



STAGE 1 Floragato **HP 90**

Evolves from Scragotto

NO. 0902 Grass Pokémon HT: 2-3.1 / WT: 26.5 lbs.

Seed Bomb 30

Magic Whip 50

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

Weakness: × 2 resistance: retreat:

Flora gattodilly wards the vine hidden beneath its long fur, clamping the hard flower bud against its opponents.

Max. HP: 114 / 193

STAGE 1 Floragato **HP 90** **HOLO**

Evolves from Scragotto

NO. 0902 Grass Pokémon HT: 2-3.1 / WT: 26.5 lbs.

Seed Bomb 30

Magic Whip 50

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

Weakness: × 2 resistance: retreat:

Flora gattodilly wards the vine hidden beneath its long fur, clamping the hard flower bud against its opponents.

Max. HP: 114 / 193

STAGE 2 Meowscarada **HP 310**

Evolves from Floragato

Ability: Bouquet Magic
You must discard a Basic Energy card from your hand in order to use this Ability. Once during your turn, you may put 2 damaged counters on 1 of your opponent's Benched Pokémon.

Scratching Nails 100+

If your opponent's Pokémon already has any damage counters on it, this attack does 120 more damage.

Pokémon EX rule When your Pokémon EX is knocked out, your opponent takes 3 Prize cards.

Weakness: × 2 resistance: retreat:

Max. HP: 412 / 593

BASIC Tarountula **HP 50**

NO. 0913 String Ball Pokémon HT: 1 / WT: 8.8 lbs.

Bind Down 10

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

Weakness: × 2 resistance: retreat:

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

Max. HP: 116 / 193

BASIC Tarountula **HP 50** **HOLO**

NO. 0913 String Ball Pokémon HT: 1 / WT: 8.8 lbs.

Bind Down 10

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

Weakness: × 2 resistance: retreat:

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

Max. HP: 116 / 193

BASIC Tarountula **HP 60**

NO. 0913 String Ball Pokémon HT: 1 / WT: 8.8 lbs.

Hook 40

Weakness: × 2 resistance: retreat:

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

Max. HP: 117 / 193

BASIC Tarountula **HP 60** **HOLO**

NO. 0913 String Ball Pokémon HT: 1 / WT: 8.8 lbs.

Hook 40

Weakness: × 2 resistance: retreat:

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

Max. HP: 117 / 193

STAGE 1 Spidops **HP 110**

Evolves from Tarountula

NO. 0918 Bug Pokémon HT: 3-3 / WT: 36.4 lbs.

Entangling Trap
Shuffle each player's Active Pokémon and all attached cards into their deck. (You choose a new Active Pokémon first.)

Hammer In 130

Weakness: × 2 resistance: retreat:

It flings its branches and coils using its threads and moves without a sound. It takes out its prey before the prey even notices it.

Max. HP: 120 / 193

STAGE 1 Spidops **HP 110** **HOLO**

Evolves from Tarountula

NO. 0918 Bug Pokémon HT: 3-3 / WT: 36.4 lbs.

Entangling Trap
Shuffle each player's Active Pokémon and all attached cards into their deck. (You choose a new Active Pokémon first.)

Hammer In 130

Weakness: × 2 resistance: retreat:

It flings its branches and coils using its threads and moves without a sound. It takes out its prey before the prey even notices it.

Max. HP: 120 / 193

BASIC Nymble **HP 40**

NO. 0919 Grasshopper Pokémon HT: 8 / WT: 2.2 lbs.

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

Bug Bite 10

Weakness: × 2 resistance: retreat:

It has its third set of legs folded up. When it's in a tough spot, this Pokémon jumps over 30 feet using the strength of its legs.

Max. HP: 119 / 193

BASIC Nymble **HP 40** **HOLO**

NO. 0919 Grasshopper Pokémon HT: 8 / WT: 2.2 lbs.

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

Bug Bite 10

Weakness: × 2 resistance: retreat:

It has its third set of legs folded up. When it's in a tough spot, this Pokémon jumps over 30 feet using the strength of its legs.

Max. HP: 119 / 193

BASIC Nymble **HP 50**

NO. 0919 Grasshopper Pokémon HT: 8 / WT: 2.2 lbs.

Wild Kick 30

Flip a coin. If tails, this attack does nothing.

Weakness: × 2 resistance: retreat:

It has its third set of legs folded up. When it's in a tough spot, this Pokémon jumps over 30 feet using the strength of its legs.

Max. HP: 120 / 193

BASIC Nymble **HP 50** **HOLO**

NO. 0919 Grasshopper Pokémon HT: 8 / WT: 2.2 lbs.

Wild Kick 30

Flip a coin. If tails, this attack does nothing.

Weakness: × 2 resistance: retreat:

It has its third set of legs folded up. When it's in a tough spot, this Pokémon jumps over 30 feet using the strength of its legs.

Max. HP: 120 / 193

STAGE 1 Lokix **HP 120**

Evolves from Nymble

NO. 0920 Grasshopper Pokémon HT: 8-1 / WT: 28.6 lbs.

Assaulting Kick 30+

If this Pokémon evolved from Nymble during this turn, this attack does 100 more damage.

Speed Attack 70

Weakness: × 2 resistance: retreat:

When it decides to fight all out, it stands on its previously folded legs to enter Showdown Mode. It regulates its reflexes in short order.

Max. HP: 121 / 193

STAGE 1 Lokix **HP 120** **HOLO**

Evolves from Nymble

NO. 0920 Grasshopper Pokémon HT: 8-1 / WT: 28.6 lbs.

Assaulting Kick 30+

If this Pokémon evolved from Nymble during this turn, this attack does 100 more damage.

Speed Attack 70

Weakness: × 2 resistance: retreat:

When it decides to fight all out, it stands on its previously folded legs to enter Showdown Mode. It regulates its reflexes in short order.

Max. HP: 121 / 193

BASIC Bramblin **HP 40**

NO. 0946 Timbewood Pokémon HT: 2 / WT: 1.3 lbs.

Ride the Wind 10

Flip a coin. If heads, switch this Pokémon with 1 of your Benched Pokémon.

Weakness: × 2 resistance: retreat:

A seed unable to move on its own after it was blown around by the wind until it got tangled up with dead grass and became a Pokémon.

Max. HP: 122 / 193

BASIC Bramblin **HP 40** **HOLO**

NO. 0946 Timbewood Pokémon HT: 2 / WT: 1.3 lbs.

Ride the Wind 10

Flip a coin. If heads, switch this Pokémon with 1 of your Benched Pokémon.

Weakness: × 2 resistance: retreat:

A seed unable to move on its own after it was blown around by the wind until it got tangled up with dead grass and became a Pokémon.

Max. HP: 122 / 193

BASIC Bramblin **HP 50**

NO. 0946 Timbewood Pokémon HT: 2 / WT: 1.3 lbs.

Blot 10

Heal 10 damage from this Pokémon.

Weakness: × 2 resistance: retreat:

A seed unable to move on its own after it was blown around by the wind until it got tangled up with dead grass and became a Pokémon.

Max. HP: 123 / 193

BASIC Bramblin **HP 50** **HOLO**

NO. 0946 Timbewood Pokémon HT: 2 / WT: 1.3 lbs.

Blot 10

Heal 10 damage from this Pokémon.

Weakness: × 2 resistance: retreat:

A seed unable to move on its own after it was blown around by the wind until it got tangled up with dead grass and became a Pokémon.

Max. HP: 123 / 193

STAGE 1 Brambleghast **HP 100**

Evolves from Bramblin

NO. 0947 Timbewood Pokémon HT: 3-1.1 / WT: 12.3 lbs.

Absorb Life 30

Heal 30 damage from this Pokémon.

Dead Wood Detention 80

During your opponent's next turn, attacks that the Defending Pokémon uses cost more.

Weakness: × 2 resistance: retreat:

It will open its branches of its head to envelop its prey. Once it absorbs all the life energy it needs, it crushes the prey and discards it.

Max. HP: 124 / 193

STAGE 1 Brambleghast **HP 100** **HOLO**

Evolves from Bramblin

NO. 0947 Timbewood Pokémon HT: 3-1.1 / WT: 12.3 lbs.

Absorb Life 30

Heal 30 damage from this Pokémon.

Dead Wood Detention 80

During your opponent's next turn, attacks that the Defending Pokémon uses cost more.

Weakness: × 2 resistance: retreat:

It will open its branches of its head to envelop its prey. Once it absorbs all the life energy it needs, it crushes the prey and discards it.

Max. HP: 124 / 193

BASIC Rellor **HP 40**

NO. 0953 Rolling Pokémon HT: 8 / WT: 2.2 lbs.

Bug Bite 10

Weakness: × 2 resistance: retreat:

This Pokémon creates a mud ball by mixing sand and dirt with psychic energy. It treasures its mud ball more than its own life.

Max. HP: 125 / 193

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

NO. 0953 Rolling Pokémon HT: 8 / WT: 2.2 lbs.

Bug Bite 10

Weakness: × 2 resistance: retreat:

This Pokémon creates a mud ball by mixing sand and dirt with psychic energy. It treasures its mud ball more than its own life.

Max. HP: 125 / 193

BASIC Rellor **HP 50**

NO. 0953 Rolling Pokémon HT: 8 / WT: 2.2 lbs.

Ball Roll 30×

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

Weakness: × 2 resistance: retreat:

This Pokémon creates a mud ball by mixing sand and dirt with psychic energy. It treasures its mud ball more than its own life.

Max. HP: 126 / 193

BASIC Rellor **HP 50** **HOLO**

NO. 0953 Rolling Pokémon HT: 8 / WT: 2.2 lbs.

Ball Roll 30×

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

Weakness: × 2 resistance: retreat:

This Pokémon creates a mud ball by mixing sand and dirt with psychic energy. It treasures its mud ball more than its own life.

Max. HP: 126 / 193



BASIC Paldean Tauros **HP 130**



NO. 0128, Wild Pal Pokémon, HP 4-21, WT 352.5 lbs.

★ ★ **Raging Horns** 20+
This attack does 10 more damage for each damage counter on this Pokémon.

