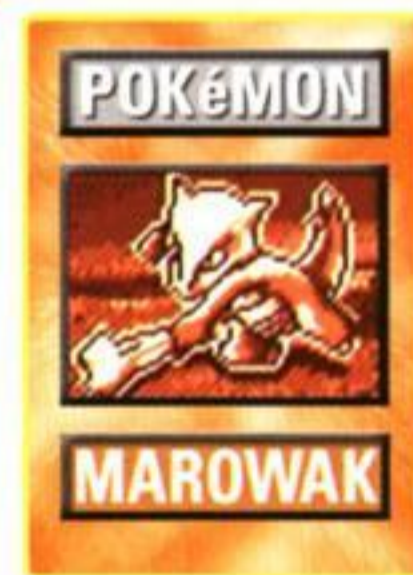
Call for Friend



Search your deck for a Basic Pokémon card and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)



Win from 4 12 17 23 24 28



#105 ♦ 39/64

MAROWAK Level 32

HP 70 ↑ Basic Cubone

Retreat Cost ★ ★

Weakness ♣ Resistance ⚡

Bone Attack



10

Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.

Wail



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 shuffles his or her deck afterward.



Win from 2 5 19 21 22 25 30



#106 ★ 22/62

HITMONLEE Level 30

HP 60



Retreat Cost ★

Weakness Resistance —

Stretch Kick



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.)

High Jump Kick



50



Win from 4 12 17 23 24 28



#107 ★ 7/102

HITMONCHAN Level 33

HP 70



Retreat Cost ★ ★

Weakness Resistance —

Jab



20

Special Punch



40



Win from 3 6 7 10 14 15 26 27 31



#111 ● 61/64

RHYHORN Level 18

HP 70



Evol. 1 Rhydon

Retreat Cost ★ ★ ★

Weakness Resistance ⚡

Leer



Flip a coin. If heads, the Defending Pokémon can't attack Rhyhorn during your opponent's next turn. (Benching either Pokémon ends this effect.)

Horn Attack



30



Win from 1 8 9 11 13 16 18 20 29 32



#112 ◆ 45/64

RHYDON Level 48

HP 100



Basic Rhyhorn

Retreat Cost ★ ★ ★

Weakness Resistance ⚡

Horn Attack



30

Ram



50

Rhydon does 20 damage to itself. 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. Switch the Pokémon even if Rhydon is Knocked Out.)



Win from 1 8 9 11 13 16 18 20 29 32



#140 ● 50/62

KABUTO Level 9

HP 30



Basic Myst. Fossil
Evol. 2 Kabutops

Retreat Cost ★

Weakness Resistance —

Pokémon Power: Kabuto Armor

Whenever an attack (even your own) does damage to Kabuto (after applying Weakness and Resistance), that attack only does half the damage to Kabuto (rounded down to the nearest 10). (Any other effects of attacks still happen.) This power stops working while Kabuto is asleep, confused, or paralyzed.

Scratch



10



Win from 1 8 9 11 13 16 18 20 29 32



#141 ★ 24/62

KABUTOPS Level 30

HP 60



Basic Myst. Fossil
Evol. 1 Kabuto

Retreat Cost ★

Weakness Resistance —

Sharp Sickle



30

Absorb



40

Remove a number of damage counters from Kabutops equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Kabutops has fewer damage counters than that, remove all of them.



Win from 1 8 9 11 13 16 18 20 29 32



#142 ★ 16/62
AERODACTYL Level 28
HP 60 ↑ Basic Myst. Fossil
 Retreat Cost ★ ★
 Weakness Resistance

Pokémon Power: Prehistoric Power

No more Evolution cards can be played. This power stops working while Aerodactyl is asleep, confused, or paralyzed.

Wing Attack ★ ★ ★ **30**

Win from 1 8 9 11 13 16 18 20 29 32



COLORLESS POKÉMON



#16 ● 57/102
PIDGEY Level 8
HP 40 Evol. 1 Pidgeotto Evol. 2 Pidgeot
 Retreat Cost ★
 Weakness Resistance

Whirlwind ★ ★ **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.)

Win from 2 5 19 21 22 25 30



#17 ★ 22/102
PIDGEOTTO Level 36
HP 60 ↑ Basic Pidgey Evol. 2 Pidgeot
 Retreat Cost ★
 Weakness Resistance

Whirlwind ★ ★ **20**

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.)

Mirror Move ★ ★ ★

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

Win from 2 5 19 21 22 25 30



#18 ★
PIDGEOT Level 38
HP 80 ↑ Basic Pidgey Evol. 1 Pidgeotto
 Retreat Cost ★
 Weakness Resistance

Slicing Wind ★ ★ ★

Does 30 damage to 1 of your opponent's Pokémon chosen at random. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

Gale ★ ★ ★ ★ **20**

Switch Pidgeot 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.)

Win from 4 12 17 23 24 28



#18 ★ 24/64
PIDGEOT Level 40
HP 80 ↑ Basic Pidgey Evol. 1 Pidgeotto
 Retreat Cost —
 Weakness Resistance

Wing Attack ★ ★ **20**

Hurricane ★ ★ ★ **30**

Unless this attack Knocks Out the Defending Pokémon, return the Defending Pokémon and all cards attached to it to your opponent's hand.

Win from 2 5 19 21 22 25 30





#19 ● 61/102

RATTATA Level 9

HP 30 Evol. 1 Raticate

Retreat Cost —

Weakness Resistance

Bite



20

Win from 3 6 7 10 14 15 26 27 31



#20 ◆ 40/102

RATICATE Level 41

HP 60 Basic Rattata

Retreat Cost

Weakness Resistance

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).

Win from 3 6 7 10 14 15 26 27 31



#21 ● 62/64

SPEAROW Level 13

HP 50 Evol. 1 Fearow

Retreat Cost —

Weakness Resistance

Peck



10

Mirror Move



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

Win from 4 12 17 23 24 28



#22 ◆ 36/64

FEAROW Level 27

HP 70 Basic Spearow

Retreat Cost —

Weakness Resistance

Agility



20

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

Drill Peck



40

Win from 4 12 17 23 24 28



#35 ★ 5/102

CLEFAIRY Level 14

HP 40 Evol. 1 Clefable

Retreat Cost

Weakness Resistance

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. (No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)

Win from 1 8 9 11 13 16 18 20 29 32



#36 ★ 17/64

CLEFABLE Level 34

HP 70 Basic Clefairy

Retreat Cost

Weakness Resistance

Metronome



Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs. (No matter what type the Defending Pokémon is, Clefable's type is still Colorless.)

Minimize



All damage done by attacks to Clefable during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

Win from 4 12 17 23 24 28





#39 ● **JIGGLYPUFF** Level 13

HP 50 Evol. 1 Wigglytuff

Retreat Cost ★
Weakness Resistance

Friendship Song ★

Flip a coin. If heads, put a Basic Pokémon card chosen at random from your deck onto your Bench. (You can't use this attack if your Bench is full.)

Expand ★ ★ 10

All damage done to Jigglypuff during your opponent's next turn is reduced by 10 (after applying Weakness and Resistance).



Win from 2 5 19 21 22 25 30



#39 ● **JIGGLYPUFF** Level 14

HP 60 Evol. 1 Wigglytuff

Retreat Cost ★
Weakness Resistance

Lullaby ★

The Defending Pokémon is now asleep.

Pound ★ ★ 20



Win from 3 6 7 10 14 15 26 27 31



#40 ★ **WIGGLYTUFF** Level 36

HP 80 Basic Jigglypuff

Retreat Cost ★ ★
Weakness Resistance

Lullaby ★

The Defending Pokémon is now asleep.

Do the Wave ★ ★ ★ 10+

Does 10 damage plus 10 more damage for each of your Benched Pokémon.



Win from 3 6 7 10 14 15 26 27 31



#52 ● **MEOWTH** Level 14

HP 50 Evol. 1 Persian

Retreat Cost ★
Weakness Resistance

Cat Punch ★ ★

Does 20 damage to 1 of your opponent's Pokémon chosen at random. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)



Win from 3 6 7 10 14 15 26 27 31



#52 ● **MEOWTH** Level 15

HP 50 Evol. 1 Persian

Retreat Cost ★
Weakness Resistance

Pay Day ★ ★ 10

Flip a coin. If heads, draw a card.



Win from 1 8 9 11 13 16 18 20 29 32



#53 ◆ **PERSIAN** Level 25

HP 70 Basic Meowth

Retreat Cost —
Weakness Resistance

Scratch ★ ★ 20

Pounce ★ ★ ★ 30

If the Defending Pokémon attacks Persian during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)



Win from 1 8 9 11 13 16 18 20 29 32



#83 ♦ 27/102

FARFETCH'D Level 20

HP 50

Retreat Cost
 Weakness Resistance

Leek Slap 30

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).

Pot Smash 30



Win from **1 8 9 11 13 16 18 20 29 32**



#84 ● 48/102

DODUO Level 10

HP 50 **Evol. 1** Dodrio

Retreat Cost —
 Weakness Resistance

Fury Attack 10x

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



Win from **4 12 17 23 24 28**



#85 ♦ 34/64

DODRIO Level 28

HP 70 **Basic** Doduo

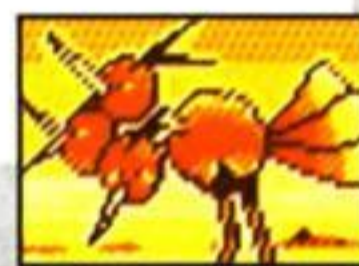
Retreat Cost —
 Weakness Resistance

Pokémon Power: Retreat Aid

As long as Dodrio is Benched, pay less to retreat your Active Pokémon.

Rage 10+

Does 10 damage plus 10 more damage for each damage counter on Dodrio.



Win from **4 12 17 23 24 28**



#108 ♦ 38/64

LICKITUNG Level 26

HP 90

Retreat Cost
 Weakness Resistance

Tongue Wrap 10

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

Supersonic

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



Win from **1 8 9 11 13 16 18 20 29 32**



#113 ★ 3/102

CHANSEY Level 55

HP 120

Retreat Cost
 Weakness Resistance

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 80

Chansey does 80 damage to itself.



Win from **3 6 7 10 14 15 26 27 31**



#115 ★ 21/64

KANGASKHAN Level 40

HP 90

Retreat Cost
 Weakness Resistance

Fetch

Draw a card.

Comet Punch 20x

Flip 4 coins. This attack does 20 damage times the number of heads.



Win from **3 6 7 10 14 15 26 27 31**



#128 ♦ 47/64

TAUROS Level 32

HP 60



Retreat Cost ★ ★

Weakness Fire Resistance Psychic

Stomp



20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage.

Rampage



20+

Does 20 damage plus 10 more damage for each damage counter on Tauros. Flip a coin. If tails, Tauros is now confused (after doing damage).



Win from 1 8 9 11 13 16 18 20 29 32



#132 ★

DITTO Level 19

HP 50



Retreat Cost ★

Weakness Fire Resistance Psychic

Pound



10

Morph



Remove all damage counters from Ditto. For the rest of the game, replace Ditto with a copy of a Basic Pokémon card (other than Ditto) chosen at random from your deck. Ditto 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).



Win from 4 12 17 23 24 28



#133 ● 51/64

EEVEE Level 12

HP 50



Evol. 1 Vaporeon
Evol. 1 Jolteon
Evol. 1 Flareon

Retreat Cost ★

Weakness Fire Resistance Psychic

Tail Wag



Flip a coin. If heads, the Defending Pokémon can't attack Eevee during your opponent's next turn. (Benching either Pokémon ends this effect.)

Quick Attack



10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.



Win from 2 5 19 21 22 25 30



#137 ♦ 39/102

PORYGON Level 12

HP 30



Retreat Cost ★

Weakness Fire Resistance Psychic

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.



Win from 4 12 17 23 24 28



#143 ★ 27/64

SNORLAX Level 20

HP 90



Retreat Cost ★ ★ ★ ★

Weakness Fire Resistance Psychic

Pokémon Power: Thick Skinned

Snorlax can't become asleep, confused, paralyzed, or poisoned. This power can't be used if Snorlax is already asleep, confused, or paralyzed.

Body Slam



30

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



Win from 3 6 7 10 14 15 26 27 31



#147 ♦ 26/102

DRATINI Level 10

HP 40



Evol. 1 Dragonair
Evol. 2 Dragonite

Retreat Cost ★

Weakness — Resistance Psychic

Pound



10



Win from 1 8 9 11 13 16 18 20 29 32



#148 ★ 18/102

DRAGONAIR Level 33

HP 80 ↑ Basic Dratini
Evol. 2 Dragonite

Retreat Cost ★ ★
Weakness— Resistance Ⓢ

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

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



Win from 1 8 9 11 13 16 18 20 29 32



#149 ★ 19/62

DRAGONITE Level 45

HP 100 ↑ Basic Dratini
Evol. 1 Dragonair

Retreat Cost ★
Weakness— Resistance Ⓢ

Pokémon Power: Step In
Once during your turn (before your attack), if Dragonite is on your Bench, you may switch it with your Active Pokémon.

Slam ★ ★ ★ ★ 40x
Flip 2 coins. This attack does 40 damage times the number of heads.



Win from 1 8 9 11 13 16 18 20 29 32

TRAINER CARDS



88/102

PROFESSOR OAK

Discard your hand, then draw 7 cards.



Win from 3 6 7 10 14 15 26 27 31



★ 73/102

IMPOSTER PROFESSOR OAK

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



Win from 4 12 17 23 24 28



91/102

BILL

Draw 2 cards.



Win from 3 6 7 10 14 15 26 27 31



TRAINER

Mr. Fuji



Choose a Pokémon on your Bench. Shuffle it and any cards attached to it into your deck.

58/62

MR. FUJI

Choose a Pokémon on your Bench. Shuffle it and any cards attached to it into your deck.



Win from 1 8 9 11 13 16 18 20 29 32

TRAINER

Lass



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

75/102

LASS


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



Win from 4 12 17 23 24 28

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.

77/102

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.



Win from 2 5 19 21 22 25 30

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.

76/102

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.



Win from 2 5 19 21 22 25 30

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.

70/102

CLEFAIRY DOLL

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.


HP 10



Win from 2 5 19 21 22 25 30

TRAINER

Mysterious Fossil 10 HP




Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a Pokémon (instead of a Trainer Card). Mysterious Fossil has no attacks, can't retreat, and can't be asleep, confused, paralyzed, or poisoned. If Mysterious Fossil is knocked out, it doesn't count as a knocked out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

62/62

MYSTERIOUS FOSSIL

Play Mysterious Fossil as if it were a Basic Pokémon. While in play, Mysterious Fossil counts as a Pokémon (instead of a Trainer Card). Mysterious Fossil has no attacks, can't retreat, and can't be asleep, confused, paralyzed, or poisoned. If Mysterious Fossil is knocked out, it doesn't count as a knocked out Pokémon. (Discard it anyway.) At any time during your turn before your attack, you may discard Mysterious Fossil from play.

HP 10



Win from 1 8 9 11 13 16 18 20 29 32

TRAINER 81/102

ENERGY RETRIEVAL

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

Win from 2 5 19 21 22 25 30



TRAINER 59/62

ENERGY SEARCH

Search your deck for a basic Energy Card and put it into your hand. Shuffle your deck afterward.

Win from 2 5 19 21 22 25 30

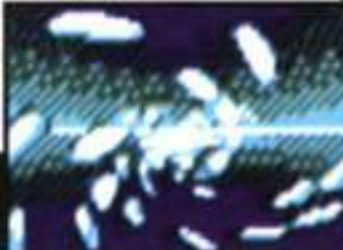


TRAINER 92/102

ENERGY REMOVAL

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

Win from 1 8 9 11 13 16 18 20 29 32

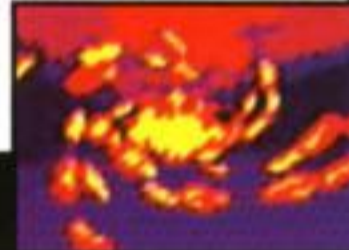


TRAINER 79/102

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.

Win from 4 12 17 23 24 28




TRAINER 95/102

SWITCH

Switch 1 of your Benched Pokémon with your Active Pokémon.

Win from 3 6 7 10 14 15 26 27 31




TRAINER 85/102

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.

Win from 1 8 9 11 13 16 18 20 29 32





64/64



POKÉ BALL

Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.



Win from 3 6 7 10 14 15 26 27 31

78/102



SCOOP UP

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



Win from 3 6 7 10 14 15 26 27 31

71/102



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.



Win from 3 6 7 10 14 15 26 27 31

87/102



POKÉDEX

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



Win from 4 12 17 23 24 28

84/102



PLUSPOWER

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



Win from 3 6 7 10 14 15 26 27 31

80/102



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).



Win from 3 6 7 10 14 15 26 27 31



★ **ITEM FINDER** 74/102

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

Win from 3 6 7 10 14 15 26 27 31



● **GUST OF WIND** 93/102

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

Win from 2 5 19 21 22 25 30



★ **DEVOLUTION SPRAY** 72/102

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).

Win from 4 12 17 23 24 28



◆ **REVIVE** 89/102

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.)

Win from 3 6 7 10 14 15 26 27 31



◆ **SUPER POTION** 90/102

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

Win from 2 5 19 21 22 25 30



● **POTION** 94/102

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

Win from 3 6 7 10 14 15 26 27 31





TRAINER

Full Heal



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

82/102

FULL HEAL

Your Active Pokémon is no longer asleep, confused, paralyzed, or poisoned.



Win from 3 6 7 10 14 15 26 27 31

TRAINER

Maintenance



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

83/102

MAINTENANCE

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



Win from 4 12 17 23 24 28

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.)

86/102

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.)



Win from 2 5 19 21 22 25 30

TRAINER

Gambler



Shuffle your hand into your deck. Flip a coin. If heads, draw 8 cards. If tails, draw 1 card.

60/62

GAMBLER

Shuffle your hand into your deck. Flip a coin. If heads, draw 8 cards. If tails, draw 1 card.



Win from 4 12 17 23 24 28

TRAINER

Recycle



Flip a coin. If heads, put a card in your discard pile on top of your deck.

61/62

RECYCLE

Flip a coin. If heads, put a card in your discard pile on top of your deck.



Win from 4 12 17 23 24 28



ENERGY CARDS



99/102

GRASS ENERGY



Grass-Type Pokémon require Grass Energy to use their attacks.

98/102

FIRE ENERGY

Power your Fire Pokémon's attacks with this type of Energy Card.



102/102

WATER ENERGY



If you are using a Water-Type Pokémon, be sure to use Water Energy.

100/102

LIGHTNING ENERGY

Lightning Energy Cards are used with Electric Pokémon.



