

STAGE 1 **Toedscool** **HP 120** **HOLO**
Evolution from Toedscruel



NO. 0548, Poisonous Pokémon, HT: 3'11", WT: 121.8 lbs.

Eerie Tentacles 30
You may move an Energy from your opponent's Active Pokémon to 1 of their Benched Pokémon.

Triple Smash 80×
Flip 3 coins. This attack does 80 damage for each heads.

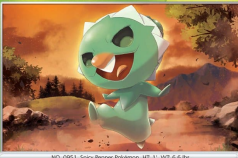
weakness: ♣ × 2 resistance: retreat: ★

Also, negative
C STIX 026/198

It collects 10 tentacles around prey and sucks out their nutrients, causing the prey pain. The body along the rim of its head is a popular delicacy.

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BASIC **Capsakid** **HP 60** **♣**



NO. 0551, Spicy Poison Pokémon, HT: 1', WT: 6.6 lbs.

Slightly Spicy 10
Flip a coin. If heads, your opponent's Active Pokémon is now Burned.

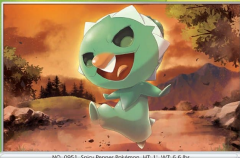
weakness: ♣ × 2 resistance: retreat: ★

Also, Kushi Sake
C STIX 027/198

Traditional Padolan dishes can be extremely spicy because they include the shed front teeth of Capsakid among their ingredients.

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BASIC **Capsakid** **HP 60** **♣** **HOLO**



NO. 0551, Spicy Poison Pokémon, HT: 1', WT: 6.6 lbs.

Slightly Spicy 10
Flip a coin. If heads, your opponent's Active Pokémon is now Burned.

weakness: ♣ × 2 resistance: retreat: ★

Also, Kushi Sake
C STIX 027/198

Traditional Padolan dishes can be extremely spicy because they include the shed front teeth of Capsakid among their ingredients.

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BASIC **Capsakid** **HP 70** **♣**



NO. 0551, Spicy Poison Pokémon, HT: 1', WT: 6.6 lbs.

Increasing Spice
Search your deck for a Basic ♣ Energy card and attach it to this Pokémon. Then, shuffle your deck.

Playful Kick 50

weakness: ♣ × 2 resistance: retreat: ★

Also, GOSHA
C STIX 028/198

Traditional Padolan dishes can be extremely spicy because they include the shed front teeth of Capsakid among their ingredients.

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NO. 0551, Spicy Poison Pokémon, HT: 1', WT: 6.6 lbs.

Increasing Spice
Search your deck for a Basic ♣ Energy card and attach it to this Pokémon. Then, shuffle your deck.

Playful Kick 50

weakness: ♣ × 2 resistance: retreat: ★

Also, GOSHA
C STIX 028/198

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STAGE 1 **Scovillain** **HP 110** **♣**
Evolution from Capsakid



NO. 0552, Spicy Poison Pokémon, HT: 2'11", WT: 33.0 lbs.

Hot Bite 20
Your opponent's Active Pokémon is now Burned.

Super Spicy Breath 90+
If this Pokémon has any ♣ Energy attached, this attack does 90 more damage.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 029/198

The green head has turned vicious due to the spicy chemicals stimulating its brain. Once it goes on a rampage, there is no stopping it.

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Hot Bite 20
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BASIC **Growlithe** **HP 70** **♠**



NO. 0558, Rumpy Pokémon, HT: 2'4", WT: 41.9 lbs.

Relentless Flames 30×
Flip a coin until you get tails. This attack does 30 damage for each heads.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 030/198

It's very friendly and helpful to people. It will try to repeat enemies by barking and biting.

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BASIC **Growlithe** **HP 70** **♠** **HOLO**



NO. 0558, Rumpy Pokémon, HT: 2'4", WT: 41.9 lbs.

Relentless Flames 30×
Flip a coin until you get tails. This attack does 30 damage for each heads.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 030/198

It's very friendly and helpful to people. It will try to repeat enemies by barking and biting.

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BASIC **Growlithe** **HP 90** **♠**



NO. 0558, Rumpy Pokémon, HT: 2'4", WT: 41.9 lbs.

Stoke
Search your deck for up to 2 Basic ♠ Energy cards and attach them to this Pokémon. Then, shuffle your deck.

Fire Claws 70

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 031/198

It's very friendly and helpful to people. It will try to repeat enemies by barking and biting.

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BASIC **Growlithe** **HP 90** **♠** **HOLO**



NO. 0558, Rumpy Pokémon, HT: 2'4", WT: 41.9 lbs.

Stoke
Search your deck for up to 2 Basic ♠ Energy cards and attach them to this Pokémon. Then, shuffle your deck.

Fire Claws 70

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 031/198

It's very friendly and helpful to people. It will try to repeat enemies by barking and biting.

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STAGE 1 **Arcanine** **HP 280** **♠**
Evolution from Growlithe



As long as the Pokémon is in your bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Raging Claws 30+
This attack does 10 more damage for each damage counter on this Pokémon.

Bright Flame 250
Discard 2 ♠ Energy from this Pokémon.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 032/198

It's very friendly and helpful to people. It will try to repeat enemies by barking and biting.

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BASIC **Houndour** **HP 70** **♠**



NO. 0528, Dark Pokémon, HT: 2', WT: 23.8 lbs.

Bite 10

Flare 30

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 033/198

It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

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BASIC **Houndour** **HP 70** **♠** **HOLO**



NO. 0528, Dark Pokémon, HT: 2', WT: 23.8 lbs.

Bite 10

Flare 30

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 033/198

It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

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STAGE 1 **Houndoom** **HP 120** **♠**
Evolution from Houndour



NO. 0529, Dark Pokémon, HT: 4'1", WT: 72.2 lbs.

Sharp Fang 30

Fire Blast 150
Discard an Energy from this Pokémon.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 034/198

Upon hearing its eerie howls, other Pokémon get the chills and head straight back to their dens.

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STAGE 1 **Houndoom** **HP 120** **♠** **HOLO**



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Sharp Fang 30

Fire Blast 150
Discard an Energy from this Pokémon.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 034/198

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BASIC **Torkoal** **HP 130** **♠**



NO. 0254, Coal Pokémon, HT: 1'8", WT: 172.8 lbs.

Stampede 30

Concentrated Fire 80×
Flip a coin for each ♠ Energy attached to this Pokémon. This attack does 80 damage for each heads.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 035/198

It burns coal made to shed for energy. It blows out black smoke if it is endangered.

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BASIC **Torkoal** **HP 130** **♠** **HOLO**



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C STIX 035/198

It burns coal made to shed for energy. It blows out black smoke if it is endangered.