★ ★ **Aqua Dive**
This attack does 60 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

It usually gets water from its horns. The most valuable characteristic of the Aqua Dive is its high body fat, which allows it to float easily.

BASIC Paldean Tauros **HP 130** HOLO



NO. 0128, Wild Pal Pokémon, HP 4-21, WT 352.5 lbs.

★ ★ **Raging Horns** 20+
This attack does 10 more damage for each damage counter on this Pokémon.

★ ★ **Aqua Dive**
This attack does 60 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

It usually gets water from its horns. The most valuable characteristic of the Aqua Dive is its high body fat, which allows it to float easily.

BASIC Magikarp **HP 30**



NO. 0129, Fish Pokémon, HP 2-11, WT 12 lbs.

★ **Expert Splasher** 10+
Flip 2 coins. If both of them are heads, this attack does 20 more damage.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

An underpowered, pathetic Pokémon, it may jump high on rare occasions but never more than seven feet.

BASIC Magikarp **HP 30** HOLO



NO. 0129, Fish Pokémon, HP 2-11, WT 12 lbs.

★ **Expert Splasher** 10+
Flip 2 coins. If both of them are heads, this attack does 20 more damage.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

An underpowered, pathetic Pokémon, it may jump high on rare occasions but never more than seven feet.

STAGE 1 Gyarados **HP 180**



NO. 0130, Aquatic Pokémon, HP 2-11, WT 518.1 lbs.

★ ★ **Revengeful Storm** 80+
If you have more Prize cards remaining than your opponent, this attack does 100 more damage.

★ ★ **Berserker Tackle** 200
This Pokémon also does 50 damage to itself.

Weakness: ×2 resistance retreat ★ ★ ★

Max. HP: 640
Max. Energy: 193

Once it appears, it goes on a rampage. It remains enraged until it determines everything around it.

STAGE 1 Gyarados **HP 180** HOLO



NO. 0130, Aquatic Pokémon, HP 2-11, WT 518.1 lbs.

★ ★ **Revengeful Storm** 80+
If you have more Prize cards remaining than your opponent, this attack does 100 more damage.

★ ★ **Berserker Tackle** 200
This Pokémon also does 50 damage to itself.

Weakness: ×2 resistance retreat ★ ★ ★

Max. HP: 640
Max. Energy: 193

Once it appears, it goes on a rampage. It remains enraged until it determines everything around it.

BASIC Marill **HP 70**



NO. 0183, Aqua Mouse Pokémon, HP 1-4, WT 18.7 lbs.

★ **Bubble Drain** 20
Heal 20 damage from this Pokémon.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

The four on its body naturally repel water. It can stay dry even when it plays in the water.

BASIC Marill **HP 70** HOLO



NO. 0183, Aqua Mouse Pokémon, HP 1-4, WT 18.7 lbs.

★ **Bubble Drain** 20
Heal 20 damage from this Pokémon.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

The four on its body naturally repel water. It can stay dry even when it plays in the water.

STAGE 1 Azumarill **HP 120**



NO. 0184, Aqua Rabbit Pokémon, HP 2-7, WT 42.8 lbs.

★ **Bubble Drain** 50
Heal 30 damage from this Pokémon.

★ **Slam** 100×
Flip 2 coins. This attack does 100 damage for each heads.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

In battle, it supports its friends. It can distinguish the whereabouts of things in water and tell what they are.

STAGE 1 Azumarill **HP 120** HOLO



NO. 0184, Aqua Rabbit Pokémon, HP 2-7, WT 42.8 lbs.

★ **Bubble Drain** 50
Heal 30 damage from this Pokémon.

★ **Slam** 100×
Flip 2 coins. This attack does 100 damage for each heads.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

In battle, it supports its friends. It can distinguish the whereabouts of things in water and tell what they are.

BASIC Delibird **HP 90**



NO. 0225, Delivery Pokémon, HP 2-11, WT 35.3 lbs.

★ **Double Draw**
Draw 2 cards.

★ **Ice Wing** 30

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

It carries food all day long. There are tales about it carrying food parcels around by its tail feathers.

BASIC Delibird **HP 90** HOLO



NO. 0225, Delivery Pokémon, HP 2-11, WT 35.3 lbs.

★ **Double Draw**
Draw 2 cards.

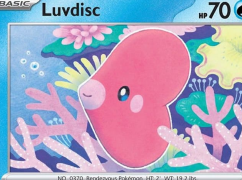
★ **Ice Wing** 30

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

It carries food all day long. There are tales about it carrying food parcels around by its tail feathers.

BASIC Luvdisc **HP 70**



NO. 0320, Romantic Pokémon, HP 2, WT 19.2 lbs.

★ **Matching**
Search your deck for up to 2 Supporter cards, reveal them, and put them into your hand. Then, shuffle your deck.

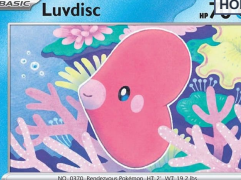
★ **Water Pulse** 20
Your opponent's Active Pokémon is now Asleep.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

Its heart-shaped body makes it popular. In some places, it is used as a symbol to encourage love.

BASIC Luvdisc **HP 70** HOLO



NO. 0320, Romantic Pokémon, HP 2, WT 19.2 lbs.

★ **Matching**
Search your deck for up to 2 Supporter cards, reveal them, and put them into your hand. Then, shuffle your deck.

★ **Water Pulse** 20
Your opponent's Active Pokémon is now Asleep.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

Its heart-shaped body makes it popular. In some places, it is used as a symbol to encourage love.

BASIC Eiscue **HP 110**



NO. 0575, Penguin Pokémon, HP 4-7, WT 136.5 lbs.

★ **Headbutt** 20

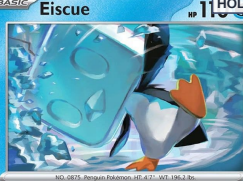
★ **Frigid Block** 100
Discard all Energy from this Pokémon. During your opponent's next turn, this Pokémon takes 100 less damage from attacks (after applying Weakness and Resistance).

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

On hot days, these Pokémon protect their ice heads together and pass the time cooling each other down.

BASIC Eiscue **HP 110** HOLO



NO. 0575, Penguin Pokémon, HP 4-7, WT 136.5 lbs.

★ **Headbutt** 20

★ **Frigid Block** 100
Discard all Energy from this Pokémon. During your opponent's next turn, this Pokémon takes 100 less damage from attacks (after applying Weakness and Resistance).

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

On hot days, these Pokémon protect their ice heads together and pass the time cooling each other down.

BASIC Quaxly **HP 60**



NO. 0812, Duckling Pokémon, HP 1-8, WT 13.4 lbs.

★ **Apply Gel** 20
During your opponent's next turn, if the Defending Pokémon tries to attack, your opponent flips a coin. If tails, that attack doesn't happen.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

This Pokémon migrated to Paldea from distant lands long ago. The gel secreted by its feathers repels water and grease.

BASIC Quaxly **HP 60** HOLO



NO. 0812, Duckling Pokémon, HP 1-8, WT 13.4 lbs.

★ **Apply Gel** 20
During your opponent's next turn, if the Defending Pokémon tries to attack, your opponent flips a coin. If tails, that attack doesn't happen.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

This Pokémon migrated to Paldea from distant lands long ago. The gel secreted by its feathers repels water and grease.

BASIC Quaxly **HP 70**



NO. 0812, Duckling Pokémon, HP 1-8, WT 13.4 lbs.

★ **Reckless Charge** 30
This Pokémon also does 10 damage to itself.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

This Pokémon migrated to Paldea from distant lands long ago. The gel secreted by its feathers repels water and grease.

BASIC Quaxly **HP 70** HOLO



NO. 0812, Duckling Pokémon, HP 1-8, WT 13.4 lbs.

★ **Reckless Charge** 30
This Pokémon also does 10 damage to itself.

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

This Pokémon migrated to Paldea from distant lands long ago. The gel secreted by its feathers repels water and grease.

STAGE 1 Quaxwell **HP 90**



NO. 0813, Paddling Pokémon, HP 2-11, WT 42.4 lbs.

★ **Water Gun** 30

★ **Wave Splash** 50

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

This Pokémon has a reputation for being a troublemaker. It uses its long legs to splash water on its opponents, who compete with each other to see who can splash the most water.

STAGE 1 Quaxwell **HP 90** HOLO



NO. 0813, Paddling Pokémon, HP 2-11, WT 42.4 lbs.

★ **Water Gun** 30

★ **Wave Splash** 50

Weakness: ×2 resistance retreat ★

Max. HP: 640
Max. Energy: 193

This Pokémon has a reputation for being a troublemaker. It uses its long legs to splash water on its opponents, who compete with each other to see who can splash the most water.

STAGE 1 Quaqual **EX** **HP 320**



NO. 0813, Paddling Pokémon, HP 2-11, WT 42.4 lbs.

★ **Exciting Dance** 60
Switch this Pokémon with 1 of your Benched Pokémon. If you do, switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

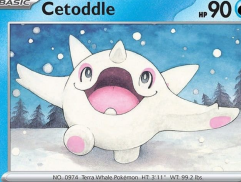
★ **Spiral Shot** 230
Put 2 Energy attached to this Pokémon into your hand.

Weakness: ×2 resistance retreat ★ ★

Max. HP: 640
Max. Energy: 193

Pokémon EX rule When a Pokémon EX is in play, your opponent takes 2 Prize cards.

BASIC Cetoddle **HP 90**



NO. 0576, Sea Whale Pokémon, HP 2-11, WT 99.2 lbs.

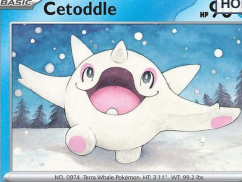
★ **Avalanche** 30
This attack also does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat ★ ★

Max. HP: 640
Max. Energy: 193

This Pokémon is said to have been living on land a very long time ago. It seems to have been related to Walrein.

BASIC Cetoddle **HP 90** HOLO



NO. 0576, Sea Whale Pokémon, HP 2-11, WT 99.2 lbs.

★ **Avalanche** 30
This attack also does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat ★ ★

Max. HP: 640
Max. Energy: 193

This Pokémon is said to have been living on land a very long time ago. It seems to have been related to Walrein.