101/102

PSYCHIC ENERGY



Attach this kind of energy to any Psychic Pokémon in your bench.

97/102

FIGHTING ENERGY

Your Fighting-Type Pokémon's attacks use Fighting Energy Cards.



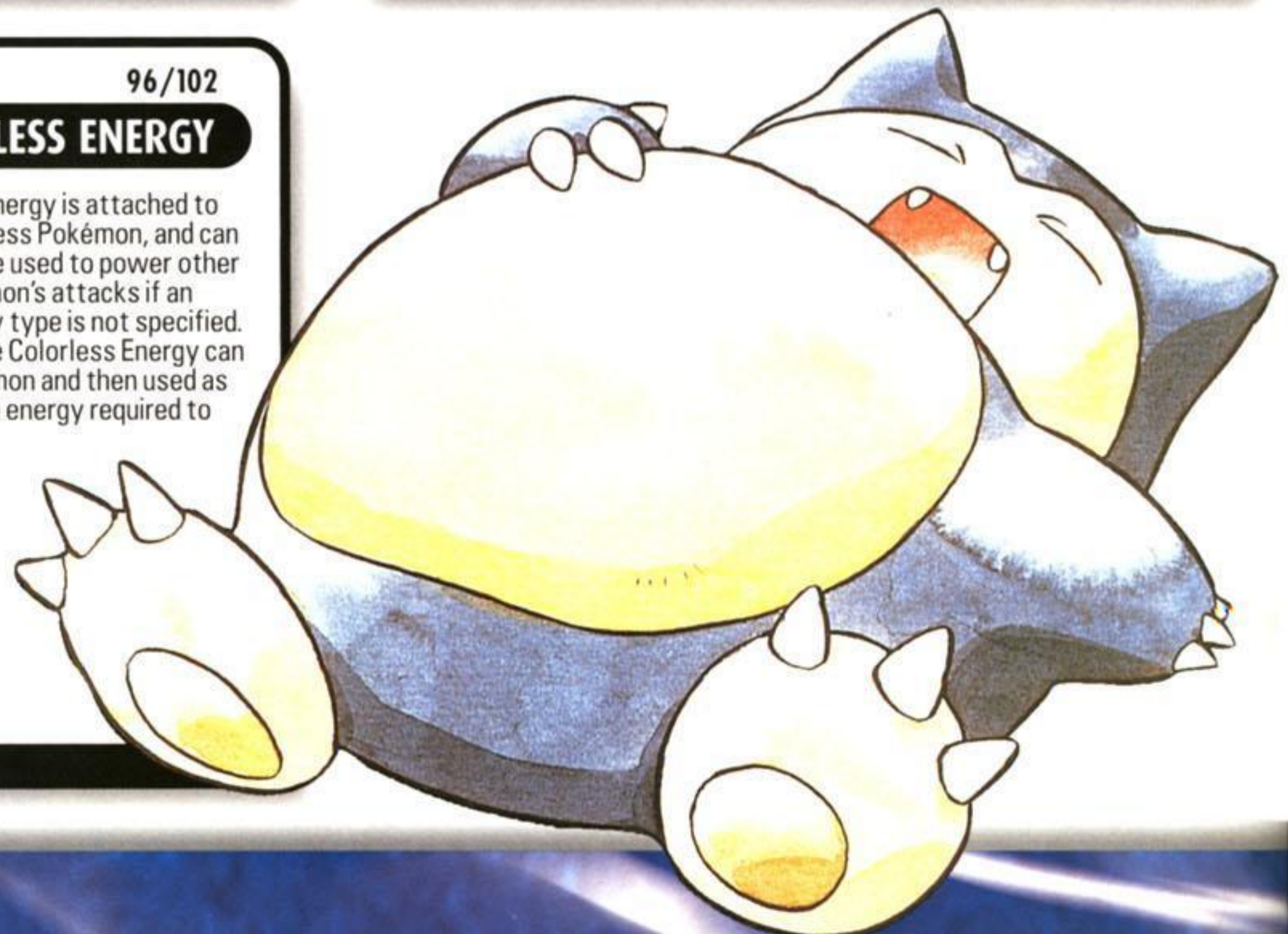
96/102

DOUBLE COLORLESS ENERGY



This energy is attached to Colorless Pokémon, and can also be used to power other Pokémon's attacks if an energy type is not specified. Double Colorless Energy can

also be attached to a Pokémon and then used as the energy to retreat, if the energy required to retreat is not specified.





PROMOTION CARDS



#59 ★
ARCANINE Level 34

HP 70 ↑ Basic Growlithe

Retreat Cost ★
 Weakness ♁ Resistance —

Quick Attack ★ ★ 10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

Flames of Rage 🔥 🔥 40+

Discard 2 Energy Cards attached to Arcanine in order to use this attack. This attack does 40 damage plus 10 more damage for each damage counter on Arcanine.



Exchange a level-31 Lapras for this card at the Water Club or win it at a Challenge Cup after you finish the regular game.



#25 ★ 63/102
PIKACHU Level 16

HP 60 ⬢ Evol. 1 Raichu

Retreat Cost ★
 Weakness ♀ Resistance —

Growl ★

If the Defending Pokémon attacks Pikachu during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching or evolving either Pokémon ends this effect.)

Thundershock ⚡ ⚡ 20

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



Obtain this card at the Fighting Club in exchange for a level-26 Graveler.



#25 ★ 63/102
PIKACHU Level 13

HP 60 ⬢ Evol. 1 Raichu

Retreat Cost ★
 Weakness ♀ Resistance —

Growl ★

If the Defending Pokémon attacks Pikachu during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching or evolving either Pokémon ends this effect.)

Thundershock ⚡ ⚡ 20

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



Win this card at a Challenge Cup tournament after you finish the regular game.



#25 ★ 42/102
SURFING PIKACHU Level 13

HP 50 ⬢

Retreat Cost ★
 Weakness ♀ Resistance —

Surf ♁ ♁ 30



Obtain this card from Ishihara in exchange for a level-34 Clefable.



#25 ★ 000/102
SURFING PIKACHU Level 13

HP 50 ⬢

Retreat Cost ★
 Weakness ♀ Resistance —

Surf ♁ ♁ 30



Obtain this card from Ishihara in exchange for a level-55 Chansey.

POKÉMON



FLYING PIKACHU

#25 ★

FLYING PIKACHU Level 12

HP 40



Retreat Cost ★

Weakness — Resistance

Thundershock



10

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

Fly



30

Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Flying Pikachu. If tails, this attack does nothing (not even damage).

Obtain this card from Ishihara in exchange for a level-19 Ditto.

GAME BOY ONLY



#125 ★

ELECTABUZZ Level 20

HP 60



Retreat Cost ★ ★

Weakness Resistance —

Light Screen



Whenever an attack does damage to Electabuzz (after applying Weakness and Resistance) during your opponent's next turn, that attack only does half the damage to Electabuzz (rounded down to the nearest 10). (Any other effects of attacks still happen.)

Quick Attack



10+

Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.

Obtain this card at the Electric Club in exchange for a level-35 Electabuzz.



POKÉMON



SLOWPOKE

#79 ★

SLOWPOKE Level 9

HP 40



Evol. 1 Slobro

Retreat Cost ★

Weakness Resistance —

Headbutt



10

Amnesia



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

Obtain this card at the Fire Club in exchange for Energy Cards.

GAME BOY ONLY



#150 ★

MEWTWO Level 60

HP 70



Retreat Cost ★ ★

Weakness Resistance —

Energy Absorption



Energy Absorption Choose up to 2 Energy Cards from your discard pile and attach them to Mewtwo.

PsyBurn



40

Win this card at a Challenge Cup tournament during or after the regular game.



POKÉMON



MEWTWO

#150 ★

MEWTWO Level 60

HP 70



Retreat Cost ★ ★

Weakness Resistance —

Energy Absorption



Choose up to 2 Energy Cards from your discard pile and attach them to Mewtwo.

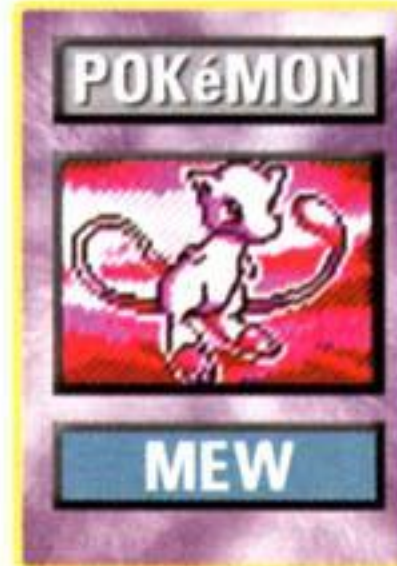
Psyburn



40

Obtain this card from a person at the Psychic Club after you defeat the Club Master.

GAME BOY ONLY



#151 ★

MEW Level 8

HP 40



Retreat Cost ★

Weakness Resistance —

Pokémon Power: Neutralizing Shield

Prevent all effects of attacks, including damage, done to Mew by evolved Pokémon (including your own). This power stops working while Mew is asleep, confused, or paralyzed.

Psychock



10

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

Win this card at a Challenge Cup tournament during or after the regular game.





#39 ★

JIGGLYPUFF Level 12

HP 50



Evol. 1 Wigglytuff

Retreat Cost ★

Weakness Resistance

First Aid ★

Remove 1 damage counter from Jigglypuff.

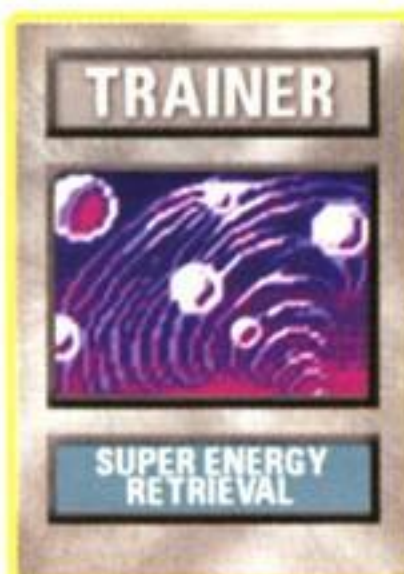
Double-edge ★ ★ ★

Jigglypuff does 20 damage to itself.

40



Win this card at a Challenge Cup tournament after you finish the regular game.



★

SUPER ENERGY RETRIEVAL

Trade 2 of the other cards in your hand for up to basic 4 Energy Cards from your discard pile.

GAME BOY ONLY

Win this card by defeating Ronald a second time during the regular game.



★

IMAKUNI?

Your Active Pokémon is now confused. Imakuni wants you to play him as a Basic Pokémon, but you can't. A mysterious creature not listed in the Pokédex. He asks kids around the world, "Who is cuter—Pikachu or me?"

GAME BOY ONLY

Win this card by defeating Imakuni twice.

LEGENDARY CARDS



#146 ★

MOLTRES Level 37

HP 100



Retreat Cost ★ ★

Weakness — Resistance

Pokémon Power: Firegiver

When you put Moltres into play during your turn (not during set-up), put from 1 to 4 (chosen at random) Energy Cards from your deck into your hand. Shuffle your deck afterward.

Dive Bomb

Flip a coin. If tails, this attack does nothing.

70

GAME BOY ONLY

Defeat the Club Masters to win this card.



#144 ★

ARTICUNO Level 37

HP 100



Retreat Cost ★ ★

Weakness — Resistance

Pokémon Power: Quickfreeze

When you put Articuno into play during your turn (not during set-up), flip a coin. If heads, the Defending Pokémon is now paralyzed.

Ice Breath

Does 40 damage to 1 of your opponent's Pokémon chosen at random. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

GAME BOY ONLY

Defeat the Club Masters to win this card.

POKÉMON



ZAPDOS

#145 ★

ZAPDOS Level 68

HP 100



Retreat Cost ★ ★

Weakness — Resistance

Pokémon Power: Peel of Thunder

When you put Zapdos into play during your turn (not during set-up), do 30 damage to a Pokémon other than Zapdos chosen at random. (Don't apply Weakness and Resistance.)

Big Thunder



Choose a Pokémon other than Zapdos at random. This attack does 70 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)

GAME BOY ONLY

Defeat the Club Masters to win this card.

POKÉMON



DRAGONITE

#149 ★

DRAGONITE Level 41

HP 100



Basic Dratini
Evol. 1 Dragonair

Retreat Cost ★ ★

Weakness — Resistance

Pokémon Power: Healing Wind

When you put Dragonite into play, remove 2 damage counters from each of your Pokémon. If a Pokémon has fewer damage counters than that, remove all of them from that Pokémon.

Slam



30x

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

GAME BOY ONLY

Defeat the Club Masters to win this card.

ILLUSION CARDS

POKÉMON



VENUSAUR

#3 ★

VENUSAUR Level 64

HP 100



Basic Bulbasaur
Evol. 1 Ivysaur

Retreat Cost ★ ★

Weakness Resistance —

Pokémon Power: Solar Power

Once during your turn (before your attack), you may use this power. Your Active Pokémon and the Defending Pokémon are no longer asleep, confused, paralyzed, or poisoned. This power can't be used if Venusaur is asleep, confused, or paralyzed.

Mega Drain



40

Remove a number of damage counters from Venusaur equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Venusaur has fewer damage counters than that, remove all of them.

GAME BOY ONLY

Card Pop! will randomly produce this card.

POKÉMON



MEW

#151 ★

MEW Level 15

HP 50



Retreat Cost —

Weakness Resistance —

Mystery Attack



Does a random amount of damage to the Defending Pokémon and may cause a random effect to the Defending Pokémon.

GAME BOY ONLY

Card Pop! will randomly produce this card.





Quick Reference

Use this list as a quick way to check your card's level, type, weakness and resistance. For more detailed information about a specific card, check the page listed in the last column.

NAME	LEVEL	TYPE	WEAKNESS	RESISTANCE	PAGE #
Abra	10				64
Aerodactyl	28				71
Alakazam	42				64
Arbok	27				48
Arcanine	34				83
Arcanine	45				55
Articuno	35				61
Articuno	37				85
Beedrill	32				48
Bellsprout	11				51
Blastoise	52				56
Bulbasaur	13				47
Butterfree	28				48
Caterpie	13				47
Chansey	55				74
Charizard	76				54
Charmander	10				53
Charmeleon	32				54
Clefable	34				72
Clefairy	14				72
Cloyster	25				58
Cubone	13				69
Dewgong	42				58
Diglett	8				67
Ditto	19				75
Dodrio	28				74
Doduo	10				74
Dragonair	33				76
Dragonite	41				86
Dragonite	45				76
Dratini	10				75

NAME	LEVEL	TYPE	WEAKNESS	RESISTANCE	PAGE #
Drowzee	12				66
Dugtrio	36				67
Eevee	12				75
Ekans	10				48
Electabuzz	20				84
Electabuzz	35				63
Electrode	35				63
Electrode	42				63
Exeggcute	14				52
Exeggutor	35				52
Farfetch'd	20				74
Fearow	27				72
Flareon	22				55
Flareon	28				56
Gastly	8				65
Gastly	17				65
Gengar	38				66
Geodude	16				68
Gloom	22				50
Golbat	29				50
Goldeen	12				59
Golduck	27				57
Golem	36				69
Graveler	29				69
Grimer	17				52
Growlithe	18				54
Gyarados	41				60
Haunter	17				65
Haunter	22				65
Hitmonchan	33				70
Hitmonlee	30				70
Horsea	19				59
Hypno	36				66
Ivysaur	20				47
Jigglypuff	12				85
Jigglypuff	13				73
Jigglypuff	14				73
Jolteon	24				63
Jolteon	29				63

NAME	LEVEL	TYPE	WEAKNESS	RESISTANCE	PAGE #
Jynx	23				66
Kabuto	9				70
Kabutops	30				70
Kadabra	38				64
Kakuna	23				48
Kangaskhan	40				74
Kingler	27				59
Koffing	13				52
Krabby	20				58
Lapras	31				60
Lickitung	26				74
Machop	67				68
Machoke	40				68
Machop	20				68
Magikarp	8				60
Magmar	24				55
Magmar	31				55
Magnemite	13				62
Magnemite	15				62
Magneton	28				62
Magneton	35				62
Mankey	7				68
Marowak	26				69
Marowak	32				69
Meowth	14				73
Meowth	15				73
Metapod	21				47
Mew	8				84
Mew	15				86
Mew	23				67
Mewtwo	53				66
Mewtwo	60				84
Mewtwo	60				84
Moltres	35				56
Moltres	37				85
Mr. Mime	28				66
Muk	34				52
Nidoking	48				49
Nidoqueen	43				49