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BASIC **Fuecoco** **HP 80** **♠**



NO. 0509, Fire Coc Pokémon, HT: 1'4", WT: 21.6 lbs.

Gnaw 10

Combustion 50

weakness: ♣ × 2 resistance: retreat: ★

Also, ALICE KANEMASA
C STIX 036/198

Its flame sac is small, so energy is always leaking out. This energy is released from the chest area. Fuecoco's head and feet are heated too.

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Gnaw 10

Combustion 50

weakness: ♣ × 2 resistance: retreat: ★

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C STIX 036/198

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STAGE 1 **Crocalor** **HP 100** **♠**
Evolution from Fuecoco



NO. 0510, Fire Coc Pokémon, HT: 2'3", WT: 43.7 lbs.

Bite 50

Rolling Tackle 100

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 037/198

The surface of its scales is closely connected to its vocal cords. This Pokémon utters a gurgling cry and spews flames every which way.

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STAGE 1 **Crocalor** **HP 100** **♠** **HOLO**



NO. 0510, Fire Coc Pokémon, HT: 2'3", WT: 43.7 lbs.

Bite 50

Rolling Tackle 100

weakness: ♣ × 2 resistance: retreat: ★

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C STIX 037/198

The surface of its scales is closely connected to its vocal cords. This Pokémon utters a gurgling cry and spews flames every which way.

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STAGE 1 **Skeledirge** **HP 180** **♠**
Evolution from Crocalor



NO. 0511, Super Pokémon, HT: 5'3", WT: 219.8 lbs.

Passionate Singing 50
Attach up to 2 Basic Energy cards from your discard pile to your Pokémon in any way you like.

Blazing Shout 190
This Pokémon also does 30 damage to itself.

weakness: ♣ × 2 resistance: retreat: ★

Also, KINCHO DO
C STIX 038/198

Singing is a wonderful melody for the ears of all that hear it. It burns its enemies to a crisp with flames of over a 400 degrees Fahrenheit.

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STAGE 1 **Skeledirge** **HP 180** **♠** **HOLO**



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Passionate Singing 50
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BASIC **Charcadet** **HP 60** **♠**



NO. 0515, Fire Pokémon, HT: 3', WT: 33.0 lbs.

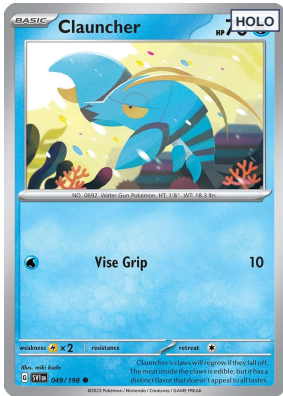
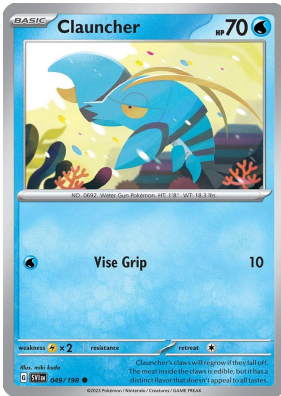
Ember 30
Discard an Energy from this Pokémon.

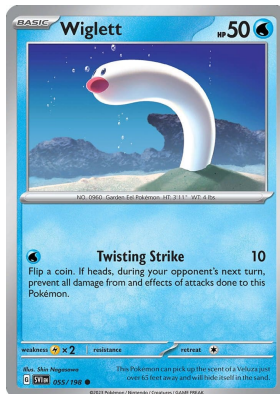
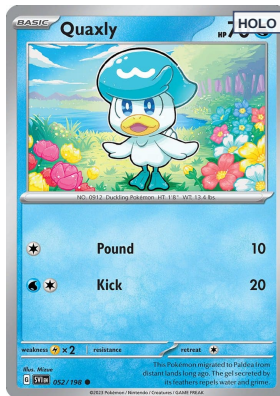
weakness: ♣ × 2 resistance: retreat: ★

Also, STEPHEN DEGEN
C STIX 039/198

Burn charcoal came to life and produced a Pokémon. Possessing a fiery fighting spirit, Charcadet will burn down tough opponents.

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STAGE 1 **Magnezone** **EX** **330** ⚡



EVolves from Magnetron

Energy Crush 50×
This attack does 50 damage for each Energy attached to all of your opponent's Pokémon.

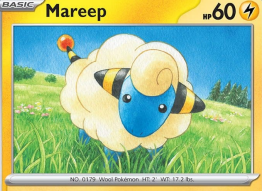
Pulse Launcher 220
This Pokémon also does 30 damage to itself.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Mareep** **60** ⚡



NO. 0129. 100% Pokémon. HT: 2'0". WT: 3.2 lbs.

Static Shock 10

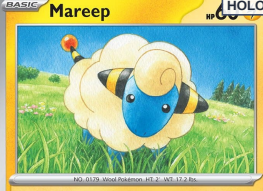
Electro Ball 40

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Mareep** **60** ⚡



NO. 0129. 100% Pokémon. HT: 2'0". WT: 3.2 lbs.

Static Shock 10

Electro Ball 40

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Flaaffy** **90** ⚡



EVolves from Mareep

Thunder Shock 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Electro Ball 60

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Flaaffy** **90** ⚡



EVolves from Mareep

Thunder Shock 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Electro Ball 60

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Pachirisu** **70** ⚡



NO. 0413. 100% Pokémon. HT: 1'4". WT: 8.6 lbs.

Ability: Electricity Pouches
This Pokémon can't be Paralyzed.

Everyone Discharge 10+
This attack does 20 more damage for each of your Benched ⚡ Pokémon. This attack's damage isn't affected by Weakness.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Rotom** **60** ⚡



NO. 0429. 100% Pokémon. HT: 1'1". WT: 0.7 lbs.

Linear Attack
This attack does 20 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Rotom** **80** ⚡



NO. 0429. 100% Pokémon. HT: 1'1". WT: 0.7 lbs.

Junk Hunt
Put an item card from your discard pile into your hand.

Thunder Shock 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Rotom** **60** ⚡



NO. 0429. 100% Pokémon. HT: 1'1". WT: 0.7 lbs.

Junk Hunt
Put an item card from your discard pile into your hand.

Thunder Shock 20
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Toxel** **70** ⚡



NO. 0545. 100% Pokémon. HT: 1'4". WT: 24.2 lbs.

Gnaw 20

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Toxel** **70** ⚡



NO. 0545. 100% Pokémon. HT: 1'4". WT: 24.2 lbs.