BASIC Cetoddle HP 100



NO. 0076, Snow White Pokémon, HT: 2'11" - WT: 89.2 lbs.

★ **Rest**
This Pokémon is now Asleep. Heal 60 damage from it.

⚡ ★ **Double-Edge** 50
This Pokémon also does 10 damage to itself.

Weakness: ⚡ × 2 Resistance: Retreat: ★ ★

Max. Snow Points: 150
This species left the ocean and began living on land very long time ago. It seems to be closely related to Walrein.

BASIC Cetoddle HP 100 HOLO



NO. 0076, Snow White Pokémon, HT: 2'11" - WT: 89.2 lbs.

★ **Rest**
This Pokémon is now Asleep. Heal 60 damage from it.

⚡ ★ **Double-Edge** 50
This Pokémon also does 10 damage to itself.

Weakness: ⚡ × 2 Resistance: Retreat: ★ ★

Max. Snow Points: 150
This species left the ocean and began living on land very long time ago. It seems to be closely related to Walrein.

STAGE 1 Cetitan HP 180



NO. 0078, Snow White Pokémon, HT: 14'3" - WT: 1543.2 lbs.

⚡ ★ **Icicle Missile** 50

⚡ ⚡ ★ **Special Horn** 80+
If this Pokémon has any Special Energy attached, this attack does 140 more damage.

Weakness: ⚡ × 2 Resistance: Retreat: ★ ★

Max. Snow Points: 150
This Pokémon wanders around snowy, icy areas. It protects its body with powerful muscles and a thick layer of fat under its skin.

STAGE 1 Cetitan HP 180 HOLO



NO. 0078, Snow White Pokémon, HT: 14'3" - WT: 1543.2 lbs.

⚡ ★ **Icicle Missile** 50

⚡ ⚡ ★ **Special Horn** 80+
If this Pokémon has any Special Energy attached, this attack does 140 more damage.

Weakness: ⚡ × 2 Resistance: Retreat: ★ ★

Max. Snow Points: 150
This Pokémon wanders around snowy, icy areas. It protects its body with powerful muscles and a thick layer of fat under its skin.

BASIC Veluza HP 130



NO. 0079, Ice Dragon Pokémon, HT: 8'2" - WT: 118.4 lbs.

⚡ **Ram** 20

⚡ ⚡ ⚡ ★ **Slim Screw** 120
If you have no cards in your hand, this attack can be used for ⚡.

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
When Veluza's body comes away from the water, it leaves a trail of bubbles. The bubbles are so small they are barely visible.

BASIC Veluza HP 130 HOLO



NO. 0079, Ice Dragon Pokémon, HT: 8'2" - WT: 118.4 lbs.

⚡ **Ram** 20

⚡ ⚡ ⚡ ★ **Slim Screw** 120
If you have no cards in your hand, this attack can be used for ⚡.

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
When Veluza's body comes away from the water, it leaves a trail of bubbles. The bubbles are so small they are barely visible.

BASIC Frigibax HP 60



NO. 0096, Ice Dragon Pokémon, HT: 1'8" - WT: 37.5 lbs.

⚡ ★ **Tackle** 30

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Frigibax absorbs heat through its dorsal fin and converts it to the heat source energy. The higher the temperature, the more energy Frigibax stores.

BASIC Frigibax HP 60 HOLO



NO. 0096, Ice Dragon Pokémon, HT: 1'8" - WT: 37.5 lbs.

⚡ ★ **Tackle** 30

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Frigibax absorbs heat through its dorsal fin and converts it to the heat source energy. The higher the temperature, the more energy Frigibax stores.

BASIC Frigibax HP 70



NO. 0096, Ice Dragon Pokémon, HT: 1'8" - WT: 37.5 lbs.

⚡ **Chilly** 10

⚡ ⚡ ★ **Bite** 50

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Frigibax absorbs heat through its dorsal fin and converts it to the heat source energy. The higher the temperature, the more energy Frigibax stores.

BASIC Frigibax HP 70 HOLO



NO. 0096, Ice Dragon Pokémon, HT: 1'8" - WT: 37.5 lbs.

⚡ **Chilly** 10

⚡ ⚡ ★ **Bite** 50

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Frigibax absorbs heat through its dorsal fin and converts it to the heat source energy. The higher the temperature, the more energy Frigibax stores.

STAGE 1 Arctibax HP 90



NO. 0097, Ice Dragon Pokémon, HT: 2'7" - WT: 66.1 lbs.

⚡ ★ **Sharp Fin** 40

⚡ ⚡ ★ **Frost Smash** 80

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Arctibax freezes the air around it, protecting its face with an ice mask and turning its body into a blade of ice.

STAGE 1 Arctibax HP 90 HOLO



NO. 0097, Ice Dragon Pokémon, HT: 2'7" - WT: 66.1 lbs.

⚡ ★ **Sharp Fin** 40

⚡ ⚡ ★ **Frost Smash** 80

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Arctibax freezes the air around it, protecting its face with an ice mask and turning its body into a blade of ice.

STAGE 2 Baxcalibur HP 160



NO. 0098, Ice Dragon Pokémon, HT: 6'11" - WT: 463 lbs.

Ability Super Cold
As often as you like during your turn, you may attach a Basic ⚡ Energy card from your hand to 1 of your Pokémon.

⚡ ⚡ ⚡ ★ **Buster Tail** 130

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
This Pokémon blasts cryogenic air out from its mouth. This air can instantly freeze even liquid metals.

STAGE 2 Baxcalibur HP 160 HOLO



NO. 0098, Ice Dragon Pokémon, HT: 6'11" - WT: 463 lbs.

Ability Super Cold
As often as you like during your turn, you may attach a Basic ⚡ Energy card from your hand to 1 of your Pokémon.

⚡ ⚡ ⚡ ★ **Buster Tail** 130

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
This Pokémon blasts cryogenic air out from its mouth. This air can instantly freeze even liquid metals.

BASIC Chien-Pao EX HP 220



NO. 0099, Ice Dragon Pokémon, HT: 8'0" - WT: 1000 lbs.

Ability Shivery Chill
Once during your turn, if this Pokémon is in the Active Spot, you may search your deck for up to 2 Basic ⚡ Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

⚡ ⚡ ⚡ ★ **Hail Blade** 60+
You may discard any amount of ⚡ Energy from your Pokémon. This attack does 60 damage for each card you discarded in this way.

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Snow Points: 150
Chien-Pao EX is a Restricted Card. You may only use 1 in your deck.

BASIC Pikachu HP 70



NO. 0025, Mouse Pokémon, HT: 1'4" - WT: 13.2 lbs.

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

⚡ ★ **Pika Bolt** 30

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
When it is angered, it immediately discharges the energy stored in its pouches in its cheeks.

BASIC Pikachu HP 70 HOLO



NO. 0025, Mouse Pokémon, HT: 1'4" - WT: 13.2 lbs.

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

⚡ ★ **Pika Bolt** 30

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
When it is angered, it immediately discharges the energy stored in its pouches in its cheeks.

BASIC Pikachu EX HP 190



NO. 0025, Mouse Pokémon, HT: 1'4" - WT: 13.2 lbs.

★ **Pika Punch** 30

⚡ ⚡ ⚡ ★ **Dynamic Bolt** 220
Flip a coin. If tails, discard all Energy from this Pokémon.

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

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

STAGE 1 Raichu HP 140



NO. 0026, Mouse Pokémon, HT: 2'7" - WT: 66.1 lbs.

★ **Electrocharge**
Search your deck for up to 2 Basic ⚡ Energy cards and attach them to this Pokémon. Then, shuffle your deck.

⚡ ⚡ ⚡ ★ **Thunderbolt** 200
Discard all Energy from this Pokémon.

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
It tail discharges electricity into the ground, protecting it from getting shocked.

STAGE 1 Raichu HP 140 HOLO



NO. 0026, Mouse Pokémon, HT: 2'7" - WT: 66.1 lbs.

★ **Electrocharge**
Search your deck for up to 2 Basic ⚡ Energy cards and attach them to this Pokémon. Then, shuffle your deck.

⚡ ⚡ ⚡ ★ **Thunderbolt** 200
Discard all Energy from this Pokémon.

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
It tail discharges electricity into the ground, protecting it from getting shocked.

BASIC Magnemite HP 50



NO. 0081, Magnet Pokémon, HT: 1'1" - WT: 13.2 lbs.

★ **Magnetic Charge**
Attach up to 2 Basic ⚡ Energy cards from your discard pile to 1 of your Benched Pokémon.

⚡ ★ **Speed Ball** 20

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
The electromagnetic waves emitted by the units at the sides of its head expand its body, which allows it to float.

BASIC Magnemite HP 50 HOLO



NO. 0081, Magnet Pokémon, HT: 1'1" - WT: 13.2 lbs.

★ **Magnetic Charge**
Attach up to 2 Basic ⚡ Energy cards from your discard pile to 1 of your Benched Pokémon.

⚡ ★ **Speed Ball** 20

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
The electromagnetic waves emitted by the units at the sides of its head expand its body, which allows it to float.

BASIC Voltorb HP 70



NO. 0100, Ball Pokémon, HT: 1'8" - WT: 22.0 lbs.

⚡ **Lightning Ball** 10

★ ★ **Rollout** 20

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

BASIC Voltorb HP 70 HOLO



NO. 0100, Ball Pokémon, HT: 1'8" - WT: 22.0 lbs.

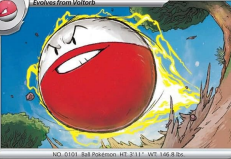
⚡ **Lightning Ball** 10

★ ★ **Rollout** 20

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

STAGE 1 Electrode HP 90



NO. 0101, Ball Pokémon, HT: 2'11" - WT: 146.8 lbs.

⚡ **Lightning Ball** 60

★ ★ ★ **Rolling Tackle** 90

Weakness: ⚡ × 2 Resistance: Retreat: ★

Max. Thunder Points: 150
The more energy it charges up, the faster it gets. But this also makes it more likely to explode.



Wattrel **HOLO** **HP 60**



NO. 0040 Storm Beast Pokémon HT: 3.4' - WT: 2.8 lbs.