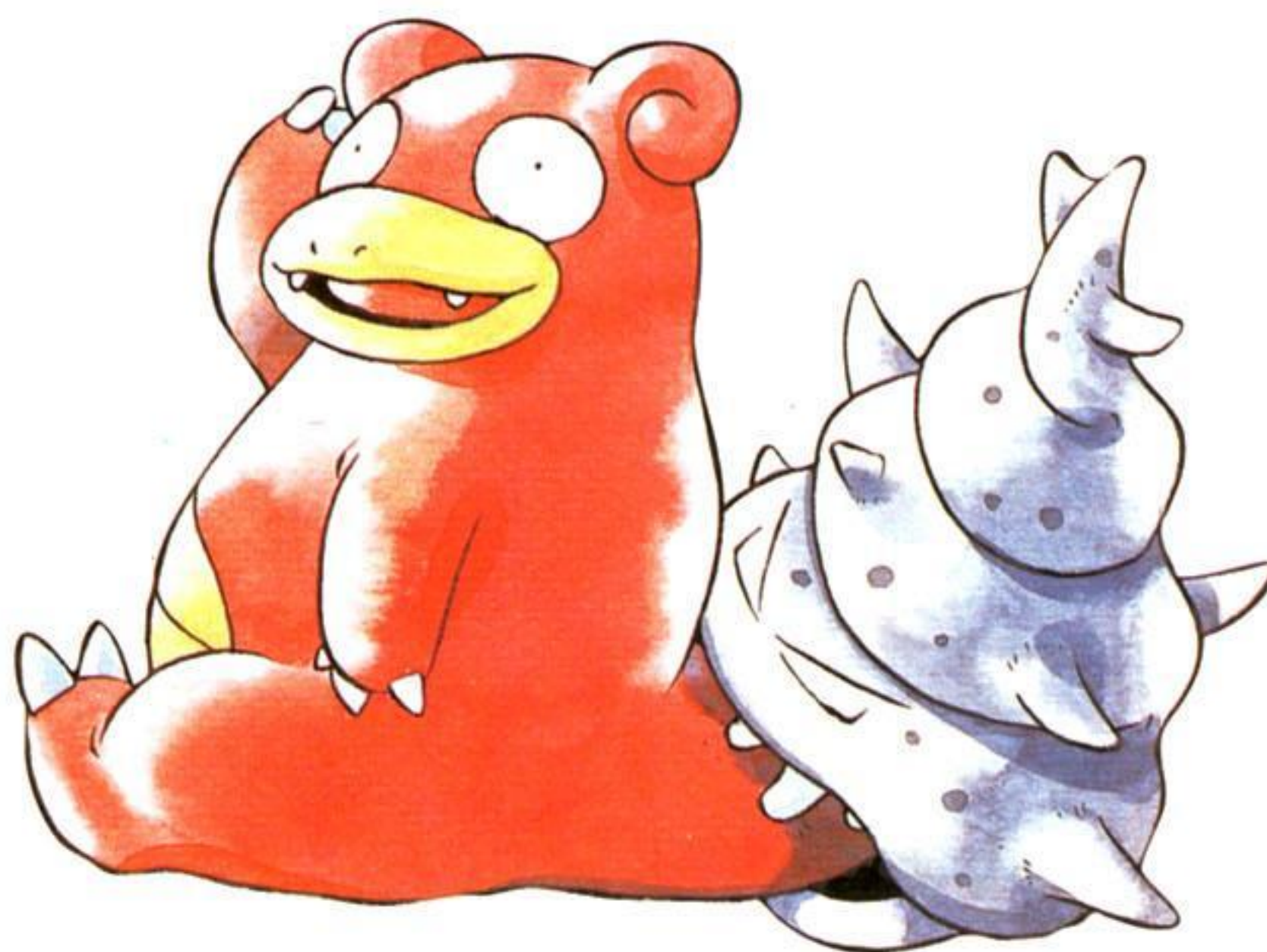
NAME	LEVEL	TYPE	WEAKNESS	RESISTANCE	PAGE #
Nidoran ♀	13				49
Nidoran ♂	20				49
Nidorina	24				49
Nidorino	25				49
Ninetales	32				54
Ninetales	35				54
Oddish	8				50
Omanyte	19				61
Omastar	32				61
Onix	12				69
Paras	8				50
Parasect	28				51
Persian	25				73
Pidgeot	38				71
Pidgeot	40				71
Pidgeotto	36				71
Pidgey	8				71
Pikachu	12				61
Pikachu (Fly)	12				84
Pikachu (Surf)	13				83
Pikachu (Surf)	13				83
Pikachu	14				61
Pikachu	16				83
Pikachu	16				83
Pinsir	24				53
Poliwhag	13				57
Poliwhirl	28				57
Poliwrath	48				57
Ponyta	10				55
Porygon	12				75
Primeape	35				68
Psyduck	15				57
Raichu	40				62
Raichu	45				62
Rapidash	33				55
Raticate	41				72
Rattata	9				72
Rhydon	48				70
Rhyhorn	18				70



NAME	LEVEL	TYPE	WEAKNESS	RESISTANCE	PAGE #
Sandshrew	12	Ground	Grass	Lightning	67
Sandslash	33	Ground	Grass	Lightning	67
Scyther	25	Grass	Fire	Ground	53
Seadra	23	Water	Lightning		59
Seaking	28	Water	Lightning		59
Seel	12	Water	Lightning		58
Shellder	8	Water	Lightning		58
Slowbro	26	Psychic	Psychic		65
Slowpoke	9	Psychic	Psychic		84
Slowpoke	18	Psychic	Psychic		65
Snorlax	20	Normal	Ground	Psychic	75
Spearow	13	Normal	Lightning	Ground	72
Squirtle	8	Water	Lightning		56
Starmie	28	Water	Lightning		60
Staryu	15	Water	Lightning		59
Tangela	8	Grass	Fire		53
Tangela	12	Grass	Fire		53
Tauros	32	Normal	Ground	Psychic	75
Tentacool	10	Water	Lightning		57
Tentacruel	21	Water	Lightning		58
Vaporeon	29	Water	Lightning		60
Vaporeon	42	Water	Lightning		60
Venomoth	28	Grass	Fire	Ground	51
Venonat	12	Grass	Fire		51
Venusaur	64	Grass	Fire		86
Venusaur	67	Grass	Fire		47
Victreebel	42	Grass	Fire		51
Vileplume	35	Grass	Fire		50
Voltorb	10	Lightning	Ground		63
Vulpix	11	Fire	Water		54
Wartortle	22	Water	Lightning		56
Weedle	12	Grass	Fire		48
Weepinbell	28	Grass	Fire		51
Weezing	27	Grass	Psychic		52
Wigglytuff	36	Normal	Ground	Psychic	73
Zapdos	40	Lightning		Ground	64
Zapdos	64	Lightning		Ground	64
Zapdos	68	Lightning		Ground	86
Zubat	10	Grass	Psychic	Ground	50

TRAINER CARDS	PAGE #
Bill	76
Clefairy Doll	77
Defender	79
Devolution Spray	80
Energy Removal	78
Energy Retrieval	78
Energy Search	78
Full Heal	81
Gambler	81
Gust of Wind	80
Imakuni ?	85
Imposter Professor Oak	76
Item Finder	80
Lass	77
Maintenance	81
Mr. Fuji	77
Mysterious Fossil	77

TRAINER CARDS	PAGE #
PC Net	79
PlusPower	79
Poké Ball	79
Pokédex	79
Poké Flute	81
Pokémon Breeder	77
Pokémon Center	78
Pokémon Trader	77
Potion	80
Professor Oak	76
Recycle	81
Revive	80
Scoop Up	79
Super Energy Removal	78
Super Energy Retrieval	85
Super Potion	80
Switch	78



BOOSTER PACK LIST



#1 COLOSSEUM

Win from 3 6 7 10 14 15 26 27 31

Pokémon Cards

Trainer Cards

NAME	Level	Rarity	NAME	Level	Rarity	NAME	Level	Rarity	NAME	Rarity
GRASS			Goldeen	12	●	Hitmonchan	33	★	Professor Oak	◆
Nidoran ♂	20	●	Seaking	28	◆	PSYCHIC			Bill	●
Nidorino	25	◆	Staryu	15	●	Abra	10	●	Switch	●
Tangela	12	●	Magikarp	8	◆	Kadabra	38	◆	Poké Ball	●
Scyther	25	★	Gyarados	41	★	COLORLESS			Scoop Up	★
Pinsir	24	★	LIGHTNING			Rattata	9	●	Computer Search	★
FIRE			Pikachu	12	●	Raticate	41	◆	PlusPower	◆
Charmander	10	●	Raichu	40	★	Jigglypuff	14	●	Defender	◆
Charmeleon	32	◆	Magnemite	13	●	Wigglytuff	36	★	Item Finder	★
Growlithe	18	◆	Magneton	28	★	Meowth	14	●	Potion	●
Arcanine	45	◆	Electabuzz	35	★	Chansey	55	★	Full Heal	◆
Ponyta	10	●	Zapdos	64	★	Kangaskhan	40	★	Revive	◆
Magmar	24	◆	FIGHTING			Snorlax	20	★		
WATER			Diglett	8	●					
Seel	12	◆	Dugtrio	36	★					
Dewgong	42	◆	Machop	20	●					



#2 EVOLUTION

Win from 2 5 19 21 22 25 30

Pokémon Cards

Trainer Cards

NAME	Level	Rarity	NAME	Level	Rarity	NAME	Level	Rarity	NAME	Level	Rarity
GRASS			Rapidash	33	◆	Machop	67	★	Eevee	12	●
Bulbasaur	13	●	Flareon	28	★	Geodude	16	●	Trainer Cards		
Ivysaur	20	◆	WATER			Graveler	29	◆	NAME	Level	Rarity
Venusaur	67	★	Squirtle	8	●	Golem	36	◆	Pokémon Trader		★
Caterpie	13	●	Wartortle	22	◆	Cubone	13	●	Pokémon Breeder		★
Metapod	21	●	Blastoise	52	★	Marowak	32	◆	Clefairy Doll		★
Butterfree	28	◆	Krabby	20	●	PSYCHIC			Energy Retrieval		◆
Weedle	12	●	Kingler	27	◆	Gastly	8	●	Energy Search		●
Kakuna	23	◆	Starmie	28	●	Haunter	22	◆	Gust of Wind		●
Beedrill	32	★	Vaporeon	42	★	Gengar	38	★	Super Potion		◆
Nidoking	48	★	LIGHTNING			Jynx	23	◆	Pokémon Flute		◆
Bellsprout	11	●	Jolteon	29	★	COLORLESS					
Weepinbell	28	◆	FIGHTING			Pidgey	8	●			
Victreebel	42	★	Sandshrew	12	●	Pidgeotto	36	★			
FIRE			Sandslash	33	◆	Pidgeot	40	★			
Charizard	76	★	Machoke	40	◆	Jigglypuff	13	●			



#3 MYSTERY

Win from 1 8 9 11 13 16 18 20 29 32

Pokémon Cards

NAME	Level	Rarity
GRASS		
Nidoran ♀	13	●
Nidorina	24	◆
Nidoqueen	43	★
Oddish	8	●
Gloom	22	◆
Vileplume	35	★
Paras	8	●
Parasect	28	◆
Exeggcute	14	●
Exeggutor	35	◆
FIRE		
Vulpix	11	●
Ninetales	32	★
Flareon	22	◆
Moltres	35	★
WATER		
Shellder	8	●

NAME	Level	Rarity
Cloyster	25	◆
Lapras	31	★
Vaporeon	29	◆
Omanyte	19	●
Omastar	32	◆
Articuno	35	★
LIGHTNING		
Pikachu	14	●
Raichu	45	★
Voltorb	10	●
Electrode	42	★
Jolteon	24	◆
Zapdos	40	★
FIGHTING		
Mankey	7	●
Primeape	35	◆
Rhyhorn	18	●
Rhydon	48	◆

NAME	Level	Rarity
Kabuto	9	●
Kabutops	30	★
Aerodactyl	28	★
PSYCHIC		
Alakazam	42	★
Drowzee	12	●
Mew	23	★
COLORLESS		
Clefairy	14	★
Meowth	15	●
Persian	25	◆
Farfetch'd	20	◆
Lickitung	26	◆
Tauros	32	◆
Dratini	10	◆
Dragonair	33	★
Dragonite	45	★

Trainer Cards

NAME	Rarity
Mr. Fuji	◆
Mysterious Fossil	●
Energy Removal	●
Pokémon Center	◆

Energy Card

NAME	Rarity
Double Colorless Energy	◆



#4 LABORATORY

Win from 4 12 17 23 24 28

Pokémon Cards

NAME	Level	Rarity
GRASS		
Ekans	10	●
Arbok	27	◆
Zubat	10	●
Golbat	29	◆
Venonat	12	●
Venomoth	28	★
Grimer	17	●
Muk	34	★
Koffing	13	●
Weezing	27	◆
Tangela	8	●
FIRE		
Ninetales	35	★
Magmar	31	◆
WATER		
Psyduck	15	●

NAME	Level	Rarity
Golduck	27	◆
Poliwag	13	●
Poliwhirl	28	◆
Poliwrath	48	★
Tentacool	10	●
Tentacruel	21	◆
Horsea	19	●
Seadra	23	◆
LIGHTNING		
Magnemite	15	●
Magneton	35	★
Electrode	35	★
FIGHTING		
Onix	12	●
Marowak	26	◆
Hitmonlee	30	★

NAME	Level	Rarity
PSYCHIC		
Slowpoke	18	●
Slowbro	26	◆
Gastly	17	◆
Haunter	17	★
Hypno	36	★
Mr. Mime	28	★
Mewtwo	53	★
COLORLESS		
Pidgeot	38	★
Spearow	13	●
Fearow	27	◆
Clefable	34	★
Doduo	10	●
Dodrio	28	◆
Ditto	19	★
Porygon	12	◆

Trainer Cards

NAME	Rarity
Imposter Professor Oak	★
Lass	★
Super Energy Removal	★
Pokédex	◆
Devolution Spray	★
Maintenance	◆
Gambler	●
Recycle	●



First Autodeck Machine



In this next section, we'll take a look at all the decks that you can create with Dr. Mason's amazing Autodeck Machines. We'll examine each deck, discuss potential strategies you can use with it and give you tips on tweaking it to suit different combat situations. We'll start with the first Autodeck Machine, which requires no medal to operate. Keep in mind that the "friends" decks shown here are different from the ones Dr. Mason offers you at the beginning of the game.

Charmander & Friends Deck

This deck suffers from the same malady as most of these early machine-made decks: too many different kinds of energy/Pokémon. Focus on just one or two types, maybe the Fire-types backed up by the Colorless-types.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Caterpie	13	2	Fire
Grass	▶ Metapod	21	1	Fire
Fire	Charmander	10	2	Water
Fire	▶ Charmeleon	32	1	Water
Fire	▶ Charizard	76	1	Water
Fire	Growlithe	18	2	Water
Fire	▶ Arcanine	45	1	Water
Water	Seel	12	2	Lightning
Water	▶ Dewgong	42	1	Lightning
Water	Goldeen	12	2	Lightning
Water	▶ Seaking	28	1	Lightning
Colorless	Rattata	9	2	Colorless
Colorless	▶ Raticate	41	1	Colorless
Fire	Ponyta	10	2	Water
Fire	Magmar	24	1	Water
Grass	Nidoran ♀	13	2	Colorless
Grass	Nidoran ♂	20	1	Colorless
Grass	Pinsir	24	1	Fire
Colorless	Meowth	14	1	Colorless

ENERGY CARDS	# OF CARDS
Grass Energy	8
Fire Energy	10
Water Energy	6
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Switch	1
Computer Search	1
PlusPower	1
Potion	2
Full Heal	1

Squirtle & Friends Deck

This deck can be a good base for a Water-type-only deck. Use Blastoise's Rain Dance Pokémon Power to attach extra Energy Cards to Dewgong. You may be able to unleash a 50-point Aurora Beam attack a turn or two early.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Fire	Charmander	10	2	Water
Fire	▶ Charmeleon	32	1	Water
Fire	Growlithe	18	1	Water
Fire	▶ Arcanine	45	1	Water
Water	Squirtle	8	2	Lightning
Water	▶ Wartortle	22	1	Lightning
Water	▶ Blastoise	52	1	Lightning
Water	Seel	12	2	Lightning
Water	▶ Dewgong	42	1	Lightning
Water	Goldeen	12	1	Lightning
Water	▶ Seaking	28	1	Lightning
Water	Staryu	15	1	Lightning
Water	▶ Starmie	28	1	Lightning
Lightning	Magnemite	13	1	Colorless
Lightning	▶ Magnetron	28	1	Colorless
Colorless	Rattata	9	2	Colorless
Colorless	▶ Raticate	41	1	Colorless
Water	Lapras	31	1	Lightning
Lightning	Pikachu	12	2	Colorless
Fire	Magmar	24	1	Water
Lightning	Electabuzz	35	1	Colorless
Colorless	Meowth	14	1	Colorless

ENERGY CARDS	# OF CARDS
Fire Energy	8
Water Energy	11
Lightning Energy	6
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	1
Switch	1
Poké Ball	1
Scoop Up	1
Item Finder	1
Potion	1
Full Heal	1





Bulbasaur & Friends Deck

The obvious strategy is to focus on the Grass-types, especially the Nidoran♀ and Bulbasaur lines. Use Nidoran♀'s Call for Family to fill the bench quickly and Venusaur's Energy Trans to shift Energy Cards as needed.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Bulbasaur	13	2	Fire
Grass	Ivysaur	20	1	Fire
Grass	Venusaur	67	1	Fire
Grass	Nidoran ♂	20	2	Psychic
Grass	Nidorino	25	1	Psychic
Electric	Pikachu	12	2	Fighting
Electric	Raichu	40	1	Fighting
Psychic	Abra	10	2	Psychic
Psychic	Kadabra	38	1	Psychic
Psychic	Gastly	8	2	—
Psychic	Haunter	22	1	—
Electric	Magnemite	13	1	Fighting
Electric	Electabuzz	35	1	Fighting
Grass	Nidoran ♀	13	2	Psychic
Grass	Tangela	12	1	Fire
Psychic	Jynx	23	1	Psychic
Normal	Jigglypuff	14	1	Fighting
Normal	Meowth	14	1	Fighting
Normal	Kangaskhan	40	1	Fighting

ENERGY CARDS	# OF CARDS
Grass Energy	9
Lightning Energy	8
Psychic Energy	6
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	1
Switch	1
Poké Ball	1
PlusPower	2
Defender	1
Gust of Wind	1
Potion	2
Full Heal	2

Psychic Machamp Deck

A Psychic-type/Fighting-type collaboration is an interesting idea. Unless your opponent has a deck heavy on Psychic-types, you should do fine. Focus on the first four Pokémon groups on the list and beef up your Trainer Card list a bit.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Fighting	Diglett	8	2	Grass
Fighting	Dugtrio	36	1	Grass
Fighting	Machop	20	2	Psychic
Fighting	Machoke	40	1	Psychic
Fighting	Machamp	67	1	Psychic
Psychic	Abra	10	2	Psychic
Psychic	Kadabra	38	1	Psychic
Psychic	Alakazam	42	1	Psychic
Psychic	Gastly	8	2	—
Psychic	Haunter	22	1	—
Psychic	Gengar	38	1	—
Normal	Pidgey	8	2	Electric
Normal	Pidgeotto	36	1	Electric
Normal	Pidgeot	40	1	Electric
Normal	Rattata	9	2	Fighting
Normal	Raticate	41	1	Fighting
Fighting	Onix	12	1	Grass
Fighting	Hitmonlee	30	1	Psychic
Fighting	Hitmochan	33	1	Psychic
Psychic	Mr. Mime	28	1	Psychic
Psychic	Jynx	23	1	Psychic
Psychic	Mew	23	1	Psychic

ENERGY CARDS	# OF CARDS
Fighting Energy	12
Psychic Energy	12
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Switch	1
Gust of Wind	1
Potion	2
Full Heal	1

Water-Beetle Deck

See how a Beedrill-Poliwrath combo performs against a Fighting-type deck. Beedrill's poisonous attacks would complement Poliwrath's pummeling power. Use Victreebel to force opponents to stay in the arena or retreat.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Weedle	12	2	Fire
Grass	Kakuna	23	1	Fire
Grass	Beedrill	32	1	Fire
Grass	Nidoran ♂	20	2	Psychic
Grass	Nidorino	25	1	Psychic
Grass	Nidoking	48	1	Psychic
Grass	Bellsprout	11	2	Fire
Grass	Weepinbell	28	1	Fire
Grass	Victreebel	42	1	Fire
Water	Poliwag	13	2	Grass
Water	Poliwhirl	28	1	Grass
Water	Poliwrath	48	1	Grass
Water	Krabby	20	2	Electric
Water	Kingler	27	1	Electric
Water	Magikarp	8	2	Electric
Water	Gyarados	41	1	Grass
Grass	Scyther	25	1	Fire
Water	Lapras	31	1	Electric
Water	Articuno	35	1	—
Normal	Lickitung	26	1	Fighting
Normal	Kangaskhan	40	1	Fighting
Normal	Tauros	32	1	Fighting