Gnaw 20

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Toxtricity** **130** ⚡



EVolves from Toxel

Yank Away
Choose 2 random cards from your opponent's hand. Your opponent reveals those cards and shuffles them into their deck.

Thunder 120
This Pokémon also does 20 damage to itself.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Toxtricity** **130** ⚡



EVolves from Toxel

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Choose 2 random cards from your opponent's hand. Your opponent reveals those cards and shuffles them into their deck.

Thunder 120
This Pokémon also does 20 damage to itself.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Pawmi** **50** ⚡



NO. 0521. 100% Pokémon. HT: 1'1". WT: 5.5 lbs.

Jolt
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Pawmi** **50** ⚡



NO. 0521. 100% Pokémon. HT: 1'1". WT: 5.5 lbs.

Jolt
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Pawmi** **60** ⚡



NO. 0521. 100% Pokémon. HT: 1'1". WT: 5.5 lbs.

Light Punch 10

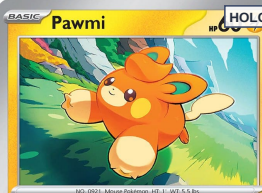
Zap Kick 20

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Pawmi** **60** ⚡



NO. 0521. 100% Pokémon. HT: 1'1". WT: 5.5 lbs.

Light Punch 10

Zap Kick 20

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Pawmo** **90** ⚡



EVolves from Pawmi

Thunder Shock 30
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Head Bolt 70

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Pawmo** **90** ⚡



EVolves from Pawmi

Thunder Shock 30
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Head Bolt 70

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Pawmot** **130** ⚡



EVolves from Pawmo

Ability: Electrogenesis
Once during your turn, you may search your deck for a Basic ⚡ Energy card and attach it to this Pokémon. Then, shuffle your deck.

Electro Paws 230
Discard all Energy from this Pokémon.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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STAGE 1 **Pawmot** **130** ⚡



EVolves from Pawmo

Ability: Electrogenesis
Once during your turn, you may search your deck for a Basic ⚡ Energy card and attach it to this Pokémon. Then, shuffle your deck.

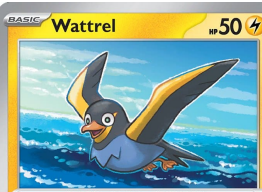
Electro Paws 230
Discard all Energy from this Pokémon.

weakness ×2 resistance retreat ★

Illustration: Kenji Sato

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BASIC **Wattrel** **50** ⚡



NO. 0545. 100% Pokémon. HT: 1'4". WT: 2.9 lbs.

Collect
Draw a card.

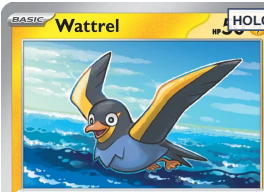
Glide 20

weakness ×2 resistance -30 retreat ★

Illustration: Kenji Sato

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BASIC **Wattrel** **50** ⚡



NO. 0545. 100% Pokémon. HT: 1'4". WT: 2.9 lbs.

Collect
Draw a card.

Glide 20

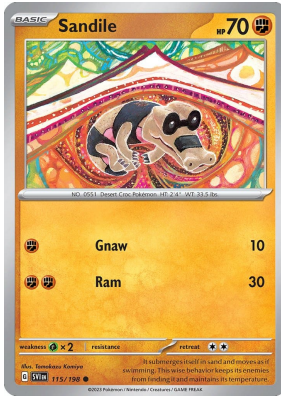
weakness ×2 resistance -30 retreat ★

Illustration: Kenji Sato

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STAGE2 **Krookodile** **HP 170** 
Evolves from Krookodile

Chomp Chomp Bite 50
Flip a coin until you get tails. For each heads, discard an Energy from your opponent's Active Pokémon.

Earthquake 180
This attack also does 30 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: After clamping down with its powerful jaws, it twists its body around to go its prey in half.

Set 119/198

STAGE2 **Krookodile** **HP 170** **HOLO** 
Evolves from Krookodile

Chomp Chomp Bite 50
Flip a coin until you get tails. For each heads, discard an Energy from your opponent's Active Pokémon.

Earthquake 180
This attack also does 30 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: After clamping down with its powerful jaws, it twists its body around to go its prey in half.

Set 119/198

BASIC **Hawlucha** **HP 70** 
Hawlucha

Ability **Flying Entry**
When you play this Pokémon from your hand onto your Bench during your turn, you may choose 2 of your opponent's Benched Pokémon and put 1 damage counter on each of them.

Wing Attack 70

Weakness:  x2 | Resistance:  | Retreat: 

Also, When Tapped: Its elegant flapping moves — performed by purely keeping its wings in wings — are polished in the forest where it was born and raised.

Set 119/198

BASIC **Hawlucha** **HP 70** **HOLO** 
Hawlucha

Ability **Flying Entry**
When you play this Pokémon from your hand onto your Bench during your turn, you may choose 2 of your opponent's Benched Pokémon and put 1 damage counter on each of them.

Wing Attack 70

Weakness:  x2 | Resistance:  | Retreat: 

Also, When Tapped: Its elegant flapping moves — performed by purely keeping its wings in wings — are polished in the forest where it was born and raised.

Set 119/198

BASIC **Silicobra** **HP 80** 
Silicobra

Mud-Slap 30

Weakness:  x2 | Resistance:  | Retreat: 

Also, When Tapped: Silicobra's rock peels, which can inflame and defile like a volcano, gets more elastic each time Silicobra sheds its skin.

Set 119/198

BASIC **Silicobra** **HP 80** **HOLO** 
Silicobra

Mud-Slap 30

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Silicobra's rock peels, which can inflame and defile like a volcano, gets more elastic each time Silicobra sheds its skin.

Set 119/198

STAGE2 **Sandaconda** **HP 140** 
Evolves from Silicobra

Skull Bash 120

Sandstorm Spray
Discard 2 Energy from this Pokémon. If you discarded any Energy in this way, your opponent shuffles their Active Pokémon and all attached cards into their deck.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Even if sand is as much as a sand and they contract earth, shaping our sand with enough force to make sand a strong track.

Set 119/198

STAGE2 **Sandaconda** **HP 140** **HOLO** 
Evolves from Silicobra

Skull Bash 120

Sandstorm Spray
Discard 2 Energy from this Pokémon. If you discarded any Energy in this way, your opponent shuffles their Active Pokémon and all attached cards into their deck.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Even if sand is as much as a sand and they contract earth, shaping our sand with enough force to make sand a strong track.

Set 119/198

BASIC **Stonjourner** **HP 130** 
Stonjourner

Ability **Exoskeleton**
This Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Mega Kick 100

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: The mineral composition of the rocks that form its body were found to match the bedrock at a land far away from this Pokémon's habitat.

