



BASIC Aipom **HOLO** **HP** 90



NO. 326 Long Tail Pokémon HT 2'7" WT 25.4 lb.

Ability **Bustle**
Flip a coin. If heads, during your opponent's next turn, prevent all damage from effects of attacks done to this Pokémon.

Slap 30

weakness  x2 resistance  retreat 

Ill. Samuela Salinas
It searches for prey from the tips of trees. When it spots its favorite food, Bounsweet, Aipom gets excited and pounces.

STAGE 1 Ambipom **HP** 90



NO. 424 Long Tail Pokémon HT 3'11" WT 44.9 lb.

Ability **Primate Dexterity**
If any damage is done to this Pokémon by attacks, flip a coin. If heads, prevent that damage.

Full Tilt Fling 60×
Flip a coin for each Energy attached to this Pokémon. This attack does 60 damage for each head.

weakness  x2 resistance  retreat 

Ill. Saw
It uses its tails for everything. If it swings both of its tails around you and gives you a squeeze, that's proof it really likes you.

STAGE 1 Ambipom **HOLO** **HP** 90



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BASIC Slaking V **HP** 230



Ability **Kinda Lazy**
If you have exactly 2, 4, or 6 Prize cards remaining, this Pokémon can't attack.

Heavy Impact 260

weakness  x2 resistance  retreat 

Ill. Saki Hayakawa
Your opponent takes 2 Prize cards.
*Rule: When your Pokémon V is knocked Out.

BASIC Bidoof **HP** 70



NO. 399 Plump Mouse Pokémon HT 1'8" WT 44.1 lb.

Take Down 50
This Pokémon also does 10 damage to itself.

weakness  x2 resistance  retreat 

Ill. Samuela Kanyo
It constantly gnaws on logs and rocks to whittle down its front teeth. It nests alongside water.

BASIC Bidoof **HOLO** **HP** 70



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Take Down 50
This Pokémon also does 10 damage to itself.

weakness  x2 resistance  retreat 

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It constantly gnaws on logs and rocks to whittle down its front teeth. It nests alongside water.

STAGE 1 Bibarel **HP** 110



NO. 400 Beaver Pokémon HT 3'3" WT 69.4 lb.

Ability **Reassuring Dam**
As long as this Pokémon is on your Bench, cards in your deck can't be discarded by effects of your opponent's attacks, Abilities, Item cards, or Supporter cards.

Hammer In 80

weakness  x2 resistance  retreat 

Ill. KYOKKA CHOSHIMA
It makes its nest by damming streams with bark and mud. It is known as an industrious worker.

STAGE 1 Bibarel **HOLO** **HP** 110



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Hammer In 80

weakness  x2 resistance  retreat 

Ill. KYOKKA CHOSHIMA
It makes its nest by damming streams with bark and mud. It is known as an industrious worker.

BASIC Pidove **HP** 60



NO. 519 Tiny Pigeon Pokémon HT 1' WT 44.6 lb.

Growl
During your opponent's next turn, the Defending Pokémon's attacks do 20 less damage (before applying Weakness and Resistance).

Flap 20

weakness  x2 resistance  -30 retreat 

Ill. N. DESHOT
Where people go, these Pokémon follow. If you're scattering food for them, be careful—several hundred of them can gather at once.

BASIC Pidove **HOLO** **HP** 60



NO. 519 Tiny Pigeon Pokémon HT 1' WT 44.6 lb.

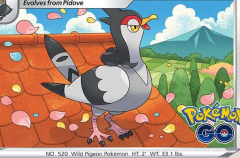
Growl
During your opponent's next turn, the Defending Pokémon's attacks do 20 less damage (before applying Weakness and Resistance).

Flap 20

weakness  x2 resistance  -30 retreat 

Ill. N. DESHOT
Where people go, these Pokémon follow. If you're scattering food for them, be careful—several hundred of them can gather at once.

STAGE 1 Tranquill **HP** 80



NO. 520 Wild Pigeon Pokémon HT 2' WT 33.1 lb.

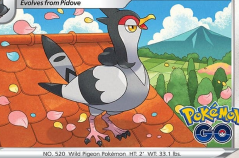
Aerial Ace 20+
Flip a coin. If heads, this attack does 20 more damage.