★ **Peck** 10

★★ **United Wings** 20×
This attack does 20 damage for each Pokémon in your discard pile that has the United Wings attack.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

When its wings catch the wind, the bones within produce electricity. This Pokémon dives into the ocean, catching prey by electrocuting them.

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Wattrel **HOLO** **HP 60**



NO. 0040 Storm Beast Pokémon HT: 3.4' - WT: 2.8 lbs.

★ **Devastating Wind**
Your opponent shuffles their hand into their deck and draws 4 cards.

★★ **Flap** 40

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

When its wings catch the wind, the bones within produce electricity. This Pokémon dives into the ocean, catching prey by electrocuting them.

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Wattrel **HOLO** **HP 60**



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Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

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Kilowattrel **HOLO** **HP 120**



NO. 0041 Evolved Pokémon HT: 4.2' - WT: 8.5 lbs.

★ **Peck** 20

★★★ **Jet Wing** 150
During your next turn, this Pokémon can't attack.

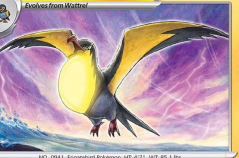
Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

Kilowattrel inflates its throat sac to amplify its electricity. By riding the wind, this Pokémon can fly over 430 miles in a day.

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★ **Peck** 20

★★★ **Jet Wing** 150
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Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

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Jigglypuff **HOLO** **HP 70**



NO. 0039 Balloon Pokémon HT: 1.8' - WT: 12.1 lbs.

★ **Sing**
Your opponent's Active Pokémon is now Asleep.

⊙ ★ **Slap** 20

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

When its huge eyes open, it sings a mysteriously soothing melody that lulls its enemies to sleep.

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Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

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Wigglytuff **HOLO** **HP 110**



NO. 0040 Balloon Pokémon HT: 3.3' - WT: 26.5 lbs.

Ability: Balloon Therapy
Once during your turn, you may attach a Therapeutic Energy card from your hand to 1 of your Pokémon.

⊙ ★ **Magical Shot** 100

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

When very tired, it takes care not to make it angry, or it may inflate steadily and hit with a body slam.

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When very tired, it takes care not to make it angry, or it may inflate steadily and hit with a body slam.

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Slowpoke **HOLO** **HP 80**



NO. 0039 Droopy Pokémon HT: 3.1' - WT: 29.4 lbs.

⊙ **Tail-Fishing**
Flip a coin. If heads, search your deck for a card and put it into your hand. Then, shuffle your deck. If tails, discard a card from your hand.

⊙ **Zen Headbutt** 30

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

It is incredibly slow and droopy. It takes five seconds for it to get past when under attack.

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Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

It is incredibly slow and droopy. It takes five seconds for it to get past when under attack.

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Slowking **HOLO** **HP 270**



NO. 0040 Slow Pokémon HT: 2.4' - WT: 2.2 lbs.

Ability: Profound Knowledge 30
Your opponent's Active Pokémon is now Confused.

⊙ **Wise Headbutt** 130
You may search your deck for up to 2 cards and put them into your hand. Then, shuffle your deck.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

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

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Misdreavus **HOLO** **HP 70**



NO. 0039 Scorch Pokémon HT: 2.4' - WT: 2.2 lbs.

⊙ ★ **Hypnoblast** 10
Your opponent's Active Pokémon is now Asleep.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

This Pokémon startles people in the middle of the night. It gathers fear as its energy.

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Mismagius **HOLO** **HP 90**



NO. 0040 Magical Pokémon HT: 2.1' - WT: 9.2 lbs.

Ability: Magical Flick
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may move an Energy from your opponent's Active Pokémon to 1 of their Benched Pokémon.

⊙ ★ **Psychic Sphere** 60

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

Its cry sounds like an incantation. It is said the cry may cause the benched Pokémon to begin giving power.

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Ability: Magical Flick
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may move an Energy from your opponent's Active Pokémon to 1 of their Benched Pokémon.

⊙ ★ **Psychic Sphere** 60

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

Its cry sounds like an incantation. It is said the cry may cause the benched Pokémon to begin giving power.

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Spiritomb **HOLO** **HP 60**



NO. 0042 Forbidden Pokémon HT: 3.1' - WT: 23.8 lbs.

Ability: Fettered in Misfortune
Basic Pokémon in play (both yours and your opponent's) have no Abilities.

★ **Fade Out** 10
Put this Pokémon and all attached cards into your hand.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

Its constant mischief and misdeeds resulted in it being bound to an Old Karydome by a mysterious spell.

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Gothita **HOLO** **HP 70**



NO. 0044 Evil Pokémon HT: 1.4' - WT: 12.8 lbs.

★ **Pound** 10

⊙ ★ **Eerie Wave** 20
Your opponent's Active Pokémon is now Confused.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

This Pokémon is normally very nervous. When it starts up something mischievous, it is unrelenting and rarely stops.

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⊙ ★ **Eerie Wave** 20
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Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

This Pokémon is normally very nervous. When it starts up something mischievous, it is unrelenting and rarely stops.

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Gothorita **HOLO** **HP 90**



NO. 0045 Ancestral Body Pokémon HT: 2.4' - WT: 39.2 lbs.

★ **Mind Bend** 20
Your opponent's Active Pokémon is now Confused.

⊙ ★ **Super Psy Bolt** 40

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

This Pokémon calls by psychic children to put them to sleep before carrying them away. Be wary of nights when the starlight is bright.

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Gothorita **HOLO** **HP 90**



NO. 0045 Ancestral Body Pokémon HT: 2.4' - WT: 39.2 lbs.

★ **Mind Bend** 20
Your opponent's Active Pokémon is now Confused.

⊙ ★ **Super Psy Bolt** 40

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 100 Max. Energy: 100 Max. Retreat: 100

This Pokémon calls by psychic children to put them to sleep before carrying them away. Be wary of nights when the starlight is bright.

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Gothitelle **HOLO** **HP 150**



NO. 0046 Ancestral Body Pokémon HT: 4.1' - WT: 87 lbs.

Ability: Read the Stars
Once during your turn, you may look at the top 2 cards of your opponent's deck and put 1 of them back. Put the other card on the bottom of their deck.

⊙ ★ **Psych Out** 120
Discard a random card from your opponent's hand.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

It can intuitively predict the energy and dream opponents dream of the universe's end. These dreams are apparently ethereal and beautiful.

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Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

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Dedenne **HOLO** **HP 170**



NO. 0047 Electric Pokémon HT: 2.4' - WT: 29.4 lbs.

⊙ **Tail Swap**
Move all damage counters from 1 of your Benched Pokémon to your opponent's Active Pokémon.

⊙ **Wondrous Shot** 170
Discard an Energy from your hand.

Weakness: ⚡ ×2 Resistance: ⚡ -30 Retreat: ★

Max. HP: 200 Max. Energy: 200 Max. Retreat: 200

As long as this Pokémon is in your bench, power of damage done in this Pokémon by attacks (both yours and your opponent's).

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BASIC Oranguru **HP 120** Ⓢ



NO. 0205, Sage Pokémon. HT: 4.1 ft., WT: 162.6 lbs.

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

Super Psy Bolt 80

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Technique Ask! People used to mistake Orangurus for a human when they saw it. It never responded after a command to the other Pokémon of the forest.

FILE 094 / 193

BASIC Oranguru **HP 120** HOLO Ⓢ



NO. 0205, Sage Pokémon. HT: 4.1 ft., WT: 162.6 lbs.

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

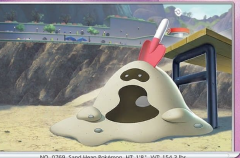
Super Psy Bolt 80

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Technique Ask! People used to mistake Orangurus for a human when they saw it. It never responded after a command to the other Pokémon of the forest.

FILE 094 / 193

BASIC Sandygast **HP 90** Ⓢ



NO. 0206, Sand Sleep Pokémon. HT: 1.8 ft., WT: 154.3 lbs.

Mumble 20

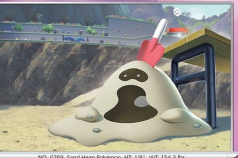
Mud Shot 40

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★ ★

Max. Shin Negotiate If it looks like it will stick something else—like a branch—in its head to make it until it finds another about.

FILE 095 / 193

BASIC Sandygast **HP 90** HOLO Ⓢ



NO. 0206, Sand Sleep Pokémon. HT: 1.8 ft., WT: 154.3 lbs.

Mumble 20

Mud Shot 40

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★ ★

Max. Shin Negotiate If it looks like it will stick something else—like a branch—in its head to make it until it finds another about.

FILE 095 / 193

STAGE 1 Palossand **HP 150** Ⓢ



NO. 0207, Sand Castle Pokémon. HT: 4.3 ft., WT: 151.2 lbs.

Spooky Shot 40

Earthen Power 80+
If you have a Stadium in play, this attack does 80 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★ ★ ★

Max. HYPNOCURSE The spiny Palossand digs smaller Pokémon into its sandy body. Once its victims are trapped, it drains them of their vitality whenever it takes a chance to rest its limbs wherever it takes a chance to rest its limbs.

FILE 096 / 193

STAGE 1 Palossand **HP 150** HOLO Ⓢ



NO. 0207, Sand Castle Pokémon. HT: 4.3 ft., WT: 151.2 lbs.

Spooky Shot 40

Earthen Power 80+
If you have a Stadium in play, this attack does 80 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★ ★ ★

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FILE 096 / 193

BASIC Mimikyu **HP 70** Ⓢ



NO. 0228, Disguise Pokémon. HT: 8 ft., WT: 1.5 lbs.

Ability: Safeguard
Prevent all damage done to this Pokémon by attacks from your opponent's Pokémon **EX** and Pokémon **V**.

Ghost Eye 20
Put 7 damage counters on your opponent's Active Pokémon.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Kagemaru Hinner This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a flapping sheet.

FILE 097 / 193

BASIC Mimikyu **HP 70** HOLO Ⓢ



NO. 0228, Disguise Pokémon. HT: 8 ft., WT: 1.5 lbs.

Ability: Safeguard
Prevent all damage done to this Pokémon by attacks from your opponent's Pokémon **EX** and Pokémon **V**.

