



Lurantis STAGE 1 **HP 120**

Razor Leaf 30

Petal Blade Dance 130
Discard 2 Basic Energy cards from your hand. If you can't discard 2 cards in this way, this attack does nothing.

weakness x2 resistance retreat

Also, Meskel Toss
By manipulating a bag Pokémon, it lowers the guard of actual bag Pokémon based on the scent of sweet flowers. Its tackles bring them down.

NO. 0254 - Above Sable Pokémon - HT: 2-11 - WT: 100.8 lbs.

Lurantis STAGE 1 **HP 120** **HOLO**

Razor Leaf 30

Petal Blade Dance 130
Discard 2 Basic Energy cards from your hand. If you can't discard 2 cards in this way, this attack does nothing.

weakness x2 resistance retreat

Also, Meskel Toss
By manipulating a bag Pokémon, it lowers the guard of actual bag Pokémon based on the scent of sweet flowers. Its tackles bring them down.

NO. 0254 - Above Sable Pokémon - HT: 2-11 - WT: 100.8 lbs.

Team Rocket's Blipbug BASIC **HP 60**

Searching Eyes
Look at 1 of your opponent's face-down Prize cards.

weakness x2 resistance retreat

Also, Insects
Often found in gardens, this Pokémon has hairs on its body that it uses to sense its surroundings.

NO. 0828 - Above Pokémon - HT: 1-4 - WT: 12.6 lbs.

Team Rocket's Blipbug BASIC **HP 60** **HOLO**

Searching Eyes
Look at 1 of your opponent's face-down Prize cards.

weakness x2 resistance retreat

Also, Insects
Often found in gardens, this Pokémon has hairs on its body that it uses to sense its surroundings.

NO. 0828 - Above Pokémon - HT: 1-4 - WT: 12.6 lbs.

Applin BASIC **HP 40**

Mini Drain 10
Heal 10 damage from this Pokémon.

weakness x2 resistance retreat

Also, Toss Keynote
It grows by eating the flesh of an apple. Applin uses its own body fluid to strengthen the apple's skin and prevent it from rotting.

NO. 1019 - Above Pokémon - HT: 1-1 - WT: 2.2 lbs.

Applin BASIC **HP 40** **HOLO**

Mini Drain 10
Heal 10 damage from this Pokémon.

weakness x2 resistance retreat

Also, Toss Keynote
It grows by eating the flesh of an apple. Applin uses its own body fluid to strengthen the apple's skin and prevent it from rotting.

NO. 1019 - Above Pokémon - HT: 1-1 - WT: 2.2 lbs.

Dipplin STAGE 1 **HP 90**

Energy Loop 50
Put an Energy attached to this Pokémon into your hand.

weakness x2 resistance retreat

Also, Maligner Haggle
Dipplin is two creatures in one Pokémon. Its evolution was triggered by a special apple grown only in one place.

NO. 1011 - Candy Apple Pokémon - HT: 1-4 - WT: 9.2 lbs.

Dipplin STAGE 1 **HP 90** **HOLO**

Energy Loop 50
Put an Energy attached to this Pokémon into your hand.

weakness x2 resistance retreat

Also, Maligner Haggle
Dipplin is two creatures in one Pokémon. Its evolution was triggered by a special apple grown only in one place.

NO. 1011 - Candy Apple Pokémon - HT: 1-4 - WT: 9.2 lbs.

Hydrapple STAGE 2 **HP 170**

Hydra Breath
Discard 6 Basic Energy cards from your hand, and Knock Out your opponent's Active Pokémon. If you can't discard 6 cards in this way, this attack does nothing.

Whip Smash 140

weakness x2 resistance retreat

Also, Assault Dynamite
Seven targets fire inside an apple made of syrup. The syrup in the center is the commander.

NO. 1018 - Apple Hydra Pokémon - HT: 5-11 - WT: 205 lbs.

Hydrapple STAGE 2 **HP 170** **HOLO**

Hydra Breath
Discard 6 Basic Energy cards from your hand, and Knock Out your opponent's Active Pokémon. If you can't discard 6 cards in this way, this attack does nothing.

Whip Smash 140

weakness x2 resistance retreat

Also, Assault Dynamite
Seven targets fire inside an apple made of syrup. The syrup in the center is the commander.

NO. 1018 - Apple Hydra Pokémon - HT: 5-11 - WT: 205 lbs.

Team Rocket's Tarountula BASIC **HP 50**

Take Down 30
This Pokémon also does 10 damage to itself.

weakness x2 resistance retreat

Also, Submerse
The ball of threads wrapped around its body is elastic enough to deflect the psychic of Scyther, this Pokémon's natural enemy.

NO. 0813 - Spring Ball Pokémon - HT: 1 - WT: 8.8 lbs.

Team Rocket's Tarountula BASIC **HP 50** **HOLO**

Take Down 30
This Pokémon also does 10 damage to itself.

weakness x2 resistance retreat

Also, Submerse
The ball of threads wrapped around its body is elastic enough to deflect the psychic of Scyther, this Pokémon's natural enemy.

NO. 0813 - Spring Ball Pokémon - HT: 1 - WT: 8.8 lbs.

Team Rocket's Spidops STAGE 1 **HP 130**

Ability **Charging Up**
Once during your turn, you may attach a Basic Energy card from your discard pile to this Pokémon.

Rocket Rush 30×
This attack does 30 damage for each of your Team Rocket's Pokémon in play.

weakness x2 resistance retreat

Also, Super Magnet
It clings to branches and ceilings using its threads and moves without a sound. It takes out its prey before the prey even notices it.

NO. 0818 - Trap Pokémon - HT: 2-3 - WT: 36.4 lbs.

Team Rocket's Spidops STAGE 1 **HP 130** **HOLO**

Ability **Charging Up**
Once during your turn, you may attach a Basic Energy card from your discard pile to this Pokémon.

Rocket Rush 30×
This attack does 30 damage for each of your Team Rocket's Pokémon in play.

weakness x2 resistance retreat

Also, Super Magnet
It clings to branches and ceilings using its threads and moves without a sound. It takes out its prey before the prey even notices it.

NO. 0818 - Trap Pokémon - HT: 2-3 - WT: 36.4 lbs.

Smoliv BASIC **HP 60**

Ram 10

weakness x2 resistance retreat

Also, Toss Magnet
It protects itself from enemies by emitting oil from the fruit on its head. This oil is bitter and stinging enough to make someone flinch.

NO. 0826 - Olive Pokémon - HT: 1 - WT: 4.4 lbs.

Smoliv BASIC **HP 60** **HOLO**

Ram 10

weakness x2 resistance retreat

Also, Toss Magnet
It protects itself from enemies by emitting oil from the fruit on its head. This oil is bitter and stinging enough to make someone flinch.

NO. 0826 - Olive Pokémon - HT: 1 - WT: 4.4 lbs.