Flap 30

weakness  x2 resistance  -30 retreat 

Ill. G13
It can fly moderately quickly. No matter how far it travels, it can always find its way back to its master and its nest.

STAGE 1 Tranquill **HOLO** **HP** 80



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Flap 30

weakness  x2 resistance  -30 retreat 

Ill. G13
It can fly moderately quickly. No matter how far it travels, it can always find its way back to its master and its nest.

STAGE 2 Unfezant **HP** 140



NO. 521 Proud Pokémon HT 3'11" WT 63.9 lb.

Gust 30

Hurricane Wing 70×
Flip 4 coins. This attack does 70 damage for each head.

weakness  x2 resistance  -30 retreat 

Ill. GDOGA
Unfezant are exceptional fliers. The females are known for their stamens, while the males boast them in terms of speed.

STAGE 2 Unfezant **HOLO** **HP** 140



NO. 521 Proud Pokémon HT 3'11" WT 63.9 lb.

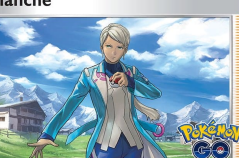
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TRAINER **Supporter** **Blanche**

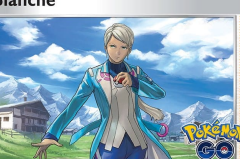


Draw 2 cards. If you drew any cards in this way, flip a coin. If heads, attach a ♣ Energy card from your discard pile to 1 of your Benched Pokémon.

You may play only 1 Supporter card during your turn.

Ill. Anasuki Dynamis
064/078

TRAINER **Sup** **HOLO** **Blanche**



Draw 2 cards. If you drew any cards in this way, flip a coin. If heads, attach a ♣ Energy card from your discard pile to 1 of your Benched Pokémon.

You may play only 1 Supporter card during your turn.

Ill. Anasuki Dynamis
064/078

TRAINER **Supporter** **Candela**



Draw 2 cards. If you drew any cards in this way, flip a coin. If heads, attach a ♣ Energy card from your discard pile to 1 of your Benched Pokémon.

You may play only 1 Supporter card during your turn.

Ill. Ryota Funo
065/078

TRAINER **Sup** **HOLO** **Candela**



Draw 2 cards. If you drew any cards in this way, flip a coin. If heads, attach a ♣ Energy card from your discard pile to 1 of your Benched Pokémon.

You may play only 1 Supporter card during your turn.

Ill. Ryota Funo
065/078

TRAINER **Item** **Egg Incubator**



Flip a coin. If heads, search your deck for a Basic Pokémon, put it onto your Bench, and shuffle your deck. If tails, put this Egg Incubator on the bottom of your deck instead of in the discard pile.

You may play any number of Item cards during your turn.

Ill. maki
066/078

TRAINER **HOLO** **Egg Incubator**

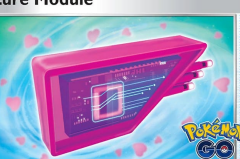


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You may play any number of Item cards during your turn.

Ill. maki
066/078

TRAINER **Item** **Lure Module**



Each player reveals the top 3 cards of their deck and puts all Pokémon they find there into their hand. Then, each player shuffles the other cards back into their deck.

You may play any number of Item cards during your turn.

Ill. CHRYSLINE Inc.
067/078

TRAINER **HOLO** **Lure Module**



Each player reveals the top 3 cards of their deck and puts all Pokémon they find there into their hand. Then, each player shuffles the other cards back into their deck.

You may play any number of Item cards during your turn.

Ill. CHRYSLINE Inc.
067/078

TRAINER **Stadium** **PokeStop**



Once during each player's turn, that player may discard 3 cards from the top of their deck. If a player discarded any Item cards in this way, they put those Item cards into their hand.

This Stadium stays in play when you play: Discard it if another Stadium comes into play. If a Stadium with the same name is in play, you can't play this card.

Ill. Studio Boro Inc.
068/078

TRAINER **Stadium** **PokeStop**

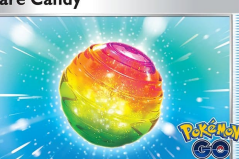


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Ill. Studio Boro Inc.
068/078

TRAINER **Item** **Rare Candy**



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

You may play any number of Item cards during your turn.

Ill. Ayumu Yoshida
069/078

