





Sandslash **120** **HOLO**
Evolves from Sandshrew

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

Spike Rend 80+
If your opponent's Active Pokémon already has any damage counters on it, this attack does 100 more damage.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It climbs trees by hooking on with its sharp claws. Sandslash shares the forest's gabbins, dropping them down to Sandslash waiting below the trees.

NO. 0028, Mount Pokémon, HT: 2'3", WT: 45.3 lbs.

Sandslash **120** **HOLO**
Evolves from Sandshrew

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

Spike Rend 80+
If your opponent's Active Pokémon already has any damage counters on it, this attack does 100 more damage.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It climbs trees by hooking on with its sharp claws. Sandslash shares the forest's gabbins, dropping them down to Sandslash waiting below the trees.

NO. 0028, Mount Pokémon, HT: 2'3", WT: 45.3 lbs.

Nidoran ♀ **60**
Basic

Poison Horn 20
Your opponent's Active Pokémon is now Poisoned.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It uses its hard nose to root for earth and burrow. The tip of its nose looks like a horn, a bit more rounded than the tip of a male's horn.

NO. 0029, Poison Pokémon, HT: 1'4", WT: 15.4 lbs.

Nidoran ♀ **60**
Basic

Poison Horn 20
Your opponent's Active Pokémon is now Poisoned.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It uses its hard nose to root for earth and burrow. The tip of its nose looks like a horn, a bit more rounded than the tip of a male's horn.

NO. 0029, Poison Pokémon, HT: 1'4", WT: 15.4 lbs.

Nidorina **90**
Stage 1
Evolves from Nidoran ♀

Fetch Family
Search your deck for up to 3 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Sharp Fang 50

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
If the group is threatened, these Pokémon will band together to reach enemies with a chorus of ultrasonic waves.

NO. 0030, Poison Pokémon, HT: 2'10", WT: 44.3 lbs.

Nidorina **90**
Stage 1
Evolves from Nidoran ♀

Fetch Family
Search your deck for up to 3 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Sharp Fang 50

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
If the group is threatened, these Pokémon will band together to reach enemies with a chorus of ultrasonic waves.

NO. 0030, Poison Pokémon, HT: 2'10", WT: 44.3 lbs.

Nidoqueen **170**
Stage 2
Evolves from Nidorina

Queen Press 90
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

Lunge Out 160

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It uses its long legs to plant them in the gaps between the spikes on its back. The spikes will move to strike enemies when ready, and prevent.

NO. 0031, Drill Pokémon, HT: 4'3", WT: 132.3 lbs.

Nidoqueen **170**
Stage 2
Evolves from Nidorina

Queen Press 90
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic Pokémon.

Lunge Out 160

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It uses its long legs to plant them in the gaps between the spikes on its back. The spikes will move to strike enemies when ready, and prevent.

NO. 0031, Drill Pokémon, HT: 4'3", WT: 132.3 lbs.

Nidoran ♂ **60**
Basic

Horn Attack 20

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Small but fierce, this Pokémon will hold its ground and risk its life in battle to protect the female's territory with.

NO. 0032, Poison Pokémon, HT: 1'8", WT: 19.8 lbs.

Nidoran ♂ **60**
Basic

Horn Attack 20

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Small but fierce, this Pokémon will hold its ground and risk its life in battle to protect the female's territory with.

NO. 0032, Poison Pokémon, HT: 1'8", WT: 19.8 lbs.

Nidorino **90**
Stage 1
Evolves from Nidoran ♂

Sharp Fang 30

Superpowered Horns 100

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It's nervous and quick to act aggressively. The position of its horns increases along with the level of adrenaline present in its body.

NO. 0033, Poison Pokémon, HT: 2'10", WT: 45.3 lbs.

Nidorino **90**
Stage 1
Evolves from Nidoran ♂

Sharp Fang 30

Superpowered Horns 100

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
It's nervous and quick to act aggressively. The position of its horns increases along with the level of adrenaline present in its body.

NO. 0033, Poison Pokémon, HT: 2'10", WT: 45.3 lbs.

Nidoking **170**
Stage 2
Evolves from Nidorino

Ability: Enthusiastic King
If you have Nidoqueen in play, ignore all Energy in the costs of attacks used by this Pokémon.

Venomous Impact 190
Your opponent's Active Pokémon is now Poisoned.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Nidoking pokes the enemy's strength. It's round and hard in battle, making use of its thick tail and diamond-climbing horns.

NO. 0034, Drill Pokémon, HT: 4'2", WT: 135.3 lbs.

Nidoking **170**
Stage 2
Evolves from Nidorino

Ability: Enthusiastic King
If you have Nidoqueen in play, ignore all Energy in the costs of attacks used by this Pokémon.

Venomous Impact 190
Your opponent's Active Pokémon is now Poisoned.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Nidoking pokes the enemy's strength. It's round and hard in battle, making use of its thick tail and diamond-climbing horns.

NO. 0034, Drill Pokémon, HT: 4'2", WT: 135.3 lbs.

Clefairy **60**
Basic

Moon-Viewing Invitation
Search your deck for up to 3 Clefairy and put them onto your Bench. Then, shuffle your deck.

Smack 20

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Its adorable behavior and cry make it highly popular. However, this cute Pokémon is rarely found.

NO. 0035, Fairy Pokémon, HT: 2', WT: 15.5 lbs.

Clefairy **60**
Basic

Moon-Viewing Invitation
Search your deck for up to 3 Clefairy and put them onto your Bench. Then, shuffle your deck.

Smack 20

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Its adorable behavior and cry make it highly popular. However, this cute Pokémon is rarely found.

NO. 0035, Fairy Pokémon, HT: 2', WT: 15.5 lbs.

Clefable **100**
Stage 1
Evolves from Clefairy

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

More Moon 50
If your opponent's Pokémon is Knocked Out by damage from this attack, take 1 more Prize card.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Their ears are sensitive enough to hear a pin drop from over a mile away, so they're usually found in quiet places.

NO. 0036, Fairy Pokémon, HT: 4'3", WT: 89.2 lbs.

Clefable **100**
Stage 1
Evolves from Clefairy

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

More Moon 50
If your opponent's Pokémon is Knocked Out by damage from this attack, take 1 more Prize card.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Their ears are sensitive enough to hear a pin drop from over a mile away, so they're usually found in quiet places.

