











**BASIC** Cubchoo **HP 70** ⚡



HO-0613, C24 Pokémon HP 1-3 • WT 40.3-41.3 lbs.

**Smash Kick** 10

**Trip Over** 20+  
Flip a coin. If heads, this attack does 20 more damage.

weakness ×2 resistance retreat

Many of this species can be found along the shoreline of cold regions. If a Cubchoo lacks a diving coat, there's a chance it is sick.

Att. Min. Max. CRF 052/197

**BASIC** Cubchoo **HP 70** ⚡ HOLO



HO-0613, C24 Pokémon HP 1-3 • WT 40.3-41.3 lbs.

**Smash Kick** 10

**Trip Over** 20+  
Flip a coin. If heads, this attack does 20 more damage.

weakness ×2 resistance retreat

Many of this species can be found along the shoreline of cold regions. If a Cubchoo lacks a diving coat, there's a chance it is sick.

Att. Min. Max. CRF 052/197

**STAGE 1** Beartic **HP 150** ⚡

Evolves from Cubchoo



HO-0614, Evolving Pokémon HP 8-11 • WT 57.2-61 lbs.

**Icicle Punch** 30

**Frost Purge** 170  
Flip a coin. If tails, discard all Energy from this Pokémon.

weakness ×2 resistance retreat

This ferocious, carnivorous Pokémon, Beartic captures its prey. It will freeze cold animals to freeze and devour it.

Att. Min. Max. CRF 054/197

**STAGE 1** Beartic **HP 150** ⚡ HOLO

Evolves from Cubchoo



HO-0614, Evolving Pokémon HP 8-11 • WT 57.2-61 lbs.

**Icicle Punch** 30

**Frost Purge** 170  
Flip a coin. If tails, discard all Energy from this Pokémon.

weakness ×2 resistance retreat

This ferocious, carnivorous Pokémon, Beartic captures its prey. It will freeze cold animals to freeze and devour it.

Att. Min. Max. CRF 054/197

**BASIC** Cryogonal **HP 90** ⚡



HO-0615, Crystalline Pokémon HP 2-3 • WT 30.8 lbs.

**First Freeze** 30  
If you go second and it's your first turn, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance retreat

Cryogonal appears during cold seasons. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 055/197

**BASIC** Cryogonal **HP 90** ⚡ HOLO



HO-0615, Crystalline Pokémon HP 2-3 • WT 30.8 lbs.

**First Freeze** 30  
If you go second and it's your first turn, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance retreat

Cryogonal is said to appear during cold seasons. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 055/197

**BASIC** Froakie **HP 70** ⚡



HO-0616, Bubble Frog Pokémon HP 1 • WT 15.4 lbs.

**Try Bouncing** 30  
Flip a coin. If tails, this attack does nothing.

weakness ×2 resistance retreat

It is said to be a very delicate Pokémon. Because its happy-go-lucky and carefree attitude, it is a very popular Pokémon.

Att. Min. Max. CRF 056/197

**BASIC** Froakie **HP 70** ⚡ HOLO



HO-0616, Bubble Frog Pokémon HP 1 • WT 15.4 lbs.

**Try Bouncing** 30  
Flip a coin. If tails, this attack does nothing.

weakness ×2 resistance retreat

It is said to be a very delicate Pokémon. Because its happy-go-lucky and carefree attitude, it is a very popular Pokémon.

Att. Min. Max. CRF 056/197

**STAGE 1** Frogadier **HP 90** ⚡

Evolves from Froakie



HO-0617, Bubble Frog Pokémon HP 2 • WT 24 lbs.

**Strafe** 40  
You may switch this Pokémon with 1 of your Benched Pokémon.

weakness ×2 resistance retreat

It is said to be a very delicate Pokémon. Because its happy-go-lucky and carefree attitude, it is a very popular Pokémon.

Att. Min. Max. CRF 057/197

**STAGE 1** Frogadier **HP 90** ⚡ HOLO

Evolves from Froakie



HO-0617, Bubble Frog Pokémon HP 2 • WT 24 lbs.

**Strafe** 40  
You may switch this Pokémon with 1 of your Benched Pokémon.

weakness ×2 resistance retreat

It is said to be a very delicate Pokémon. Because its happy-go-lucky and carefree attitude, it is a very popular Pokémon.

Att. Min. Max. CRF 057/197

**BASIC** Wiglett **HP 60** ⚡



HO-0618, Garden Eel Pokémon HP 2-3 • WT 4 lbs.

**Rain Splash** 10

weakness ×2 resistance retreat

This Pokémon is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 058/197

**BASIC** Wiglett **HP 60** ⚡ HOLO



HO-0618, Garden Eel Pokémon HP 2-3 • WT 4 lbs.

**Rain Splash** 10

weakness ×2 resistance retreat

This Pokémon is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 058/197

**STAGE 1** Wugtrio **HP 90** ⚡

Evolves from Wiglett



HO-0619, Garden Eel Pokémon HP 3-4 • WT 11.8 lbs.

**Entwining Entrapment** 50  
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ×2 resistance retreat

This Pokémon is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 059/197

**STAGE 1** Wugtrio **HP 90** ⚡ HOLO

Evolves from Wiglett



HO-0619, Garden Eel Pokémon HP 3-4 • WT 11.8 lbs.

**Entwining Entrapment** 50  
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ×2 resistance retreat

This Pokémon is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 059/197

**BASIC** Finizen **HP 50** ⚡



HO-0620, Dolphin Pokémon HP 2-3 • WT 13.2 lbs.

**Valiant Evolution**  
Switch this Pokémon with 1 of your Benched Pokémon. If you do, search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

**Razor Fin** 10

weakness ×2 resistance retreat

It is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 060/197

**BASIC** Finizen **HP 90** ⚡ HOLO



HO-0620, Dolphin Pokémon HP 2-3 • WT 13.2 lbs.

**Valiant Evolution**  
Switch this Pokémon with 1 of your Benched Pokémon. If you do, search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

**Razor Fin** 10

weakness ×2 resistance retreat

It is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 060/197

**BASIC** Finizen **HP 90** ⚡



HO-0620, Dolphin Pokémon HP 2-3 • WT 13.2 lbs.

**Tail Smack** 30

weakness ×2 resistance retreat

It is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 061/197

**BASIC** Finizen **HP 90** ⚡ HOLO



HO-0620, Dolphin Pokémon HP 2-3 • WT 13.2 lbs.

**Tail Smack** 30

weakness ×2 resistance retreat

It is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 061/197

**STAGE 1** Palafin **HP 150** ⚡

Evolves from Finizen



HO-0621, Hero Pokémon HP 5-11 • WT 214.2 lbs.

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

**Justice Kick** 210  
If this Pokémon didn't move from the Bench to the Active Spot this turn, this attack does nothing.

weakness ×2 resistance retreat

This Pokémon is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 062/197

**STAGE 1** Palafin **HP 150** ⚡ HOLO

Evolves from Finizen



HO-0621, Hero Pokémon HP 5-11 • WT 214.2 lbs.