ENERGY CARDS	# OF CARDS
Grass Energy	14
Water Energy	10
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Energy Retrieval	1
Energy Search	1
Switch	1
PlusPower	1
Full Heal	1

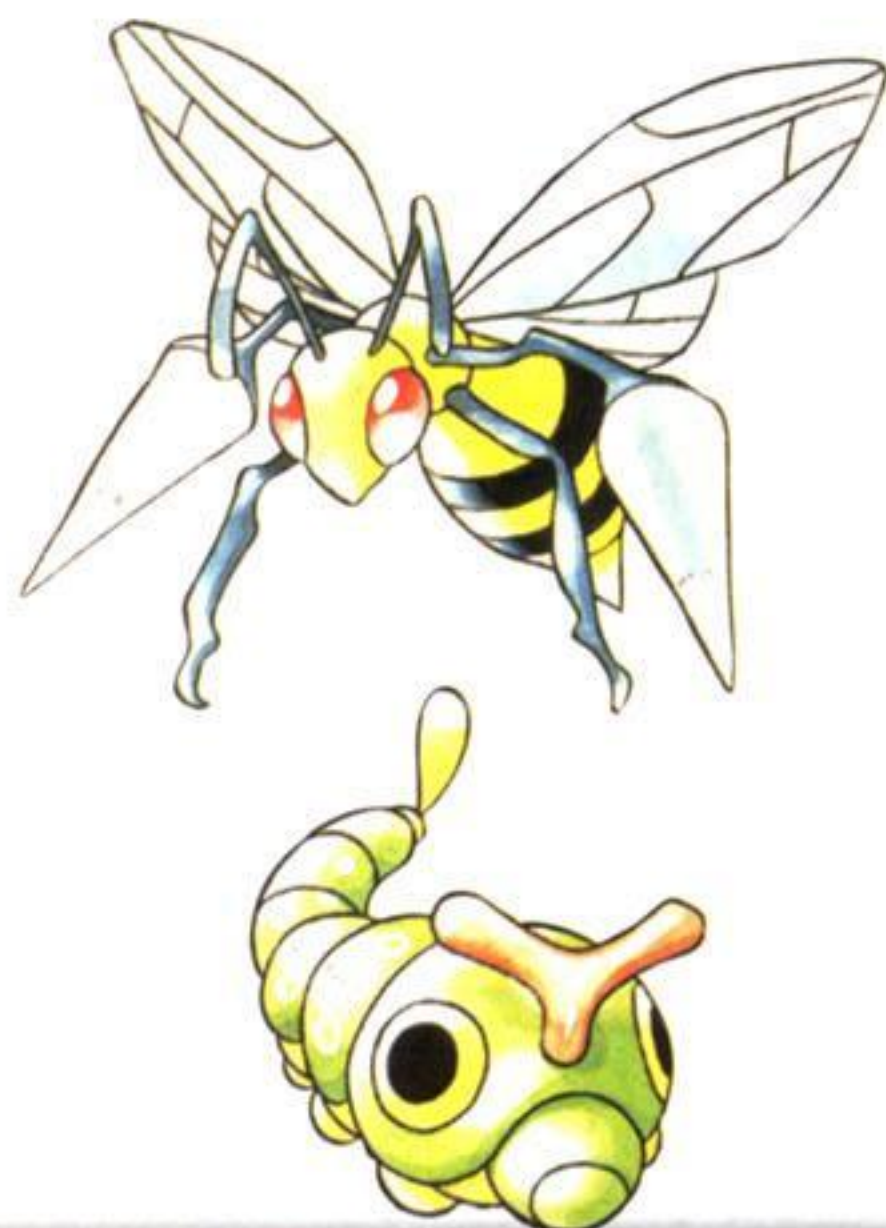


Grass Medal Autodeck Machine



Medal: Grass Medal
From: Nikki 4

As you'd expect, the Grass Medal activates this Autodeck Machine. These decks show better focus in Trainer Cards, though there are a few stray singles still lingering here and there (we recommend using two or more of any card). The Pokémon selection could also use some tightening up, but at least you have many options to choose from.



Insect Collection Deck

The focus is on Grass- and Bug-types, so expect a lot of paralyzing, confusing and sleep-inducing attacks. If you want to trim the fat, the Paras line should be the first to go. Don't underestimate Venomoth: confusion and poison together!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Caterpie	13	3	Fire
Grass	Metapod	21	2	Fire
Grass	Butterfree	28	1	Fire
Grass	Weedle	12	3	Fire
Grass	Kakuna	23	2	Fire
Grass	Beedrill	32	1	Fire
Grass	Paras	8	4	Fire
Grass	Parasect	28	3	Fire
Grass	Venonat	12	2	Fire
Grass	Venomoth	28	1	Fire
Grass	Scyther	25	1	Fire
Grass	Pinsir	24	1	Fire

ENERGY CARDS	# OF CARDS
Grass Energy	24
TRAINER CARDS	# OF CARDS
Bill	2
Pokémon Breeder	2
Switch	2
Poké Ball	2
Pokédex	2
Potion	2

Jungle Deck

Lots of power, but not a whole lot of focus. Pick your favorite side effect and focus on that, for example, switching Pokémon from arena to Bench (Victreebel and Arbok), recovering damage (Golbat and Vileplume), and so on.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Ekans	10	2	Psychic
Grass	Arbok	27	1	Psychic
Grass	Zubat	10	2	Psychic
Grass	Golbat	29	1	Psychic
Grass	Oddish	8	2	Fire
Grass	Gloom	22	1	Fire
Grass	Vileplume	35	1	Fire
Grass	Paras	8	2	Fire
Grass	Parasect	28	1	Fire
Grass	Venonat	12	2	Fire
Grass	Venomoth	28	1	Fire
Grass	Bellsprout	11	2	Fire
Grass	Weepinbell	28	1	Fire
Grass	Victreebel	42	1	Fire
Grass	Pinsir	24	1	Fire
Star	Lickitung	26	1	Fighting
Star	Kangaskhan	40	1	Fighting

ENERGY CARDS	# OF CARDS
Grass Energy	25
Double Colorless Energy	1
TRAINER CARDS	# OF CARDS
Bill	2
Poké Ball	1
PlusPower	2
Defender	2
Potion	2
Full Heal	1
Switch	1





Flower Garden Deck

Take a cue from Tangela and try this two-pronged attack: First poison your opponent and then try to paralyze it every turn after that. Several Energy Removal Cards will help ensure that your foes won't escape to the bench.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Bulbasaur	13	3	Fire
Grass	Ivysaur	20	2	Fire
Grass	Venusaur	67	2	Fire
Grass	Oddish	8	3	Fire
Grass	Gloom	22	2	Fire
Grass	Vileplume	35	2	Fire
Grass	Bellsprout	11	2	Fire
Grass	Weepinbell	28	1	Fire
Grass	Victreebel	42	1	Fire
Grass	Tangela	8	2	Fire
Grass	Tangela	12	1	Fire
Psychic	Lickitung	26	2	Psychic

ENERGY CARDS	# OF CARDS
Grass Energy	24
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Pokémon Trader	2
Pokémon Breeder	3
Energy Search	1
Switch	2
Potion	2
Full Heal	1

Kaleidoscope Deck

With the ability to change Venomoth's type, your opponent's weakness, not to mention Ditto's entire profile, this deck will be able to meet most any threat. The only worry is a possible energy shortage, but Energy Search should help.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Venonat	12	3	Fire
Grass	Venomoth	28	2	Fire
Psychic	Eevee	12	4	Psychic
Fire	Flareon	22	1	Water
Fire	Flareon	28	1	Water
Water	Vaporeon	29	1	Lightning
Water	Vaporeon	42	1	Lightning
Lightning	Jolteon	24	1	Psychic
Lightning	Jolteon	29	1	Psychic
Psychic	Ditto	19	4	Psychic
Psychic	Porygon	12	4	Psychic

ENERGY CARDS	# OF CARDS
Grass Energy	10
Fire Energy	4
Water Energy	4
Lightning Energy	4
Double Colorless Energy	3
TRAINER CARDS	# OF CARDS
Bill	2
Mr. Fuji	2
Energy Search	2
Switch	4
Gust of Wind	2

Flower Power Deck

Remember the Energy Overload combo we discussed earlier in this guide? Use Venusaur's Energy Trans power to shift Energy Cards to Exeggutor, and then set off Exeggutor's Big Eggplosion attack. Light the fuse, baby!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Bulbasaur	13	4	Fire
Grass	Ivysaur	20	3	Fire
Grass	Venusaur	67	2	Fire
Grass	Oddish	8	4	Fire
Grass	Gloom	22	3	Fire
Grass	Vileplume	35	2	Fire
Grass	Exeggcute	14	4	Fire
Grass	Exeggutor	35	3	Fire

ENERGY CARDS	# OF CARDS
Grass Energy	18
Psychic Energy	4
TRAINER CARDS	# OF CARDS
Professor Oak	2
Bill	3
Pokémon Breeder	2
Energy Retrieval	2
Switch	2
Potion	2





Fire Medal Autodeck Machine



Medal: Fire Medal
From: Ken 8

Now this is more like it! The decks are slowly becoming leaner and more focused, and more complex strategies are beginning to show in the combinations of cards. Of course, you should still feel free to tweak your decks as much as you like and experiment with different tactics. There are hundreds, perhaps thousands of combat possibilities!

Replace 'Em All Deck

Try this card combo: Use level-40 Pidgeot's Hurricane to force the defender and its attached cards back into your opponent's hand. On your next turn, use Lass or Imposter Prof. Oak to make your opponent return cards to his or her deck.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🔥	Vulpix	11	4	⚡
🔥	▶ Ninetales	32	2	⚡
🔥	▶ Ninetales	35	1	⚡
🔥	Growlithe	18	4	⚡
🔥	▶ Arcanine	34	1	⚡
🔥	▶ Arcanine	45	1	⚡
★	Pidgey	8	4	⚡
★	▶ Pidgeotto	36	3	⚡
★	▶ Pidgeot	38	1	⚡
★	▶ Pidgeot	40	1	⚡
★	Doduo	10	3	⚡
★	▶ Dodrio	28	2	⚡

ENERGY CARDS	# OF CARDS
Fire Energy	24

TRAINER CARDS	# OF CARDS
Professor Oak	2
Imposter Professor Oak	2
Lass	2
Gust of Wind	3

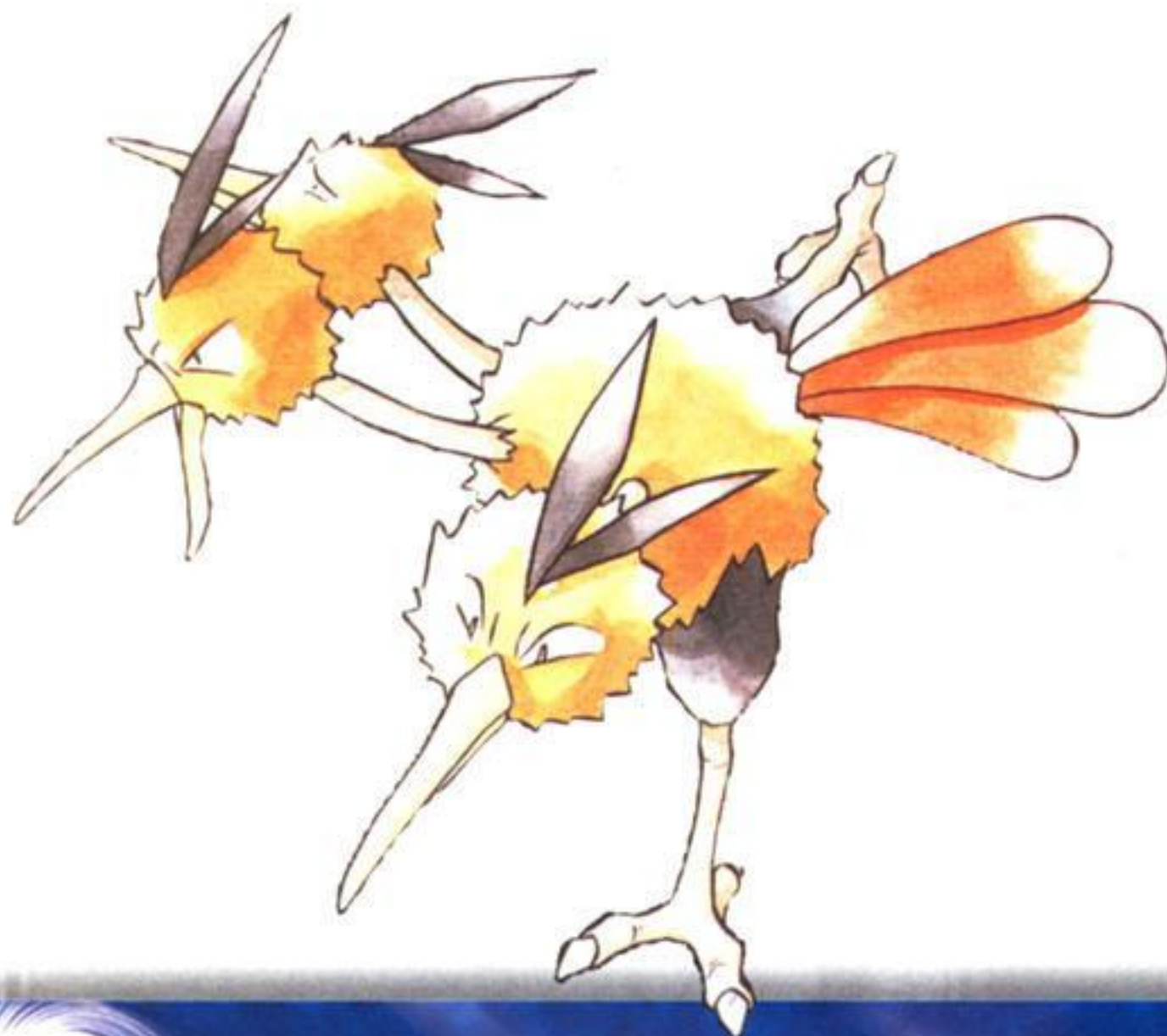
Chari-saur Deck

This deck takes advantage of the Energy Crisis Card combo we showed you back on page 17. It also includes Eevee and Flareon for combat support. You might trade in one of the Pokémon Trader Cards for another Energy Removal.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🌿	Bulbasaur	13	4	🔥
🌿	▶ Ivysaur	20	3	🔥
🌿	▶ Venusaur	67	2	🔥
🔥	Charmander	10	4	⚡
🔥	▶ Charmeleon	32	3	⚡
🔥	▶ Charizard	76	2	⚡
★	Eevee	12	4	👊
🔥	▶ Flareon	22	3	⚡

ENERGY CARDS	# OF CARDS
Grass Energy	12
Fire Energy	10

TRAINER CARDS	# OF CARDS
Bill	2
Pokémon Trader	3
Pokémon Breeder	3
Energy Retrieval	2
Energy Removal	1
Potion	2





Traffic Light Deck

This is mainly a straightforward, damage-dealing deck that could use a bit of tweaking. If you cut Vaporeon and Pikachu and exchange the Water Energy for Fire Energy, Electric Energy and a few Trainer Cards, you'll be in business.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🔥	Charmander	10	3	💧
🔥	▶ Charmeleon	32	2	💧
🔥	Ponyta	10	3	💧
🔥	▶ Rapidash	33	2	💧
★	Eevee	12	4	👊
🔥	▶ Flareon	22	2	💧
💧	▶ Vaporeon	29	2	⚡
⚡	▶ Jolteon	24	2	👊
⚡	Voltorb	10	3	👊
⚡	▶ Electrode	42	2	👊
⚡	Pikachu	12	2	👊

ENERGY CARDS	# OF CARDS
Fire Energy	10
Water Energy	8
Lightning Energy	8
TRAINER CARDS	# OF CARDS
Energy Search	2
Switch	2
PlusPower	3

Fire Pokémon Deck

Again, this is just a straightforward damage-dealer that takes advantage of the range of Fire-based attacks. Exchange the single Trainer Cards for doubles of ones you like best (a little Potion and Full Heal never hurt, you know).

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🔥	Charmander	10	3	💧
🔥	▶ Charmeleon	32	2	💧
🔥	▶ Charizard	76	1	💧
🔥	Vulpix	11	3	💧
🔥	▶ Ninetales	32	1	💧
🔥	▶ Ninetales	35	1	💧
🔥	Growlithe	18	2	💧
🔥	▶ Arcanine	45	1	💧
🔥	Ponyta	10	2	💧
🔥	▶ Rapidash	33	1	💧
★	Eevee	12	3	👊
🔥	▶ Flareon	22	1	💧
🔥	▶ Flareon	28	1	💧
🔥	Magmar	24	1	💧
🔥	Magmar	31	1	💧
🔥	Moltres	35	1	—

ENERGY CARDS	# OF CARDS
Fire Energy	24
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Pokémon Trader	1
Pokémon Breeder	1
Energy Retrieval	1
Super Energy Retrieval	1
Switch	1
Gust of Wind	1

Fire Charge Deck

These Pokémon dish it out, but they can take it, too. Though your creatures will hurt themselves as well as their opponents, your Energy Retrieval Cards and Recycle Cards will help ensure that your team will return to fight again.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🔥	Growlithe	18	4	💧
🔥	▶ Arcanine	45	3	💧
★	Jigglypuff	12	3	👊
★	Jigglypuff	14	1	👊
★	▶ Wigglytuff	36	1	👊
🔥	Magmar	24	2	💧
★	Chansey	55	2	👊
★	Tauros	32	2	👊

ENERGY CARDS	# OF CARDS
Fire Energy	21
Double Colorless Energy	4
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Energy Retrieval	2
Poké Ball	1
Computer Search	1
Defender	2
Potion	3
Full Heal	1
Gambler	1
Recycle	3





Water Medal Autodeck Machine



Medal: Water Medal
From: Amy 12

Remember that the Autodeck Machines don't give you cards and that they can work only with cards you already have. If you're missing cards needed for a specific deck, the machine will tell you what they are and how many you need. Some of the Water-type cards may be hard to come by, including Gyarados, Lapras, Articuno and Poliwrath.