NO. 0036, Fairy Pokémon, HT: 4'3", WT: 89.2 lbs.

Vulpix **70**
Basic

Super Singe 20
Flip a coin. If heads, your opponent's Active Pokémon is now Burned.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
As each tail grows, its fur becomes more luxurious. When held, it feels slightly warm.

NO. 0037, Fire Pokémon, HT: 2', WT: 21.8 lbs.

Vulpix **70**
Basic

Super Singe 20
Flip a coin. If heads, your opponent's Active Pokémon is now Burned.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
As each tail grows, its fur becomes more luxurious. When held, it feels slightly warm.

NO. 0037, Fire Pokémon, HT: 2', WT: 21.8 lbs.

Ninetales **260**
Stage 1
Evolves from Vulpix

Heat Wave 30
Your opponent's Active Pokémon is now Burned.

Mirrored Flames 80+
If you have the same number of cards in your hand as your opponent, this attack does 140 more damage.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

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

NO. 0038, Fire Pokémon, HT: 1'8", WT: 12.1 lbs.

Jigglypuff **70**
Basic

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

Stompy Stomp 20×
Flip 2 coins. This attack does 20 damage for each heads.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

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

NO. 0039, Balloon Pokémon, HT: 1'3", WT: 12.1 lbs.

Jigglypuff **70**
Basic

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

Stompy Stomp 20×
Flip 2 coins. This attack does 20 damage for each heads.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

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

NO. 0039, Balloon Pokémon, HT: 1'3", WT: 12.1 lbs.

Wigglytuff **250**
Stage 1
Evolves from Jigglypuff

Ability: Expanding Body
If this Pokémon has any Special Energy attached, it gets +100 HP.

Friend Tackle 90+
If you played a Supporter card from your hand during this turn, this attack does 90 more damage.

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

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

NO. 0040, Balloon Pokémon, HT: 2'7", WT: 11.5 lbs.

Zubat **40**
Basic

Ability: Revealing Echo
Once during your turn, if this Pokémon is in the Active Spot, you may have your opponent reveal their hand.

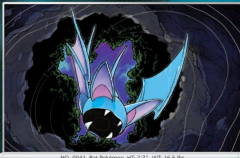
Bite 10

Weakness: **Grass** ×2 | Resistance: **Fire** | Retreat: **Grass** ★

Also, Sandshrew
Zubat has a keen sense of smell that's even sharper than a dog's. In the morning, they gather together to keep one another warm as they sleep.

NO. 0041, Bat Pokémon, HT: 2'7", WT: 11.5 lbs.

BASIC Zubat **HOLO** **HP 40**



NO. 0044, Bug Pokémon, #1-21, Wt. 16.3 lb.

Ability **Revealing Echo**
Once during your turn, if this Pokémon is in the Active Spot, you may have your opponent reveal their hand.

★ **Bite** 10

weakness ×2 resistance -30 retreat ★

Min. Size **RETN** 047/165

Zubat lives in caves, distant where the sun's light never reaches. In the morning, they gather together to keep warm in their sleep, as they sleep.

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STAGE 1 Golbat **HOLO** **HP 80**



NO. 0044, Bug Pokémon, #1-21, Wt. 16.3 lb.

★ **Skill Dive**
This attack does 40 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ×2 resistance -30 retreat ★

Min. Size **RETN** 047/165

Its feet are tiny, but this Pokémon walks skillfully. It walks around the ground on its knees, sinking in its lungs and slugging up blood.

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STAGE 1 Golbat **HOLO** **HP 80**



NO. 0044, Bug Pokémon, #1-21, Wt. 16.3 lb.

★ **Skill Dive**
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weakness ×2 resistance -30 retreat ★

Min. Size **RETN** 047/165

Its feet are tiny, but this Pokémon walks skillfully. It walks around the ground on its knees, sinking in its lungs and slugging up blood.

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BASIC Oddish **HP 60**



NO. 0045, Grass Pokémon, #1-8, Wt. 13.3 lb.

★ ★ **Razor Leaf** 20

weakness ×2 resistance retreat ★

Min. Size **RETN** 043/165

During the day, it stays in the cold underground to avoid the sun. It goes by bathing in moonlight.

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BASIC Oddish **HOLO** **HP 60**



NO. 0045, Grass Pokémon, #1-8, Wt. 13.3 lb.

★ ★ **Razor Leaf** 20

weakness ×2 resistance retreat ★

Min. Size **RETN** 043/165

During the day, it stays in the cold underground to avoid the sun. It goes by bathing in moonlight.

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STAGE 1 Gloom **HP 70**



NO. 0044, Wood Pokémon, #1-21, Wt. 19 lb.

Ability **Semi-Blooming Energy**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may look at the top 3 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

★ ★ **Drool** 30

weakness ×2 resistance retreat ★

Min. Size **RETN** 044/165

What appears to be dead is actually sweet honey. It is very sticky and clings stubbornly if touched.

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STAGE 1 Gloom **HOLO** **HP 70**



NO. 0044, Wood Pokémon, #1-21, Wt. 19 lb.

Ability **Semi-Blooming Energy**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may look at the top 3 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

★ ★ **Drool** 30

weakness ×2 resistance retreat ★

Min. Size **RETN** 044/165

What appears to be dead is actually sweet honey. It is very sticky and clings stubbornly if touched.

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STAGE 2 Vileplume **HP 140**



NO. 0045, Flower Pokémon, #1-11, Wt. 41 lb.

Ability **Fully Blooming Energy**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may look at the top 8 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

★ ★ ★ **Solar Beam** 90

weakness ×2 resistance retreat ★

Min. Size **RETN** 047/165

The larger its petals, the more toxic pollen it contains. Its big head is heavy and hard to hold up.

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STAGE 2 Vileplume **HOLO** **HP 140**



NO. 0045, Flower Pokémon, #1-11, Wt. 41 lb.

Ability **Fully Blooming Energy**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may look at the top 8 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

★ ★ ★ **Solar Beam** 90

weakness ×2 resistance retreat ★

Min. Size **RETN** 047/165

The larger its petals, the more toxic pollen it contains. Its big head is heavy and hard to hold up.