Set 119/198

BASIC **Stonjourner** **HP 130** **HOLO** 
Stonjourner

Ability **Exoskeleton**
This Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Mega Kick 100

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: The mineral composition of the rocks that form its body were found to match the bedrock at a land far away from this Pokémon's habitat.

Set 119/198

BASIC **Klawf** **HP 130** 
Klawf

Vise Grip 50

Adrenaline Hammer 130
This Pokémon is now Confused.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Klawf hangs upside down from cliffs, waiting for prey. But Klawf can't remember this position for long because its blood rushes to its head.

Set 119/198

BASIC **Klawf** **HP 130** **HOLO** 
Klawf

Vise Grip 50

Adrenaline Hammer 130
This Pokémon is now Confused.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Klawf hangs upside down from cliffs, waiting for prey. But Klawf can't remember this position for long because its blood rushes to its head.

Set 119/198

BASIC **Great Tusk** **HP 250** 
Great Tusk

Bedrock Breaker 40
Discard a Stadium in play.

Gigantic Tusks 250
This Pokémon also does 50 damage to itself.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: **Pokémon EX rule** — When your Pokémon EX is Benched, your opponent takes 2 Prize cards.

Set 119/198

BASIC **Koraidon** **HP 130** 
Koraidon

Claw Slash 70

Rampaging Fang 190
Discard 3 Energy from this Pokémon.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: This seems to be the Winger King mentioned in an old expedition journal. It was said to have raised the land with its bare fists.

Set 119/198

BASIC **Koraidon** **HP 130** **HOLO** 
Koraidon

Claw Slash 70

Rampaging Fang 190
Discard 3 Energy from this Pokémon.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: This seems to be the Winger King mentioned in an old expedition journal. It was said to have raised the land with its bare fists.

Set 119/198

BASIC **Koraidon** **HP 230** 
Koraidon

Ability **Dino Cry**
Once during your turn, you may attach up to 2 Basic  Energy cards from your discard pile to your Basic  Pokémon in any way you like. If you use this Ability, your turn ends.

Wild Impact 220
During your next turn, this Pokémon can't attack.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: **Pokémon EX rule** — In Benched, you, your opponent takes 2 Prize cards.

Set 119/198

BASIC **Grimer** **HP 80** 
Grimer

Super Poison Breath 50
Your opponent's Active Pokémon is now Poisoned.

Toxic Strike 100
Your opponent's Active Pokémon is now Poisoned.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Born from sludge, these Pokémon now gather in polluted places and increase the toxicity in their bodies.

Set 119/198

BASIC **Grimer** **HP 80** **HOLO** 
Grimer

Super Poison Breath 50
Your opponent's Active Pokémon is now Poisoned.

Toxic Strike 100
Your opponent's Active Pokémon is now Poisoned.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Born from sludge, these Pokémon now gather in polluted places and increase the toxicity in their bodies.

Set 119/198

STAGE2 **Muk** **HP 140** 
Evolves from Grimer

Ability **Poison Stars**
Your opponent's Poisoned Pokémon don't recover from that Special Condition when they evolve or devolve.

Toxic Strike 100
Your opponent's Active Pokémon is now Poisoned.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: It's body is covered with a filthy, vile sludge. It is so toxic, even its footprints contain poison.

Set 119/198

STAGE2 **Muk** **HP 140** **HOLO** 
Evolves from Grimer

Ability **Poison Stars**
Your opponent's Poisoned Pokémon don't recover from that Special Condition when they evolve or devolve.

Toxic Strike 100
Your opponent's Active Pokémon is now Poisoned.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: It's body is covered with a filthy, vile sludge. It is so toxic, even its footprints contain poison.

Set 119/198

BASIC **Seviper** **HP 120** 
Seviper

Spit Poison
Your opponent's Active Pokémon is now Poisoned.

Venoshock 60+
If your opponent's Active Pokémon is Poisoned, this attack does 120 more damage.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: It has a mouth that can spit out heat. It hides in tall grass and strikes its prey with venomous fangs.

Set 119/198

BASIC **Seviper** **HP 120** **HOLO** 
Seviper

Spit Poison
Your opponent's Active Pokémon is now Poisoned.

Venoshock 60+
If your opponent's Active Pokémon is Poisoned, this attack does 120 more damage.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: It has a mouth that can spit out heat. It hides in tall grass and strikes its prey with venomous fangs.

Set 119/198

BASIC **Spiritomb** **HP 70** 
Spiritomb

Taunt
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Doom Decree
Flip 2 coins. If both of them are heads, your opponent's Active Pokémon is Knocked Out.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: It was born by gathering 100 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

Set 119/198

BASIC **Spiritomb** **HP 70** **HOLO** 
Spiritomb

Taunt
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Doom Decree
Flip 2 coins. If both of them are heads, your opponent's Active Pokémon is Knocked Out.

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: It was born by gathering 100 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

Set 119/198

BASIC **Croagunk** **HP 70** 
Croagunk

Beat 10

Whap Down 40

Weakness:  x2 | Resistance:  | Retreat:  

Also, When Tapped: Inflicting its poison sea, it fills the area with an odd sound and this strange appearance with a poison job.

Set 119/198



BASIC Chansey HP 110



NO. 0113, Egg Pokémon, HT: 2'2" - WT: 36.3 lbs.

✪✪ **Pound** 40

✪✪✪ **Egg Rolling** 60×
Flip a coin until you get tails. This attack does 60 damage for each heads.

weakness ✪×2 resistance retreat ✪

Also, not
C 110 146/190

It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

BASIC Chansey HP 110



NO. 0113, Egg Pokémon, HT: 2'2" - WT: 36.3 lbs.

✪✪ **Pound** 40

✪✪✪ **Egg Rolling** 60×
Flip a coin until you get tails. This attack does 60 damage for each heads.

weakness ✪×2 resistance retreat ✪

Also, not
C 110 146/190

It walks carefully to prevent its egg from breaking. However, it is extremely fast at running away.

STAGE 1 Blissey HP 150



NO. 0242, Happiness Pokémon, HT: 4'3" - WT: 103.2 lbs.

Ability **Busybody Nurse**
Once during your turn, you may use this Ability. Your Active Pokémon recovers from all Special Conditions.

✪✪✪ **Happy Cyclone** 150
Move all Energy from this Pokémon to 1 of your Benched Pokémon.

weakness ✪×2 resistance retreat ✪

Also, able
C 110 145/190

The eggs it lays are filled with happiness. Eating even one bite will bring a smile to anyone.

STAGE 1 Blissey HP 150



NO. 0242, Happiness Pokémon, HT: 4'3" - WT: 103.2 lbs.