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

**Justice Kick** 210  
If this Pokémon didn't move from the Bench to the Active Spot this turn, this attack does nothing.

weakness ×2 resistance retreat

This Pokémon is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 062/197

**BASIC** Magnemite **HP 60** ⚡



HO-0081, Magnet Pokémon HP 1 • WT 13.2 lbs.

**Ram** 10

**Speed Ball** 20

weakness ×2 resistance retreat

The electromagnetic waves emitted by the unit at the side of its head emit sparks, which allows it to float.

Att. Min. Max. CRF 063/197

**BASIC** Magnemite **HP 60** ⚡ HOLO



HO-0081, Magnet Pokémon HP 1 • WT 13.2 lbs.

**Ram** 10

**Speed Ball** 20

weakness ×2 resistance retreat

The electromagnetic waves emitted by the unit at the side of its head emit sparks, which allows it to float.

Att. Min. Max. CRF 063/197

**STAGE 1** Magneton **HP 90** ⚡

Evolves from Magnemite



HO-0082, Magnet Pokémon HP 2-3 • WT 13.2 lbs.

**Tackle** 30

**Electro Ball** 60

weakness ×2 resistance retreat

These Magnemite are linked by a strong magnetic force. Sometimes will occur if you get too close.

Att. Min. Max. CRF 064/197

**STAGE 1** Magneton **HP 90** ⚡ HOLO

Evolves from Magnemite



HO-0082, Magnet Pokémon HP 2-3 • WT 13.2 lbs.

**Tackle** 30

**Electro Ball** 60

weakness ×2 resistance retreat

These Magnemite are linked by a strong magnetic force. Sometimes will occur if you get too close.

Att. Min. Max. CRF 064/197

**STAGE 1** Magnezone **HP 170** ⚡

Evolves from Magneton



HO-0083, Magnet Pokémon HP 5-11 • WT 236.6 lbs.

**Magnetic Repulsion** 50  
You may switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

**Thunder** 180  
This Pokémon also does 30 damage to itself.

weakness ×2 resistance retreat

It is said to be a very popular Pokémon. It is said that people and Pokémon who chase its snowy, sparkling scales are rewarded with good luck.

Att. Min. Max. CRF 065/197



**STAGE2** **Magnezone** **HP 170** **HOLO**  
*Evolves from Magnet*



NO. 0652, Magnet Area Pokémon, HT: 3.1' / WT: 156.8 lbs.

**Magnetic Repulsion** 50  
 You may switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

**Thunder** 180  
 This Pokémon also does 30 damage to itself.

Weakness:  ×2 Resistance:  Retreat:  

Also, Anaxel Dynamis  
 C 06A 065 / 197

As it vibrates through the sky, this Pokémon seems to be receiving signals of unknown origin while transmitting signals of unknown purpose.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE2** **Tyranitar** **HP 340** **EX**  
*Evolves from Tyranitar*



NO. 0653, Dark Dragon Pokémon, HT: 6' / WT: 47.3 lbs.

**Mountain Hurl** 120  
 Discard the top 2 cards of your deck.

**Lightning Rampage** 150+  
 If your Bench Pokémon have any damage counters on them, this attack does 100 more damage.

Weakness:  ×2 Resistance:  Retreat:  

Also, New Ground  
 C 06A 066 / 197

**Additional EX Text** When your Pokémon-EX is Benched, put your opponent's 3 Prize cards.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tynamo** **HP 40**  
*Evolves from Tynamo*



NO. 0654, Electric Pokémon, HT: 8' / WT: 5.7 lbs.

**Static Shock** 10

**Tiny Bolt** 30

Weakness:  ×2 Resistance:  Retreat: 

Also, Eagerness Hovers  
 C 06A 067 / 197

While one alone doesn't have much power, a chain of many Tynamo can be as powerful as lightning.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tynamo** **HP 40** **HOLO**  
*Evolves from Tynamo*



NO. 0654, Electric Pokémon, HT: 8' / WT: 5.7 lbs.

**Static Shock** 10

**Tiny Bolt** 30

Weakness:  ×2 Resistance:  Retreat: 

Also, Eagerness Hovers  
 C 06A 067 / 197

While one alone doesn't have much power, a chain of many Tynamo can be as powerful as lightning.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Eelektrek** **HP 90**  
*Evolves from Tynamo*



NO. 0655, Electric Pokémon, HT: 3.1' / WT: 48.5 lbs.

**Volt Wave** 20  
 Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

**Electric Ball** 60

Weakness:  ×2 Resistance:  Retreat: 

Also, Beachcombs Gleams  
 C 06A 068 / 197

They roll around like and chuck them with electricity-generating organs that seem to glow in a circular pattern.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Eelektrek** **HP 90** **HOLO**  
*Evolves from Tynamo*



NO. 0655, Electric Pokémon, HT: 3.1' / WT: 48.5 lbs.

**Volt Wave** 20  
 Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

**Electric Ball** 60

Weakness:  ×2 Resistance:  Retreat:  

Also, Beachcombs Gleams  
 C 06A 068 / 197

They roll around like and chuck them with electricity-generating organs that seem to glow in a circular pattern.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE2** **Eelektross** **HP 160**  
*Evolves from Eelektrek*



NO. 0656, Electric Pokémon, HT: 6' / WT: 127.6 lbs.

**Suction Shock**  
 Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, this attack does 60 damage to the new Active Pokémon, and then flip a coin. If heads, that Pokémon is now Paralyzed.

**Head Bolt** 130

Weakness:  ×2 Resistance:  Retreat:  

Also, Headless Fobels  
 C 06A 069 / 197

They crawl out of the ocean using their arms. They will attack prey on shore and immediately drag it into the ocean.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE2** **Eelektross** **HP 160** **HOLO**  
*Evolves from Eelektrek*



NO. 0656, Electric Pokémon, HT: 6' / WT: 127.6 lbs.

**Suction Shock**  
 Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, this attack does 60 damage to the new Active Pokémon, and then flip a coin. If heads, that Pokémon is now Paralyzed.

**Head Bolt** 130

Weakness:  ×2 Resistance:  Retreat: 

Also, Headless Fobels  
 C 06A 069 / 197

They crawl out of the ocean using their arms. They will attack prey on shore and immediately drag it into the ocean.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Thundurus** **HP 110**  
*Evolves from Eelektross*



NO. 0657, Bolt Pokémon, HT: 4.1' / WT: 134.5 lbs.

**Ability: Adverse Weather**  
 As long as this Pokémon is in the Active Spot, prevent all damage done to your Benched Pokémon by attacks from your opponent's Pokémon.

**Gigantic Bolt** 140  
 This Pokémon also does 90 damage to itself.

Weakness:  ×2 Resistance:  Retreat: 

Also, ODSMAN  
 C 06A 070 / 197

As it flies around, it shoots lightning all over the place and causes forest fires. It is therefore disliked.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Thundurus** **HP 110** **HOLO**  
*Evolves from Eelektross*



NO. 0657, Bolt Pokémon, HT: 4.1' / WT: 134.5 lbs.

**Ability: Adverse Weather**  
 As long as this Pokémon is in the Active Spot, prevent all damage done to your Benched Pokémon by attacks from your opponent's Pokémon.