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BASIC Paras **HP 70**



NO. 0046, Mushroom Pokémon, #1-1, Wt. 11 lb.

★ **Stampede** 10

★ ★ **Spore Ball** 20
Your opponent's Active Pokémon is now Asleep.

weakness ×2 resistance retreat ★

Min. Size **RETN** 043/165

The mushrooms, known as toadstools, are controlling the bug. Even if the bug gets the mushrooms, they still stay bug off.

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BASIC Paras **HOLO** **HP 70**



NO. 0046, Mushroom Pokémon, #1-1, Wt. 11 lb.

★ **Stampede** 10

★ ★ **Spore Ball** 20
Your opponent's Active Pokémon is now Asleep.

weakness ×2 resistance retreat ★

Min. Size **RETN** 043/165

The mushrooms, known as toadstools, are controlling the bug. Even if the bug gets the mushrooms, they still stay bug off.

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STAGE 1 Parasect **HP 120**



NO. 0046, Mushroom Pokémon, #1-1, Wt. 45 lb.

★ **Spread Filaments**
Flip 2 coins. Search your deck for a number of ♣ Pokémon up to the number of heads and put them onto your Bench. Then, shuffle your deck.

★ ★ **Claw Slash** 50

weakness ×2 resistance retreat ★

Min. Size **RETN** 047/165

The bug is mostly dead, with the mushroom on its back having become the main body. If the mushroom comes off, the bug stops moving.

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STAGE 1 Parasect **HOLO** **HP 120**



NO. 0046, Mushroom Pokémon, #1-1, Wt. 45 lb.

★ **Spread Filaments**
Flip 2 coins. Search your deck for a number of ♣ Pokémon up to the number of heads and put them onto your Bench. Then, shuffle your deck.

★ ★ **Claw Slash** 50

weakness ×2 resistance retreat ★

Min. Size **RETN** 047/165

The bug is mostly dead, with the mushroom on its back having become the main body. If the mushroom comes off, the bug stops moving.

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BASIC Venonat **HP 70**



NO. 0048, Insect Pokémon, #1-3, Wt. 66.1 lb.

★ **Gnaw** 10

★ ★ ★ **Beam** 40

weakness ×2 resistance retreat ★

Min. Size **RETN** 048/165

Poison oozes from all over its body. It catches small bug Pokémon at night that are attracted to light.

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BASIC Venonat **HOLO** **HP 70**



NO. 0048, Insect Pokémon, #1-3, Wt. 66.1 lb.

★ **Gnaw** 10

★ ★ ★ **Beam** 40

weakness ×2 resistance retreat ★

Min. Size **RETN** 048/165

Poison oozes from all over its body. It catches small bug Pokémon at night that are attracted to light.

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STAGE 1 Venomoth **HP 90**



NO. 0049, Poison Moth Pokémon, #1-11, Wt. 23 lb.

★ **Perplexing Powder** 30
Your opponent's Active Pokémon is now Confused. During your opponent's next turn, they can't play any Item cards from their hand.

★ ★ ★ **Speed Wing** 90

weakness ×2 resistance retreat ★

Min. Size **RETN** 049/165

The wings are covered with dustlike scales. Every time it flaps its wings, it looses highly toxic dust.

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STAGE 1 Venomoth **HOLO** **HP 90**



NO. 0049, Poison Moth Pokémon, #1-11, Wt. 23 lb.

★ **Perplexing Powder** 30
Your opponent's Active Pokémon is now Confused. During your opponent's next turn, they can't play any Item cards from their hand.

★ ★ ★ **Speed Wing** 90

weakness ×2 resistance retreat ★

Min. Size **RETN** 049/165

The wings are covered with dustlike scales. Every time it flaps its wings, it looses highly toxic dust.

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BASIC Diglett **HP 50**



NO. 0050, Mole Pokémon, #1-8, Wt. 1.4 lb.

★ **Headbutt Bounce** 10

★ ★ **Mud-Slap** 30

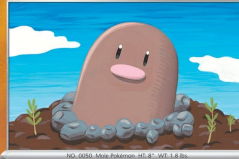
weakness ×2 resistance retreat ★

Min. Size **RETN** 050/165

It lives about one yard underground, where it feeds on plant roots. It sometimes appears aboveground.

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



NO. 0050, Mole Pokémon, #1-8, Wt. 1.4 lb.

★ **Headbutt Bounce** 10

★ ★ **Mud-Slap** 30

weakness ×2 resistance retreat ★

Min. Size **RETN** 050/165

It lives about one yard underground, where it feeds on plant roots. It sometimes appears aboveground.

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STAGE 1 Dugtrio **HP 90**



NO. 0051, Mole Pokémon, #1-24, Wt. 23 lb.

★ **Headbutt Bounce** 40

★ ★ ★ **Mud Bomb** 80

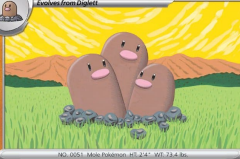
weakness ×2 resistance retreat ★

Min. Size **RETN** 051/165

Its three heads bob separately up and down to locate the soil nearby, making it easier for it to burrow.

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STAGE 1 Dugtrio **HOLO** **HP 90**



NO. 0051, Mole Pokémon, #1-24, Wt. 23 lb.

★ **Headbutt Bounce** 40

★ ★ ★ **Mud Bomb** 80

weakness ×2 resistance retreat ★

Min. Size **RETN** 051/165

Its three heads bob separately up and down to locate the soil nearby, making it easier for it to burrow.

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BASIC Meowth **HP 70**



NO. 0052, Normal Cat Pokémon, #1-1, Wt. 9.9 lb.

★ **Come Here Right Meow**
Flip a coin. If heads, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

★ ★ **Dig Claws** 20

weakness ×2 resistance retreat ★

Min. Size **RETN** 052/165

All it does is sleep during the daytime. At night, it patrols its territory with its eyes aglow.

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BASIC Meowth **HOLO** **HP 70**



NO. 0052, Normal Cat Pokémon, #1-1, Wt. 9.9 lb.

★ **Come Here Right Meow**
Flip a coin. If heads, switch in 1 of your opponent's Benched Pokémon to the Active Spot.