Ability **Busybody Nurse**
Once during your turn, you may use this Ability. Your Active Pokémon recovers from all Special Conditions.

✪✪✪ **Happy Cyclone** 150
Move all Energy from this Pokémon to 1 of your Benched Pokémon.

weakness ✪×2 resistance retreat ✪

Also, able
C 110 145/190

The eggs it lays are filled with happiness. Eating even one bite will bring a smile to anyone.

BASIC Zangoose HP 90



NO. 0335, Cat Forest Pokémon, HT: 4'3" - WT: 88.8 lbs.

✪ **Slash** 40

weakness ✪×2 resistance retreat ✪

Also, Your Olla
C 110 146/190

It's Snipeo's rival. To threaten those it encounters, it fans out the claws on its front paws.

BASIC Zangoose HP 110



NO. 0335, Cat Forest Pokémon, HT: 4'3" - WT: 88.8 lbs.

✪ **Slash** 40

weakness ✪×2 resistance retreat ✪

Also, Your Olla
C 110 146/190

It's Snipeo's rival. To threaten those it encounters, it fans out the claws on its front paws.

BASIC Zangoose HP 110



NO. 0335, Cat Forest Pokémon, HT: 4'3" - WT: 88.8 lbs.

✪✪ **Drag Off**
Switch in 1 of your opponent's Benched Pokémon to the Active Spot. This attack does 30 damage to the new Active Pokémon.

✪✪✪ **Slashing Claw** 80

weakness ✪×2 resistance retreat ✪

Also, add
C 110 147/190

It's Snipeo's rival. To threaten those it encounters, it fans out the claws on its front paws.

BASIC Zangoose HP 110



NO. 0335, Cat Forest Pokémon, HT: 4'3" - WT: 88.8 lbs.

✪✪ **Drag Off**
Switch in 1 of your opponent's Benched Pokémon to the Active Spot. This attack does 30 damage to the new Active Pokémon.

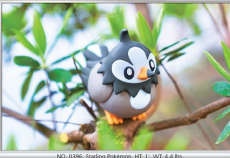
✪✪✪ **Slashing Claw** 80

weakness ✪×2 resistance retreat ✪

Also, add
C 110 147/190

It's Snipeo's rival. To threaten those it encounters, it fans out the claws on its front paws.

BASIC Starly HP 60



NO. 0396, Starling Pokémon, HT: 1' - WT: 4.4 lbs.

✪ **Flap** 20

weakness ✪×2 resistance -30 retreat ✪

Also, Your Bird
C 110 148/190

They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

BASIC Starly HP 60



NO. 0396, Starling Pokémon, HT: 1' - WT: 4.4 lbs.

✪ **Flap** 20

weakness ✪×2 resistance -30 retreat ✪

Also, Your Bird
C 110 148/190

They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

STAGE 1 Staravia HP 80



NO. 0397, Starling Pokémon, HT: 2' - WT: 36.3 lbs.

✪✪ **Wing Attack** 40

✪✪✪ **Speed Dive** 80

weakness ✪×2 resistance -30 retreat ✪

Also, knows
C 110 149/190

Recognizing their own weakness, they always live in a group. When alone, a Staravia cries loudly.

STAGE 1 Staravia HP 80



NO. 0397, Starling Pokémon, HT: 2' - WT: 36.3 lbs.

✪✪ **Wing Attack** 40

✪✪✪ **Speed Dive** 80

weakness ✪×2 resistance -30 retreat ✪

Also, knows
C 110 149/190

Recognizing their own weakness, they always live in a group. When alone, a Staravia cries loudly.

STAGE 2 Staraptor HP 150



NO. 0398, Predator Pokémon, HT: 3'11" - WT: 54.9 lbs.

✪✪ **Tailspin Away** 60
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

✪✪✪ **Power Blast** 180
Discard an Energy from this Pokémon.

weakness ✪×2 resistance -30 retreat ✪

Also, Attacks Fearless
C 110 150/190

When Staravia evolves into Staraptor, they leave the flock to live alone. They have sturdy wings.

STAGE 2 Staraptor HP 150



NO. 0398, Predator Pokémon, HT: 3'11" - WT: 54.9 lbs.

✪✪ **Tailspin Away** 60
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

✪✪✪ **Power Blast** 180
Discard an Energy from this Pokémon.

weakness ✪×2 resistance -30 retreat ✪

Also, Attacks Fearless
C 110 150/190

When Staravia evolves into Staraptor, they leave the flock to live alone. They have sturdy wings.

BASIC Skwovet HP 60



NO. 0815, Chewy Pokémon, HT: 2'11" - WT: 5.5 lbs.

Ability **Nest Stash**
Once during your turn, you may shuffle your hand and put it on the bottom of your deck. If you put any cards on the bottom of your deck in this way, draw a card.

✪✪ **Bite** 20

weakness ✪×2 resistance retreat ✪

Also, HYPOODORISE
C 110 151/190

No matter how much it stuffs its belly with food, it is always anxious about getting hungry again. So, it stashes berries in its cheeks and tail.

BASIC Skwovet HP 60



NO. 0815, Chewy Pokémon, HT: 2'11" - WT: 5.5 lbs.

Ability **Nest Stash**
Once during your turn, you may shuffle your hand and put it on the bottom of your deck. If you put any cards on the bottom of your deck in this way, draw a card.

✪✪ **Bite** 20

weakness ✪×2 resistance retreat ✪

Also, HYPOODORISE
C 110 151/190

No matter how much it stuffs its belly with food, it is always anxious about getting hungry again. So, it stashes berries in its cheeks and tail.

STAGE 1 Greedent HP 120



NO. 0820, Greedy Pokémon, HT: 2' - WT: 13.2 lbs.

✪✪ **Bite** 50

✪✪✪ **Enhanced Fang** 80+
If this Pokémon has a Pokémon Tool attached, this attack does 80 more damage.

weakness ✪×2 resistance retreat ✪

Also, knows
C 110 152/190

This Pokémon makes off with heaps of fallen berries by wrapping them in its tail, which is roughly twice the length of its body.

STAGE 1 Greedent HP 120



NO. 0820, Greedy Pokémon, HT: 2' - WT: 13.2 lbs.

✪✪ **Bite** 50

✪✪✪ **Enhanced Fang** 80+
If this Pokémon has a Pokémon Tool attached, this attack does 80 more damage.

weakness ✪×2 resistance retreat ✪

Also, knows
C 110 152/190

This Pokémon makes off with heaps of fallen berries by wrapping them in its tail, which is roughly twice the length of its body.

