

**Dialga** lv.68 HP 90

**BASIC**



NO. 483 Temporal Pokémon HT: 17'09" WT: 1505.8 lbs.

**Time Bellow** 10  
Draw a card.

**Flash Cannon** 40  
You may return all Energy cards attached to Dialga to your hand. If you do, remove the highest Stage Evolution card from the Defending Pokémon and shuffle that card into your opponent's deck.

*It has the power to control time. It appears in Sinnah-region myths as an ancient deity.*

Illustration: Daisuke Ito

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Palkia** lv.67 HP 90

**BASIC**



NO. 484 Spatial Pokémon HT: 13'09" WT: 740.8 lbs.

**Spacial Rend** 10  
Search your deck for a Stadium card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. If there is any Stadium card in play, discard it.

**Transback** 40  
You may flip a coin. If heads, discard all Energy attached to Palkia and put the Defending Pokémon and all cards attached to it on top of your opponent's deck. Your opponent shuffles his or her deck afterward.

*It has the ability to distort space. It is described as a deity in Sennoh-region mythology.*

Illustration: Daisuke Ito

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Honchkrow** lv.42 HP 90

**STAGE 1** Evolves from Murkrow



NO. 430 Big Boss Pokémon HT: 2'11" WT: 60.2 lbs.

**Dark Genes**  
As long as Honchkrow has the Energy necessary to use its attack, each of your Murkrow can use Honchkrow's attack as its own without the necessary Energy to use that attack.

**Dark Wing Flaps** 50  
Choose 1 card from your opponent's hand without looking. Look at the card you chose, then have your opponent shuffle that card into his or her deck.

*Becoming active at night, it is known to swarm with numerous MURKROW in tow.*

Illustration: Ken Sugimori

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Manaphy** lv.20 HP 70

**BASIC**



NO. 490 Seafaring Pokémon HT: 1'00" WT: 3.3 lbs.

**Call for Family**  
Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

**Aqua Ring** 30  
Switch Manaphy with 1 of your Benched Pokémon.

*Born on a cold seafloor, it will swim great distances to return to its birthplace.*

Illustration: Takahito Nishida

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Regigigas** lv.48 HP 100

**BASIC**



NO. 486 Colossal Pokémon HT: 12'02" WT: 925.9 lbs.

**Recover Mechanism**  
When you attach an Energy card from your hand to Regigigas, remove all Special Conditions from Regigigas.

**Gigaton Punch** 60+  
Flip a coin. If heads, this attack does 60 damage plus 20 more damage and does 20 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

*There is an enduring legend that states this Pokémon carved continents with ropes.*

Illustration: Kenji Saitou

weakness: ♣ x2 resistance: ♠ -20 retreat cost: ♣ + ♣ + ♣

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**Mesprit** lv.55 HP 70

**BASIC**



NO. 481 Emotion Pokémon HT: 1'00" WT: 0.7 lbs.

**Psychic Bind**  
Once during your turn, when you put Mesprit from your hand onto your Bench, you may use this power. Your opponent can't use any Poké-Powers on his or her Pokémon during your opponent's next turn.

**Extrasensory** 20+  
If you have the same number of cards in your hand as your opponent, this attack does 20 damage plus 50 more damage.

*Known as "The Being of Emotion," it taught humans the nobility of sorrow, pain, and joy.*

Illustration: Ken Sugimori

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Shaymin** lv.44 HP 80

**BASIC**



NO. 482 Grasshopper Pokémon HT: 0'08" WT: 4.6 lbs.

**Energy Blow** 10+  
Does 10 damage plus 10 more damage for each Energy attached to Shaymin.

**Aromatherapy** 40  
Remove 2 damage counters from each of your Pokémon.

*It lives in flower patches and avoids detection by curling up to look like a flowering plant.*

Illustration: Kenji Saitou

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Manaphy** lv.20 HP 70

**BASIC**



NO. 490 Seafaring Pokémon HT: 1'00" WT: 3.3 lbs.

**Call for Family**  
Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

**Aqua Ring** 30  
Switch Manaphy with 1 of your Benched Pokémon.

*Born on a cold seafloor, it will swim great distances to return to its birthplace.*

Illustration: Atsuko Nishida

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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**Manaphy** lv.20 HP 70

**BASIC**



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Switch Manaphy with 1 of your Benched Pokémon.

*Born on a cold seafloor, it will swim great distances to return to its birthplace.*

Illustration: Daisuke Ito

weakness: ♣ +20 resistance: ♠ -20 retreat cost: ♣ + ♣

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