Ghost Eye 20
Put 7 damage counters on your opponent's Active Pokémon.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Kagemaru Hinner This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it hides itself under a cloth that resembles a flapping sheet.

FILE 097 / 193

STAGE 1 Ceruleledge **HP 140** Ⓢ



NO. 0937, Fire Blade Pokémon. HT: 5.3 ft., WT: 136.2 lbs.

Life Sucker 50
Heal 30 damage from this Pokémon.

Fighting Sword 100+
If your opponent's Active Pokémon is a Pokémon **EX** or Pokémon **V**, this attack does 100 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Remya Remotely The fiery blades on its arms burn fiercely with the lingering resentment of a sword wielder who will not let anyone challenge its great.

FILE 098 / 193

STAGE 1 Ceruleledge **HP 140** HOLO Ⓢ



NO. 0937, Fire Blade Pokémon. HT: 5.3 ft., WT: 136.2 lbs.

Life Sucker 50
Heal 30 damage from this Pokémon.

Fighting Sword 100+
If your opponent's Active Pokémon is a Pokémon **EX** or Pokémon **V**, this attack does 100 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Remya Remotely The fiery blades on its arms burn fiercely with the lingering resentment of a sword wielder who will not let anyone challenge its great.

FILE 098 / 193

STAGE 1 Rabasca **HP 70** Ⓢ



NO. 0954, Rolling Pokémon. HT: 1 ft., WT: 3.2 lbs.

Revival Blessing 20
Put a Pokémon from your discard pile onto your Bench.

Psybeam 50
Your opponent's Active Pokémon is now Confused.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Onikabe KATO The body that supports the ball barely moves. Therefore, it is thought that the real body of this Pokémon is actually inside the ball.

FILE 099 / 193

STAGE 1 Rabasca **HP 70** HOLO Ⓢ



NO. 0954, Rolling Pokémon. HT: 1 ft., WT: 3.2 lbs.

Revival Blessing 20
Put a Pokémon from your discard pile onto your Bench.

Psybeam 50
Your opponent's Active Pokémon is now Confused.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Onikabe KATO The body that supports the ball barely moves. Therefore, it is thought that the real body of this Pokémon is actually inside the ball.

FILE 099 / 193

BASIC Tinkatink **HP 60** Ⓢ



NO. 0952, Almond Pokémon. HT: 1.4 ft., WT: 19.6 lbs.

Collect 20
Draw a card.

Corkscrew Punch 20

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane It swings its handlike hammer around to protect itself, but the hammer is often stolen by Pokémon that eat metal.

FILE 100 / 193

BASIC Tinkatink **HP 60** HOLO Ⓢ



NO. 0952, Almond Pokémon. HT: 1.4 ft., WT: 19.6 lbs.

Collect 20
Draw a card.

Corkscrew Punch 20

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane It swings its handlike hammer around to protect itself, but the hammer is often stolen by Pokémon that eat metal.

FILE 100 / 193

BASIC Tinkatink **HP 60** Ⓢ



NO. 0952, Almond Pokémon. HT: 1.4 ft., WT: 19.6 lbs.

Scrap Pickup 20
Put an Item card from your discard pile into your hand.

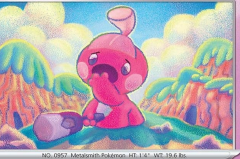
Fairy Wind 30

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane It swings its handlike hammer around to protect itself, but the hammer is often stolen by Pokémon that eat metal.

FILE 100 / 193

BASIC Tinkatink **HP 60** HOLO Ⓢ



NO. 0952, Almond Pokémon. HT: 1.4 ft., WT: 19.6 lbs.

Scrap Pickup 20
Put an Item card from your discard pile into your hand.

Fairy Wind 30

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane It swings its handlike hammer around to protect itself, but the hammer is often stolen by Pokémon that eat metal.

FILE 101 / 193

BASIC Tinkatink **HP 70** Ⓢ



NO. 0952, Almond Pokémon. HT: 1.4 ft., WT: 19.6 lbs.

Brutal Swing 10+
Flip a coin. If heads, this attack does 20 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Poni Kabayashi It swings its handlike hammer around to protect itself, but the hammer is often stolen by Pokémon that eat metal.

FILE 102 / 193

BASIC Tinkatink **HP 70** HOLO Ⓢ



NO. 0952, Almond Pokémon. HT: 1.4 ft., WT: 19.6 lbs.

Brutal Swing 10+
Flip a coin. If heads, this attack does 20 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Poni Kabayashi It swings its handlike hammer around to protect itself, but the hammer is often stolen by Pokémon that eat metal.

FILE 102 / 193

STAGE 1 Tinkatuff **HP 80** Ⓢ



NO. 0958, Hammer Pokémon. HT: 2.4 ft., WT: 130.3 lbs.

Light Punch 30

Boundless Power 80
During your next turn, this Pokémon can't attack.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane Remotely This Pokémon will attack a group of Poni and Bisharp, gathering metal from them in order to create a large and sturdy hammer.

FILE 103 / 193

STAGE 1 Tinkatuff **HP 80** HOLO Ⓢ



NO. 0958, Hammer Pokémon. HT: 2.4 ft., WT: 130.3 lbs.

Light Punch 30

Boundless Power 80
During your next turn, this Pokémon can't attack.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane Remotely This Pokémon will attack a group of Poni and Bisharp, gathering metal from them in order to create a large and sturdy hammer.

FILE 103 / 193

STAGE 1 Tinkatuff **HP 90** Ⓢ



NO. 0958, Hammer Pokémon. HT: 2.4 ft., WT: 130.3 lbs.

Play Rough 30+
Flip a coin. If heads, this attack does 30 more damage.

Pulverizing Press 60
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane This Pokémon will attack a group of Poni and Bisharp, gathering metal from them in order to create a large and sturdy hammer.

FILE 104 / 193

STAGE 1 Tinkatuff **HP 90** HOLO Ⓢ



NO. 0958, Hammer Pokémon. HT: 2.4 ft., WT: 130.3 lbs.

Play Rough 30+
Flip a coin. If heads, this attack does 30 more damage.

Pulverizing Press 60
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Akane This Pokémon will attack a group of Poni and Bisharp, gathering metal from them in order to create a large and sturdy hammer.

FILE 104 / 193

STAGE 1 Tinkaton **HP 140** Ⓢ



NO. 0959, Hammer Pokémon. HT: 2.4 ft., WT: 248.2 lbs.

Ability: Gather Materials
You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 3 cards.

Special Hammer 90+
If this Pokémon has any Special Energy attached, this attack does 90 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Kashi Bellu This Pokémon has a very strong disposition. It knicks rocks into the sky with its hammer during its flying time.

FILE 105 / 193

STAGE 1 Tinkaton **HP 140** HOLO Ⓢ



NO. 0959, Hammer Pokémon. HT: 2.4 ft., WT: 248.2 lbs.

Ability: Gather Materials
You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 3 cards.

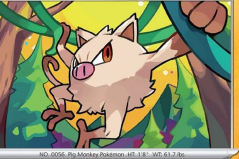
Special Hammer 90+
If this Pokémon has any Special Energy attached, this attack does 90 more damage.

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Kashi Bellu This Pokémon has a very strong disposition. It knicks rocks into the sky with its hammer during its flying time.

FILE 105 / 193

BASIC Mankey **HP 60** Ⓢ



NO. 0056, Big Monkey Pokémon. HT: 1.8 ft., WT: 61.2 lbs.

Low Kick 10

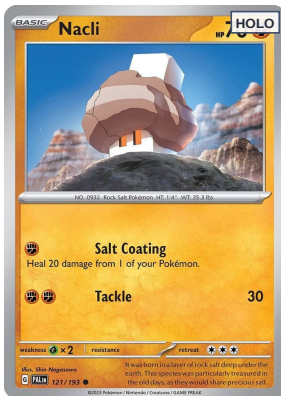
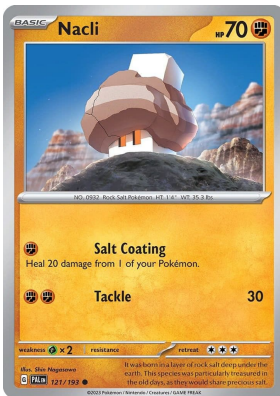
Hang Down 30

Weakness: ⚡ ×2 Resistance: ♀ -30 Retreat: ★

Max. Mankey It swings its long tail in the air, and it looks right at its prey. It comes out and attacks its enemies.

FILE 106 / 193







BASIC **Shroodle** **HP 60** **HOLO**



HO-0964, Slow-Motion Pokémon, HT: 8' 3" WT: 14.5 lbs.

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

weakness  x2 resistance  retreat 

Max. Attack Dynamic
156 / 193

Though usually a meek Pokémon, it will sink its sharp fangs soaked from tears into any flesh and anger it, causing paralysis in the object of its ire.

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STAGE 1 **Grafaiai** **HP 90** **HOLO**



HO-0965, Slow-Motion Pokémon, HT: 2' 2" WT: 90 lbs.

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

Colorful Graffiti 40×
You may discard as many Basic Energy cards as you like from your hand. This attack does 40 damage for each type of Basic Energy you discarded in this way.

weakness  x2 resistance  retreat 

Max. Snarlhowl Dynamic
146 / 193

The color of the poisonous saliva depends on what the Pokémon eats. Grafaiai covers its fingers in its saliva and draws patterns on trees in forests.

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STAGE 1 **Grafaiai** **HP 90** **HOLO**



HO-0965, Slow-Motion Pokémon, HT: 2' 2" WT: 90 lbs.

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

Colorful Graffiti 40×
You may discard as many Basic Energy cards as you like from your hand. This attack does 40 damage for each type of Basic Energy you discarded in this way.

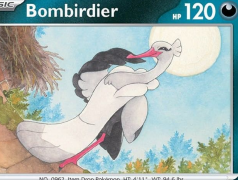
weakness  x2 resistance  retreat 

Max. Snarlhowl Dynamic
146 / 193

The color of the poisonous saliva depends on what the Pokémon eats. Grafaiai covers its fingers in its saliva and draws patterns on trees in forests.