BASIC Indeelee HP 90



NO. 0826, Emotion Pokémon, HT: 2'11" - WT: 61.3 lbs.

✪ **Expert Nurturer**
Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon to evolve it. Then, shuffle your deck.

✪✪ **Hypnoblast** 30
Your opponent's Active Pokémon is now Asleep.

weakness ✪×2 resistance retreat ✪

Also, Expresses Happiness
C 110 153/190

In search of happy feelings—such as joy and gratitude—Indeelee bustles around, taking diligent care of people and other Pokémon.

BASIC Indeelee HP 90



NO. 0826, Emotion Pokémon, HT: 2'11" - WT: 61.3 lbs.

✪ **Expert Nurturer**
Search your deck for a card that evolves from 1 of your Pokémon and put it onto that Pokémon to evolve it. Then, shuffle your deck.

✪✪ **Hypnoblast** 30
Your opponent's Active Pokémon is now Asleep.

weakness ✪×2 resistance retreat ✪

Also, Expresses Happiness
C 110 153/190

In search of happy feelings—such as joy and gratitude—Indeelee bustles around, taking diligent care of people and other Pokémon.

BASIC Lechonk HP 60



NO. 0815, Hoop Pokémon, HT: 1'8" - WT: 22.5 lbs.

✪ **Repelling Odor**
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

✪✪ **Stampede** 20

weakness ✪×2 resistance retreat ✪

Also, knows
C 110 154/190

It searches for food all day. It possesses a keen sense of smell but doesn't use it for anything other than foraging.

BASIC Lechonk HP 60



NO. 0815, Hoop Pokémon, HT: 1'8" - WT: 22.5 lbs.

✪ **Repelling Odor**
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

✪✪ **Stampede** 20

weakness ✪×2 resistance retreat ✪

Also, knows
C 110 154/190

It searches for food all day. It possesses a keen sense of smell but doesn't use it for anything other than foraging.

BASIC Lechonk HP 60



NO. 0815, Hoop Pokémon, HT: 1'8" - WT: 22.5 lbs.

✪ **Collect**
Draw a card.

✪✪✪ **Tackle** 30

weakness ✪×2 resistance retreat ✪

Also, knows
C 110 155/190

It searches for food all day. It possesses a keen sense of smell but doesn't use it for anything other than foraging.

BASIC Lechonk HP 60



NO. 0815, Hoop Pokémon, HT: 1'8" - WT: 22.5 lbs.

✪ **Collect**
Draw a card.

✪✪✪ **Tackle** 30

weakness ✪×2 resistance retreat ✪

Also, knows
C 110 155/190

It searches for food all day. It possesses a keen sense of smell but doesn't use it for anything other than foraging.

BASIC Lechonk HP 70



NO. 0815, Hoop Pokémon, HT: 1'8" - WT: 22.5 lbs.

✪✪✪ **Whimsy Tackle** 70
Flip a coin. If tails, this attack does nothing.

weakness ✪×2 resistance retreat ✪

Also, Knows Nothing
C 110 156/190

It searches for food all day. It possesses a keen sense of smell but doesn't use it for anything other than foraging.

BASIC **Lechonk** **HP 10** **HOLO**



NO. 0516, Baby Pokémon, HT: 1.1, WT: 2.5 lbs.

★ ★ ★ **Whimsy Tackle** 70
Flip a coin. If tails, this attack does nothing.

weakness ♣ × 2 resistance ♣ retreat ★

Also, Alvin Noddy
It searches for food all day. It possesses a keen sense of smell that doesn't tire it for anything other than foraging.

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STAGE 1 **Oinkologne** **HP 120** ★



NO. 0516, Baby Pokémon, HT: 2.3, WT: 26.4 lbs.

★ ★ **Ram** 50

★ ★ ★ **Leg Stomp** 130
Flip a coin. If tails, during your next turn, this Pokémon can't attack.

weakness ♣ × 2 resistance ♣ retreat ★

Also, Aniki
Oinkologne is proud of its fine, glossy skin. It emits a concentrated scent from the tip of its tail.

157 / 190

STAGE 1 **Oinkologne** **HP 120** **HOLO**



NO. 0516, Baby Pokémon, HT: 2.3, WT: 26.4 lbs.

★ ★ **Ram** 50

★ ★ ★ **Leg Stomp** 130
Flip a coin. If tails, during your next turn, this Pokémon can't attack.

weakness ♣ × 2 resistance ♣ retreat ★

Also, Aniki
Oinkologne is proud of its fine, glossy skin. It emits a concentrated scent from the tip of its tail.

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STAGE 1 **Oinkologne EX** **HP 260** ★



NO. 0516, Baby Pokémon, HT: 2.3, WT: 26.4 lbs.

★ **Maddening Scent** 10+
This attack does 30 more damage for each of your opponent's Benched Pokémon.

★ ★ ★ **Heavy Stomp** 210
Flip a coin. If tails, during your next turn, this Pokémon can't attack.

weakness ♣ × 2 resistance ♣ retreat ★

Also, Alvin Noddy
When your Pokémon EX is benched, this your opponent uses 1 Prize card.

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BASIC **Tandemaus** **HP 30** ★



NO. 0524, Family Pokémon, HT: 1, WT: 4 lbs.

★ **Gnaw** 20

weakness ♣ × 2 resistance ♣ retreat ★

Also, Pate Kachibird
The pair sticks together no matter what. They split any food they find exactly in half and then eat it together.

159 / 190

BASIC **Tandemaus** **HP 40** **HOLO**



NO. 0524, Family Pokémon, HT: 1, WT: 4 lbs.

★ **Gnaw** 20

weakness ♣ × 2 resistance ♣ retreat ★

Also, Pate Kachibird
The pair sticks together no matter what. They split any food they find exactly in half and then eat it together.

159 / 190

BASIC **Tandemaus** **HP 40** ★



NO. 0524, Family Pokémon, HT: 1, WT: 4 lbs.

★ ★ **Double Hit** 30×
Flip 2 coins. This attack does 30 damage for each heads.

weakness ♣ × 2 resistance ♣ retreat ★

Also, Pate Kachibird
The pair sticks together no matter what. They split any food they find exactly in half and then eat it together.

160 / 190

BASIC **Tandemaus** **HP 40** **HOLO**



NO. 0524, Family Pokémon, HT: 1, WT: 4 lbs.

★ ★ **Double Hit** 30×
Flip 2 coins. This attack does 30 damage for each heads.

weakness ♣ × 2 resistance ♣ retreat ★

Also, Pate Kachibird
The pair sticks together no matter what. They split any food they find exactly in half and then eat it together.