★ ★ **Dig Claws** 20

weakness ×2 resistance retreat ★

Min. Size **RETN** 052/165

All it does is sleep during the daytime. At night, it patrols its territory with its eyes aglow.

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STAGE 1 Persian **HP 110**



NO. 0053, Classy Cat Pokémon, #1-3, Wt. 26.5 lb.

Ability **Rocket Call**
Once during your turn, you may search your deck for a Giovanni's Charm card, reveal it, and put it into your hand. Then, shuffle your deck.

★ ★ ★ **Slash** 70

weakness ×2 resistance retreat ★

Min. Size **RETN** 053/165

Although its fur has many admirers, it is tough to leave as a pet because of its fickle temper.

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STAGE 1 Persian **HOLO** **HP 110**



NO. 0053, Classy Cat Pokémon, #1-3, Wt. 26.5 lb.

Ability **Rocket Call**
Once during your turn, you may search your deck for a Giovanni's Charm card, reveal it, and put it into your hand. Then, shuffle your deck.

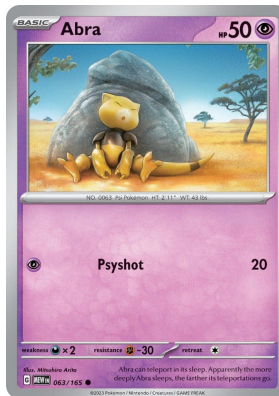
★ ★ ★ **Slash** 70

weakness ×2 resistance retreat ★

Min. Size **RETN** 053/165

Although its fur has many admirers, it is tough to leave as a pet because of its fickle temper.

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Slowbro Evolution from Slowpoke **HP 130**



NO. 0056. Normal Card Pokémon. HT: 5-3' WT: 172.8 lbs.

⊙ **Big Yawn**
Both Active Pokémon are now Asleep.

⊙ ★ ★ **Laid-Back Tackle** 160
If this Pokémon evolved during this turn, this attack does nothing.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **CRACKLEZ**
When a Slowpoke went hunting in the sea, its tail was bitten by a Shellder. That made it evolve into Slowbro.

087/165

Slowbro Evolution from Slowpoke **HP 130** **HOLO**



NO. 0056. Normal Card Pokémon. HT: 5-3' WT: 172.8 lbs.

⊙ **Big Yawn**
Both Active Pokémon are now Asleep.

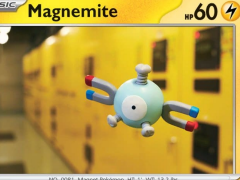
⊙ ★ ★ **Laid-Back Tackle** 160
If this Pokémon evolved during this turn, this attack does nothing.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **CRACKLEZ**
When a Slowpoke went hunting in the sea, its tail was bitten by a Shellder. That made it evolve into Slowbro.

087/165

Magnemite **HP 60**



NO. 0051. Magnet Pokémon. HT: 1' WT: 4.2 lbs.

⚡ **Tiny Charge** 10

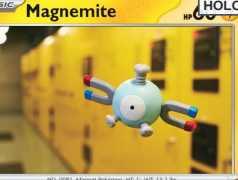
⚡ ★ **Big Explosion** 60
This Pokémon also does 60 damage to itself.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Take Aim!**
The electromagnetic waves emitted by the unit at the sides of its head emit antigravity, which allows it to float.

087/165

Magnemite **HP 60** **HOLO**



NO. 0051. Magnet Pokémon. HT: 1' WT: 4.2 lbs.

⚡ **Tiny Charge** 10

⚡ ★ **Big Explosion** 60
This Pokémon also does 60 damage to itself.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Take Aim!**
The electromagnetic waves emitted by the unit at the sides of its head emit antigravity, which allows it to float.

087/165

Magneton **HP 90**



NO. 0054. Magnet Pokémon. HT: 5-3' WT: 132.3 lbs.

⚡ **Junk Magnet**
Put up to 2 Item cards from your discard pile into your hand.

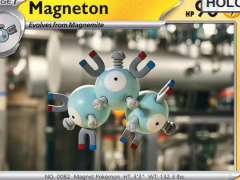
⚡ ★ ★ **Head Bolt** 60

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Take Aim!**
Three Magnemite are linked by a strong magnetic force. Explosions will occur if you get too close.

087/165

Magneton **HP 90** **HOLO**



NO. 0054. Magnet Pokémon. HT: 5-3' WT: 132.3 lbs.

⚡ **Junk Magnet**
Put up to 2 Item cards from your discard pile into your hand.

⚡ ★ ★ **Head Bolt** 60

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Take Aim!**
Three Magnemite are linked by a strong magnetic force. Explosions will occur if you get too close.

087/165

Farfetch'd **HP 90**



NO. 0053. Wild Duck Pokémon. HT: 2-7' WT: 83.1 lbs.

★ **Package Deal**
Draw 2 cards.

★ **Leek Clobber** 30

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **NO JOKE!**
They use a plant stalk as a weapon, but not all of them use it in the same way. Several distinct styles of stalk fighting have been observed.

087/165

Farfetch'd **HP 90** **HOLO**



NO. 0053. Wild Duck Pokémon. HT: 2-7' WT: 83.1 lbs.

★ **Package Deal**
Draw 2 cards.

★ **Leek Clobber** 30

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **NO JOKE!**
They use a plant stalk as a weapon, but not all of them use it in the same way. Several distinct styles of stalk fighting have been observed.

087/165

Doduo **HP 70**



NO. 0054. Two Bird Pokémon. HT: 4-7' WT: 60.4 lbs.

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

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Awake! Dynamic!**
The beaks in its two heads appear to communicate emotions to each other with a telepathic power.

084/165

Doduo **HP 70** **HOLO**



NO. 0054. Two Bird Pokémon. HT: 4-7' WT: 60.4 lbs.

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

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Awake! Dynamic!**
The beaks in its two heads appear to communicate emotions to each other with a telepathic power.

084/165

Dodrio **HP 100**



NO. 0055. Three Bird Pokémon. HT: 5-11' WT: 152.8 lbs.

Ability **Zooming Draw**
Once during your turn, you may put 1 damage counter on this Pokémon. If you do, draw a card.