Dolliv STAGE 1 **HP 90**

Nutrients
Heal 40 damage from 1 of your Pokémon.

Tackle 40

weakness x2 resistance retreat

Also, Refuse Chom
Dolliv shares its tasty, fresh-scented oil with others. This species has coexisted with humans since times long gone.

NO. 0829 - Olive Pokémon - HT: 2 - WT: 25.3 lbs.

Dolliv STAGE 1 **HP 90** **HOLO**

Nutrients
Heal 40 damage from 1 of your Pokémon.

Tackle 40

weakness x2 resistance retreat

Also, Refuse Chom
Dolliv shares its tasty, fresh-scented oil with others. This species has coexisted with humans since times long gone.

NO. 0829 - Olive Pokémon - HT: 2 - WT: 25.3 lbs.

Arboliva STAGE 2 **HP 310**

Oil Salvo
Choose 1 of your opponent's Pokémon 6 times. (You can choose the same Pokémon more than once.) For each time you choose a Pokémon, do 20 damage to it. This damage isn't affected by Weakness or Resistance.

Aroma Shot 160
This Pokémon recovers from all Special Conditions.

weakness x2 resistance retreat

Also, Assault Dynamite
This Pokémon's type changes based on which mark it's wearing. It confounds its enemies with random movements and kicks.

NO. 1012 - Mask Pokémon - HT: 2-11 - WT: 87.2 lbs.

Rellor BASIC **HP 40**

Collect
Draw a card.

Rollout 10

weakness x2 resistance retreat

Also, Toss Magnet
It rolls its mud ball around while the energy it needs for evolution matures. Eventually the time comes for it to evolve.

NO. 0853 - Rolling Pokémon - HT: 8 - WT: 2.2 lbs.

Rellor BASIC **HP 40** **HOLO**

Collect
Draw a card.

Rollout 10

weakness x2 resistance retreat

Also, Toss Magnet
It rolls its mud ball around while the energy it needs for evolution matures. Eventually the time comes for it to evolve.

NO. 0853 - Rolling Pokémon - HT: 8 - WT: 2.2 lbs.

Rabsca STAGE 1 **HP 250**

Upside-Down Draw
Draw 3 cards from the bottom of your deck.

Psychic 20+
This attack does 90 more damage for each Energy attached to your opponent's Active Pokémon.

weakness x2 resistance retreat

Also, Assault Dynamite
This Pokémon's type changes based on which mark it's wearing. It confounds its enemies with random movements and kicks.

NO. 1012 - Mask Pokémon - HT: 2-11 - WT: 87.2 lbs.

Teal Mask Ogerpon BASIC **HP 110**

Grass Kagura
Search your deck for a Basic Energy card and attach it to 1 of your Pokémon. Then, shuffle your deck.

Ogre's Hammer 120
During your next turn, this Pokémon can't use Ogre's Hammer.

weakness x2 resistance retreat

Also, Toss Magnet
It rolls its mud ball around while the energy it needs for evolution matures. Eventually the time comes for it to evolve.

NO. 1012 - Mask Pokémon - HT: 2-11 - WT: 87.2 lbs.

Teal Mask Ogerpon BASIC **HP 110** **HOLO**

Grass Kagura
Search your deck for a Basic Energy card and attach it to 1 of your Pokémon. Then, shuffle your deck.

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Also, Toss Magnet
It rolls its mud ball around while the energy it needs for evolution matures. Eventually the time comes for it to evolve.

NO. 1012 - Mask Pokémon - HT: 2-11 - WT: 87.2 lbs.

Growlithe BASIC **HP 80**

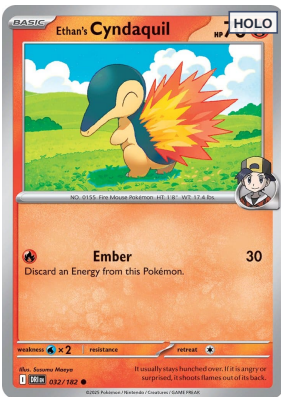
Live Coal 10

Dig Claws 20

weakness x2 resistance retreat

Also, Toss Magnet
It has a brave and mischievous nature. It quickly stands up to bigger and stronger foes.

NO. 0858 - Puppy Pokémon - HT: 2-4 - WT: 41.9 lbs.

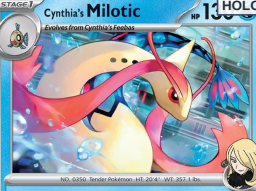




STAGE 1 Cynthia's Milotic

HP 13 HOLO

Evolves from Cynthia's Fossil



NO. 0356, Seaside Pokémon, HT: 3.1', WT: 252.3 lbs.

Aqua Split 60

This attack also does 30 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

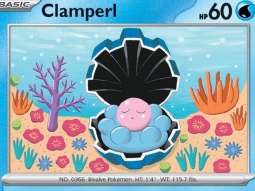
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Its lovely scales are described as rainbow-colored. They change color depending on the viewing angle.

HP: 13 / 13

BASIC Clamperl

HP 60



NO. 0360, Seaside Pokémon, HT: 1.4', WT: 115.2 lbs.

Shell Press 10

During your opponent's next turn, this Pokémon takes 10 less damage from attacks (after applying Weakness and Resistance).

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Clamperl's pearls are exceedingly precious. They can be more than 10 times as costly as Shellie's pearls.

HP: 60 / 60

BASIC Clamperl

HP 60



NO. 0360, Seaside Pokémon, HT: 1.4', WT: 115.2 lbs.

Shell Press 10

During your opponent's next turn, this Pokémon takes 10 less damage from attacks (after applying Weakness and Resistance).

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Clamperl's pearls are exceedingly precious. They can be more than 10 times as costly as Shellie's pearls.

HP: 60 / 60

STAGE 1 Huntail

HP 110

Evolves from Clamperl



NO. 0362, Deep Sea Pokémon, HT: 2.2', WT: 95.3 lbs.

Ability Diver's Catch

When 1 of your ♣ Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may put all Basic ♣ Energy attached to that Pokémon into your hand instead of the discard pile.

Wave Splash 80

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Deep seas are their habitat. According to tradition, when Huntail wash up ashore, something unfortunate will happen.

HP: 110 / 110

STAGE 1 Huntail

HP 110

Evolves from Clamperl



NO. 0362, Deep Sea Pokémon, HT: 2.2', WT: 95.3 lbs.

Ability Diver's Catch

When 1 of your ♣ Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may put all Basic ♣ Energy attached to that Pokémon into your hand instead of the discard pile.

Wave Splash 80

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

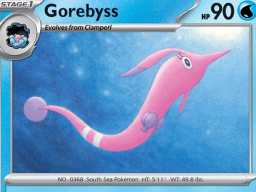
Flavor Text: Deep seas are their habitat. According to tradition, when Huntail wash up ashore, something unfortunate will happen.