**Gigantic Bolt** 140  
 This Pokémon also does 90 damage to itself.

Weakness:  ×2 Resistance:  Retreat: 

Also, ODSMAN  
 C 06A 070 / 197

As it flies around, it shoots lightning all over the place and causes forest fires. It is therefore disliked.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Toxel** **HP 70**  
*Evolves from Toxel*



NO. 0658, Bolt Pokémon, HT: 3.1' / WT: 26.3 lbs.

**Slight Intrusion** 30  
 This Pokémon also does 10 damage to itself.

Weakness:  ×2 Resistance:  Retreat: 

Also, ANXA EDAMA  
 C 06A 071 / 197

It has no problem drinking dirty water. As an organ inside Toxel's body, there are such water intake portions that it is harmless to Toxel.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Toxel** **HP 70** **HOLO**  
*Evolves from Toxel*



NO. 0658, Bolt Pokémon, HT: 3.1' / WT: 26.3 lbs.

**Slight Intrusion** 30  
 This Pokémon also does 10 damage to itself.

Weakness:  ×2 Resistance:  Retreat:  

Also, ANXA EDAMA  
 C 06A 071 / 197

It has no problem drinking dirty water. As an organ inside Toxel's body, there are such water intake portions that it is harmless to Toxel.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Toxtricity** **HP 140**  
*Evolves from Toxel*



NO. 0659, Dark Pokémon, HT: 5.3' / WT: 88.2 lbs.

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

**Loud Mix** 50+  
 This attack does 30 more damage for each different type of Pokémon on your Bench.

Weakness:  ×2 Resistance:  Retreat: 

Also, Anaxel Dynamis  
 C 06A 072 / 197

Many youths admire the way this Pokémon loudly jacks its lights and keeps its cool no matter what opponent it faces.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Toxtricity** **HP 140** **HOLO**  
*Evolves from Toxel*



NO. 0659, Dark Pokémon, HT: 5.3' / WT: 88.2 lbs.

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

**Loud Mix** 50+  
 This attack does 30 more damage for each different type of Pokémon on your Bench.

Weakness:  ×2 Resistance:  Retreat: 

Also, Anaxel Dynamis  
 C 06A 072 / 197

Many youths admire the way this Pokémon loudly jacks its lights and keeps its cool no matter what opponent it faces.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE2** **Pawmot** **HP 300**  
*Evolves from Toxel*



NO. 0660, Bolt Pokémon, HT: 5.3' / WT: 88.2 lbs.

**Zap Kick** 60

**Levin Strike**  
 Discard 2 Energy from this Pokémon. This attack does 220 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  ×2 Resistance:  Retreat: 

Also, ANXA EDAMA  
 C 06A 073 / 197

**Additional EX Text** When your Pokémon-EX is Benched, put your opponent's 3 Prize cards.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tadbulb** **HP 50**  
*Evolves from Tadbulb*



NO. 0658, Electric Pokémon, HT: 1' / WT: 4.3 lbs.

**Energize**  
 Attach a Basic Energy card from your discard pile to this Pokémon.

**Lightning Ball** 30

Weakness:  ×2 Resistance:  Retreat: 

Also, Anaxel  
 C 06A 074 / 197

Tadbulb shakes its tail to generate electricity. If it senses danger, it will make its head blink on and off to alert its allies.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tadbulb** **HP 50** **HOLO**  
*Evolves from Tadbulb*



NO. 0658, Electric Pokémon, HT: 1' / WT: 4.3 lbs.

**Energize**  
 Attach a Basic Energy card from your discard pile to this Pokémon.

**Lightning Ball** 30

Weakness:  ×2 Resistance:  Retreat:  

Also, Anaxel  
 C 06A 074 / 197

Tadbulb shakes its tail to generate electricity. If it senses danger, it will make its head blink on and off to alert its allies.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tadbulb** **HP 60**  
*Evolves from Tadbulb*



NO. 0658, Electric Pokémon, HT: 1' / WT: 4.3 lbs.

**Thunder Jolt** 40  
 This Pokémon also does 10 damage to itself.

Weakness:  ×2 Resistance:  Retreat: 

Also, Sore Tumble  
 C 06A 075 / 197

Tadbulb shakes its tail to generate electricity. If it senses danger, it will make its head blink on and off to alert its allies.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tadbulb** **HP 60** **HOLO**  
*Evolves from Tadbulb*



NO. 0658, Electric Pokémon, HT: 1' / WT: 4.3 lbs.

**Thunder Jolt** 40  
 This Pokémon also does 10 damage to itself.

Weakness:  ×2 Resistance:  Retreat: 

Also, Sore Tumble  
 C 06A 075 / 197

Tadbulb shakes its tail to generate electricity. If it senses danger, it will make its head blink on and off to alert its allies.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tadbulb** **HP 60**  
*Evolves from Tadbulb*



NO. 0658, Electric Pokémon, HT: 1' / WT: 4.3 lbs.

**Shake and Discharge** 20  
 This attack also does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  ×2 Resistance:  Retreat: 

Also, Anaxel  
 C 06A 076 / 197

Tadbulb shakes its tail to generate electricity. If it senses danger, it will make its head blink on and off to alert its allies.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**BASIC** **Tadbulb** **HP 60** **HOLO**  
*Evolves from Tadbulb*



NO. 0658, Electric Pokémon, HT: 1' / WT: 4.3 lbs.

**Shake and Discharge** 20  
 This attack also does 10 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

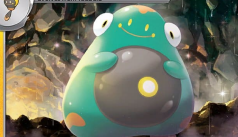
Weakness:  ×2 Resistance:  Retreat:  

Also, Anaxel  
 C 06A 076 / 197

Tadbulb shakes its tail to generate electricity. If it senses danger, it will make its head blink on and off to alert its allies.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Bellibolt** **HP 130**  
*Evolves from Tadbulb*



NO. 0659, Electric Pokémon, HT: 3.1' / WT: 21.9 lbs.

**Electrobullet** 70  
 This attack also does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

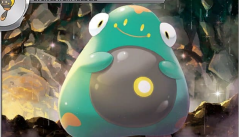
Weakness:  ×2 Resistance:  Retreat:  

Also, Belli Belli  
 C 06A 077 / 197

When this Pokémon attacks and contracts its webby body, the belly-bulb dynamo in its stomach produces a huge amount of electricity.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Bellibolt** **HP 130** **HOLO**  
*Evolves from Tadbulb*



NO. 0659, Electric Pokémon, HT: 3.1' / WT: 21.9 lbs.

**Electrobullet** 70  
 This attack also does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness:  ×2 Resistance:  Retreat: 

Also, Belli Belli  
 C 06A 077 / 197

When this Pokémon attacks and contracts its webby body, the belly-bulb dynamo in its stomach produces a huge amount of electricity.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Bellibolt** **HP 140**  
*Evolves from Tadbulb*



NO. 0659, Electric Pokémon, HT: 3.1' / WT: 21.9 lbs.

**Ability: Insulator**  
 Prevent all damage done to this Pokémon by attacks from your opponent's Pokémon.

**Thunderous Edge** 100  
 This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Weakness:  ×2 Resistance:  Retreat: 

Also, Belli Belli  
 C 06A 078 / 197

When this Pokémon attacks and contracts its webby body, the belly-bulb dynamo in its stomach produces a huge amount of electricity.