★ **Ballistic Beak** 10+
This attack does 30 more damage for each damage counter on this Pokémon.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Awake! Dynamic!**
An odd species that is rarely found. The three heads respectively represent joy, sadness, and anger.

085/165

Dodrio **HP 100** **HOLO**



NO. 0055. Three Bird Pokémon. HT: 5-11' WT: 152.8 lbs.

Ability **Zooming Draw**
Once during your turn, you may put 1 damage counter on this Pokémon. If you do, draw a card.

★ **Ballistic Beak** 10+
This attack does 30 more damage for each damage counter on this Pokémon.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Awake! Dynamic!**
An odd species that is rarely found. The three heads respectively represent joy, sadness, and anger.

085/165

Seel **HP 80**



NO. 0056. Sea Lion Pokémon. HT: 2-7' WT: 108.4 lbs.

❄️ **Chilly** 20

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Ice!**
Thanks to its thick fat, cold water doesn't bother it at all, but it gets too cold easily in warm waters.

088/165

Seel **HP 80** **HOLO**



NO. 0056. Sea Lion Pokémon. HT: 2-7' WT: 108.4 lbs.

❄️ **Chilly** 20

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Ice!**
Thanks to its thick fat, cold water doesn't bother it at all, but it gets too cold easily in warm waters.

088/165

Dewgong **HP 130**



NO. 0057. Sea Lion Pokémon. HT: 5-6' WT: 284.6 lbs.

❄️ ★ **Dual Splash**
This attack does 50 damage to 2 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

❄️ ★ ★ **Aurora Beam** 100

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Ice!**
It is hidden on the sea before meals. The fur on its body is waterproof and helps in digestion.

086/165

Dewgong **HP 130** **HOLO**



NO. 0057. Sea Lion Pokémon. HT: 5-6' WT: 284.6 lbs.

❄️ ★ **Dual Splash**
This attack does 50 damage to 2 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

❄️ ★ ★ **Aurora Beam** 100

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Ice!**
It is hidden on the sea before meals. The fur on its body is waterproof and helps in digestion.

086/165

Grimer **HP 80**



NO. 0058. Sludge Pokémon. HT: 2-11' WT: 65.1 lbs.

🍬 **Gummy Press** 10
During your opponent's next turn, the Defending Pokémon's Retreat Cost is ★ more.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Awake! Near!**
Born from sludge, these Pokémon have gathered in polluted places and are known as the bad boys of other Pokémon.

087/165

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



NO. 0058. Sludge Pokémon. HT: 2-11' WT: 65.1 lbs.

🍬 **Gummy Press** 10
During your opponent's next turn, the Defending Pokémon's Retreat Cost is ★ more.

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

Also, **Awake! Near!**
Born from sludge, these Pokémon have gathered in polluted places and are known as the bad boys of other Pokémon.

087/165

Muk **HP 150**



NO. 0059. Sludge Pokémon. HT: 3-11' WT: 60.4 lbs.

🍬 **Sticky Jail** 30
During your opponent's next turn, attacks used by the Defending Pokémon cost ★ more, and its Retreat Cost is ★ more.

🍬 ★ ★ **Sludge Bomb** 180

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Awake! Near!**
It sticks covered with a slimy, sticky sludge. Its acidic, even its droplets contain poison.

089/165

Muk **HP 150** **HOLO**



NO. 0059. Sludge Pokémon. HT: 3-11' WT: 60.4 lbs.

🍬 **Sticky Jail** 30
During your opponent's next turn, attacks used by the Defending Pokémon cost ★ more, and its Retreat Cost is ★ more.

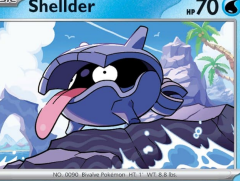
🍬 ★ ★ **Sludge Bomb** 180

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Awake! Near!**
It sticks covered with a slimy, sticky sludge. Its acidic, even its droplets contain poison.

089/165

Shellder **HP 70**



NO. 0056. Bivalve Pokémon. HT: 1' WT: 4.8 lbs.

🐚 **Shell Press** 30
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Noted!**
It is covered in a shell that is harder than diamond. Inside, however, it is surprisingly tender.

086/165

Shellder **HP 70** **HOLO**



NO. 0056. Bivalve Pokémon. HT: 1' WT: 4.8 lbs.

🐚 **Shell Press** 30
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Noted!**
It is covered in a shell that is harder than diamond. Inside, however, it is surprisingly tender.

086/165

Cloyster **HP 130**



NO. 0051. Bivalve Pokémon. HT: 4-11' WT: 204.1 lbs.

🐚 **Protect Charge** 80
During your opponent's next turn, this Pokémon takes 80 less damage from attacks (after applying Weakness and Resistance).

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Noted!**
Cloyster has its eyes with hand-held camera. Inside, they rely on their shells.

091/165

Cloyster **HP 130** **HOLO**



NO. 0051. Bivalve Pokémon. HT: 4-11' WT: 204.1 lbs.

🐚 **Protect Charge** 80
During your opponent's next turn, this Pokémon takes 80 less damage from attacks (after applying Weakness and Resistance).

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★ ★

Also, **Noted!**
Cloyster has its eyes with hand-held camera. Inside, they rely on their shells.

091/165

Gastly **HP 50**



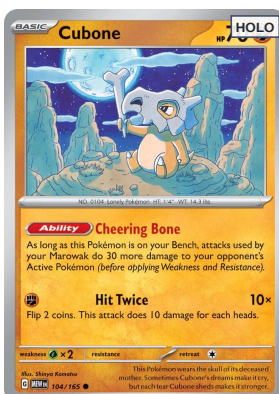
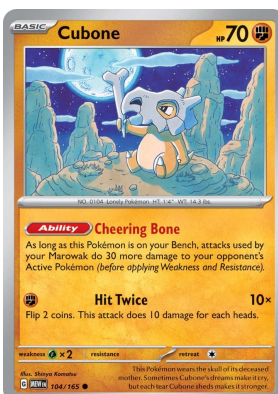
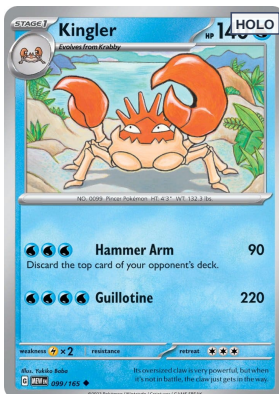
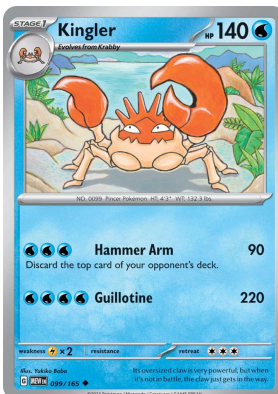
NO. 0053. Gas Pokémon. HT: 4-5' WT: 0.2 lbs.