HP: 110 / 110

STAGE 1 Gorebyss

HP 90

Evolves from Clamperl



NO. 0368, South Sea Pokémon, HT: 5.1', WT: 49.8 lbs.

Crescendo Wave 30×

This attack does 30 damage for each ♣ Energy attached to this Pokémon. Before doing damage, you may attach any number of Basic ♣ Energy cards from your hand to this Pokémon.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

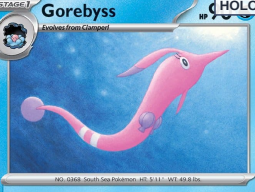
Flavor Text: It uses its bodily fluids out of its play. The water must seep to the surface where it becomes food for other Pokémon.

HP: 90 / 90

STAGE 1 Gorebyss

HP 90

Evolves from Clamperl



NO. 0368, South Sea Pokémon, HT: 5.1', WT: 49.8 lbs.

Crescendo Wave 30×

This attack does 30 damage for each ♣ Energy attached to this Pokémon. Before doing damage, you may attach any number of Basic ♣ Energy cards from your hand to this Pokémon.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It uses its bodily fluids out of its play. The water must seep to the surface where it becomes food for other Pokémon.

HP: 90 / 90

BASIC Buizel

HP 70



NO. 0418, Sea Weasel Pokémon, HT: 2.4', WT: 65 lbs.

Tail Whap 10

Wave Splash 30

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Despite its size, Buizel is known to propel itself through water. The tail also acts as a rudder.

HP: 70 / 70

BASIC Buizel

HP 70



NO. 0418, Sea Weasel Pokémon, HT: 2.4', WT: 65 lbs.

Tail Whap 10

Wave Splash 30

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

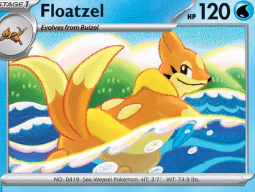
Flavor Text: Despite its size, Buizel is known to propel itself through water. The tail also acts as a rudder.

HP: 70 / 70

STAGE 1 Floatzel

HP 120

Evolves from Buizel



NO. 0419, Sea Weasel Pokémon, HT: 2.7', WT: 73.9 lbs.

Whirlpool 30

Discard an Energy from your opponent's Active Pokémon.

Aqua Slash 140

During your next turn, this Pokémon can't attack.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

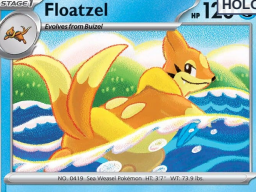
Flavor Text: With its body so inflated, it can carry people on its back. It deflates the sea before it dives.

HP: 120 / 120

STAGE 1 Floatzel

HP 120

Evolves from Buizel



NO. 0419, Sea Weasel Pokémon, HT: 2.7', WT: 73.9 lbs.

Whirlpool 30

Discard an Energy from your opponent's Active Pokémon.

Aqua Slash 140

During your next turn, this Pokémon can't attack.

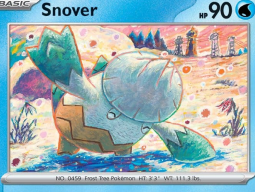
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: With its body so inflated, it can carry people on its back. It deflates the sea before it dives.

HP: 120 / 120

BASIC Snover

HP 90



NO. 0459, Frost Tree Pokémon, HT: 3.3', WT: 113.3 lbs.

Light Punch 20

Icicle 50

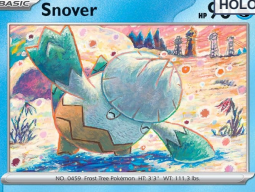
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered region in the spring.

HP: 90 / 90

BASIC Snover

HP 90



NO. 0459, Frost Tree Pokémon, HT: 3.3', WT: 113.3 lbs.

Light Punch 20

Icicle 50

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered region in the spring.

HP: 90 / 90

STAGE 1 Abomasnow

HP 150

Evolves from Snover



NO. 0460, Frost Tree Pokémon, HT: 2.3', WT: 208.2 lbs.

Lunge Out 90

Frozen Wood 120+

If this Pokémon has 2 or more ♣ Energy attached, this attack does 120 more damage.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It lives in quiet forest mountains that are perennially covered in snow. It likes to whisp up blizzards.

HP: 150 / 150

STAGE 1 Abomasnow

HP 150

Evolves from Snover



NO. 0460, Frost Tree Pokémon, HT: 2.3', WT: 208.2 lbs.

Lunge Out 90

Frozen Wood 120+

If this Pokémon has 2 or more ♣ Energy attached, this attack does 120 more damage.

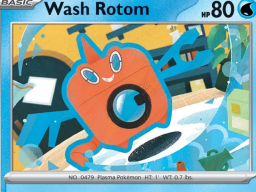
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It lives in quiet forest mountains that are perennially covered in snow. It likes to whisp up blizzards.

HP: 150 / 150

BASIC Wash Rotom

HP 80



NO. 0479, Plasma Pokémon, HT: 1', WT: 6.2 lbs.

Manual Wash 20

Heal 10 damage from each of your Pokémon.

Gadget Show 30×

This attack does 30 damage for each Pokémon Tool attached to all of your Pokémon.

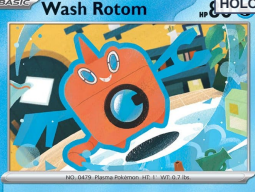
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: This Rotom has entered a washing machine. It rots with satisfaction after it floods the surrounding area.

HP: 80 / 80

BASIC Wash Rotom

HP 80



NO. 0479, Plasma Pokémon, HT: 1', WT: 6.2 lbs.

Manual Wash 20

Heal 10 damage from each of your Pokémon.

Gadget Show 30×

This attack does 30 damage for each Pokémon Tool attached to all of your Pokémon.

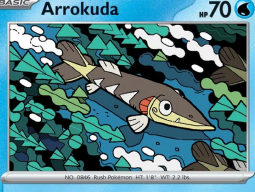
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: This Rotom has entered a washing machine. It rots with satisfaction after it floods the surrounding area.

HP: 80 / 80

BASIC Arrokuda

HP 70



NO. 0504, Rush Pokémon, HT: 1.8', WT: 2.2 lbs.

Reckless Charge 30

This Pokémon also does 10 damage to itself.

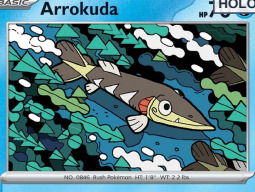
Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Arrokuda can swim quickly only in a straight line. The ones that become sluggish from overeating are the first to be targeted by floes of Water.

HP: 70 / 70

BASIC Arrokuda

HP 70



NO. 0504, Rush Pokémon, HT: 1.8', WT: 2.2 lbs.

Reckless Charge 30

This Pokémon also does 10 damage to itself.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: Arrokuda can swim quickly only in a straight line. The ones that become sluggish from overeating are the first to be targeted by floes of Water.