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BASIC **Bombirdier** **HP 120**



HO-0962, Iron Drop Pokémon, HT: 3' 11" WT: 54.6 lbs.

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

Dark Edge 120
Discard an Energy from this Pokémon.

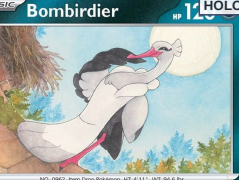
weakness  x2 resistance  -30 retreat 

Max. Sake
147 / 193

It gathers things up in an apron made from shed feathers added to the Pokémon's chest feathers, then drops those things from high places for fun.

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BASIC **Bombirdier** **HP 120** **HOLO**



HO-0962, Iron Drop Pokémon, HT: 3' 11" WT: 54.6 lbs.

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

Dark Edge 120
Discard an Energy from this Pokémon.

weakness  x2 resistance  -30 retreat 

Max. Sake
147 / 193

It gathers things up in an apron made from shed feathers added to the Pokémon's chest feathers, then drops those things from high places for fun.

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STAGE 2 **Corviknight** **HP 170**



HO-0823, Raven Pokémon, HT: 2' 3" WT: 165.3 lbs.

Accelerate 50
If your opponent's Pokémon is Knocked Out by damage from this attack, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

Spinning Bird 200
Discard 2 Energy from this Pokémon.

weakness  x2 resistance  -30 retreat 

Max. Ace
148 / 193

Corviknight can't speak and has a service at Padua because the Pokémon's natural predators will attack it. Also, it is the only bird singing the customer.

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STAGE 2 **Corviknight** **HP 170** **HOLO**



HO-0823, Raven Pokémon, HT: 2' 3" WT: 165.3 lbs.

Accelerate 50
If your opponent's Pokémon is Knocked Out by damage from this attack, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

Spinning Bird 200
Discard 2 Energy from this Pokémon.

weakness  x2 resistance  -30 retreat 

Max. Ace
148 / 193

Corviknight can't speak and has a service at Padua because the Pokémon's natural predators will attack it. Also, it is the only bird singing the customer.

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BASIC **Cufant** **HP 100**



HO-0828, Copperhorn Pokémon, HT: 3' 11" WT: 220.5 lbs.

Stampede 50

weakness  x2 resistance  -30 retreat 

Max. Overdue KATO
149 / 193

Using the protuberance of its trunk, it carries off chunks of hard rocks to store. It is very docile and hedgeable with physical labor.

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BASIC **Cufant** **HP 100** **HOLO**



HO-0828, Copperhorn Pokémon, HT: 3' 11" WT: 220.5 lbs.

Stampede 50

weakness  x2 resistance  -30 retreat 

Max. Overdue KATO
149 / 193

Using the protuberance of its trunk, it carries off chunks of hard rocks to store. It is very docile and hedgeable with physical labor.

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STAGE 1 **Copperajah** **HP 300**



HO-0828, Copperhorn Pokémon, HT: 3' 11" WT: 220.5 lbs.

Ability **Bronze Body**
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

Nosequake 260
This attack also does 30 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Pokémon EX rule
In a Knocked Out, your opponent takes 2 Prize cards.

weakness  x2 resistance  -30 retreat 

Max. Sake
150 / 193

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BASIC **Orthworm** **HP 130**



HO-0968, Earthworm Pokémon, HT: 8' 2" WT: 453.4 lbs.

Ability **Nutritional Iron**
If this Pokémon has 3 or more ♀ Energy attached, it gets +100 HP.

Shoot Through 100
This attack also does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness  x2 resistance  -30 retreat 

Max. Hunkle Arge
151 / 193

When attacked, this Pokémon will extend its muscular body like fists and pierce the opponent with a storm of punches.

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BASIC **Orthworm** **HP 130** **HOLO**



HO-0968, Earthworm Pokémon, HT: 8' 2" WT: 453.4 lbs.

Ability **Nutritional Iron**
If this Pokémon has 3 or more ♀ Energy attached, it gets +100 HP.

Shoot Through 100
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weakness  x2 resistance  -30 retreat 

Max. Hunkle Arge
151 / 193

When attacked, this Pokémon will extend its muscular body like fists and pierce the opponent with a storm of punches.

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BASIC **Noibat** **HP 70**



HO-0714, Sound Wave Pokémon, HT: 1' 10" WT: 12.6 lbs.

Gust 40

weakness  x2 resistance  retreat 

Max. Nihil
152 / 193

This Pokémon emits ultrasonic waves from its large ears to search for prey and communicate with its kind.

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BASIC **Noibat** **HP 70** **HOLO**



HO-0714, Sound Wave Pokémon, HT: 1' 10" WT: 12.6 lbs.

Gust 40

weakness  x2 resistance  retreat 

Max. Nihil
152 / 193

This Pokémon emits ultrasonic waves from its large ears to search for prey and communicate with its kind.

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STAGE 1 **Noivern** **HP 260**



HO-0714, Sound Wave Pokémon, HT: 1' 10" WT: 12.6 lbs.

Covert Flight 70
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

Dominating Echo 140
During your opponent's next turn, they can't play any Special Energy or Stadium cards from their hand.

Pokémon EX rule
In a Knocked Out, your opponent takes 2 Prize cards.

weakness  x2 resistance  -30 retreat 

Max. Nihil
152 / 193

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BASIC **Girafarig** **HP 100**



HO-0203, Long Neck Pokémon, HT: 4' 11" WT: 81.5 lbs.

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

Headbang 70

weakness  x2 resistance  retreat 

Max. Kinkid Sake
154 / 193

Though very small, the brain in its tail is still considered an important organ because it emits powerful psychic energy.

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BASIC **Girafarig** **HP 100** **HOLO**



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

Headbang 70

weakness  x2 resistance  retreat 

Max. Kinkid Sake
154 / 193

Though very small, the brain in its tail is still considered an important organ because it emits powerful psychic energy.

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STAGE 1 **Farigiraf** **HP 140**



HO-0203, Long Neck Pokémon, HT: 10' 6" WT: 352.3 lbs.

Either Face
Choose a player. That player shuffles their hand into their deck and draws 4 cards.

Power Beam 130

weakness  x2 resistance  retreat 

Max. Kinkid Sake
155 / 193

Now that the brain waves from the head and tail are synced up, the psychic power of this Pokémon is 10 times stronger than Girafarig's.

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STAGE 1 **Farigiraf** **HP 140** **HOLO**



HO-0203, Long Neck Pokémon, HT: 10' 6" WT: 352.3 lbs.

Either Face
Choose a player. That player shuffles their hand into their deck and draws 4 cards.

Power Beam 130

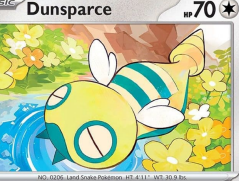
weakness  x2 resistance  retreat 

Max. Kinkid Sake
155 / 193

Now that the brain waves from the head and tail are synced up, the psychic power of this Pokémon is 10 times stronger than Girafarig's.

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BASIC **Dunsparce** **HP 70**



HO-0206, Land Snake Pokémon, HT: 4' 11" WT: 40.9 lbs.

Find a Friend
Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Bite 50

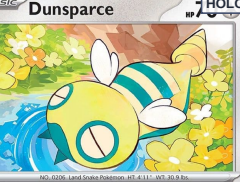
weakness  x2 resistance  retreat 

Max. Hunkle Sake
156 / 193

It reveals mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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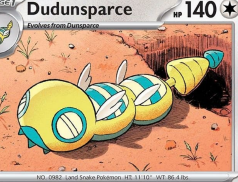
weakness  x2 resistance  retreat 

Max. Hunkle Sake
156 / 193

It reveals mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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STAGE 1 **Dudunsparce** **HP 140**



HO-0206, Land Snake Pokémon, HT: 1' 11" WT: 85.4 lbs.

Mud-Slap 30

Dig Away Flash 100
Your opponent's Active Pokémon is now Paralyzed. Shuffle this Pokémon and all attached cards into your deck.

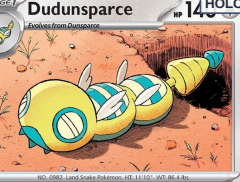
weakness  x2 resistance  retreat 

Max. Hunkle Sake
157 / 193

This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

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Mud-Slap 30

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Max. Hunkle Sake
157 / 193

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BASIC **Wingull** **HP 70**



HO-0228, Seagull Pokémon, HT: 2' WT: 20.9 lbs.

Gust 30

weakness  x2 resistance  -30 retreat 

Max. Kinkid Sake
158 / 193

It soars high in the sky, riding on updrafts like a glider. It carries food tucked in its bill.

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BASIC **Wingull** **HP 70** **HOLO**



HO-0228, Seagull Pokémon, HT: 2' WT: 20.9 lbs.

Gust 30

weakness  x2 resistance  -30 retreat 

Max. Kinkid Sake
158 / 193

It soars high in the sky, riding on updrafts like a glider. It carries food tucked in its bill.

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STAGE 1 Pelipper **HP 120** ★



NO. 0229, Water 1st Pokémon, HP: 131, WT: 63.2 Bn.

Ability **Hearsay**

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may choose 1: put a Supporter card from your discard pile into your hand, or search your deck for a Supporter card, reveal it, put it into your hand, and then shuffle your deck.

★ ★ ★ **Wing Attack** 90

weakness ✖ 2 resistance -30 retreat ★ ★

Max. Stress Kometer
It is a flying transporter that carries small Pokémon in its beak. It bobs on the waves to rest its wings.

159/193

STAGE 1 Pelipper **HP 120** HOLO



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weakness ✖ 2 resistance -30 retreat ★ ★

Max. Stress Kometer
It is a flying transporter that carries small Pokémon in its beak. It bobs on the waves to rest its wings.

159/193

BASIC Slakoth **HP 70** ★



NO. 0281, Slowness Pokémon, HP: 71, WT: 52.9 Bn.

Yawn

Your opponent's Active Pokémon is now Asleep.

weakness ✖ 2 resistance retreat ★ ★

Max. Sleepiness Negligi
It sleeps for 20 hours every day. Making drowsy those that see it is one of its abilities.