☠️ **Suffocating Gas** 20

weaknesses ⚡ × 2 resistance ♀ -30 retreat ★

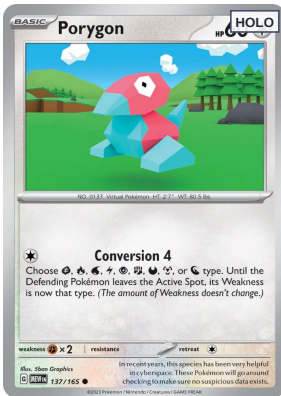
Also, **Remember! Kanga!**
It traps its opponent in its gas-like body, slowly weakening it by poisoning it through its skin.

084/165









BASIC Snorlax **HP 150** **HOLO**



NO. 0146, Basic Pokémon, HT: 6'7", WT: 320.3 lbs.

Ability **✱ Voraciousness**
Once during your turn, you may put up to 2 Leftovers cards from your discard pile into your hand.

✱✱✱ **Thudding Press** 130
This Pokémon also does 30 damage to itself.

weakness ✱2 resistance retreat ✱✱

Also, **HYPODOLPHUS**
This Pokémon's stomach is so strong, even eating molty or rotten food will not affect it.

143/165

BASIC Articuno **HP 120**



NO. 0148, Basic Pokémon, HT: 5'7", WT: 122.5 lbs.

Ability **✱ Ice Float**
If this Pokémon has any ✱ Energy attached, it has no Retreat Cost.

✱✱✱ **Blizzard** 110
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 ✱30 retreat ✱

Also, **shilo**
This Pokémon can control ice at will. Articuno is said to live in icy wastes; mountains related with permafrost.

144/165

BASIC Articuno **HP 120**



NO. 0148, Basic Pokémon, HT: 5'7", WT: 122.5 lbs.

Ability **✱ Ice Float**
If this Pokémon has any ✱ Energy attached, it has no Retreat Cost.

✱✱✱ **Blizzard** 110
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 ✱30 retreat ✱

Also, **shilo**
This Pokémon can control ice at will. Articuno is said to live in icy wastes; mountains related with permafrost.

144/165

BASIC Zapdos **EX** **HP 200**



NO. 0149, Basic Pokémon, HT: 6'7", WT: 320.3 lbs.

Ability **✱✱✱ Voltaic Float**
If this Pokémon has any ✱ Energy attached, it has no Retreat Cost.

✱✱✱ **Multishot Lightning** 120
This attack also does 90 damage to 1 of your opponent's Benched Pokémon that has any damage counters on it. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ✱2 resistance ✱30 retreat ✱

Pokémon EX rule When your Pokémon EX is knocked out, your opponent takes 2 Prize cards.

145/165

BASIC Moltres **HP 120**



NO. 0149, Basic Pokémon, HT: 6'7", WT: 320.3 lbs.

Ability **✱✱✱ Flare Float**
If this Pokémon has any ✱ Energy attached, it has no Retreat Cost.

✱✱✱ **Blazing Flight**
Discard 2 ✱ Energy from this Pokémon. This attack does 120 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ✱2 resistance ✱30 retreat ✱

Also, **RECHERCHÉ**
There are stories of this Pokémon using its flames to create wings to light up paths for those lost in the mountains.

146/165

BASIC Moltres **HP 120**



NO. 0149, Basic Pokémon, HT: 6'7", WT: 320.3 lbs.

Ability **✱✱✱ Flare Float**
If this Pokémon has any ✱ Energy attached, it has no Retreat Cost.

✱✱✱ **Blazing Flight**
Discard 2 ✱ Energy from this Pokémon. This attack does 120 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ✱2 resistance ✱30 retreat ✱

Also, **RECHERCHÉ**
There are stories of this Pokémon using its flames to create wings to light up paths for those lost in the mountains.

146/165

BASIC Dratini **HP 60**



NO. 0147, Dragon Pokémon, HT: 5'11", WT: 7.3 lbs.

Beat 10

✱✱ **Draconic Whip** 40

weakness resistance retreat ✱

Also, **Benched Defense**
It shrinks many times its skin as it grows larger. During this process, it is protected by a rapid water fall.

147/165

BASIC Dratini **HP 60**



NO. 0147, Dragon Pokémon, HT: 5'11", WT: 7.3 lbs.

Beat 10

✱✱ **Draconic Whip** 40

weakness resistance retreat ✱

Also, **Benched Defense**
It shrinks many times its skin as it grows larger. During this process, it is protected by a rapid water fall.

147/165

STAGE 1 Dragonair **HP 100**



NO. 0148, Dragon Pokémon, HT: 12'1", WT: 36.4 lbs.

Beat 20

✱✱ **Aqua Slash** 90
During your next turn, this Pokémon can't attack.

weakness resistance retreat ✱

Also, **Benched Defense**
They say that if it rains on a day from its whole body, the weather will begin to change instantly.

148/165

STAGE 1 Dragonair **HP 100**



NO. 0148, Dragon Pokémon, HT: 12'1", WT: 36.4 lbs.

Beat 20

✱✱ **Aqua Slash** 90
During your next turn, this Pokémon can't attack.

weakness resistance retreat ✱

Also, **Benched Defense**
They say that if it rains on a day from its whole body, the weather will begin to change instantly.

148/165

STAGE 2 Dragonite **HP 180**



NO. 0148, Dragon Pokémon, HT: 7'2", WT: 463 lbs.

Ability **✱✱✱ Jet Cruise**
Your Pokémon in play have no Retreat Cost.

✱✱ **Dragon Pulse** 180
Discard the top 2 cards of your deck.

weakness resistance retreat ✱

Also, **Benched Defense**
It is said that somewhere in the ocean lies an island where these gather. Only they live there.