HP: 70 / 70

STAGE 1 Barraskewda

HP 130

Evolves from Arrokuda



NO. 0507, Deep Sea Pokémon, HT: 4.2', WT: 66.1 lbs.

Sharp Fin 40

Dive 60

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

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It goes as fast as to leap from the water. But it always comes down on Whirlpool, bringing down the surrounding sea.

HP: 130 / 130

STAGE 1 Barraskewda

HP 130

Evolves from Arrokuda



NO. 0507, Deep Sea Pokémon, HT: 4.2', WT: 66.1 lbs.

Sharp Fin 40

Dive 60

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

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It goes as fast as to leap from the water. But it always comes down on Whirlpool, bringing down the surrounding sea.

HP: 130 / 130

BASIC Cetoddle

HP 100



NO. 0524, Sea Weasel Pokémon, HT: 2.1', WT: 69.2 lbs.

Gentle Slap 30

Frost Smash 80

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It has a very long time ago, it seems to be related to Walrein.

HP: 100 / 100

BASIC Cetoddle

HP 100



NO. 0524, Sea Weasel Pokémon, HT: 2.1', WT: 69.2 lbs.

Gentle Slap 30

Frost Smash 80

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It has a very long time ago, it seems to be related to Walrein.

HP: 100 / 100

STAGE 1 Cetitan

HP 300

Evolves from Cetoddle



Ability Snow Camouflage

Whenever your opponent plays an Item or Supporter card from their hand, prevent all effects of that card done to this Pokémon.

Crushing Press 140+

You may discard a Stadium in play. If you do, this attack does 140 more damage.

Pokémon EX rule

If Knocked Out, your opponent takes 2 Prize cards.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: When you see Cetitan, you may feel like you're in a dream.

HP: 300 / 300

BASIC Dondozo

HP 260



Avenging Billow 30+

This attack does 10 more damage for each damage counter on this Pokémon.

Dynamic Dive 120+

You may do 120 more damage. If you do, this Pokémon also does 50 damage to itself.

Pokémon EX rule

When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Weakness: ♣ ×2 Resistance: ♠ Retreat: ★

Flavor Text: It has a very long time ago, it seems to be related to Walrein.

HP: 260 / 260





BASIC Ethan's Sudowoodo **HP 110**



NO. 0185: Grass Pokémon. HT: 2-11.1' WT: 49.8 lbs.

Impound 20
During your opponent's next turn, the Defending Pokémon can't retreat.

Try to Imitate ★★
Flip a coin. If heads, choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

Weakness: ×2 resistance: retreat: ★

Mr. Quackazoid
Although it always pretends to be a tree, its composition appears more similar to rock than to vegetation.

0 06m 093/182 ★

BASIC Ethan's Sudowoodo **HP 1** HOLO



NO. 0185: Grass Pokémon. HT: 2-11.1' WT: 49.8 lbs.

Impound 20
During your opponent's next turn, the Defending Pokémon can't retreat.

Try to Imitate ★★
Flip a coin. If heads, choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

Weakness: ×2 resistance: retreat: ★

Mr. Quackazoid
Although it always pretends to be a tree, its composition appears more similar to rock than to vegetation.

0 06m 093/182 ★

BASIC Team Rocket's Larvitar **HP 70**



NO. 0246: Rock-Stein Pokémon. HT: 2' WT: 138.2 lbs.

Mountain Munch 10
Discard the top card of your opponent's deck.

Weakness: ×2 resistance: retreat: ★

Mr. Kamek
Born deep underground, this Pokémon becomes a popular eating enough dirt to make a mountain.

0 06m 094/182 ★

BASIC Team Rocket's Larvitar **HP 1** HOLO



NO. 0246: Rock-Stein Pokémon. HT: 2' WT: 138.2 lbs.

Mountain Munch 10
Discard the top card of your opponent's deck.

Weakness: ×2 resistance: retreat: ★

Mr. Kamek
Born deep underground, this Pokémon becomes a popular eating enough dirt to make a mountain.

0 06m 094/182 ★

STAGE 1 Team Rocket's Pupitar **HP 100**



NO. 0247: Steel-Shell Pokémon. HT: 2-11.1' WT: 255.8 lbs.

Explosive Ascension 30
Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

Weakness: ×2 resistance: retreat: ★

Mr. Team Rocket
This pupa flies around wildly by venting with great force the gas pressure inside its body.

0 06m 095/182 ★

STAGE 1 Team Rocket's Pupitar **HP 10** HOLO



NO. 0247: Steel-Shell Pokémon. HT: 2-11.1' WT: 255.8 lbs.

Explosive Ascension 30
Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

Weakness: ×2 resistance: retreat: ★

Mr. Team Rocket
This pupa flies around wildly by venting with great force the gas pressure inside its body.

0 06m 095/182 ★

STAGE 2 Team Rocket's Tyranitar **HP 180**



NO. 0248: Armor Pokémon. HT: 6-7' WT: 465.3 lbs.

Ability Sand Stream
During Pokémon Checkup, if this Pokémon is in the Active Spot, put 2 damage counters on each of your opponent's Basic Pokémon.

Demolition Tackle 180
Discard an Energy from your opponent's Active Pokémon.

Weakness: ×2 resistance: retreat: ★

Mr. Rhye Rhye
Extremely strong, it can change the landscape. It is so insistent that it doesn't care about others.

0 06m 096/182 ★

STAGE 2 Team Rocket's Tyranitar **HP 18** HOLO



NO. 0248: Armor Pokémon. HT: 6-7' WT: 465.3 lbs.

Ability Sand Stream
During Pokémon Checkup, if this Pokémon is in the Active Spot, put 2 damage counters on each of your opponent's Basic Pokémon.

Demolition Tackle 180
Discard an Energy from your opponent's Active Pokémon.

Weakness: ×2 resistance: retreat: ★

Mr. Rhye Rhye
Extremely strong, it can change the landscape. It is so insistent that it doesn't care about others.

0 06m 096/182 ★

BASIC Nosepass **HP 80**



NO. 0299: Common Pokémon. HT: 2' WT: 213.8 lbs.

Headbutt 20

Rock Throw 40

Weakness: ×2 resistance: retreat: ★

Mr. Chy
The magnet in Nosepass's nose provides an everting compass, making this Pokémon an excellent partner for Trainers going on journeys.

0 06m 097/182 ★

BASIC Nosepass **HP 8** HOLO



NO. 0299: Common Pokémon. HT: 2' WT: 213.8 lbs.

Headbutt 20

Rock Throw 40

Weakness: ×2 resistance: retreat: ★

Mr. Chy
The magnet in Nosepass's nose provides an everting compass, making this Pokémon an excellent partner for Trainers going on journeys.