Blue Water Deck

You won't have any energy problems with this Water-type-only deck, but with your Pokémon spread so thinly across so many evolutionary lines, you're going to have to rely mainly on basic creatures in combat. Focus! Focus!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Water	Psyduck	15	2	Electric
Water	▶ Golduck	27	1	Electric
Water	Poliwag	13	2	Grass
Water	▶ Poliwhirl	28	1	Grass
Water	▶ Poliwrath	48	1	Grass
Water	Seel	12	2	Electric
Water	▶ Dewgong	42	1	Electric
Water	Shellder	8	2	Electric
Water	▶ Cloyster	25	1	Electric
Water	Krabby	20	2	Electric
Water	▶ Kingler	27	1	Electric
Water	Horsea	19	2	Electric
Water	▶ Seadra	23	1	Electric
Water	Magikarp	8	1	Electric
Water	▶ Gyarados	41	1	Grass
Water	▶ Omanyte	19	1	Grass
Water	▶ Omastar	32	1	Grass
Water	Lapras	31	1	Electric
Water	Articuno	35	1	—

ENERGY CARDS	# OF CARDS
Water Energy	25
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Pokémon Trader	1
Mysterious Fossil	2
Energy Search	1
Poké Ball	1
Potion	1
Super Potion	1

On the Beach Deck

Sandshrew and Sandslash are here in case Electric-types come along to short-circuit the Water-types. If that's the case, maybe you should bump them up to four Sandshrew and three Sandslash and toss in a couple of Switch cards.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Water	Seel	12	2	Electric
Water	▶ Dewgong	42	1	Electric
Water	Shellder	8	3	Electric
Water	▶ Cloyster	25	2	Electric
Water	Krabby	20	3	Electric
Water	▶ Kingler	27	2	Electric
Water	Staryu	15	3	Electric
Water	▶ Starmie	28	2	Electric
Ground	Sandshrew	12	3	Grass
Ground	▶ Sandslash	33	2	Grass

ENERGY CARDS	# OF CARDS
Water Energy	16
Fighting Energy	10
TRAINER CARDS	# OF CARDS
Bill	2
Energy Retrieval	2
Energy Removal	2
Gust of Wind	2
Potion	3





Paralyze Deck

Of course, the purpose of this deck is to paralyze your enemies constantly, giving them no opportunity to retreat or fight back. If you'd rather not deal with a second Pokémon type, replace Caterpie and Metapod with more Water-types.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Caterpie	13	3	Fire
Grass	Metapod	21	2	Fire
Water	Squirtle	8	3	Electric
Water	Wartortle	22	2	Electric
Water	Shellder	8	3	Electric
Water	Cloyster	25	2	Electric
Water	Staryu	15	4	Electric
Water	Starmie	28	3	Electric

ENERGY CARDS	# OF CARDS
Grass Energy	8
Water Energy	14
Double Colorless Energy	4
TRAINER CARDS	# OF CARDS
Professor Oak	2
Bill	2
PlusPower	2
Defender	2
Potion	4

Energy Removal Deck

We've advised limiting decks to two Pokémon types. You might make an exception if the third type is Colorless, since these Pokémon can use any energy. Try this deck, designed to steal your opponent's energy, and see what you think!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Psychic	Psyduck	15	3	Electric
Psychic	Golduck	27	2	Electric
Psychic	Poliwag	13	4	Grass
Psychic	Poliwhirl	28	3	Grass
Psychic	Poliwrath	48	2	Grass
Ghost	Gastly	17	4	None
Ghost	Haunter	17	3	None
Dragon	Dratini	10	3	None
Dragon	Dragonair	33	2	None

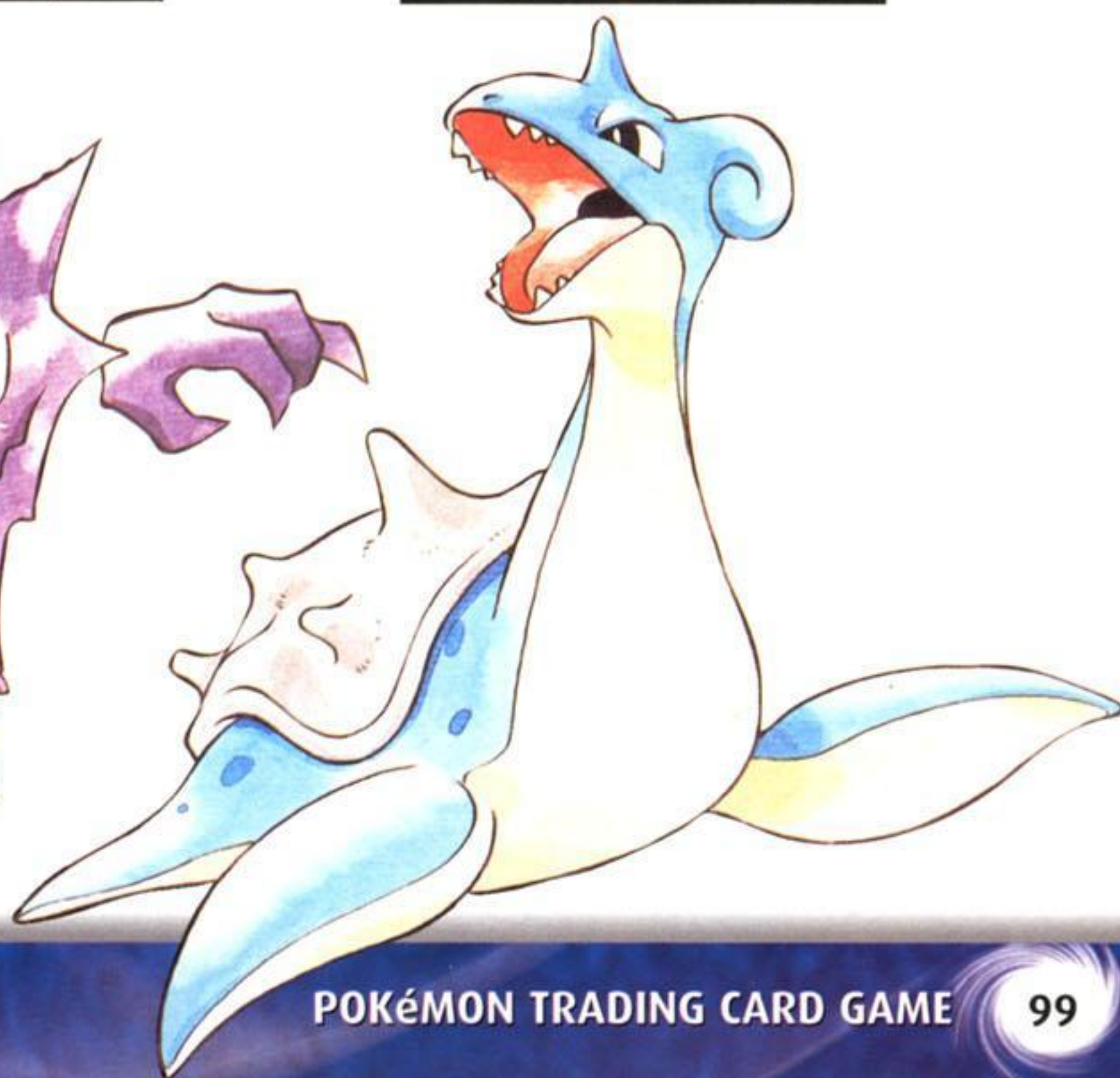
ENERGY CARDS	# OF CARDS
Water Energy	15
Psychic Energy	8
Double Colorless Energy	3
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	1
Lass	1
Energy Search	2
Energy Removal	2
Super Energy Removal	1

Rain Dance Deck

With this deck, you can take advantage of a full range of Water-based powers, courtesy of Blastoise's Rain Dance ability. With it, you can play as many Water Energy Cards as you wish before your attack. There's no energy shortage here!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Water	Squirtle	8	4	Electric
Water	Wartortle	22	3	Electric
Water	Blastoise	52	2	Electric
Water	Horsea	19	3	Electric
Water	Seadra	23	2	Electric
Water	Goldeen	12	4	Electric
Water	Seaking	28	3	Electric
Water	Lapras	31	2	Electric

ENERGY CARDS	# OF CARDS
Water Energy	24
TRAINER CARDS	# OF CARDS
Professor Oak	2
Pokémon Breeder	1
Energy Retrieval	1
Super Energy Retrieval	1
Energy Removal	2
Super Energy Removal	1
Switch	2
Potion	2
Gambler	1





Lightning Medal Autodeck Machine



Medal: Lightning Medal
From: Isaac 16

We expect that a lot of you will enjoy these decks, as they feature everyone's favorite Pokémon, the lovable Pikachu. Plenty of other Lightning-type Pokémon have powers that are equally impressive, though, and you may find that some of them are even more useful in some combat situations. Don't believe us? Give these decks a whirl, and get back to us...



Cute Pokémon Deck

This should prove the old saying, "Looks aren't everything." Cute they may be, but these Pokémon have formidable powers. The only drawback is relying on so many basic creatures. Scoop Up, Mr. Fuji, Recycle and Defender can all help.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Pikachu	12	1	👊
⚡	Pikachu	14	1	👊
⚡	Pikachu	16	1	👊
⚡	Pikachu	16	1	👊
⚡	Flying Pikachu	12	1	—
⚡	Surfing Pikachu	13	1	👊
⚡	Surfing Pikachu	13	1	👊
⚡	▶ Raichu	40	1	👊
⚡	▶ Raichu	45	1	👊
★	Clefairy	14	2	👊
★	▶ Clefable	24	1	👊
★	Jigglypuff	12	1	👊
★	Jigglypuff	13	2	👊
★	Jigglypuff	14	1	👊
★	▶ Wigglytuff	36	2	👊
★	Eevee	12	4	👊
🔥	▶ Flareon	28	1	🌊
🌊	▶ Vaporeon	42	1	⚡
⚡	▶ Jolteon	29	1	👊

ENERGY CARDS	# OF CARDS
Fire Energy	4
Water Energy	6
Lightning Energy	8
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Professor Oak	2
Bill	3
Clefairy Doll	2
Scoop Up	2
Computer Search	1
PlusPower	1
Defender	1
Potion	3

Pokémon Flute Deck

Use Pokémon Flute to move a Pokémon from your foe's discard pile to his or her Bench, then use Gust of Wind to shove it into the arena. If you go with the flute strategy, you should also use Pokémon that can attack your opponent's Bench.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Pikachu	12	3	👊
⚡	▶ Raichu	40	1	👊
★	Rattata	9	2	👊
★	▶ Raticate	41	1	👊
🌊	Saryu	15	2	⚡
🌊	Lapras	31	2	⚡
⚡	Magnemite	13	2	👊
⚡	Electabuzz	32	3	👊

ENERGY CARDS	# OF CARDS
Water Energy	9
Lightning Energy	12
TRAINER CARDS	# OF CARDS
Professor Oak	2
Bill	4
Energy Removal	3
Computer Search	1
PlusPower	3
Item Finder	2
Gust of Wind	4
Pokémon Flute	4





Yellow Flash Deck

As you can see, you don't always have to use the same version of a creature, for example, using a level-12 and a level-14 Pikachu. Sometimes being inconsistent in your attacks is good, if only to keep your opponent guessing.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Pikachu	12	2	👊
⚡	Pikachu	14	1	👊
⚡	▶ Raichu	40	1	👊
⚡	▶ Raichu	45	1	👊
⚡	Magnemite	13	2	👊
⚡	Magnemite	15	1	👊
⚡	▶ Magnetron	28	1	👊
⚡	▶ Magnetron	35	1	👊
⚡	Voltorb	10	3	👊
⚡	▶ Electrode	35	1	👊
⚡	▶ Electrode	42	1	👊
★	Eevee	12	3	👊
⚡	▶ Jolteon	24	1	👊
⚡	▶ Jolteon	29	1	👊
⚡	Electabuzz	20	1	👊
⚡	Electabuzz	35	1	👊
⚡	Zapdos	40	1	—
⚡	Zapdos	64	1	—

ENERGY CARDS	# OF CARDS
Lightning Energy	26
TRAINER CARDS	# OF CARDS
Energy Retrieval	1
Energy Removal	2
Poké Ball	2
PlusPower	2
Defender	2
Gust of Wind	1

Electric Shock Deck

Porygon makes an effective wall while you evolve the Pokémon on your Bench. When you're ready, use a Switch Card (you'll have to add a few to the deck) to put one of your heavy hitters into the arena. Talk about hair raising!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Pikachu	14	2	👊
⚡	Pikachu	16	1	👊
⚡	Pikachu	16	1	👊
⚡	▶ Raichu	40	2	👊
⚡	Magnemite	13	2	👊
⚡	Magnemite	15	2	👊
⚡	▶ Magnetron	28	2	👊
⚡	Voltorb	10	4	👊
⚡	▶ Electrode	42	3	👊
⚡	Zapdos	64	1	—
★	Porygon	12	3	👊

ENERGY CARDS	# OF CARDS
Lightning Energy	24
Double Colorless Energy	1
TRAINER CARDS	# OF CARDS
Energy Retrieval	2
PlusPower	2
Defender	3
Item Finder	2
Gust of Wind	3

Zapping Self-Destruct Deck

The strategy here is exactly what you think it is: Blow up your own Pokémon. Defender Cards can help your Pokémon survive the explosions, and in case they don't, stock up on Energy Retrieval and Recycle Cards. You'll be glad you did.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Magnemite	13	4	👊
⚡	▶ Magnetron	28	3	👊
⚡	Voltorb	10	4	👊
⚡	▶ Electrode	35	2	👊
⚡	Electabuzz	35	4	👊
★	Kangaskhan	40	2	👊
★	Tauros	32	1	👊

ENERGY CARDS	# OF CARDS
Lightning Energy	24
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Switch	2
Defender	4
Gust of Wind	1
Potion	4





Science Medal Autodeck Machine



Medal: Science Medal
From: Rick 20

The Science decks use mainly Grass-type Pokémon, backed by a smattering of Colorless, Psychic and Lightning-type comrades. Ironically, some of these decks look more Grass-oriented than the Grass decks, but remember that these scientific creatures often have powers outside the usual poison, paralyze and sleep effects you usually see in Grass-types.



Lovely Nidoran Deck

Here's a clever twist on the old Call for Family tactic. With basic Nidoran♀ or Nidoran♂ in play, use Pokémon Trader to bring their Stage 2 Cards to your hand, and then use Pokémon Breeder to play them directly on your basics.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Nidoran♀	13	4	Psychic
Grass	Nidorina	24	3	Psychic
Grass	Nidoqueen	43	2	Psychic
Grass	Nidoran♂	20	4	Psychic
Grass	Nidorino	25	4	Psychic
Grass	Nidoking	48	4	Psychic
Colorless	Lickitung	26	3	Lightning

ENERGY CARDS	# OF CARDS
Grass Energy	20
TRAINER CARDS	# OF CARDS
Professor Oak	2
Pokémon Trader	3
Pokémon Breeder	3
Energy Retrieval	2
Switch	3
Computer Search	1
Item Finder	2

Science Corps Deck

Once again, we're presented with a deck with lots of power but little purpose. Pick and choose from your favorite special effect attacks and chuck the rest. The mix of Trainer Cards also needs help—look at all those singles!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Ekans	10	2	Psychic
Grass	Arbok	27	1	Psychic
Grass	Nidoran♀	13	2	Psychic
Grass	Nidorina	24	1	Psychic
Grass	Nidoqueen	43	1	Psychic
Grass	Nidoran♂	20	3	Psychic
Grass	Nidorino	25	2	Psychic
Grass	Nidoking	48	1	Psychic
Grass	Zubat	10	2	Psychic
Grass	Golbat	29	1	Psychic
Grass	Grimer	17	2	Psychic
Grass	Muk	34	1	Psychic
Grass	Koffing	13	2	Psychic
Grass	Weezing	27	1	Psychic
Colorless	Meowth	15	2	Lightning
Colorless	Persian	25	1	Lightning

ENERGY CARDS	# OF CARDS
Grass Energy	26
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	1
Pokémon Trader	1
Pokémon Breeder	1
Potion	1
Full Heal	1
Maintenance	1
Gambler	1
Recycle	1





Flyin' Pokémon Deck

With its Colorless-and-Flying-types, this deck is aimed squarely at Fighting-types, but it lacks focus. Do you prefer damage prevention/healing (Golbat and Fearow) or disrupting your foe's hand (level-40 Pidgeot + Imposter Prof. Oak)?

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Zubat	10	4	Psychic
Grass	Golbat	29	3	Psychic
Normal	Pidgey	8	4	Lightning
Normal	Pidgeotto	36	3	Lightning
Normal	Pidgeot	38	1	Lightning
Normal	Pidgeot	40	1	Lightning
Normal	Spearow	13	4	Lightning
Normal	Fearow	27	3	Lightning
Lightning	Flying Pikachu	12	2	—

ENERGY CARDS	# OF CARDS
Grass Energy	13
Lightning Energy	10
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Imposter Professor Oak	2
Bill	2
Lass	2
Potion	4

Poison Deck

Do we really need to explain the object here? Didn't think so. Just tighten up the mix of Trainer Cards a bit—you'll be ready to roll. Energy Removal could prevent a poisoned opponent from retreating to the safety of the Bench...

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Weedle	12	3	Fire
Grass	Kakuna	23	2	Fire
Grass	Beedrill	32	1	Fire
Grass	Ekans	10	4	Psychic
Grass	Arbok	27	3	Psychic
Grass	Nidoran ♂	20	4	Psychic
Grass	Nidorino	25	3	Psychic
Grass	Nidoking	48	2	Psychic
Grass	Koffing	13	3	Psychic
Grass	Weezing	27	2	Psychic

ENERGY CARDS	# OF CARDS
Grass Energy	24
TRAINER CARDS	# OF CARDS
Professor Oak	1
Imposter Professor Oak	2
Pokémon Breeder	1
Potion	2
Full Heal	2
Gambler	1

Wonders of Science Deck

Once again, this deck seems to be more of an interesting base on which to build, rather than a finished deck. Using Pokémon with comparatively low HP, you'll have to strike early and strike first to better your chances of winning.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Grass	Grimer	17	4	Psychic
Grass	Muk	34	3	Psychic
Grass	Koffing	13	4	Psychic
Grass	Weezing	27	3	Psychic
Psychic	Mewtwo	53	2	Psychic
Psychic	Mewtwo	60	1	Psychic
Psychic	Mewtwo	60	1	Psychic
Normal	Porygon	12	2	Fighting

ENERGY CARDS	# OF CARDS
Grass Energy	15
Psychic Energy	8
TRAINER CARDS	# OF CARDS
Professor Oak	2
Imposter Professor Oak	1
Bill	2
Energy Search	2
Switch	2
Computer Search	2
Pokédex	2
Full Heal	2
Maintenance	2





Psychic Medal Autodeck Machine



Medal: Psychic Medal
From: Murray 24

There's no such thing as a foolproof deck, but you can be pretty darn close with a Psychic-type deck. Psychic-types have weaknesses only to themselves and a few regular Fighting-types, so they have a natural strength that can be tough for opponents to overcome. After you give them a test drive, these decks may become some of your favorites.