149/165

STAGE 2 Dragonite **HP 180**



NO. 0148, Dragon Pokémon, HT: 7'2", WT: 463 lbs.

Ability **✱✱✱ Jet Cruise**
Your Pokémon in play have no Retreat Cost.

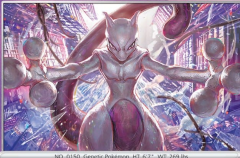
✱✱ **Dragon Pulse** 180
Discard the top 2 cards of your deck.

weakness resistance retreat ✱

Also, **Benched Defense**
It is said that somewhere in the ocean lies an island where these gather. Only they live there.

149/165

BASIC Mewtwo **HP 130**



NO. 0150, Genes Pokémon, HT: 6'7", WT: 229 lbs.

✱✱ **Reflective Barrier** 20
During your opponent's next turn, if this Pokémon is damaged by an attack (even if it is Knocked Out), put damage counters on the Attacking Pokémon equal to the damage done to this Pokémon.

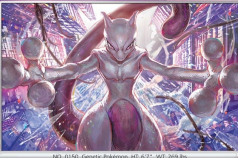
✱✱✱ **Psychic Slash** 130
Discard 2 Energy from this Pokémon.

weakness ✱2 resistance ✱30 retreat ✱

Also, **AKIRA OGURA**
A Pokémon created by recombining Mew's genes, it's said to have the most single heart among Pokémon.

150/165

BASIC Mewtwo **HP 130**



NO. 0150, Genes Pokémon, HT: 6'7", WT: 229 lbs.

✱✱ **Reflective Barrier** 20
During your opponent's next turn, if this Pokémon is damaged by an attack (even if it is Knocked Out), put damage counters on the Attacking Pokémon equal to the damage done to this Pokémon.

✱✱✱ **Psychic Slash** 130
Discard 2 Energy from this Pokémon.

weakness ✱2 resistance ✱30 retreat ✱

Also, **AKIRA OGURA**
A Pokémon created by recombining Mew's genes, it's said to have the most single heart among Pokémon.

150/165

BASIC Mew **EX** **HP 180**



NO. 0151, Genes Pokémon, HT: 6'7", WT: 229 lbs.

Ability **✱✱✱ Restart**
Once during your turn, you may draw cards until you have 3 cards in your hand.

✱✱✱ **Genome Hacking**
Choose 1 of your opponent's Active Pokémon's attacks and use it as this attack.

weakness ✱2 resistance ✱30 retreat ✱

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

151/165

Item Antique Dome Fossil **HP 60**



NO. 0152, Fossil Pokémon, HT: 6'7", WT: 229 lbs.

Play this card as if it were a 60-HP Basic ✱ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **✱✱✱ Domed Armor**
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

weakness resistance retreat ✱

Also, **AYUMI OOSHIMA**
You may play any number of Item cards during your turn.

152/165

Item Antique Dome Fossil **HP 60**



NO. 0152, Fossil Pokémon, HT: 6'7", WT: 229 lbs.

Play this card as if it were a 60-HP Basic ✱ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **✱✱✱ Domed Armor**
This Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

weakness resistance retreat ✱

Also, **AYUMI OOSHIMA**
You may play any number of Item cards during your turn.

152/165

Item Antique Helix Fossil **HP 60**



NO. 0153, Fossil Pokémon, HT: 6'7", WT: 229 lbs.

Play this card as if it were a 60-HP Basic ✱ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **✱✱✱ Helical Swell**
As long as this Pokémon is in the Active Spot, your opponent can't play any Stadium cards from their hand.

weakness resistance retreat ✱

Also, **AYUMI OOSHIMA**
You may play any number of Item cards during your turn.

153/165

Item Antique Helix Fossil **HP 60**



NO. 0153, Fossil Pokémon, HT: 6'7", WT: 229 lbs.

Play this card as if it were a 60-HP Basic ✱ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **✱✱✱ Helical Swell**
As long as this Pokémon is in the Active Spot, your opponent can't play any Stadium cards from their hand.

weakness resistance retreat ✱

Also, **AYUMI OOSHIMA**
You may play any number of Item cards during your turn.

153/165

Item Antique Old Amber **HP 60**



NO. 0154, Fossil Pokémon, HT: 6'7", WT: 229 lbs.

Play this card as if it were a 60-HP Basic ✱ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **✱✱✱ Amber Protection**
Prevent all effects of your opponent's Pokémon's Abilities done to this Pokémon.

weakness resistance retreat ✱

Also, **AYUMI OOSHIMA**
You may play any number of Item cards during your turn.

154/165

Item Antique Old Amber **HP 60**



NO. 0154, Fossil Pokémon, HT: 6'7", WT: 229 lbs.

Play this card as if it were a 60-HP Basic ✱ Pokémon. This card can't be affected by any Special Conditions and can't retreat. At any time during your turn, you may discard this card from play.

Ability **✱✱✱ Amber Protection**
Prevent all effects of your opponent's Pokémon's Abilities done to this Pokémon.

weakness resistance retreat ✱

Also, **AYUMI OOSHIMA**
You may play any number of Item cards during your turn.

154/165

Pokémon Tool Big Air Balloon **HP 60**



NO. 0155, Trainer Pokémon, HT: 6'7", WT: 229 lbs.

The Stage 2 Pokémon this card is attached to has no Retreat Cost.

Ability **✱✱✱ 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.**

weakness resistance retreat ✱

Also, **Toyohito Koike**
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.

155/165

Pokémon Tool Big Air Balloon **HP 60**



NO. 0155, Trainer Pokémon, HT: 6'7", WT: 229 lbs.

The Stage 2 Pokémon this card is attached to has no Retreat Cost.

Ability **✱✱✱ 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.**

weakness resistance retreat ✱

Also, **Toyohito Koike**
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.

155/165

Supporter Bill's Transfer **HP 60**



NO. 0156, Supporter Pokémon, HT: 6'7", WT: 229 lbs.

Look at the top 8 cards of your deck. You may reveal any number of Pokémon you find there and put them into your hand. Shuffle the other cards back into your deck.