8002 Pokémon: Whimsical Creatures / GAME PRESS

**STAGE1** **Bellibolt** **HP 140** **HOLO**  
*Evolves from Tadbulb*



NO. 0659, Electric Pokémon, HT: 3.1' / WT: 21.9 lbs.

**Ability: Insulator**  
 Prevent all damage done to this Pokémon by attacks from your opponent's Pokémon.

**Thunderous Edge** 100  
 This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

Weakness:  ×2 Resistance:  Retreat: 

Also, Belli Belli  
 C 06A 078 / 197

When this Pokémon attacks and contracts its webby body, the belly-bulb dynamo in its stomach produces a huge amount of electricity.

8002 Pokémon: Whimsical Creatures / GAME PRESS







**BASIC Lunatone** **HOLO** **HP 70**



**Ability** **New Moon**  
If you have Solrock in play, prevent all effects of any Stadium done to your Pokémon in play.

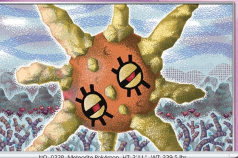
**Moon Press** 100

weakness ×2 resistance -30 retreat

Illus. Tetsu Koyama  
It was discovered at the site of a meteorite strike 4000 years ago. Its stars can tell its foes to sleep.

NO-0332 Moon Pokémon HT-0.111 - WT-0.378 lbs.

**BASIC Solrock** **HP 90**



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

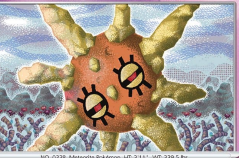
**Solar Beam** 50

weakness ×2 resistance -30 retreat

Illus. Tetsu Koyama  
Solar energy is the source of its power, so it is strong during the daytime. When it spins, its body shines.

NO-0333 Moon Pokémon HT-0.311 - WT-0.329 lbs.

**BASIC Solrock** **HOLO** **HP 70**



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

**Solar Beam** 50

weakness ×2 resistance -30 retreat

Illus. Tetsu Koyama  
Solar energy is the source of its power, so it is strong during the daytime. When it spins, its body shines.

NO-0334 Moon Pokémon HT-0.311 - WT-0.329 lbs.

**BASIC Baltoy** **HP 70**



**Rapid Spin** 10  
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.)

weakness ×2 resistance -30 retreat

Illus. Sora  
It was discovered in ancient ruins. While moving, it constantly spins its body, so some fast moves can't catch up.

NO-0354 Clay Doll Pokémon HT-0.111 - WT-0.474 lbs.

**BASIC Baltoy** **HOLO** **HP 70**



**Rapid Spin** 10  
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.)

weakness ×2 resistance -30 retreat

Illus. Sora  
It was discovered in ancient ruins. While moving, it constantly spins its body, so some fast moves can't catch up.

NO-0355 Clay Doll Pokémon HT-0.111 - WT-0.474 lbs.

**STAGE1 Claydol** **HP 120**



**Kaboom Doll**  
Put damage counters on your opponent's Active Pokémon until its remaining HP is 10. If you placed any damage counters in this way, this attack also does 120 damage to this Pokémon.

**Mind Bend** 30  
Your opponent's Active Pokémon is now Confused.

weakness ×2 resistance -30 retreat

Illus. Malignet Hengst  
It appears to have been born from clay dolls made for ancient people. It uses telekinesis to float and move.

NO-0356 Clay Doll Pokémon HT-0.111 - WT-0.238 lbs.

**STAGE1 Claydol** **HOLO** **HP 120**



**Kaboom Doll**  
Put damage counters on your opponent's Active Pokémon until its remaining HP is 10. If you placed any damage counters in this way, this attack also does 120 damage to this Pokémon.

**Mind Bend** 30  
Your opponent's Active Pokémon is now Confused.

weakness ×2 resistance -30 retreat

Illus. Malignet Hengst  
It appears to have been born from clay dolls made for ancient people. It uses telekinesis to float and move.

NO-0357 Clay Doll Pokémon HT-0.111 - WT-0.238 lbs.

**STAGE1 Vespiquen** **EX** **HP 270**



**Healing Pheromone**  
Heal 60 damage from 1 of your Pokémon.

**Phantom Queen** 200  
Put 3 damage counters on each of your opponent's Benched Pokémon that has any damage counters on it.

**Pokémon EX rule**  
In Restricted Deck, your opponent takes 2 Prize cards.

weakness ×2 resistance -30 retreat

Illus. Sora  
As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks that are not your opponent's.

NO-0358 Moon Pokémon HT-0.311 - WT-0.329 lbs.

**BASIC Sinistea** **HP 30**



**Cold Tea** 10  
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance -30 retreat

Illus. Sora  
The kind of sinistea who died alone possessed some leftover tea. This Pokémon appears as a bubble and floats.

NO-0359 Black Tea Pokémon HT-0.111 - WT-0.474 lbs.

**BASIC Sinistea** **HOLO** **HP 30**



**Cold Tea** 10  
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ×2 resistance -30 retreat

Illus. Sora  
The kind of sinistea who died alone possessed some leftover tea. This Pokémon appears as a bubble and floats.

NO-0360 Black Tea Pokémon HT-0.111 - WT-0.474 lbs.

**STAGE1 Polteageist** **HP 70**



**Antique Collecting**  
Put up to 2 in any combination of Item cards and Pokémon Tool cards from your discard pile into your hand.

**Pour Tea**  
Put 5 damage counters on your opponent's Active Pokémon.

weakness ×2 resistance -30 retreat

Illus. Malignet Hengst  
It is said that Polteageist's body has a distinct and enjoyable flavor. Drinking too much, however, can be fatal.

NO-0365 Black Tea Pokémon HT-0.111 - WT-0.474 lbs.

**STAGE1 Polteageist** **HOLO** **HP 70**



**Antique Collecting**  
Put up to 2 in any combination of Item cards and Pokémon Tool cards from your discard pile into your hand.

**Pour Tea**  
Put 5 damage counters on your opponent's Active Pokémon.

weakness ×2 resistance -30 retreat

Illus. Malignet Hengst  
It is said that Polteageist's body has a distinct and enjoyable flavor. Drinking too much, however, can be fatal.

NO-0366 Black Tea Pokémon HT-0.111 - WT-0.474 lbs.

**BASIC Greavard** **HP 70**



**Gnaw** 10

**Spooky Shot** 20

weakness ×2 resistance -30 retreat

Illus. Malignet Hengst  
It is said that all dog Pokémon that died in the wild without experiencing a human's love return as this Pokémon.

NO-0371 Ghost Dog Pokémon HT-0.211 - WT-0.272 lbs.

**BASIC Greavard** **HOLO** **HP 70**



**Gnaw** 10

**Spooky Shot** 20

weakness ×2 resistance -30 retreat

Illus. Malignet Hengst  
It is said that all dog Pokémon that died in the wild without experiencing a human's love return as this Pokémon.

NO-0372 Ghost Dog Pokémon HT-0.211 - WT-0.272 lbs.

**BASIC Greavard** **HP 80**



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

weakness ×2 resistance -30 retreat

Illus. Sora  
It is said that all dog Pokémon that died in the wild without experiencing a human's love return as this Pokémon.