Psychic Power Deck

This deck is a Psychic smorgasbord, crammed with some of the major mental powers in the game. Treat it like any buffet: Take what you want and leave the rest. Oh, and don't forget to beef up your selection of Trainer Cards.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👁️	Abra	10	3	👁️
👁️	▶ Kadabra	38	2	👁️
👁️	▶ Alakazam	42	1	👁️
👁️	Slowpoke	18	2	👁️
👁️	▶ Slowbro	26	1	👁️
👁️	Gastly	8	1	—
👁️	Gastly	17	2	—
👁️	▶ Haunter	17	1	—
👁️	▶ Haunter	22	1	—
👁️	▶ Gengar	38	1	—
👁️	Drowzee	12	2	👁️
👁️	▶ Hypno	36	1	👁️
★	Clefairy	14	1	👊
★	▶ Clefable	34	1	👊
👁️	Mr. Mime	28	1	👁️
👁️	Jynx	23	1	👁️
★	Snorlax	20	1	👊
👁️	Mewtwo	53	1	👁️
👁️	Mew	23	1	👁️

ENERGY CARDS	# OF CARDS
Psychic Energy	25
TRAINER CARDS	# OF CARDS
Professor Oak	2
Pokémon Trader	1
PlusPower	2
Pokémon Breeder	1
Switch	2
Pokémon Center	1
Devolution Spray	1

Dream Eater Haunter Deck

Haunter has top billing in this deck, but it's not the major player. You should focus more on Gengar and Hypno, with their matching Dark Mind abilities. Revive doesn't seem to have much purpose here; try Gust of Wind instead.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🌿	Zubat	10	3	👁️
🌿	▶ Golbat	29	2	👁️
👁️	Gastly	8	4	—
👁️	▶ Haunter	17	1	—
👁️	▶ Haunter	22	2	—
👁️	▶ Gengar	38	2	—
👁️	Drowzee	12	3	👁️
👁️	▶ Hypno	36	2	👁️
★	Jigglypuff	14	2	👊
★	Meowth	15	2	👊

ENERGY CARDS	# OF CARDS
Grass Energy	7
Psychic Energy	17
TRAINER CARDS	# OF CARDS
Professor Oak	2
Bill	2
Energy Retrieval	2
Super Energy Retrieval	1
Switch	2
Computer Search	1
Revive	3





Scavenging Slowbro Deck

Here's a sneaky trick we haven't tried before. Use Slowbro's Strange Behavior power to absorb its comrades' damage, then use Mew's Devolution Beam to return Slowbro to your hand. Slowbro will be healed and ready to rock again!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Psychic	Slowpoke	18	4	Psychic
Psychic	▶ Slowbro	26	3	Psychic
Normal	Jigglypuff	13	2	Fire
Normal	Jigglypuff	14	2	Fire
Normal	Eevee	12	2	Fire
Psychic	Jynx	23	3	Psychic
Psychic	Mewtwo	53	2	Psychic
Psychic	Mew	23	2	Psychic

ENERGY CARDS	# OF CARDS
Psychic Energy	23
TRAINER CARDS	# OF CARDS
Energy Retrieval	2
Energy Removal	3
PlusPower	2
Defender	3
Potion	3
Recycle	4

Strange Power Deck

This deck seems to work much the same as the previous one, but the addition of Hypno gives you the ability to strike your foe's Bench. Once again, though, your Trainer Cards seem woefully scattered and unfocused.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Psychic	Slowpoke	9	3	Psychic
Psychic	▶ Slowbro	26	2	Psychic
Psychic	Drowzee	12	4	Psychic
Psychic	▶ Hypno	36	3	Psychic
Psychic	Mr. Mime	28	2	Psychic
Psychic	Jynx	23	2	Psychic
Normal	Lickitung	26	2	Fire
Normal	Snorlax	20	1	Fire
Psychic	Mew	8	1	Psychic
Psychic	Mew	23	2	Psychic

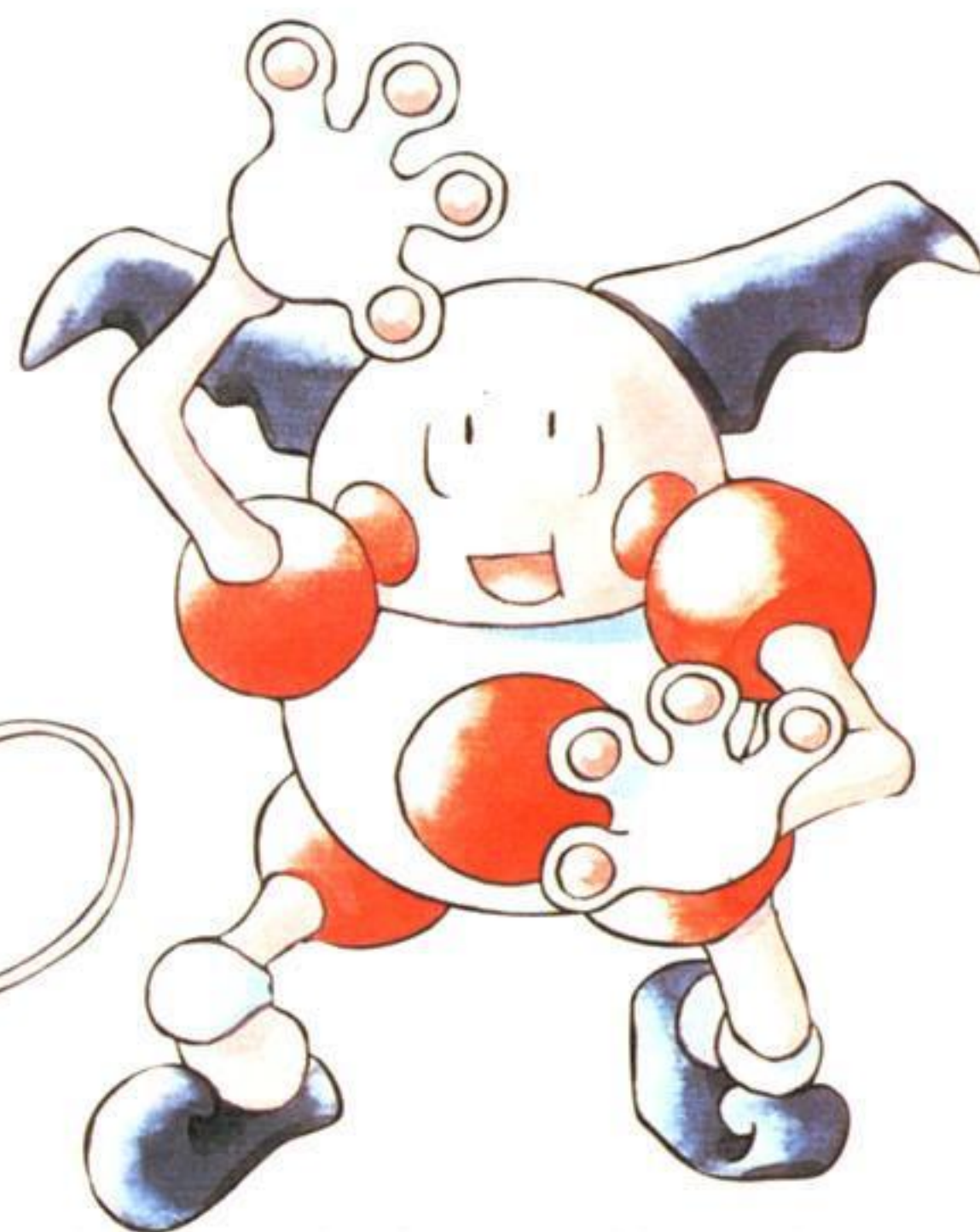
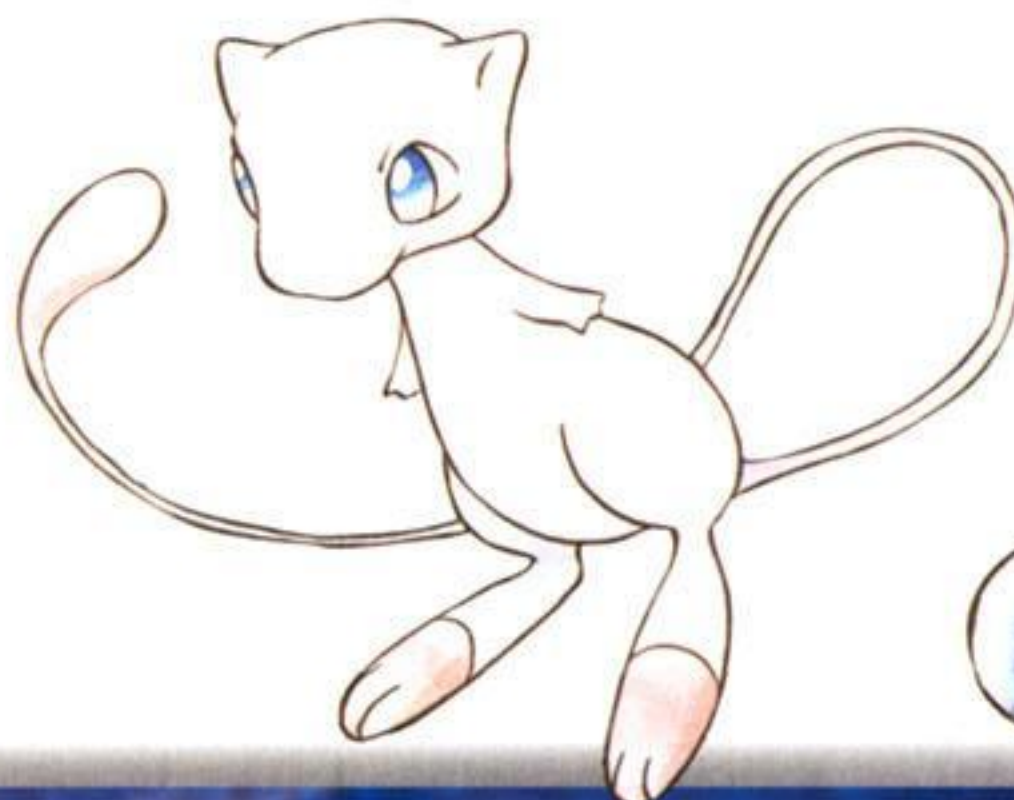
ENERGY CARDS	# OF CARDS
Psychic Energy	25
Double Colorless Energy	1
TRAINER CARDS	# OF CARDS
Pokémon Trader	2
Energy Retrieval	2
Energy Removal	2
Super Energy Removal	1
PlusPower	2
Item Finder	1
Gust of wind	1
Full Heal	1

Strange Psyshock Deck

Use Alakazam's Damage Swap to move damage counters to Pokémon with no energy, and then use Pokémon Center to heal them free of charge! Of course, you should add two more Pokémon Centers to this deck before you use it.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
Psychic	Abra	10	4	Psychic
Psychic	▶ Kadabra	38	3	Psychic
Psychic	▶ Alakazam	42	2	Psychic
Psychic	Mr. Mime	28	2	Psychic
Normal	Chansey	55	3	Fire
Normal	Kangaskhan	40	3	Fire
Normal	Snorlax	20	2	Fire

ENERGY CARDS	# OF CARDS
Psychic Energy	22
TRAINER CARDS	# OF CARDS
Professor Oak	2
Energy Removal	3
Switch	4
Pokémon Center	2
Scoop Up	4
Gust of Wind	3
Gambler	1





Fighting Medal Autodeck Machine



Medal: Fighting Medal
From: Mitch 28

What Fighting-type Pokémon lack in fancy powers they more than make up with in fancy footwork and powerful punches. They're a great addition in many two-type decks, with other Pokémon creating the openings and the Fighting-types delivering the K.O.s. They often have relatively low energy costs, which is another terrific plus.



All Fighting Deck

It seems that most every machine must have a "buffet" deck, trotting out practically every Pokémon of that type. This is your chance to compare the Fighting-types and see which ones fit your play style or current strategies.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Sandshrew	12	2	🌿
👊	▶ Sandslash	33	1	🌿
👊	Diglett	8	2	🌿
👊	▶ Dugtrio	36	1	🌿
👊	Mankey	7	2	👁️
👊	▶ Primeape	35	1	👁️
👊	Machop	20	3	👁️
👊	▶ Machoke	40	2	👁️
👊	▶ Machop	67	1	👁️
👊	Geodude	16	2	🌿
👊	▶ Graveler	29	1	🌿
👊	▶ Golem	36	1	🌿
👊	Cubone	13	2	🌿
👊	▶ Marowak	26	1	🌿
👊	Rhyhorn	18	2	🌿
👊	▶ Rhydon	48	1	🌿
👊	Onix	12	1	🌿
👊	Hitmonlee	30	1	👁️
👊	Hitmonchan	33	1	👁️

ENERGY CARDS	# OF CARDS
Fighting Energy	26
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Switch	1
Potion	2

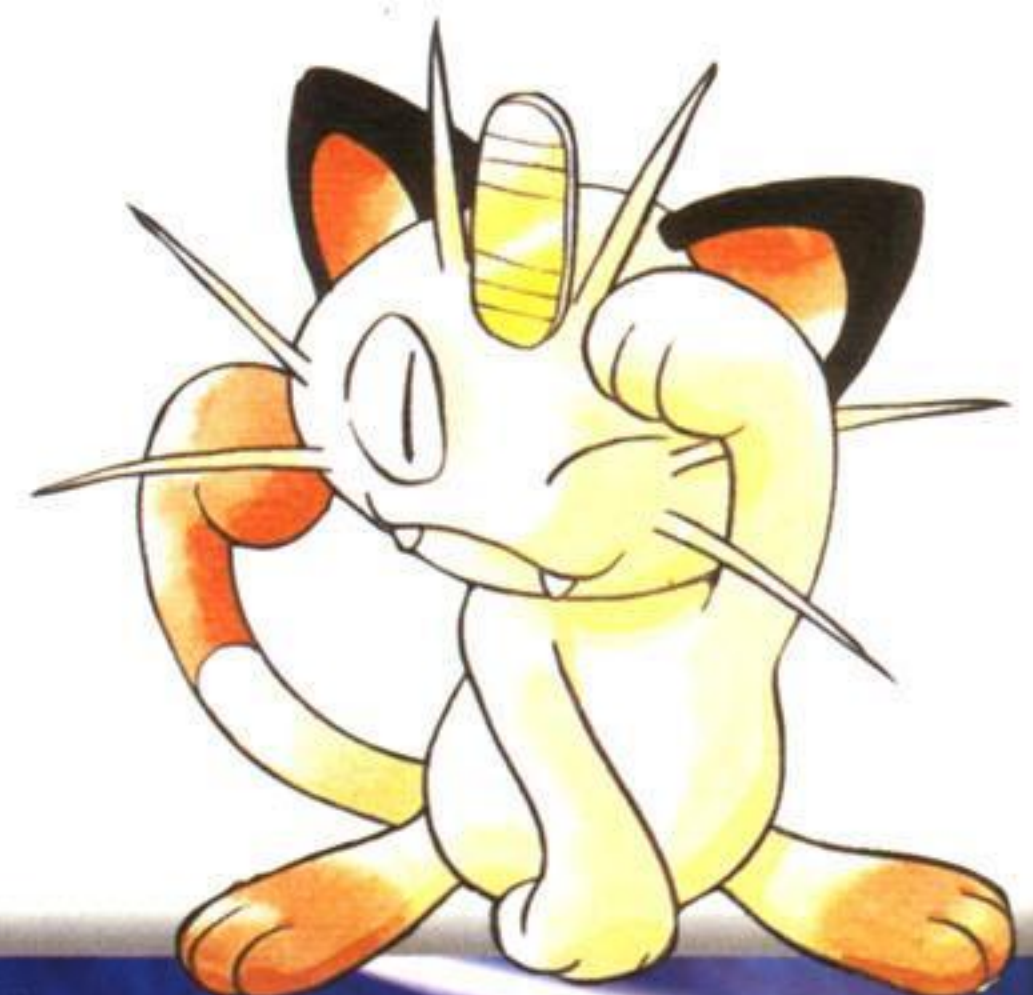


Bench Attack Deck

As you might expect, this deck is targeted at your opponent's benched Pokémon. Defender will help the "remote control" strikers, like Hitmonlee, as well as the self-destructing Electrode. A few Mr. Fuji Cards wouldn't hurt, either.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Voltorb	10	4	👊
⚡	▶ Electrode	42	2	👊
⚡	Zapdos	40	2	—
👊	Hitmonlee	30	4	👁️
👊	Hitmonchan	33	2	👁️
★	Meowth	14	4	👊

ENERGY CARDS	# OF CARDS
Lightning Energy	12
Fighting Energy	14
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Mr. Fuji	1
Energy Retrieval	2
Switch	2
Scoop Up	1
PlusPower	2
Defender	2
Item Finder	1
Gust of Wind	1
Maintenance	1





Battle Contest Deck

This deck is about staying one step ahead of your foe. Use Meowth's Payday to fill your Bench quickly, and use Mankey's Peek to look at cards in your foe's deck or hand. You'll be able to see what's coming and plan accordingly.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Machop	20	4	👁️
👊	▶ Machoke	40	3	👁️
★	Meowth	14	3	👊
★	▶ Persian	25	2	👊
★	Dratini	10	3	—
★	▶ Dragonair	33	2	—
★	▶ Dragonite	45	1	—
👊	Mankey	7	3	👁️
👊	Hitmonlee	30	2	👁️
👊	Hitmonchan	33	2	👁️

ENERGY CARDS	# OF CARDS
Fighting Energy	24
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Professor Oak	1
PlusPower	3
Defender	3
Potion	2

Heated Battle Deck

Kangaskhan has the same job here as Meowth had in the last deck, while Magmar is here to lend some extra power (as if the Fighting-types needed it). We say, chuck Electabuzz and toss in a couple of level-31 Magmar cards for variety.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Mankey	7	3	👁️
👊	▶ Primeape	35	2	👁️
🔥	Magmar	24	4	🌊
⚡	Electabuzz	35	2	👊
👊	Hitmonlee	30	3	👁️
👊	Hitmonchan	33	3	👁️
★	Kangaskhan	40	2	👊