0 06m 097/182 ★

STAGE 1 Probopass **HP 140**



NO. 0436: Common Pokémon. HT: 4-7' WT: 249.6 lbs.

Power Gem 40

Mountain Drop 70+
If a Stadium is in play, this attack does 70 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Probopass
It controls three units called Mini-Noses using magnetic force. With them, it can attack a foe from three directions.

0 06m 098/182 ★

STAGE 1 Probopass **HP 14** HOLO



NO. 0436: Common Pokémon. HT: 4-7' WT: 249.6 lbs.

Power Gem 40

Mountain Drop 70+
If a Stadium is in play, this attack does 70 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Probopass
It controls three units called Mini-Noses using magnetic force. With them, it can attack a foe from three directions.

0 06m 098/182 ★

BASIC Meditite **HP 70**



NO. 0307: Meditate Pokémon. HT: 2' WT: 24.2 lbs.

Steady Punch 10+
Flip a coin. If heads, this attack does 20 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Meditite
It never skips its daily yoga training. If heights, it is strong through meditation.

0 06m 099/182 ★

BASIC Meditite **HP 1** HOLO



NO. 0307: Meditate Pokémon. HT: 2' WT: 24.2 lbs.

Steady Punch 10+
Flip a coin. If heads, this attack does 20 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Meditite
It never skips its daily yoga training. If heights, it is strong through meditation.

0 06m 099/182 ★

STAGE 1 Medicham **HP 120**



NO. 0308: Meditate Pokémon. HT: 4-3' WT: 48.6 lbs.

Harmonious Spirit Palm 50+
If this Pokémon and your opponent's Active Pokémon have the same amount of Energy attached, this attack does 120 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Medicham
Through yoga training, it gained the psychic power to predict its foe's next move.

0 06m 100/182 ★

STAGE 1 Medicham **HP 12** HOLO



NO. 0308: Meditate Pokémon. HT: 4-3' WT: 48.6 lbs.

Harmonious Spirit Palm 50+
If this Pokémon and your opponent's Active Pokémon have the same amount of Energy attached, this attack does 120 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Medicham
Through yoga training, it gained the psychic power to predict its foe's next move.

0 06m 100/182 ★

BASIC Regirock **EX** **HP 230**



NO. 0442: Land-Shell Pokémon. HT: 2-4' WT: 45.2 lbs.

Regi Charge ★
Attach up to 2 Basic Energy cards from your discard pile to this Pokémon.

Giant Rock 140+
If your opponent's Active Pokémon is a Stage 2 Pokémon, this attack does 140 more damage.

Weakness: ×2 resistance: retreat: ★

Mr. Regirock
Pokémon EX rule: When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

0 06m 101/182 ★

BASIC Cynthia's Gible **HP 70**



NO. 0443: Land-Shell Pokémon. HT: 2-4' WT: 45.2 lbs.

Rock Hurl 20
This attack's damage isn't affected by Resistance.

Weakness: ×2 resistance: retreat: ★

Mr. Team Oracle
It dwells in caves, and when prey or an enemy passes by, it traps and chomps them. The force of its attack sometimes chips its teeth.

0 06m 102/182 ★

BASIC Cynthia's Gible **HP 1** HOLO



NO. 0443: Land-Shell Pokémon. HT: 2-4' WT: 45.2 lbs.

Rock Hurl 20
This attack's damage isn't affected by Resistance.

Weakness: ×2 resistance: retreat: ★

Mr. Team Oracle
It dwells in caves, and when prey or an enemy passes by, it traps and chomps them. The force of its attack sometimes chips its teeth.

0 06m 102/182 ★

STAGE 1 Cynthia's Gabite **HP 100**



NO. 0444: Cave Pokémon. HT: 4-7' WT: 123.5 lbs.

Ability Champion's Call
Once during your turn, you may search your deck for a Cynthia's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Dragonslice 40

Weakness: ×2 resistance: retreat: ★

Mr. Team Oracle
It eats caves, it melts, and chomps its prey. Medicham containing its scales as an ingredient will make a warrior body that invigorates.

0 06m 103/182 ★

STAGE 1 Cynthia's Gabite **HP 10** HOLO



NO. 0444: Cave Pokémon. HT: 4-7' WT: 123.5 lbs.

Ability Champion's Call
Once during your turn, you may search your deck for a Cynthia's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Dragonslice 40

Weakness: ×2 resistance: retreat: ★

Mr. Team Oracle
It eats caves, it melts, and chomps its prey. Medicham containing its scales as an ingredient will make a warrior body that invigorates.

0 06m 103/182 ★

STAGE 2 Cynthia's Garchomp **EX** **HP 330**



NO. 0445: Hippo Pokémon. HT: 2-7' WT: 109.1 lbs.

Corkscrew Dive 100
You may draw cards until you have 6 cards in your hand.

Draconic Buster 260
Discard all Energy from this Pokémon.

Weakness: ×2 resistance: retreat: ★

Mr. Team Oracle
Pokémon EX rule: When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

0 06m 104/182 ★

BASIC Hippopotas **HP 90**



NO. 0449: Hippo Pokémon. HT: 2-7' WT: 109.1 lbs.

Push Down 10
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Weakness: ×2 resistance: retreat: ★

Mr. Hippopotas
It crushes itself in sand to ward off games. It travels easily through the sands of the desert.

0 06m 105/182 ★

BASIC Hippopotas **HP 1** HOLO



NO. 0449: Hippo Pokémon. HT: 2-7' WT: 109.1 lbs.

Push Down 10
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Weakness: ×2 resistance: retreat: ★

Mr. Hippopotas
It crushes itself in sand to ward off games. It travels easily through the sands of the desert.

0 06m 105/182 ★

STAGE 1 Hippowdon **HP 160**



NO. 0450: Hippo Pokémon. HT: 4-7' WT: 651.4 lbs.

Ram 60

Super Sandstorm 150
This attack also does 40 damage to each Bench Pokémon that has any damage counters on it (both yours and your opponent's). (Don't apply Weakness and Resistance for Bench Pokémon.)

Weakness: ×2 resistance: retreat: ★

Mr. Hippowdon
It is known for its great resistance to damage. It has a display of its strength, it raises its head and roars, and it attacks.

0 06m 106/182 ★



Team Rocket's Nidoking **EX** **HP 330**

Evolved from Team Rocket's Nidoking

Ability **Tainted Horn** 100
Your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 8 damage counters on that Pokémon instead of 1.

Ability **Kingly Impact** 240
Your opponent's Active Pokémon is now Poisoned.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

123/122

Team Rocket's Zubat **HP 50**

Evolved from Team Rocket's Zubat

Ability **Poison Spray**
Your opponent's Active Pokémon is now Poisoned.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Zubat lives in caves, down where the sun's light won't reach. In the morning, they gather together to keep each other warm as they sleep.