NO-0373 Ghost Dog Pokémon HT-0.211 - WT-0.272 lbs.

**BASIC Greavard** **HOLO** **HP 80**



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

weakness ×2 resistance -30 retreat

Illus. Sora  
It is said that all dog Pokémon that died in the wild without experiencing a human's love return as this Pokémon.

NO-0374 Ghost Dog Pokémon HT-0.211 - WT-0.272 lbs.

**STAGE1 Houndstone** **HP 140**



**Rear Kick** 30

**Two Four-ocious** 80+  
If your opponent has exactly 2 or 4 Prize cards remaining, this attack does 120 more damage.

weakness ×2 resistance -30 retreat

Illus. Sora  
Houndstone spends most of its time sleeping in graveyards. Among all the dog Pokémon, it has the most loyal spirit.

NO-0375 Ghost Dog Pokémon HT-0.211 - WT-0.333 lbs.

**STAGE1 Houndstone** **HOLO** **HP 140**



**Rear Kick** 30

**Two Four-ocious** 80+  
If your opponent has exactly 2 or 4 Prize cards remaining, this attack does 120 more damage.

weakness ×2 resistance -30 retreat

Illus. Sora  
Houndstone spends most of its time sleeping in graveyards. Among all the dog Pokémon, it has the most loyal spirit.

NO-0376 Ghost Dog Pokémon HT-0.211 - WT-0.333 lbs.

**STAGE1 Houndstone** **EX** **HP 260**



**Big Bite** 30  
During your opponent's next turn, the Defending Pokémon can't retreat.

**Last Respects** 160+  
This attack does 10 more damage for each Pokémon in your discard pile.

**Pokémon EX rule**  
In Restricted Deck, your opponent takes 2 Prize cards.

weakness ×2 resistance -30 retreat

Illus. Sora  
It is said that all dog Pokémon that died in the wild without experiencing a human's love return as this Pokémon.

NO-0377 Ghost Dog Pokémon HT-0.211 - WT-0.333 lbs.

**BASIC Diglett** **HP 50**



**Hole-Diggin' Noggin** 30  
Discard the top card of your deck.

weakness ×2 resistance -30 retreat

Illus. Sora  
It burrows underground, where it feeds on plant roots. It sometimes appears aboveground.

NO-0380 Mole Pokémon HT-0.111 - WT-0.474 lbs.

**BASIC Diglett** **HOLO** **HP 50**



**Hole-Diggin' Noggin** 30  
Discard the top card of your deck.

weakness ×2 resistance -30 retreat

Illus. Sora  
It burrows underground, where it feeds on plant roots. It sometimes appears aboveground.

NO-0381 Mole Pokémon HT-0.111 - WT-0.474 lbs.

**STAGE1 Dugtrio** **HP 90**



**Dig** 50  
Flip a coin. 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

Illus. Sora  
It has three heads and separately up and down faces to look in all directions, making it easier for it to dig.

NO-0382 Mole Pokémon HT-0.211 - WT-0.272 lbs.

**STAGE1 Dugtrio** **HOLO** **HP 90**



**Dig** 50  
Flip a coin. 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

Illus. Sora  
It has three heads and separately up and down faces to look in all directions, making it easier for it to dig.

NO-0383 Mole Pokémon HT-0.211 - WT-0.272 lbs.

**BASIC Larvitar** **HP 70**



**Corkscrew Punch** 10

**Confront** 30

weakness ×2 resistance -30 retreat

Illus. Katsuragi  
Burrowing underground, this Pokémon becomes a great fighter with enough time to make a reputation.

NO-0384 Rock Dog Pokémon HT-0.211 - WT-0.272 lbs.

**BASIC Larvitar** **HOLO** **HP 70**



**Corkscrew Punch** 10

**Confront** 30

weakness ×2 resistance -30 retreat

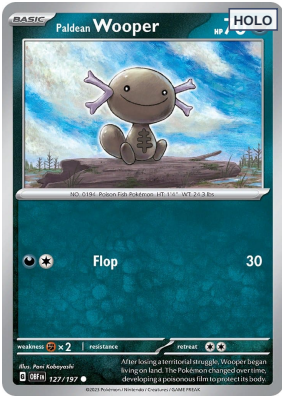
Illus. Katsuragi  
Burrowing underground, this Pokémon becomes a great fighter with enough time to make a reputation.

NO-0385 Rock Dog Pokémon HT-0.211 - WT-0.272 lbs.











**Houndoom** HP 130

Evolves from Houndour

**Daring Strike** 50+  
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 70 more damage.

**Shadow Slash** 130  
Discard an Energy from this Pokémon.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Houndoom is immune to Fire-type attacks. If you are burned by the flames it shoots from its mouth, the pain will never go away.

133/137

**Houndoom** HP 130 HOLO

Evolves from Houndour

**Daring Strike** 50+  
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 70 more damage.

**Shadow Slash** 130  
Discard an Energy from this Pokémon.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Houndoom is immune to Fire-type attacks. If you are burned by the flames it shoots from its mouth, the pain will never go away.

133/137

**Houndoom EX** HP 270

Evolves from Houndour

**Evil Claw** 90  
If the Defending Pokémon is a Basic Pokémon, it can't attack during your opponent's next turn.

**Hound's Fang** 220  
This Pokémon also does 30 damage to itself.

Weakness: ×2 | Resistance: | Retreat: 2

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

133/137

**Absol EX** HP 210

Basic

**Future Sight**  
Look at the top 3 cards of either player's deck and put them back in any order.

**Cursed Slug** 100+  
If your opponent has 3 or fewer cards in their hand, this attack does 120 more damage.

Weakness: ×2 | Resistance: | Retreat: 2

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

133/137

**Darkrai** HP 130

Basic

**Dark Slumber** 20  
Your opponent's Active Pokémon is now Asleep.

**Night Cyclone** 120  
Move all Energy from this Pokémon to your Benched Pokémon in any way you like.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Dark Slumber can't be used if Darkrai is Asleep. It can fall people to sleep and make them dream. It is active during nights of the new moon.

136/137

**Darkrai** HP 130 HOLO

Basic

**Dark Slumber** 20  
Your opponent's Active Pokémon is now Asleep.

**Night Cyclone** 120  
Move all Energy from this Pokémon to your Benched Pokémon in any way you like.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Dark Slumber can't be used if Darkrai is Asleep. It can fall people to sleep and make them dream. It is active during nights of the new moon.

136/137

**Inkay** HP 60

Basic

**Hug** 30  
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Inkay is immune to Psychic-type attacks. By exposing faces to the blinding of its luminescent spots, Inkay demoralizes them, and then it seizes the chance to flee.

137/137

**Inkay** HP 60 HOLO

Basic

**Hug** 30  
During your opponent's next turn, the Defending Pokémon can't retreat.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Inkay is immune to Psychic-type attacks. By exposing faces to the blinding of its luminescent spots, Inkay demoralizes them, and then it seizes the chance to flee.

137/137

**Malamar** HP 120

Stage 1

**Ability: Psychic Insight**  
Once during your turn, you may look at the top card of your opponent's deck. If you do, look at the top card of your deck.