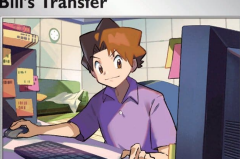
Ability **✱✱✱ You may play only 1 Supporter card during your turn.**

weakness resistance retreat ✱

Also, **GIORRA**
You may play only 1 Supporter card during your turn.

156/165

Supporter Bill's Transfer **HP 60**



NO. 0156, Supporter Pokémon, HT: 6'7", WT: 229 lbs.

Look at the top 8 cards of your deck. You may reveal any number of Pokémon you find there and put them into your hand. Shuffle the other cards back into your deck.

Ability **✱✱✱ You may play only 1 Supporter card during your turn.**

weakness resistance retreat ✱

Also, **GIORRA**
You may play only 1 Supporter card during your turn.

156/165

Stadium TRAINER

Cycling Road



Once during each player's turn, that player may discard a Basic Energy card from their hand in order to draw a card.

Also, Chandel KATO
C Holo 157/165

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.

Stadium TRAINER

Cycling Road



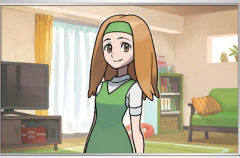
Once during each player's turn, that player may discard a Basic Energy card from their hand in order to draw a card.

Also, Chandel KATO
C Holo 157/165

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.

Supporter TRAINER

Daisy's Help



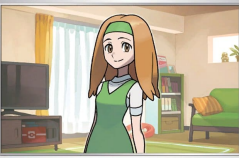
Draw 2 cards. Look at your face-down Prize cards.

Also, Tetsuki Kinsaku
C Holo 158/165

You may play only 1 Supporter card during your turn.

Supporter TRAINER

Daisy's Help



Draw 2 cards. Look at your face-down Prize cards.

Also, Tetsuki Kinsaku
C Holo 158/165

You may play only 1 Supporter card during your turn.

Item TRAINER

Energy Sticker



Flip a coin. If heads, attach a Basic Energy card from your discard pile to 1 of your Benched Pokémon.

Also, Ayaka Yoshida
C Holo 159/165

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

Item TRAINER

Energy Sticker



Flip a coin. If heads, attach a Basic Energy card from your discard pile to 1 of your Benched Pokémon.

Also, Ayaka Yoshida
C Holo 159/165

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

Supporter TRAINER

Erika's Invitation



Your opponent reveals their hand, and you put a Basic Pokémon you find there onto your opponent's Bench. If you put a Pokémon onto their Bench in this way, switch in that Pokémon to the Active Spot.

Also, Yuka Ishii
C Holo 160/165

You may play only 1 Supporter card during your turn.

Supporter TRAINER

Erika's Invitation



Your opponent reveals their hand, and you put a Basic Pokémon you find there onto your opponent's Bench. If you put a Pokémon onto their Bench in this way, switch in that Pokémon to the Active Spot.

Also, Yuka Ishii
C Holo 160/165

You may play only 1 Supporter card during your turn.

Supporter TRAINER

Giovanni's Charisma



Put an Energy attached to your opponent's Active Pokémon into their hand. If you do, attach an Energy card from your hand to your Active Pokémon.

Also, Kent
C Holo 161/165

You may play only 1 Supporter card during your turn.

Supporter TRAINER

Giovanni's Charisma



Put an Energy attached to your opponent's Active Pokémon into their hand. If you do, attach an Energy card from your hand to your Active Pokémon.

Also, Kent
C Holo 161/165

You may play only 1 Supporter card during your turn.

Item TRAINER

Grabber



Your opponent reveals their hand, and you put a Pokémon you find there on the bottom of their deck.

Also, Isamu Kudo
C Holo 162/165

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

Item TRAINER

Grabber



Your opponent reveals their hand, and you put a Pokémon you find there on the bottom of their deck.

Also, Isamu Kudo
C Holo 162/165

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

Pokémon Tool TRAINER

Leftovers



At the end of your turn, if the Pokémon this card is attached to is in the Active Spot, heal 20 damage from it.

Also, Shuhei Kato Inc.
C Holo 163/165

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.

Pokémon Tool TRAINER

Leftovers



At the end of your turn, if the Pokémon this card is attached to is in the Active Spot, heal 20 damage from it.

Also, Shuhei Kato Inc.
C Holo 163/165

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.

Pokémon Tool TRAINER

Protective Goggles



The Basic Pokémon this card is attached to has no Weakness.

Also, Tetsuki Kinsaku
C Holo 164/165

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.

Pokémon Tool TRAINER

Protective Goggles



The Basic Pokémon this card is attached to has no Weakness.

Also, Tetsuki Kinsaku
C Holo 164/165

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.

Pokémon Tool TRAINER

Rigid Band



The Stage 1 Pokémon this card is attached to takes 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Also, Tetsuki Kinsaku
C Holo 165/165

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.

Pokémon Tool TRAINER

Rigid Band



The Stage 1 Pokémon this card is attached to takes 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Also, Tetsuki Kinsaku
C Holo 165/165

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.

BASIC Bulbasaur HP 70



Leech Seed 20
Heal 20 damage from the Pokémon.

Also, Tetsuki Kinsaku
C Holo 166/165

STAGE 1 Ivysaur HP 100



Leech Seed 30
Heal 20 damage from the Pokémon.

Vine Whip 80

Also, Tetsuki Kinsaku
C Holo 167/165

BASIC Charmander HP 70



Blazing Destruction
Check a Stadium in play.

Steady Firebreathing 30

Also, Tetsuki Kinsaku
C Holo 168/165

STAGE 1 Charmeleon HP 100



Combustion 20

Fire Blast 90
Discard an Energy from the Pokémon.

Also, Tetsuki Kinsaku
C Holo 169/165

BASIC Squirtle HP 60



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

Skull Bash 20

Also, Tetsuki Kinsaku
C Holo 170/165

STAGE 1 Wartortle HP 100



Free Diving
Put up to 3 Basic Energy cards from your discard pile to your hand.

Spinning Attack 50

Also, Tetsuki Kinsaku
C Holo 171/165

BASIC Caterpie HP 50



Leaf Munch 10+
Your opponent's Active Pokémon is a Pokémon this attack does 30 more damage.

Also, Tetsuki Kinsaku
C Holo 172/165