123/122

Team Rocket's Zubat **HP 100**

Evolved from Team Rocket's Zubat

Ability **Poison Spray**
Your opponent's Active Pokémon is now Poisoned.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Zubat lives in caves, down where the sun's light won't reach. In the morning, they gather together to keep each other warm as they sleep.

123/122

Team Rocket's Golbat **HP 80**

Evolved from Team Rocket's Zubat

Ability **Sneaky Bite**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put 2 damage counters on 1 of your opponent's Pokémon.

Confuse Ray 30
Your opponent's Active Pokémon is now Confused.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
It's not as tiny, but this Pokémon walks stealthily. It sneaks upon sleeping prey before sinking in its fangs and slurping up blood.

123/122

Team Rocket's Golbat **HP 100**

Evolved from Team Rocket's Zubat

Ability **Sneaky Bite**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put 2 damage counters on 1 of your opponent's Pokémon.

Confuse Ray 30
Your opponent's Active Pokémon is now Confused.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
It's not as tiny, but this Pokémon walks stealthily. It sneaks upon sleeping prey before sinking in its fangs and slurping up blood.

123/122

Team Rocket's Crobat **EX** **HP 310**

Evolved from Team Rocket's Golbat

Ability **Living Japan**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 2 of your opponent's Pokémon and put 2 damage counters on each of them.

Assassin's Return 120
You may put this Pokémon into your hand. (Discard all cards attached to this Pokémon.)

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

123/122

Team Rocket's Grimer **HP 80**

Evolved from Team Rocket's Grimer

Ability **Corrosive Sludge**
At the end of your opponent's next turn, discard the Defending Pokémon and all attached cards.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Healer**
Blast team sludges. When Pokémon move, gather in polluted places and increase the bad news in their borders.

123/122

Team Rocket's Grimer **HP 100**

Evolved from Team Rocket's Grimer

Ability **Corrosive Sludge**
At the end of your opponent's next turn, discard the Defending Pokémon and all attached cards.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Healer**
Blast team sludges. When Pokémon move, gather in polluted places and increase the bad news in their borders.

123/122

Team Rocket's Muk **HP 150**

Evolved from Team Rocket's Grimer

Ability **Gooped Up** 40
Your opponent's Active Pokémon is now Confused. During your opponent's next turn, that Pokémon can't retreat.

Hazardous Venom 100×
This attack does 100 damage for each Special Condition affecting your opponent's Active Pokémon.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Healer**
It's thick and covered with a slimy coat. Sludge is so toxic, even its droplets contain poison.

123/122

Team Rocket's Muk **HP 170**

Evolved from Team Rocket's Grimer

Ability **Gooped Up** 40
Your opponent's Active Pokémon is now Confused. During your opponent's next turn, that Pokémon can't retreat.

Hazardous Venom 100×
This attack does 100 damage for each Special Condition affecting your opponent's Active Pokémon.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Healer**
It's thick and covered with a slimy coat. Sludge is so toxic, even its droplets contain poison.

123/122

Team Rocket's Koffing **HP 70**

Evolved from Team Rocket's Koffing

Ability **Smog Signals**
If this Pokémon is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), search your deck for up to 2 Pokémon that have "Koffing" in their name and put them onto your Bench. Then, shuffle your deck.

Leaking Gas 30

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Toxic gas is held within its thin, balloon-shaped body, so it can cause massive explosions.

123/122

Team Rocket's Koffing **HP 100**

Evolved from Team Rocket's Koffing

Ability **Smog Signals**
If this Pokémon is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), search your deck for up to 2 Pokémon that have "Koffing" in their name and put them onto your Bench. Then, shuffle your deck.

Leaking Gas 30

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Toxic gas is held within its thin, balloon-shaped body, so it can cause massive explosions.

123/122

Team Rocket's Weezing **HP 130**

Evolved from Team Rocket's Koffing

Ability **Explode Together Now** 40×
This attack does 40 damage for each Pokémon in play that has "Koffing" or "Weezing" in its name (both yours and your opponent's).

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Top-grade perfume is made using its internal poison gases by absorbing them to the highest level.

123/122

Team Rocket's Weezing **HP 150**

Evolved from Team Rocket's Koffing

Ability **Explode Together Now** 40×
This attack does 40 damage for each Pokémon in play that has "Koffing" or "Weezing" in its name (both yours and your opponent's).

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Top-grade perfume is made using its internal poison gases by absorbing them to the highest level.

123/122

Team Rocket's Murkrow **HP 80**

Evolved from Team Rocket's Murkrow

Ability **Deceit**
Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

Torment 30
Choose 1 of your opponent's Active Pokémon's attacks. During your opponent's next turn, that Pokémon can't use that attack.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Feared and loathed by many, it is believed to bring misfortune to those who catch it at night.

123/122

Team Rocket's Murkrow **HP 100**

Evolved from Team Rocket's Murkrow

Ability **Deceit**
Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

Torment 30
Choose 1 of your opponent's Active Pokémon's attacks. During your opponent's next turn, that Pokémon can't use that attack.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Feared and loathed by many, it is believed to bring misfortune to those who catch it at night.

123/122

Team Rocket's Sneasel **HP 80**

Evolved from Team Rocket's Sneasel

Ability **Scratch** 20

Strike the Sleeper
This attack does 20 damage to 1 of your opponent's Benched Pokémon for each damage counter on that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
This miscreant Pokémon hides under the cover of darkness, waiting to attack its prey.

123/122

Team Rocket's Sneasel **HP 100**

Evolved from Team Rocket's Sneasel

Ability **Scratch** 20

Strike the Sleeper
This attack does 20 damage to 1 of your opponent's Benched Pokémon for each damage counter on that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
This miscreant Pokémon hides under the cover of darkness, waiting to attack its prey.

123/122

Cynthia's Spiritomb **HP 70**

Evolved from Cynthia's Spiritomb

Ability **Raging Curse** 10×
This attack does 10 damage for each damage counter on all of your Benched Cynthia's Pokémon. This attack's damage isn't affected by Weakness.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
This miscreant lurked and misdeeds resulted in it being bound to an Odd Keystone by a mysterious spell.

123/122

Cynthia's Spiritomb **HP 100**

Evolved from Cynthia's Spiritomb

Ability **Raging Curse** 10×
This attack does 10 damage for each damage counter on all of your Benched Cynthia's Pokémon. This attack's damage isn't affected by Weakness.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
This miscreant lurked and misdeeds resulted in it being bound to an Odd Keystone by a mysterious spell.

123/122

Marnie's Purrlain **HP 60**

Evolved from Marnie's Purrlain

Ability **Pointy Nails** 20+
If your opponent's Active Pokémon is a Pokémon EX, this attack does 40 more damage.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Opponents are afraid of its claws. Its behavior comes away with slinging scuffs from its claws and dragging under from its laughter.