**Hypnotic Ray** 90  
Your opponent's Active Pokémon is now Asleep.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Malamar is immune to Psychic-type attacks. It's said that Malamar's hypnotic powers played a role in certain history-changing events.

137/137

**Malamar** HP 120 HOLO

Stage 1

**Ability: Psychic Insight**  
Once during your turn, you may look at the top card of your opponent's deck. If you do, look at the top card of your deck.

**Hypnotic Ray** 90  
Your opponent's Active Pokémon is now Asleep.

Weakness: ×2 | Resistance: | Retreat: 2

Also, Malamar is immune to Psychic-type attacks. It's said that Malamar's hypnotic powers played a role in certain history-changing events.

137/137

**Salandit** HP 70

Basic

**Suffocating Gas** 10  
**Scratch** 30

Weakness: ×2 | Resistance: | Retreat: 2

Also, Salandit is immune to Poison-type attacks. It starts its prey and buries them into narrow, rocky areas where it then sprays them with toxic gas to make them dizzy and take them down.

137/137

**Salandit** HP 70 HOLO

Basic

**Suffocating Gas** 10  
**Scratch** 30

Weakness: ×2 | Resistance: | Retreat: 2

Also, Salandit is immune to Poison-type attacks. It starts its prey and buries them into narrow, rocky areas where it then sprays them with toxic gas to make them dizzy and take them down.

137/137

**Salazelle** HP 120

Stage 1

**Suffocating Gas** 40  
**Gentle Slap** 70

Weakness: ×2 | Resistance: | Retreat: 2

Also, Salazelle is immune to Poison-type attacks. Salazelle makes its opponents fight-headed with poisonous gas. Then captures them with alluring movements to turn them into loyal servants.

140/137

**Salazelle** HP 120 HOLO

Stage 1

**Suffocating Gas** 40  
**Gentle Slap** 70

Weakness: ×2 | Resistance: | Retreat: 2

Also, Salazelle is immune to Poison-type attacks. Salazelle makes its opponents fight-headed with poisonous gas. Then captures them with alluring movements to turn them into loyal servants.

140/137

**Scizor** HP 140

Stage 1

**Punishing Scissors** 10+  
This attack does 50 more damage for each of your opponent's Pokémon in play that has an Ability.

**Cut** 70

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Scizor is immune to Bug-type attacks. The Pokémon's pincers, which contain steel, can easily any hard object they get ahead of with ease.

142/137

**Scizor** HP 140 HOLO

Stage 1

**Punishing Scissors** 10+  
This attack does 50 more damage for each of your opponent's Pokémon in play that has an Ability.

**Cut** 70

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Scizor is immune to Bug-type attacks. The Pokémon's pincers, which contain steel, can easily any hard object they get ahead of with ease.

141/137

**Skarmory** HP 120

Basic

**Peck** 20  
**Slashing Steel** 120  
During your next turn, this Pokémon can't use Slashing Steel.

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Skarmory is immune to Steel-type attacks. People fashion wings from Skarmory's steel feathers, so this Pokémon is a popular element in their odd designs.

142/137

**Skarmory** HP 120 HOLO

Basic

**Peck** 20  
**Slashing Steel** 120  
During your next turn, this Pokémon can't use Slashing Steel.

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Skarmory is immune to Steel-type attacks. People fashion wings from Skarmory's steel feathers, so this Pokémon is a popular element in their odd designs.

142/137

**Mawile** HP 90

Basic

**Ability: Special Eater**  
When you play this Pokémon from your hand onto your Bench during your turn, you may discard a Special Energy from your opponent's Active Pokémon.

**Sharp Fang** 90

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Mawile is immune to Steel-type attacks. It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

143/137

**Mawile** HP 90 HOLO

Basic

**Ability: Special Eater**  
When you play this Pokémon from your hand onto your Bench during your turn, you may discard a Special Energy from your opponent's Active Pokémon.

**Sharp Fang** 90

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Mawile is immune to Steel-type attacks. It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

143/137

**Bronzor** HP 70

Basic

**Mirror Draw**  
Draw cards until you have the same number of cards in your hand as your opponent.

**Speed Dive** 30

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Bronzor is immune to Psychic-type attacks. Ancient people believed that the patterns on Bronzor's back contained a mystic message.

142/137

**Bronzor** HP 70 HOLO

Basic

**Mirror Draw**  
Draw cards until you have the same number of cards in your hand as your opponent.

**Speed Dive** 30

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Bronzor is immune to Psychic-type attacks. Ancient people believed that the patterns on Bronzor's back contained a mystic message.

142/137

**Bronzong** HP 140

Stage 1

**Oracle Press** 20  
During your opponent's next turn, prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

**Extrasensory** 70+  
If you have the same number of cards in your hand as your opponent, this attack does 90 more damage.

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Bronzong is immune to Psychic-type attacks. In ages past, this Pokémon was revered as a bringer of rain. It was doubt based in the ground.

145/137

**Bronzong** HP 140 HOLO

Stage 1

**Oracle Press** 20  
During your opponent's next turn, prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

**Extrasensory** 70+  
If you have the same number of cards in your hand as your opponent, this attack does 90 more damage.

Weakness: ×2 | Resistance: ×30 | Retreat: 2

Also, Bronzong is immune to Psychic-type attacks. In ages past, this Pokémon was revered as a bringer of rain. It was doubt based in the ground.

145/137

**Probopass** HP 150

Stage 1

**Triple Nose** 40×  
Flip 3 coins. This attack does 40 damage for each heads.

**Iron Buster** 160  
During your next turn, this Pokémon can't attack.

Weakness: ×2 | Resistance: ×30 | Retreat: 2

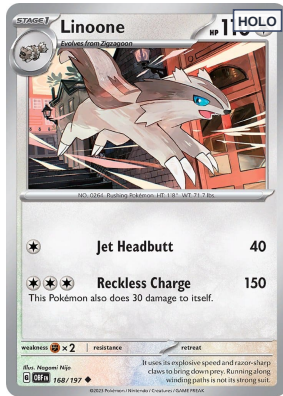
Also, Probopass is immune to Steel-type attacks. It has three small nois to keep prey and battle. Besides, the main body is made of iron and steel.

145/137











**Audino** **HP 10** **HOLO**



NO. 0528, Ability Pokémon, HT: 3'1", WT: 45.3 lbs.

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

**Slap** 80

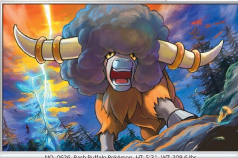
weakness  $\times 2$  resistance retreat

Illustration by: Mike Mahoney

This Pokémon has a kind heart. By touching with its feelers, Audino can gauge other creatures' feelings and physical conditions.

178/197

**Bouffalant** **HP 120** **\***



NO. 0529, Bush Buffalo Pokémon, HT: 5'3", WT: 208.6 lbs.

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

**Damage Rush** 50+  
Flip a coin until you get tails. This attack does 30 more damage for each heads.

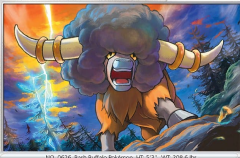
weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

These Pokémon live in herds of about 20 individuals. Bouffalant that bring the herd will lose the hair on their heads for some reason.