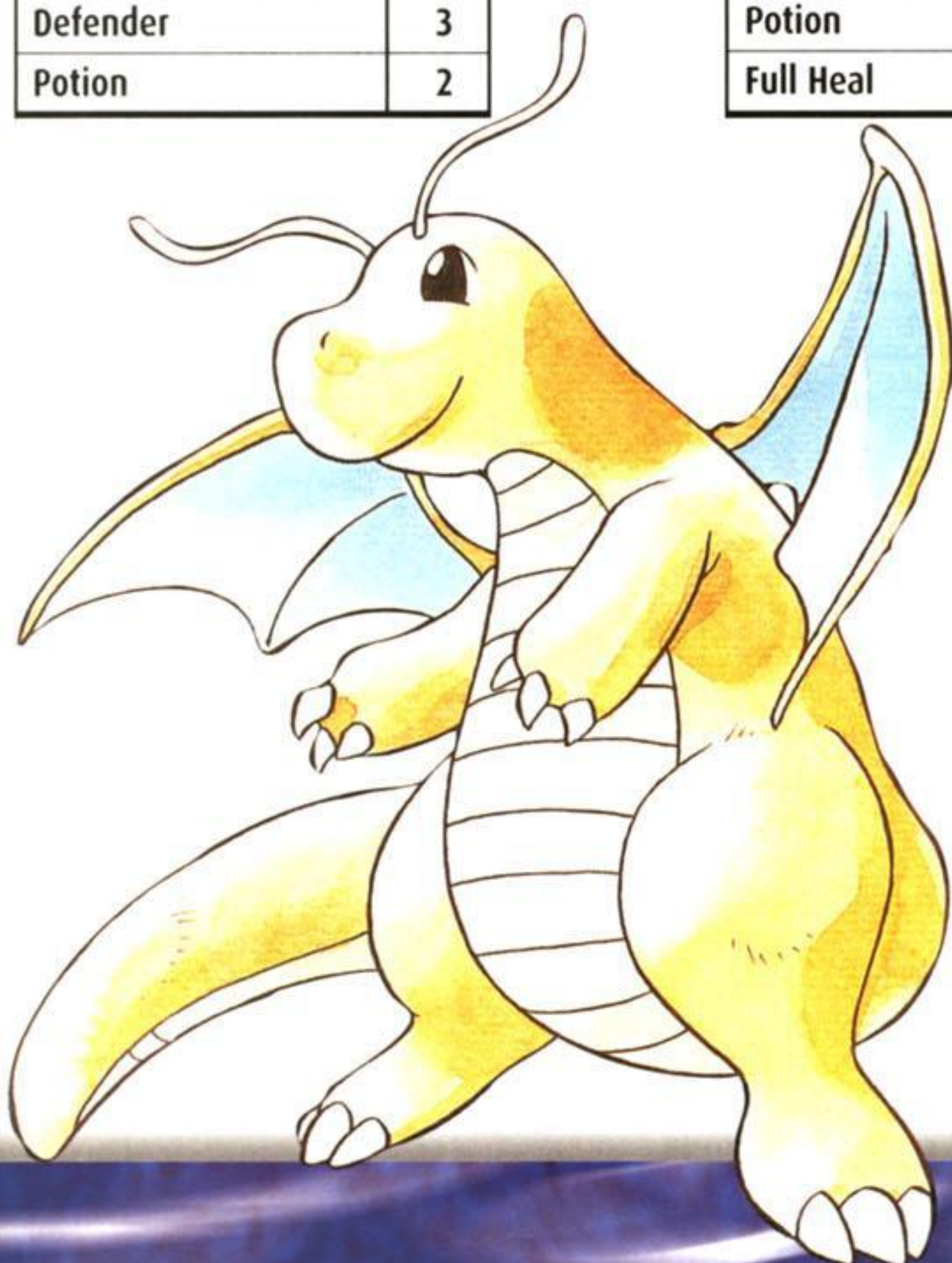
ENERGY CARDS	# OF CARDS
Fire Energy	8
Lightning Energy	4
Fighting Energy	15
TRAINER CARDS	# OF CARDS
Energy Search	2
Scoop Up	2
PlusPower	3
Defender	2
Potion	3
Full Heal	2

First Strike Deck

Call out the troops! This may be "just" a simple Fighting deck, but it's a formidable one. Four Bill Cards help you draw energy quickly to power the big attacks, and Gust of Wind guarantees you catch a few bench warmers by surprise.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Mankey	7	4	👁️
👊	▶ Primeape	35	1	👁️
👊	Machop	20	4	👁️
👊	▶ Machoke	40	3	👁️
👊	▶ Machop	67	2	👁️
👊	Hitmonlee	30	4	👁️
👊	Hitmonchan	33	2	👁️

ENERGY CARDS	# OF CARDS
Fighting Energy	25
TRAINER CARDS	# OF CARDS
Bill	4
Switch	2
PlusPower	2
Defender	2
Gust of Wind	3
Potion	2





Rock Medal Autodeck Machine



Medal: Rock Medal
From: Gene 32

The Rock subset is comprised of many unsung heroes of the Pokémon TCG. While some of them may lack the raw power of their Fighting fellows, Fighting/Rock-types do not have a weakness to Psychic-types, and many have damage-blocking or attack-preventing powers. These two factors alone should make them contenders for any Fighting contingent.



Squeaking Mouse Deck

A solid damage-dealer with a bit of damage blocking here and bench attacking there, courtesy of the Raichu variants. Our question is: Why not more Rock-types? How about Geodude and Graveler to complement Pikachu and Raichu?

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Pikachu	12	2	👊
⚡	Pikachu	14	2	👊
⚡	▶ Raichu	40	1	👊
⚡	▶ Raichu	45	1	👊
👊	Sandshrew	12	4	🌿
👊	▶ Sandslash	33	3	🌿
★	Rattata	9	4	👊
★	▶ Raticate	41	3	👊

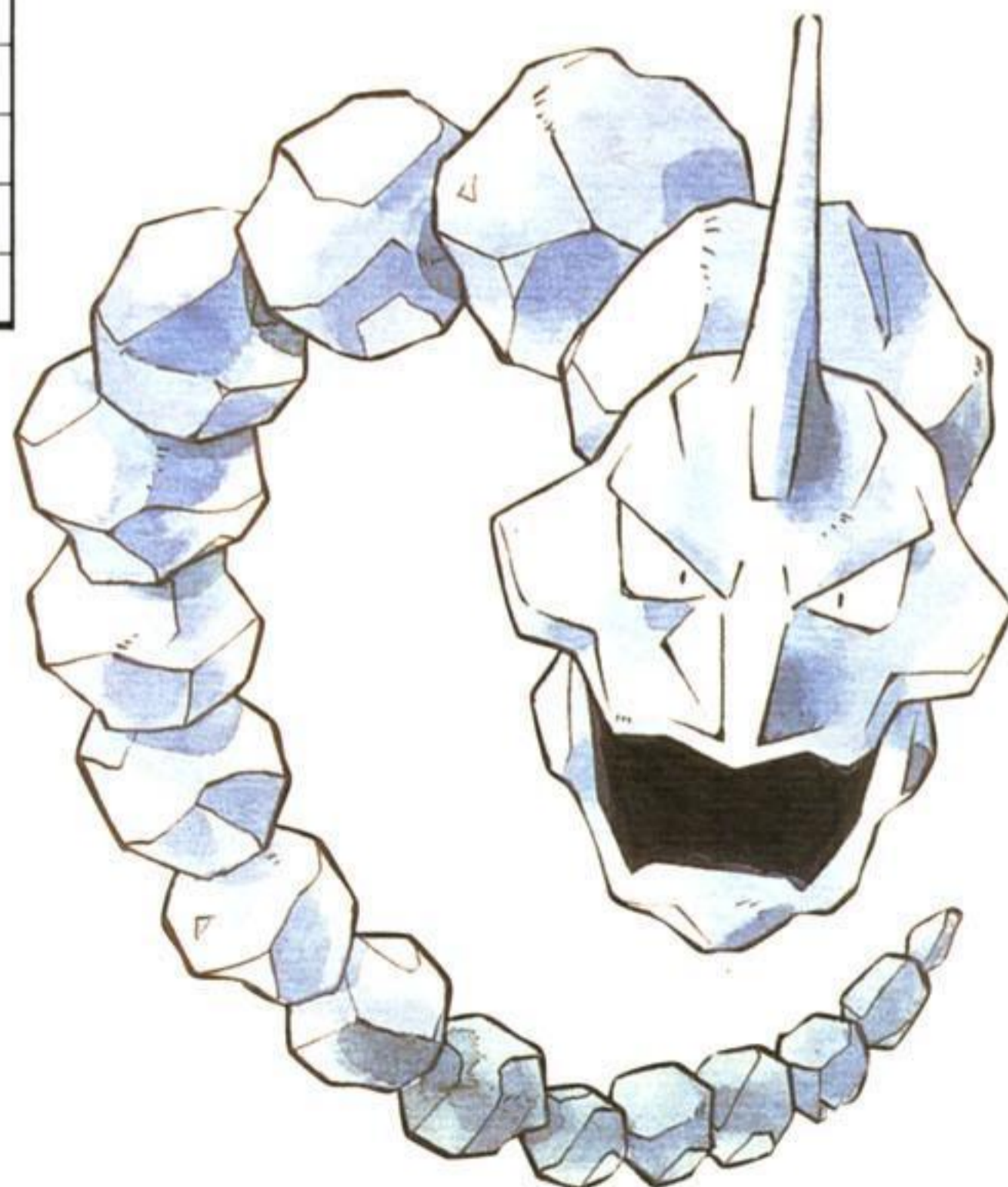
ENERGY CARDS	# OF CARDS
Lightning Energy	8
Fighting Energy	15
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Pokémon Trader	1
Energy Retrieval	2
Computer Search	1
PlusPower	3
Defender	2
Potion	2
Super Potion	1

Great Quake Deck

This deck is chock full of heavy hitters that, along with dealing copious amounts of damage to opponents, also suffer backlash from their own attacks. Defender and Potion Cards can help compensate for that, as can Mr. Fuji Cards.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Diglett	8	4	🌿
👊	▶ Dugtrio	36	3	🌿
👊	Rhyhorn	18	3	🌿
👊	▶ Rhydon	48	2	🌿
👊	Onix	12	4	🌿
★	Kangaskhan	40	2	👊
★	Tauros	32	1	👊
★	Snorlax	20	1	👊

ENERGY CARDS	# OF CARDS
Fighting Energy	25
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Pokémon Trader	2
Switch	3
Defender	4
Potion	3





Bone Attack Deck

The spotlight here is shining directly on Cubone and Marowak. Cubone can block early attacks, and then Marowak can fill up the Bench quickly with defenders. It would be interesting to slip a few Pokémon Breeder Cards into this mix.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Sandshrew	12	3	🌿
👊	▶ Sandslash	33	2	🌿
👊	Geodude	16	3	🌿
👊	▶ Graveler	29	2	🌿
👊	▶ Golem	36	1	🌿
👊	Cubone	13	4	🌿
👊	▶ Marowak	26	1	🌿
👊	▶ Marowak	32	2	🌿
👊	Rhyhorn	18	2	🌿
👊	▶ Rhydon	48	1	🌿
👊	Onix	12	4	🌿

ENERGY CARDS	# OF CARDS
Fighting Energy	24
TRAINER CARDS	# OF CARDS
Bill	2
Mr. Fuji	1
Poké Ball	2
Pokédex	1
Defender	3
Pokémon Flute	2

Excavation Deck

Tighten up the selection of Pokémon, but keep Aerodactyl around for its ability to block any Pokémon Powers. Besides acting as the base for several Pokémon, Mysterious Fossil also works great as a shield.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🌊	Shellder	8	3	⚡
🌊	▶ Cloyster	25	1	⚡
🌊	Omanyte	19	3	🌿
🌊	▶ Omastar	32	2	🌿
👊	Sandshrew	12	4	🌿
👊	▶ Sandslash	33	2	🌿
👊	Cubone	13	3	🌿
👊	▶ Marowak	32	1	🌿
👊	Kabuto	9	2	🌿
👊	▶ Kabutops	30	1	🌿
👊	Hitmonchan	33	3	👁️
👊	Aerodactyl	28	2	🌿

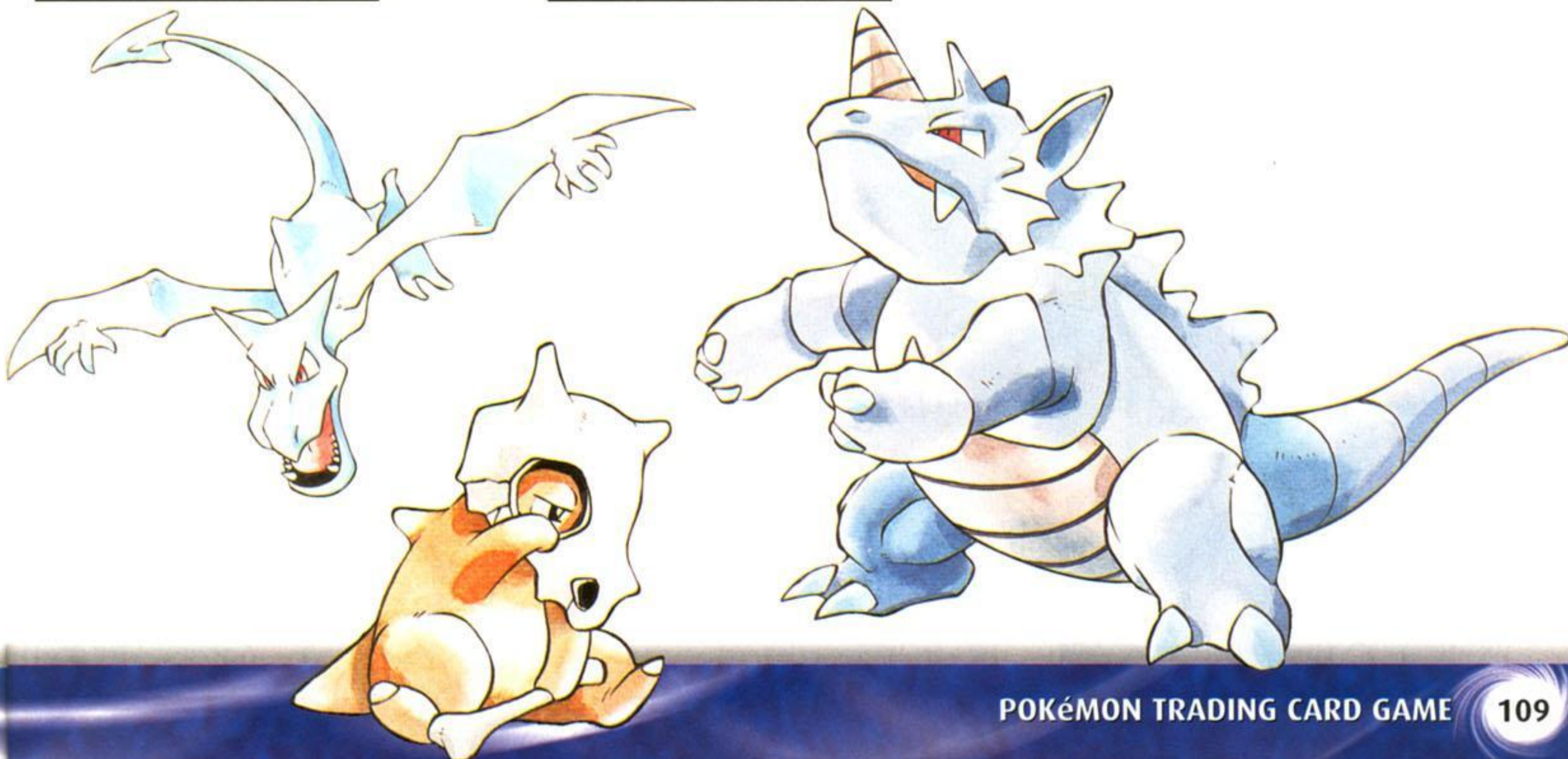
ENERGY CARDS	# OF CARDS
Water Energy	8
Fighting Energy	15
TRAINER CARDS	# OF CARDS
Professor Oak	2
Bill	2
Pokémon Breeder	2
Mysterious Fossil	4

Rock Crusher Deck

There's lots of damage prevention in this deck, but the feature that really stands out is Geodude's Stone Barrage attack, which has the potential to dole out insane amounts of damage at a cost of only two Energy Cards!

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
👊	Diglett	8	4	🌿
👊	▶ Dugtrio	36	2	🌿
👊	Geodude	16	4	🌿
👊	▶ Graveler	29	3	🌿
👊	▶ Golem	36	2	🌿
👊	Onix	12	3	🌿
👊	Rhyhorn	18	3	🌿

ENERGY CARDS	# OF CARDS
Fighting Energy	24
Double Colorless Energy	2
TRAINER CARDS	# OF CARDS
Professor Oak	2
Pokémon Breeder	1
Energy Removal	2
Switch	2
Computer Search	1
Defender	2
Potion	2
Super Potion	1





Legendary Autodeck Machine



To access the Legendary Machine, you must defeat the four Pokémon card game masters (Ronald will not appear) a second time. The decks it creates are better than most, but you may need to do some serious dueling first to collect all the needed cards. Each time you defeat the masters after you finish the regular game, you'll win one more copy of a Legendary Card.