160 / 190

STAGE 1 **Maushold** **HP 70** ★



NO. 0525, Family Pokémon, HT: 1, WT: 6.2 lbs.

★ **Slap** 40

★ ★ **Family Attack** 70×
This attack does 70 damage for each of your Maushold in play.

weakness ♣ × 2 resistance ♣ retreat ★

Also, AYOZAKA OSHIMARU
The larger pair protects the little ones during battles. When facing strong opponents, the whole group will join the fight.

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STAGE 1 **Maushold** **HP 70** **HOLO**



NO. 0525, Family Pokémon, HT: 1, WT: 6.2 lbs.

★ **Slap** 40

★ ★ **Family Attack** 70×
This attack does 70 damage for each of your Maushold in play.

weakness ♣ × 2 resistance ♣ retreat ★

Also, AYOZAKA OSHIMARU
The larger pair protects the little ones during battles. When facing strong opponents, the whole group will join the fight.

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BASIC **Squawkabilly** **HP 70** ★



NO. 0531, Partner Pokémon, HT: 2, WT: 5.3 lbs.

★ **Call for Family**
Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

★ ★ **Fly** 60
Flip a coin. If tails, this attack does nothing. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Also, Oshidoko KATO
Green-feathered flocks hold the most sway. When they're out searching for food in the mornings and evenings, it gets very noisy.

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BASIC **Squawkabilly** **HP 70** **HOLO**



NO. 0531, Partner Pokémon, HT: 2, WT: 5.3 lbs.

★ **Call for Family**
Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

★ ★ **Fly** 60
Flip a coin. If tails, this attack does nothing. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Also, Oshidoko KATO
Green-feathered flocks hold the most sway. When they're out searching for food in the mornings and evenings, it gets very noisy.

162 / 190

BASIC **Cyclizar** **HP 110** ★



NO. 0552, Mount Pokémon, HT: 5.3, WT: 118.9 lbs.

★ ★ **Reckless Charge** 70
This Pokémon also does 10 damage to itself.

weakness ♣ × 2 resistance ♣ retreat ★

Also, AURA ISHARA
Apparently Cyclizar has been allowing people to ride on its back since ancient times. Depictions of this have been found in 10,000-year-old murals.

163 / 190

BASIC **Cyclizar** **HP 110** **HOLO**



NO. 0552, Mount Pokémon, HT: 5.3, WT: 118.9 lbs.

★ ★ **Reckless Charge** 70
This Pokémon also does 10 damage to itself.

weakness ♣ × 2 resistance ♣ retreat ★

Also, AURA ISHARA
Apparently Cyclizar has been allowing people to ride on its back since ancient times. Depictions of this have been found in 10,000-year-old murals.

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BASIC **Cyclizar** **HP 110** ★



NO. 0552, Mount Pokémon, HT: 5.3, WT: 118.9 lbs.

★ **Touring**
Draw 2 cards.

★ ★ ★ **Speed Attack** 100

weakness ♣ × 2 resistance ♣ retreat ★

Also, Ryuu Maruyama
It can sprint at over 70mph while carrying a human. The rider's body heat warms Cyclizar's back and lifts the Pokémon's spirit.

164 / 190

BASIC **Cyclizar** **HP 110** **HOLO**



NO. 0552, Mount Pokémon, HT: 5.3, WT: 118.9 lbs.

★ **Touring**
Draw 2 cards.

★ ★ ★ **Speed Attack** 100

weakness ♣ × 2 resistance ♣ retreat ★

Also, Ryuu Maruyama
It can sprint at over 70mph while carrying a human. The rider's body heat warms Cyclizar's back and lifts the Pokémon's spirit.

164 / 190

BASIC **Flamigo** **HP 110** ★



NO. 0573, Sanctuary Pokémon, HT: 6.3, WT: 81.4 lbs.

★ **Flap** 30

★ ★ ★ **Nosedive** 110
This Pokémon also does 20 damage to itself.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Also, JAMES
Thanks to a behavior of theirs known as "synchronizing," an entire flock of these Pokémon can attack simultaneously in perfect harmony.

165 / 190

BASIC **Flamigo** **HP 110** **HOLO**



NO. 0573, Sanctuary Pokémon, HT: 6.3, WT: 81.4 lbs.

★ **Flap** 30

★ ★ ★ **Nosedive** 110
This Pokémon also does 20 damage to itself.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Also, JAMES
Thanks to a behavior of theirs known as "synchronizing," an entire flock of these Pokémon can attack simultaneously in perfect harmony.

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Supporter **Arven** **TRAINER**



NO. 0584

Search your deck for an Item card and a Pokémon Tool card, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Also, GIOCCA
156 / 190

Supporter **Arven** **TRAINER** **HOLO**



NO. 0584

Search your deck for an Item card and a Pokémon Tool card, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Also, GIOCCA
156 / 190

Stadium **Beach Court** **TRAINER**



NO. 0594

The Retreat Cost of each Basic Pokémon in play (both yours and your opponent's) is ★ less.

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.

Also, Oshidoko KATO
167 / 190

Stadium **Beach Court** **TRAINER** **HOLO**



NO. 0594

The Retreat Cost of each Basic Pokémon in play (both yours and your opponent's) is ★ less.

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.

Also, Oshidoko KATO
167 / 190

Item **Crushing Hammer** **TRAINER**



NO. 0604

Flip a coin. If heads, discard an Energy from 1 of your opponent's Pokémon.

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

Also, Ayaka Yoshida
168 / 190

Item **Crushing Hammer** **TRAINER** **HOLO**



NO. 0604

Flip a coin. If heads, discard an Energy from 1 of your opponent's Pokémon.

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

Also, Ayaka Yoshida
168 / 190

Pokémon Tool **Defiance Band** **TRAINER**



NO. 0614

If you have more Prize cards remaining than your opponent, the attacks of the Pokémon this card is attached to do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

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.

Also, JAMES
169 / 190

Pokémon Tool TRAI HOLO

Defiance Band



If you have more Prize cards remaining than your opponent, the attacks of the Pokémon this card is attached to do 30 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Also, never prizes
C 1116 169/198 ♦

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.

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Item TRAINER

Electric Generator



Look at the top 5 cards of your deck and attach up to 2 Basic ⚡ Energy cards you find there to your Benched ⚡ Pokémon in any way you like. Shuffle the other cards back into your deck.

Also, Teyate Beach
C 1116 170/198 ♦

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

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Item TRAI HOLO

Electric Generator



Look at the top 5 cards of your deck and attach up to 2 Basic ⚡ Energy cards you find there to your Benched ⚡ Pokémon in any way you like. Shuffle the other cards back into your deck.