174/197

**Bouffalant** **HP 120** **\***



NO. 0529, Bush Buffalo Pokémon, HT: 5'3", WT: 208.6 lbs.

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

**Damage Rush** 50+  
Flip a coin until you get tails. This attack does 30 more damage for each heads.

weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

These Pokémon live in herds of about 20 individuals. Bouffalant that bring the herd will lose the hair on their heads for some reason.

174/197

**Bunnelby** **HP 70** **\***



NO. 0530, Digging Pokémon, HT: 4'1", WT: 44 lbs.

**Stompy Stomp** 10 $\times$   
Flip 2 coins. This attack does 10 damage for each heads.

weakness  $\times 2$  resistance retreat

Illustration by: Lee Myeongbe

It's very sensitive to danger. The sound of Conk's right flapping will have Bunnelby digging a hole to hide underground in moments.

175/197

**Bunnelby** **HP 70** **\***



NO. 0530, Digging Pokémon, HT: 4'1", WT: 44 lbs.

**Stompy Stomp** 10 $\times$   
Flip 2 coins. This attack does 10 damage for each heads.

weakness  $\times 2$  resistance retreat

Illustration by: Lee Myeongbe

It's very sensitive to danger. The sound of Conk's right flapping will have Bunnelby digging a hole to hide underground in moments.

175/197

**Yungoos** **HP 70** **\***



NO. 0234, Looting Pokémon, HT: 4'1", WT: 43.2 lbs.

**Knock Away** 10+  
Flip a coin. If heads, this attack does 10 more damage.

weakness  $\times 2$  resistance retreat

Illustration by: Mike Mahoney

It always fills most of its torso. It wanders the same path every day, searching for fresh food.

176/197

**Yungoos** **HP 70** **HOLO**



NO. 0234, Looting Pokémon, HT: 4'1", WT: 43.2 lbs.

**Knock Away** 10+  
Flip a coin. If heads, this attack does 10 more damage.

weakness  $\times 2$  resistance retreat

Illustration by: Mike Mahoney

It always fills most of its torso. It wanders the same path every day, searching for fresh food.

176/197

**Gumshoos** **HP 120** **\***



NO. 0235, Sleuth Pokémon, HT: 2'4", WT: 31.3 lbs.

**Headbang** 30

**Crunch** 60  
Discard an Energy from your opponent's Active Pokémon.

weakness  $\times 2$  resistance retreat

Illustration by: Mike Mahoney

Once it finds signs of prey, it will patiently stake out the location, waiting until the sun goes down.

177/197

**Gumshoos** **HP 120** **HOLO**



NO. 0235, Sleuth Pokémon, HT: 2'4", WT: 31.3 lbs.

**Headbang** 30

**Crunch** 60  
Discard an Energy from your opponent's Active Pokémon.

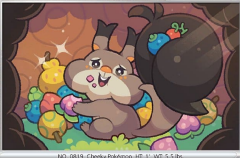
weakness  $\times 2$  resistance retreat

Illustration by: Mike Mahoney

Once it finds signs of prey, it will patiently stake out the location, waiting until the sun goes down.

177/197

**Skwovet** **HP 60** **\***



NO. 0816, Cherry Pokémon, HT: 4'1", WT: 5.5 lbs.

**Nicked Nibble**  
Discard the top card of your opponent's deck.

**Gentle Slap** 10

weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

It stores berries in its cheeks. When there are no berries to be found, Skwovet will stuff problems into its cheeks to solve at its own leisure.

178/197

**Skwovet** **HP 60** **HOLO**



NO. 0816, Cherry Pokémon, HT: 4'1", WT: 5.5 lbs.

**Nicked Nibble**  
Discard the top card of your opponent's deck.

**Gentle Slap** 10

weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

It stores berries in its cheeks. When there are no berries to be found, Skwovet will stuff problems into its cheeks to solve at its own leisure.

178/197

**Greedent** **HP 260** **\***



NO. 0817, Greedy Pokémon, HT: 4'1", WT: 260.6 lbs.

**Never Ever Enough**  
Look at the top 3 cards of your deck. You may put those cards into your hand. If you don't, discard those cards and draw 3 cards.

**Slip 'n' Roll** 210  
During your next turn, this Pokémon can't use Slip 'n' Roll.

weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

As long as this Pokémon is in your hand, several of Greedent are in this Pokémon by attack (both yours and your opponent's).

179/197

**Lechonk** **HP 60** **\***



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

**Tackle** 20

weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

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

180/197

**Lechonk** **HP 60** **HOLO**



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

**Tackle** 20

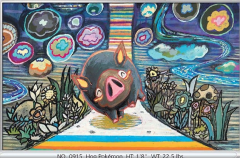
weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

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

180/197

**Lechonk** **HP 70** **\***



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

**Disarming Voice** 20  
Your opponent's Active Pokémon is now Confused.

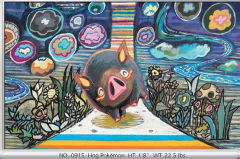
weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

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

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**Lechonk** **HP 70** **HOLO**



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

**Disarming Voice** 20  
Your opponent's Active Pokémon is now Confused.

weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

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

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**Lechonk** **HP 70** **\***



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

**Headbutt Bounce** 10

**Mud Shot** 20

weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

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

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**Lechonk** **HP 70** **HOLO**



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

**Headbutt Bounce** 10

**Mud Shot** 20

weakness  $\times 2$  resistance retreat

Illustration by: Yusei Oda

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

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**Oinkologne** **HP 120** **\***



NO. 0816, Hog Pokémon, HT: 3'3", WT: 44.6 lbs.

**Confounding Cologne** 30  
Your opponent's Active Pokémon is now Confused.

**High-Impact Kick** 160  
Flip a coin. If tails, this Pokémon also does 60 damage to itself.

weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

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

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**Oinkologne** **HP 120** **HOLO**



NO. 0816, Hog Pokémon, HT: 3'3", WT: 44.6 lbs.

**Confounding Cologne** 30  
Your opponent's Active Pokémon is now Confused.

**High-Impact Kick** 160  
Flip a coin. If tails, this Pokémon also does 60 damage to itself.

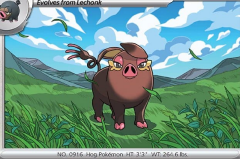
weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

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

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**Oinkologne** **HP 130** **\***



NO. 0816, Hog Pokémon, HT: 3'3", WT: 44.6 lbs.

**Finest Selection**  
Flip 3 coins. Put a number of cards up to the number of heads from your discard pile into your hand.

**Perfume Press** 70  
Your opponent's Active Pokémon is now Confused.

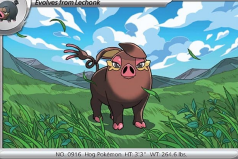
weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

This Pokémon sends a flower-like scent wafting about. Well-developed muscles in its legs allow it to hop more than 16 feet with no trouble at all.

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**Oinkologne** **HP 130** **HOLO**



NO. 0816, Hog Pokémon, HT: 3'3", WT: 44.6 lbs.

**Finest Selection**  
Flip 3 coins. Put a number of cards up to the number of heads from your discard pile into your hand.