123/122

Marnie's Purrlain **HP 100**

Evolved from Marnie's Purrlain

Ability **Pointy Nails** 20+
If your opponent's Active Pokémon is a Pokémon EX, this attack does 40 more damage.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
Opponents are afraid of its claws. Its behavior comes away with slinging scuffs from its claws and dragging under from its laughter.

123/122

Marnie's Liepard **HP 100**

Evolved from Marnie's Purrlain

Ability **Pointy Claws** 70+
If your opponent's Active Pokémon is a Pokémon EX, this attack does 70 more damage.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
This miscreant Pokémon sticks up behind prey without making any sound at all. It competes with the cat for territory.

123/122

Marnie's Liepard **HP 120**

Evolved from Marnie's Purrlain

Ability **Pointy Claws** 70+
If your opponent's Active Pokémon is a Pokémon EX, this attack does 70 more damage.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
This miscreant sticks up behind prey without making any sound at all. It competes with the cat for territory.

123/122

Marnie's Scraggy **HP 70**

Evolved from Marnie's Scraggy

Ability **Crunch** 50
Discard an Energy from your opponent's Active Pokémon.

Weakness ×2 | **Resistance** -30 | **Retreat** 2

Ability **Adapt**
It catches a single berry that Pokémon's in greatest need. Among Scraggy, individuals with bigger after apparently get respect.

123/122





Arven's Greedent **HOLO**
 Evolves from Arven's Slingshot



Ability **Greedy Order**
 When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may put up to 2 Arven's Sandwich cards from your discard pile into your hand.

Rolling Tackle 50

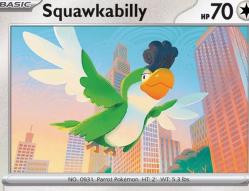
Weakness: ×2 resistance: -30 retreat: *

Illus. Adria Heng

These Pokémon prefer to live in cities. They form flocks based on the color of their feathers, and they fight over territory.

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Squawkability **HOLO**
 HP 70



Push Down 20
 You may switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

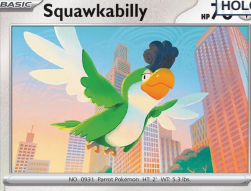
Weakness: ×2 resistance: -30 retreat: *

Illus. Adria Heng

These Pokémon prefer to live in cities. They form flocks based on the color of their feathers, and they fight over territory.

160/182

Squawkability **HOLO**
 HP 70



Push Down 20
 You may switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

Weakness: ×2 resistance: -30 retreat: *

Illus. Adria Heng

These Pokémon prefer to live in cities. They form flocks based on the color of their feathers, and they fight over territory.

160/182

Arven's Sandwich **TRAINER**
 Item



Heal 30 damage from your Active Pokémon. If that Pokémon is an Arven's Pokémon, heal 100 damage from it instead.

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

Illus. ATOMU OOSHIMA

161/182

Arven's Sandwich **TRAINER** **HOLO**
 Item



Heal 30 damage from your Active Pokémon. If that Pokémon is an Arven's Pokémon, heal 100 damage from it instead.

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

Illus. ATOMU OOSHIMA

161/182

Cynthia's Power Weight **TRAINER**
 Pokémon Tool



The Cynthia's Pokémon this card is attached to gets +70 HP.

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

Illus. Studio Nine Inc.

162/182

Cynthia's Power Weight **TRAINER** **HOLO**
 Pokémon Tool



The Cynthia's Pokémon this card is attached to gets +70 HP.

You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

Illus. Studio Nine Inc.

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Emcee's Hype **TRAINER**
 Supporter



Draw 2 cards. If your opponent has 3 or fewer Prize cards remaining, draw 2 more cards.

You may play only 1 Supporter card during your turn.

Illus. Coie Mizuki

163/182

Emcee's Hype **TRAINER** **HOLO**
 Supporter



Draw 2 cards. If your opponent has 3 or fewer Prize cards remaining, draw 2 more cards.

You may play only 1 Supporter card during your turn.

Illus. Coie Mizuki

163/182

Energy Recycler **TRAINER**
 Item



Shuffle up to 5 Basic Energy cards from your discard pile into your deck.

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

Illus. Toshiro Suzuki

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Energy Recycler **TRAINER** **HOLO**
 Item



Shuffle up to 5 Basic Energy cards from your discard pile into your deck.

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

Illus. Toshiro Suzuki

164/182

Ethan's Adventure **TRAINER**
 Supporter



Search your deck for up to 3 in any combination of Ethan's Pokémon and Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. Iori Suzuki

165/182

Ethan's Adventure **TRAINER** **HOLO**
 Supporter



Search your deck for up to 3 in any combination of Ethan's Pokémon and Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. Iori Suzuki

165/182

Granite Cave **TRAINER**
 Stadium



Steven's Pokémon (both yours and your opponent's) take 30 less damage from attacks from the opponent's Pokémon (after applying Weakness and Resistance).

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illus. ATOMU OOSHIMA

166/182

Granite Cave **TRAINER** **HOLO**
 Stadium



Steven's Pokémon (both yours and your opponent's) take 30 less damage from attacks from the opponent's Pokémon (after applying Weakness and Resistance).

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illus. ATOMU OOSHIMA

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Judge **TRAINER**
 Supporter



Each player shuffles their hand into their deck and draws 4 cards.

You may play only 1 Supporter card during your turn.

Illus. Junken

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Judge **TRAINER** **HOLO**
 Supporter



Each player shuffles their hand into their deck and draws 4 cards.

You may play only 1 Supporter card during your turn.

Illus. Junken

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Sacred Ash **TRAINER**
 Item



Shuffle up to 5 Pokémon from your discard pile into your deck.

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

Illus. Eiko Tsuchida

168/182

Sacred Ash **TRAINER** **HOLO**
 Item



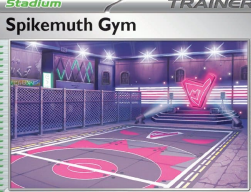
Shuffle up to 5 Pokémon from your discard pile into your deck.

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

Illus. Eiko Tsuchida

168/182

Spikemuth Gym **TRAINER**
 Stadium



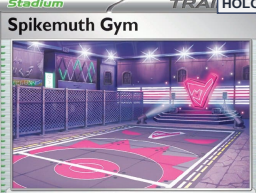
Once during each player's turn, that player may search their deck for a Marowak's Pokémon, reveal it, and put it into their hand. Then, that player shuffles their deck.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illus. ATOMU OOSHIMA

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Spikemuth Gym **TRAINER** **HOLO**
 Stadium



Once during each player's turn, that player may search their deck for a Marowak's Pokémon, reveal it, and put it into their hand. Then, that player shuffles their deck.

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Illus. ATOMU OOSHIMA

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Team Rocket's Archer **TRAINER**
 Supporter



You can use this card only if any of your Team Rocket's Pokémon were Knocked Out during your opponent's last turn.

Each player shuffles their hand into their deck. Then, you draw 5 cards, and your opponent draws 3 cards.

