

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: ♣ + ♣

DPPE237 ©2008 Pokémon/Nintendo 16/100

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 Sennah-region mythology.

Illustration: Daisuke Ito

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

DPPE233 ©2008 Pokémon/Nintendo 11/130

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: ♣ + ♣

DPPE226 ©2008 Pokémon/Nintendo 10/123

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: Kōshirō Kamekura

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

DPPE229 ©2008 Pokémon/Nintendo 9/130

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 Sakuro

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

DPPE238 ©2008 Pokémon/Nintendo 3/146

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: ♣ + ♣

DPPE236 ©2008 Pokémon/Nintendo 4/146

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 Sakuro

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

DPPE239 ©2008 Pokémon/Nintendo 3/127

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: Anshū Nishida

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

DPPE229 ©2008 Pokémon/Nintendo 9/130

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: Daisuke Ito

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

DPPE229 ©2008 Pokémon/Nintendo 9/130