**Perfume Press** 70  
Your opponent's Active Pokémon is now Confused.

weakness  $\times 2$  resistance retreat

Illustration by: Ryoji Kameyama

This Pokémon sends a flower-like scent wafting about. Well-developed muscles in its legs allow it to hop more than 16 feet with no trouble at all.

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**Flamigo** **HP 120** **\***



NO. 0273, Seaside Pokémon, HT: 5'3", WT: 81.6 lbs.

**Peck** 20

**Synchronized Feathers** 60  
If Flamigo is on your Bench, this attack also does 60 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness  $\times 2$  resistance  $\times 30$  retreat

Illustration by: Ryoji Kameyama

This Pokémon apparently lives the base of its neck into a hole so that energy stored in its feathers does not escape from its back.

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**Flamigo** **HP 120** **HOLO**



NO. 0273, Seaside Pokémon, HT: 5'3", WT: 81.6 lbs.

**Peck** 20

**Synchronized Feathers** 60  
If Flamigo is on your Bench, this attack also does 60 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness  $\times 2$  resistance  $\times 30$  retreat

Illustration by: Ryoji Kameyama

This Pokémon apparently lives the base of its neck into a hole so that energy stored in its feathers does not escape from its back.

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**Supporter** **Arven**



NO. 0806A

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.

Illustration by: Ryoji Kameyama

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**Supporter** **TRAI** **HOLO**

**Arven**



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.

Arven, GSD06A  
C 188/197

**Supporter** **TRAINER**

**Brassius**



Count the cards in your hand, shuffle those cards into your deck, then draw that many cards plus 1.

You may play only 1 Supporter card during your turn.

Brassius, GSD06A  
C 187/197

**Supporter** **TRAI** **HOLO**

**Brassius**



Count the cards in your hand, shuffle those cards into your deck, then draw that many cards plus 1.

You may play only 1 Supporter card during your turn.

Brassius, GSD06A  
C 187/197

**Supporter** **TRAINER**

**Geeta**



Search your deck for up to 2 Basic Energy cards and attach them to 1 of your Pokémon. Then, shuffle your deck. During this turn, your Pokémon can't attack. (This includes Pokémon that come into play this turn.)

You may play only 1 Supporter card during your turn.

Geeta, GSD06A  
C 188/197

**Supporter** **TRAI** **HOLO**

**Geeta**



Search your deck for up to 2 Basic Energy cards and attach them to 1 of your Pokémon. Then, shuffle your deck. During this turn, your Pokémon can't attack. (This includes Pokémon that come into play this turn.)

You may play only 1 Supporter card during your turn.

Geeta, GSD06A  
C 188/197

**Item** **TRAINER**

**Letter of Encouragement**



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

Search your deck for up to 3 Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

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

Letter of Encouragement, GSD06A  
C 189/197

**Item** **TRAI** **HOLO**

**Letter of Encouragement**



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

Search your deck for up to 3 Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

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

Letter of Encouragement, GSD06A  
C 189/197

**Supporter** **TRAINER**

**Ortega**



Your opponent reveals their hand, and you choose a card you find there and put it on the bottom of their deck. If you put a card on the bottom of your opponent's deck in this way, your opponent may draw a card.

You may play only 1 Supporter card during your turn.

Ortega, GSD06A  
C 190/197

**Supporter** **TRAI** **HOLO**

**Ortega**



Your opponent reveals their hand, and you choose a card you find there and put it on the bottom of their deck. If you put a card on the bottom of your opponent's deck in this way, your opponent may draw a card.

You may play only 1 Supporter card during your turn.

Ortega, GSD06A  
C 190/197

**Pokémon Tool** **TRAINER**

**Patrol Cap**



As long as the Pokémon this card is attached to is in the Active Spot, cards in your deck can't be discarded by effects of your opponent's attacks, Abilities, Item cards, Pokémon Tool cards, or Supporter cards.

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.

Patrol Cap, GSD06A  
C 191/197

**Pokémon Tool** **TRAI** **HOLO**

**Patrol Cap**



As long as the Pokémon this card is attached to is in the Active Spot, cards in your deck can't be discarded by effects of your opponent's attacks, Abilities, Item cards, Pokémon Tool cards, or Supporter cards.

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.

Patrol Cap, GSD06A  
C 191/197

**Stadium** **TRAINER**

**Pokémon League Headquarters**



Attacks used by each Basic Pokémon in play (both yours and your opponent's) cost \* 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.

Pokémon League Headquarters, GSD06A  
C 192/197

**Stadium** **TRAI** **HOLO**

**Pokémon League Headquarters**



Attacks used by each Basic Pokémon in play (both yours and your opponent's) cost \* 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.

Pokémon League Headquarters, GSD06A  
C 192/197

**Supporter** **TRAINER**

**Poppy**



Move up to 2 Energy from 1 of your Pokémon to another of your Pokémon.

You may play only 1 Supporter card during your turn.

Poppy, GSD06A  
C 193/197

**Supporter** **TRAI** **HOLO**

**Poppy**



Move up to 2 Energy from 1 of your Pokémon to another of your Pokémon.

You may play only 1 Supporter card during your turn.

Poppy, GSD06A  
C 193/197

**Supporter** **TRAINER**

**Ryme**



Draw 3 cards. Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

You may play only 1 Supporter card during your turn.

Ryme, GSD06A  
C 194/197

**Supporter** **TRAI** **HOLO**

**Ryme**



Draw 3 cards. Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

You may play only 1 Supporter card during your turn.

Ryme, GSD06A  
C 194/197

**Supporter** **TRAINER**

**Team Star Grunt**



Put an Energy attached to your opponent's Active Pokémon on top of their deck.

You may play only 1 Supporter card during your turn.

Team Star Grunt, GSD06A  
C 195/197

**Supporter** **TRAI** **HOLO**

**Team Star Grunt**



Put an Energy attached to your opponent's Active Pokémon on top of their deck.

You may play only 1 Supporter card during your turn.

Team Star Grunt, GSD06A  
C 195/197

**Stadium** **TRAINER**

**Town Store**



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

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

Town Store, GSD06A  
C 196/197

**Stadium** **TRAI** **HOLO**

**Town Store**



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

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

Town Store, GSD06A  
C 196/197

**Pokémon Tool** **TRAINER**

**Vengeful Punch**



If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, put 4 damage counters on the Attacking Pokémon.

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.

Vengeful Punch, GSD06A  
C 197/197

**Pokémon Tool** **TRAI** **HOLO**

**Vengeful Punch**



If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, put 4 damage counters on the Attacking Pokémon.

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.

Vengeful Punch, GSD06A  
C 197/197

**STAGE 1** **Gloom** **POISON** **80**



**Inviting Scent**  
Switch to 1 of your opponent's Basic Pokémon to the Active Spot.

**Leaf Step**  
20

Gloom, GSD06A  
C 198/197

**STAGE 1** **Ninetales** **POISON** **120**



**Will-O-Wisp**  
20

**Nine-Tailed Dance**  
Put 2 damage counters on 1 of your opponent's Pokémon. During your next turn, this Pokémon can't attack.

Ninetales, GSD06A  
C 199/197