You may play only 1 Supporter card during your turn.

Illus. Hiden Ishikawa

170/182

Team Rocket's Archer **TRAINER** **HOLO**
 Supporter



You can use this card only if any of your Team Rocket's Pokémon were Knocked Out during your opponent's last turn.

Each player shuffles their hand into their deck. Then, you draw 5 cards, and your opponent draws 3 cards.

You may play only 1 Supporter card during your turn.

Illus. Hiden Ishikawa

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Team Rocket's Ariana **TRAINER**
 Supporter



Draw cards until you have 5 cards in your hand. If all of your Pokémon in play are Team Rocket's Pokémon, draw cards until you have 8 cards in your hand instead.

You may play only 1 Supporter card during your turn.

Illus. Iori Suzuki

171/182

Team Rocket's Ariana **TRAINER** **HOLO**
 Supporter



Draw cards until you have 5 cards in your hand. If all of your Pokémon in play are Team Rocket's Pokémon, draw cards until you have 8 cards in your hand instead.

You may play only 1 Supporter card during your turn.

Illus. Iori Suzuki

171/182

Team Rocket's Bother-Bot



Turn 1 of your opponent's face-down Prize cards face up and choose a random card from your opponent's hand. Your opponent reveals that card. You may have your opponent switch those cards. (That Prize card remains face up for the rest of the game.)

Also, Tryke Beach
0 HP 172/182

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

Team Rocket's Bother-Bot



Turn 1 of your opponent's face-down Prize cards face up and choose a random card from your opponent's hand. Your opponent reveals that card. You may have your opponent switch those cards. (That Prize card remains face up for the rest of the game.)

Also, Tryke Beach
0 HP 172/182

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

Team Rocket's Factory



Once during each player's turn, if they played a Supporter card that has "Team Rocket" in its name from their hand this turn, they may draw 2 cards.

Also, Inverell
0 HP 173/182

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Team Rocket's Factory

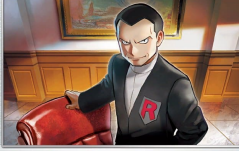


Once during each player's turn, if they played a Supporter card that has "Team Rocket" in its name from their hand this turn, they may draw 2 cards.

Also, Inverell
0 HP 173/182

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Team Rocket's Giovanni



Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Also, Inverell
0 HP 174/182

You may play only 1 Supporter card during your turn.

Team Rocket's Giovanni



Switch your Active Team Rocket's Pokémon with 1 of your Benched Team Rocket's Pokémon. If you do, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Also, Inverell
0 HP 174/182

You may play only 1 Supporter card during your turn.

Team Rocket's Great Ball

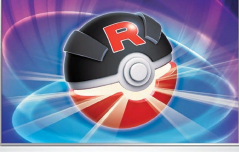


Flip a coin. If heads, search your deck for an Evolution Team Rocket's Pokémon, reveal it, and put it into your hand. If tails, search your deck for a Basic Team Rocket's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Also, Tryke Beach
0 HP 177/182

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

Team Rocket's Great Ball



Flip a coin. If heads, search your deck for an Evolution Team Rocket's Pokémon, reveal it, and put it into your hand. If tails, search your deck for a Basic Team Rocket's Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Also, Tryke Beach
0 HP 175/182

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

Team Rocket's Petrel



Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck.

Also, GOSMAN
0 HP 176/182

You may play only 1 Supporter card during your turn.

Team Rocket's Petrel



Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck.

Also, GOSMAN
0 HP 176/182

You may play only 1 Supporter card during your turn.

Team Rocket's Proton



If you go first, you may use this card during your first turn.

Search your deck for up to 3 Basic Team Rocket's Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Also, Nishi Sato
0 HP 177/182

You may play only 1 Supporter card during your turn.

Team Rocket's Proton



If you go first, you may use this card during your first turn.

Search your deck for up to 3 Basic Team Rocket's Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Also, Nishi Sato
0 HP 177/182

You may play only 1 Supporter card during your turn.

Team Rocket's Transceiver



Search your deck for a Supporter card that has "Team Rocket" in its name, reveal it, and put it into your hand. Then, shuffle your deck.

Also, Inverell
0 HP 178/182

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

Team Rocket's Transceiver



Search your deck for a Supporter card that has "Team Rocket" in its name, reveal it, and put it into your hand. Then, shuffle your deck.

Also, Inverell
0 HP 178/182

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

Team Rocket's Venture Bomb



Flip a coin. If heads, put 2 damage counters on 1 of your opponent's Pokémon. If tails, put 2 damage counters on your Active Pokémon.

Also, Tryke Beach
0 HP 178/182

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

Team Rocket's Venture Bomb



Flip a coin. If heads, put 2 damage counters on 1 of your opponent's Pokémon. If tails, put 2 damage counters on your Active Pokémon.

Also, Tryke Beach
0 HP 179/182

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

Team Rocket's Watchtower



★ Pokémon in play (both yours and your opponent's) have no Abilities.

Also, AYUMI OMASHIMA
0 HP 180/182

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Team Rocket's Watchtower



★ Pokémon in play (both yours and your opponent's) have no Abilities.

Also, AYUMI OMASHIMA
0 HP 180/182

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

TM Machine



Search your deck for up to 3 Pokémon Tool cards that have "Technical Machine" in their name, reveal them, and put them into your hand. Then, shuffle your deck.

Also, Studio Nine Inc.
0 HP 181/182

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

TM Machine



Search your deck for up to 3 Pokémon Tool cards that have "Technical Machine" in their name, reveal them, and put them into your hand. Then, shuffle your deck.

Also, Studio Nine Inc.
0 HP 181/182

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

Team Rocket's Energy



This card can only be attached to a Team Rocket's Pokémon. If this card is attached to anything other than a Team Rocket's Pokémon, discard this card.

As long as this card is attached to a Pokémon, it provides 2 in any combination of Energy and Energy.

Also, Inverell
0 HP 182/182

Team Rocket's Energy



This card can only be attached to a Team Rocket's Pokémon. If this card is attached to anything other than a Team Rocket's Pokémon, discard this card.

As long as this card is attached to a Pokémon, it provides 2 in any combination of Energy and Energy.

Also, Inverell
0 HP 182/182

Yanma



Windwind
Search out your opponent's Active Pokémon in the Bench. (Your opponent chooses the new Active Pokémon.)

Razor Wing
30

Also, Inverell
0 HP 183/182

Gynthia's Roserade



Ability: Cheer On to Glory
Attacks used by your Cynthia's Pokémon do 20 more damage to your opponent's Active Pokémon (plus applying Weakness and Resistance).

Leaf Step
80

Also, Inverell
0 HP 183/182

Shaymin



Ability: Flower Curtain
Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks (excluding opponent's Pokémon-EX, Pokémon-V, and other Rule Boxes).

Smash Kick
30

Also, Inverell
0 HP 183/182