160/193

BASIC Slakoth **HP 70** HOLO



NO. 0281, Slowness Pokémon, HP: 71, WT: 52.9 Bn.

Yawn

Your opponent's Active Pokémon is now Asleep.

weakness ✖ 2 resistance retreat ★ ★

Max. Sleepiness Negligi
It sleeps for 20 hours every day. Making drowsy those that see it is one of its abilities.

160/193

STAGE 1 Vigoroth **HP 90** ★



NO. 0288, Wild Monkey Pokémon, HP: 91, WT: 103.5 Bn.

Confront 40

★ ★ ★ **Sharp Claws** 60+

Flip a coin. If heads, this attack does 60 more damage.

weakness ✖ 2 resistance retreat ★ ★

Max. GROWL
Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

161/193

STAGE 1 Vigoroth **HP 90** HOLO



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Flip a coin. If heads, this attack does 60 more damage.

weakness ✖ 2 resistance retreat ★ ★

Max. GROWL
Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

161/193

STAGE 2 Slaking **HP 180** ★



NO. 0289, Lazy Pokémon, HP: 181, WT: 280.2 Bn.

Ability **Stir and Snooze**

If this Pokémon is Asleep, flip 2 coins instead of 1 during Pokémon Checkup. If either of them is tails, this Pokémon is still Asleep.

★ ★ ★ **Slacker's Headstrike** 240

This Pokémon is now Asleep.

weakness ✖ 2 resistance retreat ★ ★ ★

Max. Yawn Obi
It is the world's most skilful Pokémon. However, it can exert horrifying power by releasing great up-energy all at once.

162/193

STAGE 2 Slaking **HP 180** HOLO



NO. 0289, Lazy Pokémon, HP: 181, WT: 280.2 Bn.

Ability **Stir and Snooze**

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This Pokémon is now Asleep.

weakness ✖ 2 resistance retreat ★ ★ ★

Max. Yawn Obi
It is the world's most skilful Pokémon. However, it can exert horrifying power by releasing great up-energy all at once.

162/193

BASIC Fletchling **HP 60** ★



NO. 0661, Tiny Bird Pokémon, HP: 61, WT: 3.2 Bn.

Nosedive 30

This Pokémon also does 10 damage to itself.

weakness ✖ 2 resistance -30 retreat ★

Max. not
This Pokémon is normally calm, but once it enters battle, its hormonal balance changes and it becomes aggressive.

163/193

BASIC Fletchling **HP 60** HOLO



NO. 0661, Tiny Bird Pokémon, HP: 61, WT: 3.2 Bn.

Nosedive 30

This Pokémon also does 10 damage to itself.

weakness ✖ 2 resistance -30 retreat ★

Max. not
This Pokémon is normally calm, but once it enters battle, its hormonal balance changes and it becomes aggressive.

163/193

BASIC Rookidee **HP 60** ★



NO. 0851, Tiny Bird Pokémon, HP: 61, WT: 4.3 Bn.

Send Back 10

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

weakness ✖ 2 resistance -30 retreat ★

Max. Head Sals
This Pokémon is brave and cocky. The white markings around a Rookidee's eyes intimidate formidable Pokémon.

164/193

BASIC Rookidee **HP 60** HOLO



NO. 0851, Tiny Bird Pokémon, HP: 61, WT: 4.3 Bn.

Send Back 10

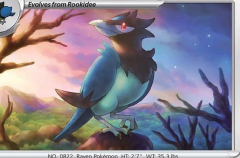
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

weakness ✖ 2 resistance -30 retreat ★

Max. Head Sals
This Pokémon is brave and cocky. The white markings around a Rookidee's eyes intimidate formidable Pokémon.

164/193

STAGE 1 Corvisquire **HP 90** ★



NO. 0852, Raven Pokémon, HP: 91, WT: 35.3 Bn.

Glide 20

★ ★ ★ **Clutch** 70

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

weakness ✖ 2 resistance -30 retreat ★

Max. not
It is said that the reason behind Corvisquire's high level of intelligence is the large size of its brain relative to those of other bird Pokémon.

165/193

STAGE 1 Corvisquire **HP 90** HOLO



NO. 0852, Raven Pokémon, HP: 91, WT: 35.3 Bn.

Glide 20

★ ★ ★ **Clutch** 70

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

weakness ✖ 2 resistance -30 retreat ★

Max. not
It is said that the reason behind Corvisquire's high level of intelligence is the large size of its brain relative to those of other bird Pokémon.

165/193

BASIC Tandemaus **HP 30** ★



NO. 0924, Gnu Pokémon, HP: 31, WT: 3 Bn.

Collect

Draw 2 cards.

★ ★ ★ **Gentle Slap** 30

weakness ✖ 2 resistance retreat ★

Max. Overalls KATO
Exhibiting great teamwork, they use their incisors to cut pieces out of any material that might be useful for a nest, then make off with them.

166/193

BASIC Tandemaus **HP 40** HOLO



NO. 0924, Gnu Pokémon, HP: 31, WT: 3 Bn.

Collect

Draw 2 cards.

★ ★ ★ **Gentle Slap** 30

weakness ✖ 2 resistance retreat ★

Max. Overalls KATO
Exhibiting great teamwork, they use their incisors to cut pieces out of any material that might be useful for a nest, then make off with them.

166/193

BASIC Tandemaus **HP 40** ★



NO. 0924, Gnu Pokémon, HP: 31, WT: 3 Bn.

Attach 10

★ ★ **Smash Kick** 20

weakness ✖ 2 resistance retreat ★

Max. Sals
Exhibiting great teamwork, they use their incisors to cut pieces out of any material that might be useful for a nest, then make off with them.

167/193

BASIC Tandemaus **HP 40** HOLO



NO. 0924, Gnu Pokémon, HP: 31, WT: 3 Bn.

Attach 10

★ ★ **Smash Kick** 20

weakness ✖ 2 resistance retreat ★

Max. Sals
Exhibiting great teamwork, they use their incisors to cut pieces out of any material that might be useful for a nest, then make off with them.

167/193

STAGE 1 Maushold **HP 60** ★



NO. 0925, Family Pokémon, HP: 61, WT: 5.1 Bn.

★ ★ **Gentle Slap** 50

★ ★ ★ **Gnaw Relentlessly**

Put 1 damage counter on each of your opponent's Pokémon for each of your Maushold in play.

weakness ✖ 2 resistance retreat ★

Max. Super Tante
They build huge nests with many rooms that are used for different purposes, such as eating and sleeping.

168/193

STAGE 1 Maushold **HP 60** HOLO



NO. 0925, Family Pokémon, HP: 61, WT: 5.1 Bn.

★ ★ **Gentle Slap** 50

★ ★ ★ **Gnaw Relentlessly**

Put 1 damage counter on each of your opponent's Pokémon for each of your Maushold in play.

weakness ✖ 2 resistance retreat ★

Max. Super Tante
They build huge nests with many rooms that are used for different purposes, such as eating and sleeping.

168/193

BASIC Squawkabilly **HP 160** ★



NO. 0926, Squawking Pokémon, HP: 161, WT: 8.1 Bn.

Ability **Squawk and Seize**

Once during your first turn, you may discard your hand and draw 6 cards. You can't use more than 1 Squawk and Seize Ability during your turn.

★ **Motivate** 20

Attach up to 2 Basic Energy cards from your discard pile to 1 of your Bench Pokémon.

weakness ✖ 2 resistance -30 retreat ★

Max. PLUMET MARCHAL
It is said that the reason behind Squawkabilly's high level of intelligence is the large size of its brain relative to those of other bird Pokémon.

169/193

BASIC Flamigo **HP 110** ★



NO. 0927, Seraphine Pokémon, HP: 111, WT: 8.1 Bn.

Ability **Insta-Flock**

When you play this Pokémon from your hand onto your Bench during your turn, you may search your deck for up to 3 Flamigo, reveal them, and put them into your hand. Then, shuffle your deck.

★ **United Wings** 20×

This attack does 20 damage for each Pokémon in your discard pile that has the United Wings attack.

weakness ✖ 2 resistance -30 retreat ★

Max. regisno
This Pokémon apparently flies the base of its neck into a knot so that energy stored in its belly does not escape from its beak.

170/193

BASIC Flamigo **HP 110** HOLO



NO. 0927, Seraphine Pokémon, HP: 111, WT: 8.1 Bn.

Ability **Insta-Flock**

When you play this Pokémon from your hand onto your Bench during your turn, you may search your deck for up to 3 Flamigo, reveal them, and put them into your hand. Then, shuffle your deck.

★ **United Wings** 20×

This attack does 20 damage for each Pokémon in your discard pile that has the United Wings attack.

weakness ✖ 2 resistance -30 retreat ★

Max. regisno
This Pokémon apparently flies the base of its neck into a knot so that energy stored in its belly does not escape from its beak.

170/193

Stadium Artazon **HP 170** ★



NO. 0928, Stadium Pokémon, HP: 171, WT: 17.1 Bn.

Once during each player's turn, that player may search their deck for a Basic Pokémon that doesn't have a Rule Box and put it onto their Bench. Then, that player shuffles their deck. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

weakness ✖ 2 resistance -30 retreat ★

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

171/193

Stadium Artazon **HP 170** HOLO



NO. 0928, Stadium Pokémon, HP: 171, WT: 17.1 Bn.

Once during each player's turn, that player may search their deck for a Basic Pokémon that doesn't have a Rule Box and put it onto their Bench. Then, that player shuffles their deck. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

weakness ✖ 2 resistance -30 retreat ★

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

171/193

Supporter **TRAINER**

Boss's Orders Ghetsis



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

You may play only 1 Supporter card during your turn.

Max. NC Engine
C 111 172/193

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Supporter **TRAINER** **HOLO**

Boss's Orders Ghetsis



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

You may play only 1 Supporter card during your turn.

Max. NC Engine
C 111 172/193

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Pokémon Tool **TRAINER**

Bravery Charm



The Basic Pokémon this card is attached to gets +50 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.

Max. Double Bench
C 111 173/193

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Pokémon Tool **TRAINER** **HOLO**

Bravery Charm



The Basic Pokémon this card is attached to gets +50 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.

