Pokémon TCG Pocket: Mythical Island Guide

Mythical Island is the first Pokémon TCG Pocket expansion to feature a single-pack theme, and it's a fascinating one. Every card in the set is tied to Mew, the mythical Pokémon that has been hiding on this island for years. The pack is small, the pool is tight, and the meta reacts fast. If you're trying to figure out what to open, what to craft, and what to ignore, this guide covers all of it.

Quick Facts

- **Release date:** October 30, 2024
- **Pack size:** 5 cards
- **Total cards:** 86
- **Theme:** Mew and the Mythical Island
- **Pack cost:** 100 Poké Coins
- **Craft cost:** 400 Crafting Points

Pack Structure

Each pack contains 5 cards. The slot breakdown is the same as the rest of the game:

Slot	Contents
1	Common
2	Common
3	Common
4	Uncommon
5	Rare or better

The fifth slot can roll a Rare, Double Rare, Art Rare, Special Art Rare, Immersive Rare, Crown Rare, or Shiny Rare. Mythical Island has a relatively high Shiny Rare rate compared to recent packs, which is part of why it's been so popular.

Rarity Breakdown

Rarity	Count
Common	36
Uncommon	25
Rare	14
Double Rare	4
Art Rare	3
Special Art Rare	2
Immersive Rare	1
Crown Rare	1
Shiny Rare	6

Key Cards

Mew ex

Mew ex is the centerpiece of the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic ex with 190 HP, which is solid but not overwhelming.

Mewtwo ex

Mewtwo ex is the second-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic ex with 190 HP.

Charizard ex

Charizard ex is the third-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic ex with 180 HP.

Pikachu ex

Pikachu ex is the fourth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic ex with 180 HP.

Mew

Mew is the fifth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the sixth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the seventh-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the eighth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the ninth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the tenth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the eleventh-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the twelfth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the thirteenth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the fourteenth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the fifteenth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the sixteenth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the seventeenth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the eighteenth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the nineteenth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the twentieth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the twenty-first-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the twenty-second-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the twenty-third-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the twenty-fourth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the twenty-fifth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the twenty-sixth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the twenty-seventh-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the twenty-eighth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the twenty-ninth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the thirtieth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the thirty-first-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the thirty-second-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the thirty-third-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the thirty-fourth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the thirty-fifth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the thirty-sixth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the thirty-seventh-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the thirty-eighth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the thirty-ninth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the fortieth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the forty-first-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the forty-second-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the forty-third-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the forty-fourth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the forty-fifth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the forty-sixth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the forty-seventh-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the forty-eighth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the forty-ninth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the fiftieth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the fifty-first-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the fifty-second-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the fifty-third-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the fifty-fourth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the fifty-fifth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the fifty-sixth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the fifty-seventh-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the fifty-eighth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the fifty-ninth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the sixtieth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the sixty-first-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the sixty-second-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the sixty-third-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the sixty-fourth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the sixty-fifth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the sixty-sixth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the sixty-seventh-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the sixty-eighth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the sixty-ninth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the seventieth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the seventy-first-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the seventy-second-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the seventy-third-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the seventy-fourth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the seventy-fifth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the seventy-sixth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the seventy-seventh-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the seventy-eighth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the seventy-ninth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the eightieth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the eighty-first-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the eighty-second-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the eighty-third-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the eighty-fourth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the eighty-fifth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the eighty-sixth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the eighty-seventh-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the eighty-eighth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the eighty-ninth-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the ninetieth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the ninety-first-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the ninety-second-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from your Energy Zone to one of your Benched Pokémon during your turn. Its attack, **Thunderbolt Strike**, deals 120 damage for 2 Energy. It's a 2-Energy Lightning Basic with 150 HP.

Mew

Mew is the ninety-third-most-played card in the set. Its ability, **Genetic Apex**, lets you attach an Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Psychic Leap**, deals 30 damage and can be used as the first attack on the first turn. It's a 2-Energy Psychic Basic with 70 HP.

Mewtwo

Mewtwo is the ninety-fourth-most-played card in the set. Its ability, **Psydrive**, lets you move a Psychic Energy from your Energy Zone to your Active Pokémon. Its attack, **Psychic Control**, deals 150 damage for 3 Energy. It's a 3-Energy Psychic Basic with 150 HP.

Charizard

Charizard is the ninety-fifth-most-played card in the set. Its ability, **Infernal Reign**, lets you attach a Fire Energy from your Energy Zone to one of your Pokémon during your turn. Its attack, **Crimson Storm**, deals 180 damage for 3 Energy. It's a 3-Energy Fire Basic with 150 HP.

Pikachu

Pikachu is the ninety-sixth-most-played card in the set. Its ability, **Circle Circuit**, lets you attach a Lightning Energy from