Legendary Moltres Deck

The highlight of this deck is using the level-37 Moltres's Firegiver ability to draw one to four Fire Energy Cards from the deck when Moltres is put into play. Use Scoop Up to put Moltres back into your hand so you can use it again.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🔥	Vulpix	11	4	🌊
🔥	▶ Ninetales	35	3	🌊
🔥	Growlithe	18	4	🌊
🔥	▶ Arcanine	45	2	🌊
🔥	Magmar	24	2	🌊
🔥	Magmar	31	2	🌊
🔥	Moltres	35	2	—
🔥	Moltres	37	2	—

ENERGY CARDS	# OF CARDS
Fire Energy	25
TRAINER CARDS	# OF CARDS
Bill	3
Lass	2
Pokémon Trader	1
Energy Retrieval	1
Super Energy Retrieval	1
Energy Removal	2
Switch	2
Potion	1
Super Potion	1

Legendary Zapdos Deck

The dangerous thing about the level-68 Zapdos is that its Big Thunder attack will hit any Pokémon in play at random, even yours. To protect yourself, use Big Thunder only if your bench is relatively clear or you've taken precautions.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Voltorb	10	4	👊
⚡	▶ Electrode	35	3	👊
★	Eevee	12	3	👊
⚡	▶ Jolteon	29	2	👊
⚡	Electabuzz	35	4	👊
⚡	Zapdos	40	1	—
⚡	Zapdos	64	1	—
⚡	Zapdos	68	2	—

ENERGY CARDS	# OF CARDS
Lightning Energy	25
TRAINER CARDS	# OF CARDS
Bill	4
Energy Retrieval	2
Switch	2
PlusPower	3
Potion	3
Gambler	1





Legendary Articuno Deck

This deck features great bench-hitting power, courtesy of the two versions of Articuno. To make Chansey even more effective, you may want to substitute a couple of the default Trainer Cards for a couple of Defender Cards.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Seel	12	4	⚡
⚡	▶ Dewgong	42	3	⚡
⚡	Lapras	31	4	⚡
❄	Articuno	35	2	—
❄	Articuno	37	2	—
★	Chansey	55	3	★
★	Ditto	19	2	★

ENERGY CARDS	# OF CARDS
Water Energy	25
TRAINER CARDS	# OF CARDS
Professor Oak	2
Pokémon Trader	2
Energy Retrieval	3
Switch	3
Scoop Up	4
Gambler	1

Legendary Dragonite Deck

With no Fire Energy Cards in this deck, Charmander and Charmeleon may be of little use. Charizard can take any energy and change it into the Fire Energy it needs, but you must discard two Energy Cards to use its Fire Spin attack.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🔥	Charmander	10	3	❄
🔥	▶ Charmeleon	32	2	❄
🔥	▶ Charizard	76	2	❄
❄	Magikarp	8	3	⚡
❄	▶ Gyarados	41	2	🌿
★	Dratini	10	4	—
★	▶ Dragonair	33	3	—
★	▶ Dragonite	41	2	—
❄	Lapras	31	2	⚡
★	Kangaskhan	40	2	★

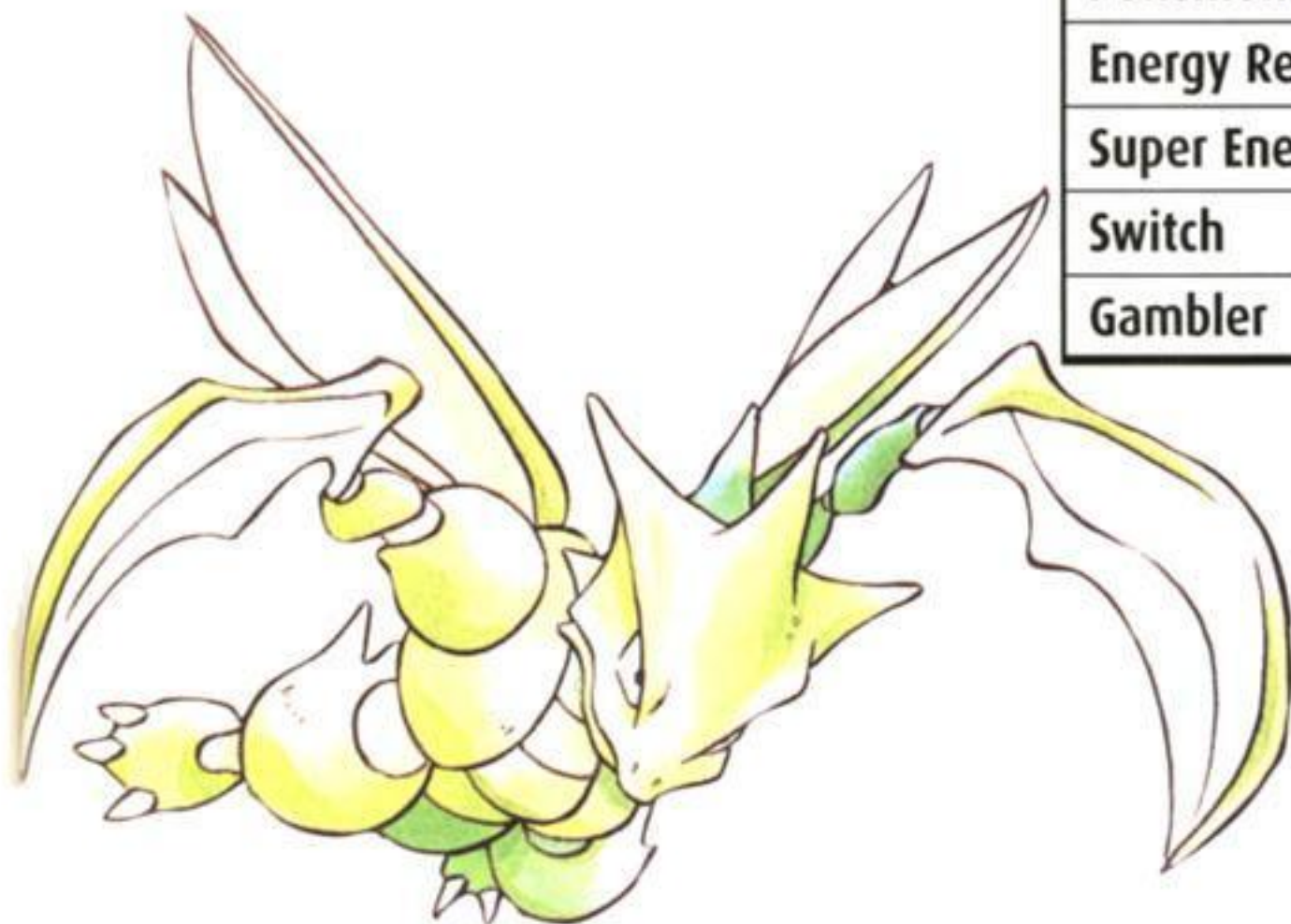
ENERGY CARDS	# OF CARDS
Water Energy	20
Double Colorless Energy	4
TRAINER CARDS	# OF CARDS
Professor Oak	2
Pokémon Trader	2
Pokémon Breeder	2
Energy Retrieval	1
Super Energy Retrieval	1
Switch	2
Gambler	1

Mysterious Pokémon Deck

"Rare and unusual" are the words that best describe many of the cards in this deck. With the ability to swap damage, move energy and strike with random damage and effects, this deck will be both formidable and frustrating for your foes.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🌿	Bulbasaur	13	4	🔥
🌿	▶ Ivysaur	20	3	🔥
🌿	▶ Venusaur	64	2	🔥
👁	Abra	10	4	👁
👁	▶ Kadabra	38	3	👁
👁	▶ Alakazam	42	2	👁
🌿	Scyther	25	2	🔥
👁	Mr. Mime	28	2	👁
👁	Mew	8	1	👁
👁	Mew	15	2	👁

ENERGY CARDS	# OF CARDS
Grass Energy	12
Psychic Energy	14
TRAINER CARDS	# OF CARDS
Professor Oak	1
Bill	2
Pokémon Breeder	2
Energy Removal	1
Switch	2
Pokémon Center	1



Nintendo Power Decks

Here are three decks designed by the card experts at Nintendo Power. They're not as much about raw power as they are about strategy and

fun. These decks break a lot of rules and can be risky to use, but if you're lucky on the draw, they will be formidable.

All Trades Deck

This "Jack-of-all-Trades" deck is designed to respond to as many different threats as possible. Amazingly, it features five different Pokémon types, but it can operate on just two types of Energy Cards.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
⚡	Surfing Pikachu	13	1	👊
⚡	Surfing Pikachu	13	1	👊
★	Eevee	12	2	👊
⚡	▶ Jolteon	24	1	👊
🔥	▶ Flareon	22	1	🌀
🌀	Psyduck	15	2	⚡
🌀	▶ Golduck	27	2	⚡
★	Dratini	10	2	—
★	▶ Dragonair	33	2	—
🌿	Scyther	25	2	🔥
🌀	Articuno	35	2	—

ENERGY CARDS	# OF CARDS
Water Energy	22
Double Colorless Energy	4
TRAINER CARDS	# OF CARDS
Switch	2
Poké Ball	2
Gust of Wind	2
Potion	2
Full Heal	2
Bill	2
Energy Search	2
Energy Removal	2

Rare Gems Deck

We're bending our own construction rules and using three energy types in this deck. You won't have much Grass Energy to power Venusaur's attack, but you can use its healing Pokémon Power while it's on the Bench.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🌿	Bulbasaur	13	3	🔥
🌿	▶ Ivysaur	20	2	🔥
🌿	▶ Venusaur	64	1	🔥
👁	Gastly	17	3	—
👁	▶ Haunter	17	2	—
👁	▶ Gengar	38	1	—
★	Jigglypuff	12	2	👊
★	▶ Wigglytuff	36	1	👊
★	Dratini	10	2	—
★	▶ Dragonair	33	2	—
★	▶ Dragonite	45	1	—
👁	Mewtwo	60	1	👁
👁	Mewtwo	60	1	👁

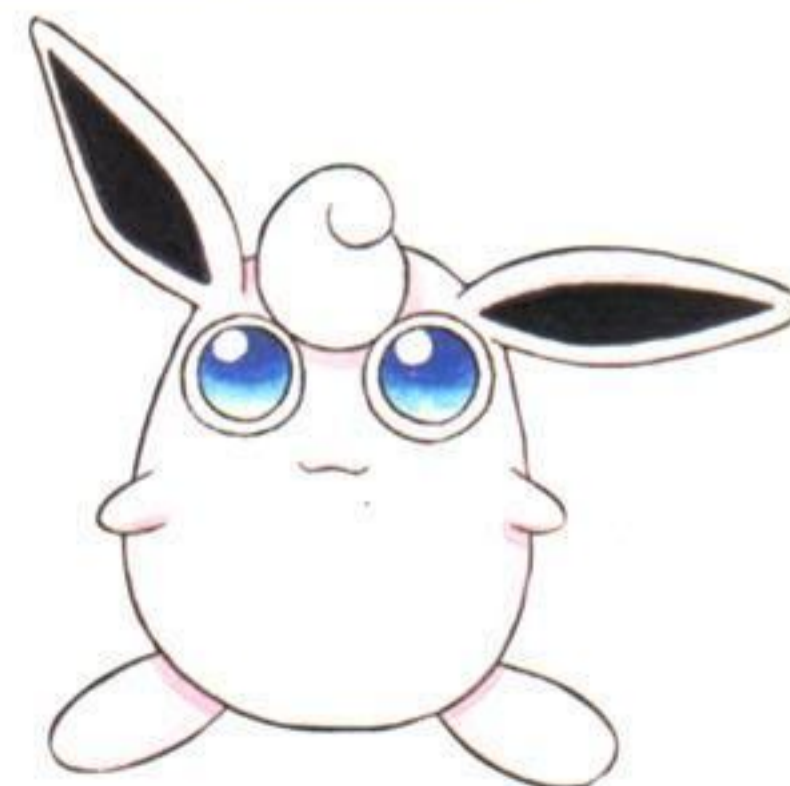
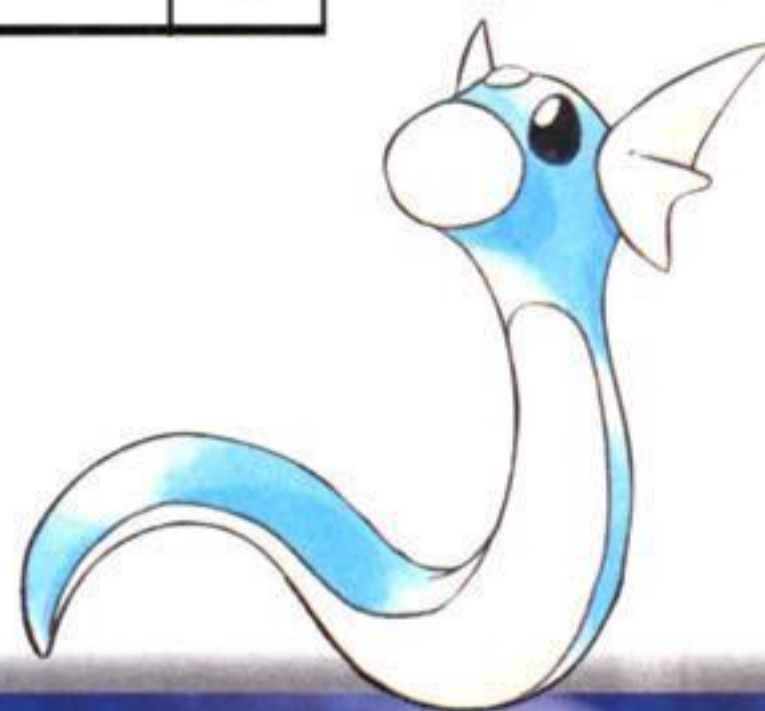
ENERGY CARDS	# OF CARDS
Grass Energy	10
Psychic Energy	10
Double Colorless Energy	4
TRAINER CARDS	# OF CARDS
Energy Removal	2
Switch	2
Poké Ball	2
Potion	2
Bill	2
Pokémon Breeder	2
Energy Search	2

Basic Pokémon Deck

This is a very challenging deck to use, but it's also one of the most fun we've played. It uses basic Pokémon only, which puts a lot of pressure on you to recognize opportunities and strike quickly.

TYPE	NAME	LEVEL	# OF CARDS	WEAKNESS
🌿	Scyther	25	2	🔥
🔥	Ponyta	10	2	🌀
🌀	Lapras	31	2	⚡
🌀	Articuno	35	2	—
⚡	Surfing Pikachu	13	1	👊
⚡	Surfing Pikachu	13	1	👊
⚡	Electabuzz	20	2	👊
★	Jigglypuff	14	2	👊
★	Lickitung	26	2	👊
★	Tauros	32	2	👊

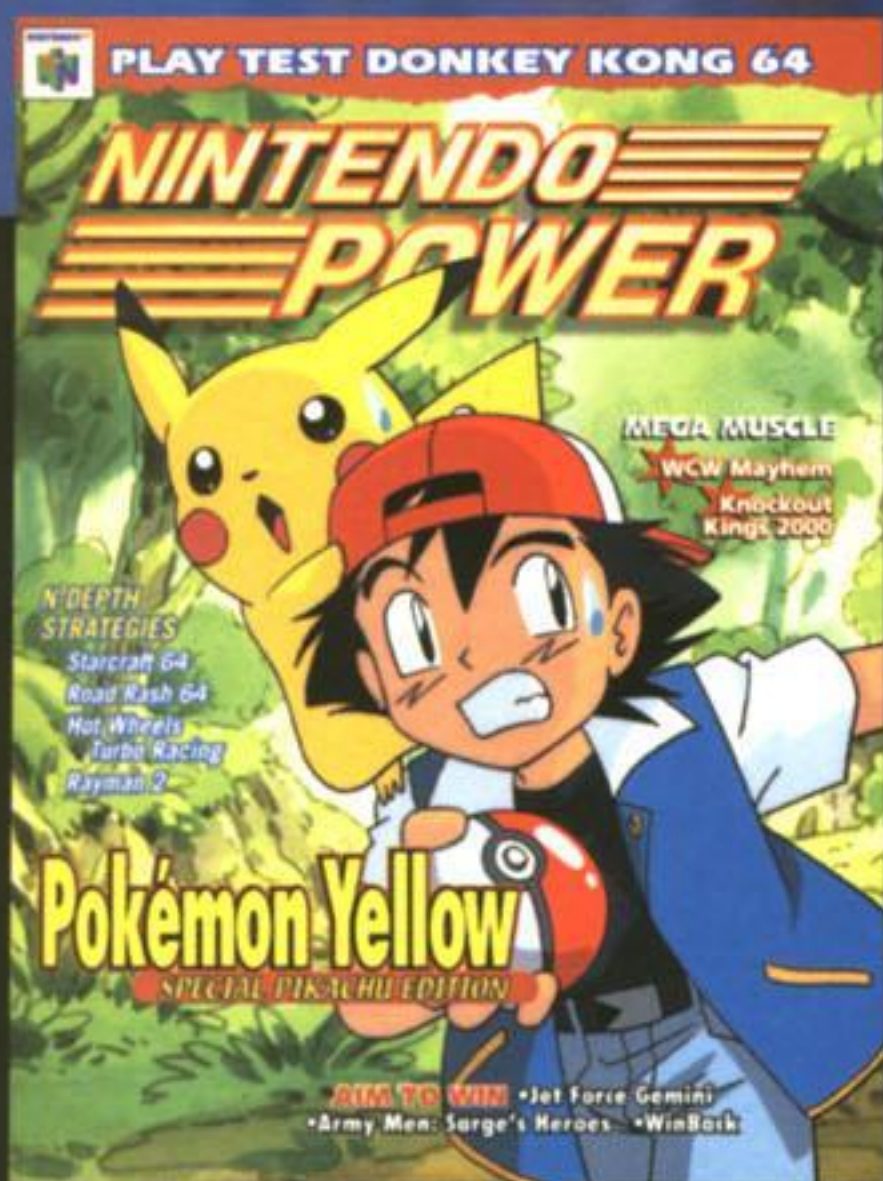
ENERGY CARDS	# OF CARDS
Water Energy	22
Double Colorless Energy	4
TRAINER CARDS	# OF CARDS
Switch	2
Poké Ball	2
Gust of Wind	2
Potion	2
Full Heal	2
Bill	2
Energy Search	2
Energy Removal	2





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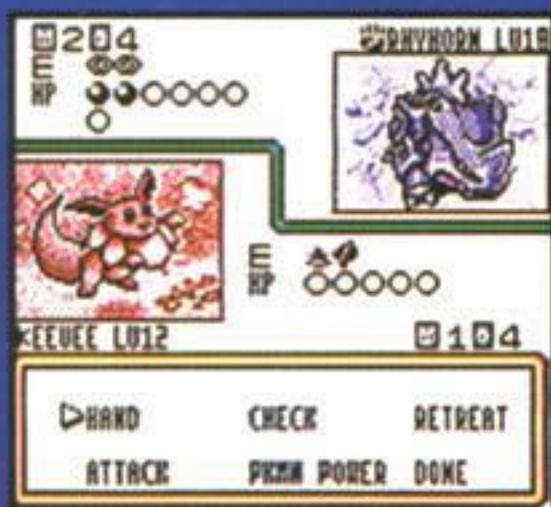
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Collect, trade and play! Keep in mind these special features when playing the Pokémon Trading Card Game:

- If your opponent is trying to Poison, Confuse, or otherwise disrupt your Pokémon, keep this Venusaur on the Bench and use its Solar Power to keep your own Pokémon healthy.
- If your opponent isn't using Poison, Confuse, etc., you should send this Venusaur right into battle. It does 40 damage with its Mega Drain attack, and it heals itself at the same time. This makes it difficult for your opponent to Knock Out this Pokémon. That along with its 100HP makes Venusaur one tough fighter.

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: Solar Power Once during your turn (before your attack), you may use this power. Your Active Pokémon and the Defending Pokémon are no longer Asleep, Confused, Paralyzed, or Poisoned. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.



Mega Drain Remove a number of damage counters from Venusaur equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Venusaur has fewer damage counters than that, remove all of them.

40

weakness



resistance

retreat cost



This plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight. LV. 64 #3

420



Game Scams