Also, Teyate Beach
C 1116 170/198 ♦

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

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Item TRAINER

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Also, Studio Bore Inc.
C 1116 171/198 ♦

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

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Item TRAI HOLO

Energy Retrieval



Put up to 2 Basic Energy cards from your discard pile into your hand.

Also, Studio Bore Inc.
C 1116 171/198 ♦

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

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Item TRAINER

Energy Search



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

Also, Teyate Beach
C 1116 172/198 ♦

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

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Item TRAI HOLO

Energy Search



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

Also, Teyate Beach
C 1116 172/198 ♦

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

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Item TRAINER

Energy Switch



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

Also, Studio Bore Inc.
C 1116 173/198 ♦

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

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Item TRAI HOLO

Energy Switch



Move a Basic Energy from 1 of your Pokémon to another of your Pokémon.

Also, Studio Bore Inc.
C 1116 173/198 ♦

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

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Pokémon Tool TRAINER

Exp. Share



When your Active Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may move a Basic Energy from that Pokémon to the Pokémon this card is attached to.

Also, Teyate Beach
C 1116 174/198 ♦

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.

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Pokémon Tool TRAI HOLO

Exp. Share



When your Active Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may move a Basic Energy from that Pokémon to the Pokémon this card is attached to.

Also, Teyate Beach
C 1116 174/198 ♦

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.

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Supporter TRAINER

Jacq



Search your deck for up to 2 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Also, GIGORA
C 1116 175/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAI HOLO

Jacq



Search your deck for up to 2 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Also, GIGORA
C 1116 175/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAINER

Judge



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

Also, Haki Ishikawa
C 1116 176/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAI HOLO

Judge



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

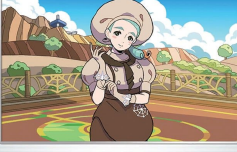
Also, Haki Ishikawa
C 1116 176/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAINER

Katy



Shuffle your hand into your deck. Then, draw 8 cards. Your turn ends.

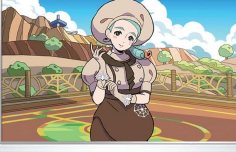
Also, Aline Koyanagi
C 1116 177/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAI HOLO

Katy



Shuffle your hand into your deck. Then, draw 8 cards. Your turn ends.

Also, Aline Koyanagi
C 1116 177/198 ♦

You may play only 1 Supporter card during your turn.

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Stadium TRAINER

Mesagoza



Once during each player's turn, that player may flip a coin. If heads, that player searches their deck for a Pokémon, reveals it, and puts it into their hand. Then, that player shuffles their deck.

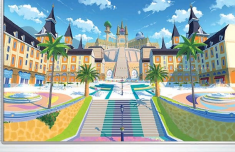
Also, Onizuka KATO
C 1116 178/198 ♦

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.

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Stadium TRAI HOLO

Mesagoza



Once during each player's turn, that player may flip a coin. If heads, that player searches their deck for a Pokémon, reveals it, and puts it into their hand. Then, that player shuffles their deck.

Also, Onizuka KATO
C 1116 178/198 ♦

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.

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Supporter TRAINER

Miriam



Shuffle up to 5 Pokémon from your discard pile into your deck. If you shuffled any cards into your deck in this way, draw 3 cards.

Also, Sennosuke Sakuma
C 1116 179/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAI HOLO

Miriam



Shuffle up to 5 Pokémon from your discard pile into your deck. If you shuffled any cards into your deck in this way, draw 3 cards.

Also, Sennosuke Sakuma
C 1116 179/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAINER

Nemona



Draw 3 cards.

Also, Sennosuke Sakuma
C 1116 180/198 ♦

You may play only 1 Supporter card during your turn.

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Supporter TRAI HOLO

Nemona



Draw 3 cards.

Also, Sennosuke Sakuma
C 1116 180/198 ♦

You may play only 1 Supporter card during your turn.

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Item TRAINER

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Also, Teyate Beach
C 1116 181/198 ♦

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

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Item TRAI HOLO

Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Also, Teyate Beach
C 1116 181/198 ♦

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

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Pal Pad



Shuffle up to 2 Supporter cards from your discard pile into your deck.

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

Pal Pad



Shuffle up to 2 Supporter cards from your discard pile into your deck.

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

Penny



Put 1 of your Basic Pokémon and all attached cards into your hand.

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You may play only 1 Supporter card during your turn.

Penny



Put 1 of your Basic Pokémon and all attached cards into your hand.

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You may play only 1 Supporter card during your turn.

Picnic Basket



Heal 30 damage from each Pokémon (both yours and your opponent's).

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

Picnic Basket



Heal 30 damage from each Pokémon (both yours and your opponent's).

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

Poké Ball

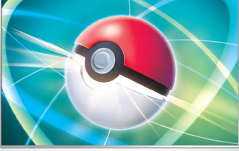


Flip a coin. If heads, search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

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

Poké Ball



Flip a coin. If heads, search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

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

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

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

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

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

Pokémon Catcher



Flip a coin. If heads, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

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

Pokémon Catcher

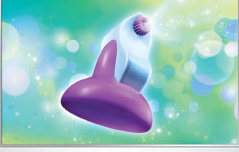


Flip a coin. If heads, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

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

Potion

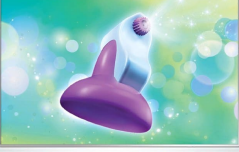


Heal 30 damage from 1 of your Pokémon.

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

Potion



Heal 30 damage from 1 of your Pokémon.

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

Professor's Research Professor Sada

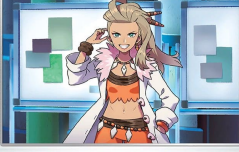


Discard your hand and draw 7 cards.

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You may play only 1 Supporter card during your turn.

Professor's Research Professor Sada



Discard your hand and draw 7 cards.

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You may play only 1 Supporter card during your turn.

Professor's Research Professor Turo



Discard your hand and draw 7 cards.

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You may play only 1 Supporter card during your turn.

Professor's Research Professor Turo



Discard your hand and draw 7 cards.

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You may play only 1 Supporter card during your turn.

Rare Candy

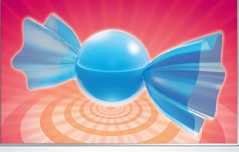


Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

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

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.

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

Rock Chestplate



The  Pokémon this card is attached to takes 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

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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.

Rock Chestplate



The  Pokémon this card is attached to takes 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

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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.

Rocky Helmet



If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if it is Knocked Out), put 2 damage counters on the Attacking Pokémon.

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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.

Rocky Helmet



If the Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if it is Knocked Out), put 2 damage counters on the Attacking Pokémon.

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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.

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

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