Max. Double Bench
C 111 173/193

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Stadium **TRAINER**

Calamitous Snowy Mountain



Whenever any player attaches an Energy card from their hand to 1 of their Basic non- Pokémon, put 2 damage counters on that Pokémon.

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.

Max. 4FAM ODA4HMA
C 111 174/193

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Stadium **TRAINER** **HOLO**

Calamitous Snowy Mountain



Whenever any player attaches an Energy card from their hand to 1 of their Basic non- Pokémon, put 2 damage counters on that Pokémon.

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.

Max. 4FAM ODA4HMA
C 111 174/193

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Stadium **TRAINER**

Calamitous Wasteland



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

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.

Max. 4FAM ODA4HMA
C 111 175/193

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Stadium **TRAINER** **HOLO**

Calamitous Wasteland



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

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.

Max. 4FAM ODA4HMA
C 111 175/193

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Pokémon Tool **TRAINER**

Choice Belt



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.

Max. Double Bench Inc.
C 111 176/193

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Pokémon Tool **TRAINER** **HOLO**

Choice Belt



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.

Max. Double Bench Inc.
C 111 176/193

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Supporter **TRAINER**

Clavell



Search your deck for up to 3 Basic Pokémon with 120 HP or less, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Max. Hinku Arige
C 111 177/193

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Supporter **TRAINER** **HOLO**

Clavell



Search your deck for up to 3 Basic Pokémon with 120 HP or less, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Max. Hinku Arige
C 111 177/193

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Item **TRAINER**

Delivery Drone



Flip 2 coins. If both of them are heads, search your deck for a card and put it into your hand. Then, shuffle your deck.

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

Max. Double Bench
C 111 178/193

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Item **TRAINER** **HOLO**

Delivery Drone



Flip 2 coins. If both of them are heads, search your deck for a card and put it into your hand. Then, shuffle your deck.

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

Max. Double Bench
C 111 178/193

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Supporter **TRAINER**

Dendra



Put a card from your hand on the bottom of your deck. If you do, draw cards until you have 5 cards in your hand. (If you have no other cards in your hand, you can't use this card.)

You may play only 1 Supporter card during your turn.

Max. you
C 111 179/193

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Supporter **TRAINER** **HOLO**

Dendra



Put a card from your hand on the bottom of your deck. If you do, draw cards until you have 5 cards in your hand. (If you have no other cards in your hand, you can't use this card.)

You may play only 1 Supporter card during your turn.

Max. you
C 111 179/193

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Supporter **TRAINER**

Falkner



Draw 2 cards. If you have a Stadium in play, draw 2 more cards.

You may play only 1 Supporter card during your turn.

Max. Ryoku Fure
C 111 180/193

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Supporter **TRAINER** **HOLO**

Falkner



Draw 2 cards. If you have a Stadium in play, draw 2 more cards.

You may play only 1 Supporter card during your turn.

Max. Ryoku Fure
C 111 180/193

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Item **TRAINER**

Fighting Au Lait



You can use this card only if you have more Prize cards remaining than your opponent.

Heal 60 damage from 1 of your Pokémon.

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

Max. Apple Yoshida
C 111 181/193

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Item **TRAINER** **HOLO**

Fighting Au Lait



You can use this card only if you have more Prize cards remaining than your opponent.

Heal 60 damage from 1 of your Pokémon.

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

Max. Apple Yoshida
C 111 181/193

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Supporter **TRAINER**

Giacomo



Discard a Special Energy from each of your opponent's Pokémon.

You may play only 1 Supporter card during your turn.

Max. Akira Kenyama
C 111 182/193

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Supporter **TRAINER** **HOLO**

Giacomo



Discard a Special Energy from each of your opponent's Pokémon.

You may play only 1 Supporter card during your turn.

Max. Akira Kenyama
C 111 182/193

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Item **TRAINER**

Great Ball



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

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

Max. Studio Bore Inc.
C 111 183/193

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Item **TRAINER** **HOLO**

Great Ball



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

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

Max. Studio Bore Inc.
C 111 183/193

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Supporter **TRAINER**

Grusha



Draw cards until you have 5 cards in your hand. If none of your Pokémon have any Energy attached, draw cards until you have 7 cards in your hand instead.

You may play only 1 Supporter card during your turn.

Max. GROMA
C 111 184/193

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Supporter TRAI HOLO

Grusha

Draw cards until you have 5 cards in your hand. If none of your Pokémon have any Energy attached, draw cards until you have 7 cards in your hand instead.

You may play only 1 Supporter card during your turn.

ILLU: GODOBA
FILE: 184/193

Supporter TRAINER

Iono

Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player draws a card for each of their remaining Prize cards.

You may play only 1 Supporter card during your turn.

ILLU: SAKURADA SAKURA
FILE: 185/193

Supporter TRAI HOLO

Iono

Each player shuffles their hand and puts it on the bottom of their deck. If either player put any cards on the bottom of their deck in this way, each player draws a card for each of their remaining Prize cards.

You may play only 1 Supporter card during your turn.

ILLU: SAKURADA SAKURA
FILE: 185/193

Stadium TRAINER

Practice Studio

The attacks of Stage 1 Pokémon (both yours and your opponent's) do 10 more damage to the opponent's Active Pokémon (before 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.

ILLU: ATSUMI ODAISHIMA
FILE: 186/193

Stadium TRAI HOLO

Practice Studio

The attacks of Stage 1 Pokémon (both yours and your opponent's) do 10 more damage to the opponent's Active Pokémon (before 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.

ILLU: ATSUMI ODAISHIMA
FILE: 186/193

Supporter TRAINER

Saguaro

Choose up to 2 of your Pokémon and heal 50 damage from each of them.

You may play only 1 Supporter card during your turn.

ILLU: KAGIYAMA
FILE: 187/193

Supporter TRAI HOLO

Saguaro

Choose up to 2 of your Pokémon and heal 50 damage from each of them.

You may play only 1 Supporter card during your turn.

ILLU: KAGIYAMA
FILE: 187/193

Item TRAINER

Super Rod

Shuffle up to 3 in any combination of Pokémon and Basic Energy cards from your discard pile into your deck.

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

ILLU: KAGIYAMA
FILE: 188/193

Item TRAI HOLO

Super Rod

Shuffle up to 3 in any combination of Pokémon and Basic Energy cards from your discard pile into your deck.

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

ILLU: KAGIYAMA
FILE: 188/193

Item TRAINER

Superior Energy Retrieval

You can use this card only if you discard 2 other cards from your hand.

Put up to 4 Basic Energy cards from your discard pile into your hand. (You can't choose a card you discarded with the effect of this card.)

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

ILLU: KAGIYAMA
FILE: 189/193

Item TRAI HOLO

Superior Energy Retrieval

You can use this card only if you discard 2 other cards from your hand.

Put up to 4 Basic Energy cards from your discard pile into your hand. (You can't choose a card you discarded with the effect of this card.)

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

ILLU: KAGIYAMA
FILE: 189/193

Special Energy ENERGY

Jet Energy ★

As long as this card is attached to a Pokémon, it provides ★ Energy.

When you attach this card from your hand to 1 of your Benched Pokémon, switch that Pokémon with your Active Pokémon.

FILE: 190/193

Special Energy ENE HOLO

Jet Energy ★

As long as this card is attached to a Pokémon, it provides ★ Energy.

When you attach this card from your hand to 1 of your Benched Pokémon, switch that Pokémon with your Active Pokémon.

FILE: 190/193

Special Energy ENERGY

Luminous Energy

As long as this card is attached to a Pokémon, it provides every type of Energy but provides only 1 Energy at a time.

If the Pokémon this card is attached to has any other Special Energy attached, this card provides ★ Energy instead.

FILE: 191/193

Special Energy ENE HOLO

Luminous Energy

As long as this card is attached to a Pokémon, it provides every type of Energy but provides only 1 Energy at a time.

If the Pokémon this card is attached to has any other Special Energy attached, this card provides ★ Energy instead.

FILE: 191/193

Special Energy ENERGY

Reversal Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

If you have more Prize cards remaining than your opponent, and if this card is attached to an Evolution Pokémon that doesn't have a Rule Box (Pokémon EX, Pokémon V-etc. have Rule Boxes), this card provides every type of Energy but provides only 3 Energy at a time.

FILE: 192/193

Special Energy ENE HOLO

Reversal Energy

As long as this card is attached to a Pokémon, it provides ★ Energy.

If you have more Prize cards remaining than your opponent, and if this card is attached to an Evolution Pokémon that doesn't have a Rule Box (Pokémon EX, Pokémon V-etc. have Rule Boxes), this card provides every type of Energy but provides only 3 Energy at a time.

FILE: 192/193

Special Energy ENERGY

Therapeutic Energy ★

As long as this card is attached to a Pokémon, it provides ★ Energy.

The Pokémon this card is attached to recovers from being Asleep, Confused, or Paralyzed and can't be affected by those Special Conditions.

FILE: 193/193

Special Energy ENE HOLO

Therapeutic Energy ★

As long as this card is attached to a Pokémon, it provides ★ Energy.

The Pokémon this card is attached to recovers from being Asleep, Confused, or Paralyzed and can't be affected by those Special Conditions.

FILE: 193/193

BASIC Heracross HP 130

Tackle 50

Smashing Horn 110

This attack does 10 damage to the opponent's Active Pokémon.

FILE: 194/193

BASIC Tropius HP 110

Leaf Drain 20

Deal 20 damage from this Pokémon.

Tropic Breeze 130

Play all Energy from this Pokémon to 1 of your Benched Pokémon.

FILE: 195/193

BASIC Sprigatito HP 60

Gather Sunlight

Search your deck for up to 2 Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

Seed Bomb 10

Deal 10 damage from this Pokémon.

FILE: 196/193

STAGE 1 Floragato HP 90

Seed Bomb 30

Deal 30 damage from this Pokémon.

Magic Whip 50

Search out your opponent's Active Pokémon on the battlefield. Your opponent chooses the new Active Pokémon.

FILE: 197/193

BASIC Bramblin HP 50

Blot 10

Deal 10 damage from this Pokémon.

FILE: 198/193

STAGE 1 Fletchinder HP 80

Heat Dive 50

Deal 50 damage from this Pokémon.

FILE: 199/193

