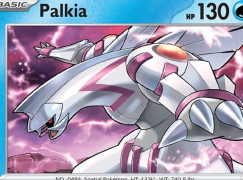




BASIC Palkia HP 130



NO. 0484, Special Pokémon HT: 4.3-5.1, WT: 200.0 lbs.

★ ★ **Teleportation Burst** 30
You may switch this Pokémon with 1 of your Benched Pokémon.

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

Weakness: ×2 resistance retreat ★

Min. Rhyne Pass
It has the ability to distort space. It is described as a deity in the distant region's mythology.

BASIC Palkia HP 130 HOLO



NO. 0484, Special Pokémon HT: 4.3-5.1, WT: 200.0 lbs.

★ ★ **Teleportation Burst** 30
You may switch this Pokémon with 1 of your Benched Pokémon.

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

Weakness: ×2 resistance retreat ★

Min. Rhyne Pass
It has the ability to distort space. It is described as a deity in the distant region's mythology.

BASIC Panpour HP 70



NO. 0516, Snow Pokémon HT: 3.0-3.1, WT: 20.0 lbs.

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

★ ★ **Water Pulse** 30
Your opponent's Active Pokémon is now Asleep.

Weakness: ×2 resistance retreat ★

Min. Natures Innade
The water stored inside the tuft on its head is full of nutrients. Plants that receive its water grow large.

BASIC Panpour HP 70 HOLO



NO. 0516, Snow Pokémon HT: 3.0-3.1, WT: 20.0 lbs.

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

★ ★ **Water Pulse** 30
Your opponent's Active Pokémon is now Asleep.

Weakness: ×2 resistance retreat ★

Min. Natures Innade
The water stored inside the tuft on its head is full of nutrients. Plants that receive its water grow large.

STAGE Simipour HP 100



NO. 0516, Snow Pokémon HT: 3.3-3.5, WT: 63.0 lbs.

Ability Monkey Trio
If you have Simisage, Simisear, and Simipour in play, ignore all ★ Energy in the costs of attacks used by this Pokémon.

★ ★ **Liquid Lashing** 50
This attack also does 30 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat ★

Min. response
If great places with clean water. When its tuft turns blue, it explains. They splash up water with its tail.

STAGE Simipour HP 100 HOLO



NO. 0516, Snow Pokémon HT: 3.3-3.5, WT: 63.0 lbs.

Ability Monkey Trio
If you have Simisage, Simisear, and Simipour in play, ignore all ★ Energy in the costs of attacks used by this Pokémon.

★ ★ **Liquid Lashing** 50
This attack also does 30 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ×2 resistance retreat ★

Min. response
If great places with clean water. When its tuft turns blue, it explains. They splash up water with its tail.

BASIC Vanillite HP 60



NO. 0582, Fresh Snow Pokémon HT: 1.1-1.1, WT: 4.2 lbs.

Chilly 40

Weakness: ×2 resistance retreat ★

Min. milk bath
Supposedly, this Pokémon was born from an icy ice. It drops out freezing at -58 degrees Fahrenheit to make itself more cooperative.

BASIC Vanillite HP 60 HOLO



NO. 0582, Fresh Snow Pokémon HT: 1.1-1.1, WT: 4.2 lbs.

Chilly 40

Weakness: ×2 resistance retreat ★

Min. milk bath
Supposedly, this Pokémon was born from an icy ice. It drops out freezing at -58 degrees Fahrenheit to make itself more cooperative.

STAGE Vanillish HP 90



NO. 0583, Ice Snow Pokémon HT: 2.7-2.7, WT: 26.5 lbs.

Frost Smash 60

Weakness: ×2 resistance retreat ★

Min. ice melting
It floats around with cold air reaching -148 degrees Fahrenheit, freezing them solid. But it spurs them back around with a kind Pokémon.

STAGE Vanillish HP 90 HOLO



NO. 0583, Ice Snow Pokémon HT: 2.7-2.7, WT: 26.5 lbs.

Frost Smash 60

Weakness: ×2 resistance retreat ★

Min. ice melting
It floats around with cold air reaching -148 degrees Fahrenheit, freezing them solid. But it spurs them back around with a kind Pokémon.

STAGE Vanilluxe HP 150



NO. 0584, Snowflake Pokémon HT: 4.3-4.3, WT: 128.0 lbs.

Ability Frigid Room
Your opponent's Pokémon that have 40 HP or less remaining can't attack.

★ **Ice Missile** 110

Weakness: ×2 resistance retreat ★

Min. Netel
People believe this Pokémon formed when two Vanillites stuck together. Its body temperature is always 23 degrees Fahrenheit.

STAGE Vanilluxe HP 150 HOLO



NO. 0584, Snowflake Pokémon HT: 4.3-4.3, WT: 128.0 lbs.

Ability Frigid Room
Your opponent's Pokémon that have 40 HP or less remaining can't attack.

★ **Ice Missile** 110

Weakness: ×2 resistance retreat ★

Min. Netel
People believe this Pokémon formed when two Vanillites stuck together. Its body temperature is always 23 degrees Fahrenheit.

STAGE Tsareena EX HP 310



NO. 0162, Hard Scale Pokémon HT: 6.2-6.2, WT: 200.0 lbs.

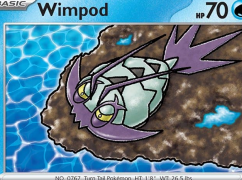
Ice Sole
Put damage counters on 1 of your opponent's Pokémon until its remaining HP is 30.

★ **Trop Kick** 180
Heal 30 damage from this Pokémon, and it recovers from all Special Conditions.

Weakness: ×2 resistance retreat ★

Min. Pines
As long as the Tsareena is on your Bench, prevent all damage done to this Pokémon by attacks that cause your opponent's loss.

BASIC Wimpod HP 70



NO. 0162, Turn 2nd Pokémon HT: 1.1-1.1, WT: 26.5 lbs.

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

★ **Gnaw** 20

Weakness: ×2 resistance retreat ★

Min. Wigglytuff
Wimpod gathers in swamps, constantly on the lookout for danger. They scatter the moment they detect an enemy's presence.

BASIC Wimpod HP 70 HOLO



NO. 0162, Turn 2nd Pokémon HT: 1.1-1.1, WT: 26.5 lbs.

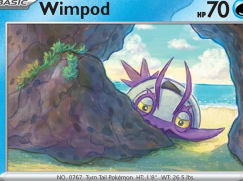
Hide
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

★ **Gnaw** 20

Weakness: ×2 resistance retreat ★

Min. Wigglytuff
Wimpod gathers in swamps, constantly on the lookout for danger. They scatter the moment they detect an enemy's presence.

BASIC Wimpod HP 70



NO. 0162, Turn 2nd Pokémon HT: 1.1-1.1, WT: 26.5 lbs.

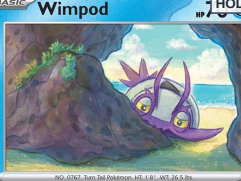
★ **Sneaky Snacking**
Flip a coin. If heads, discard a random card from your opponent's hand.

★ ★ **Ram** 30

Weakness: ×2 resistance retreat ★

Min. response
Wimpod gathers in swamps, constantly on the lookout for danger. They scatter the moment they detect an enemy's presence.

BASIC Wimpod HP 70 HOLO



NO. 0162, Turn 2nd Pokémon HT: 1.1-1.1, WT: 26.5 lbs.

★ **Sneaky Snacking**
Flip a coin. If heads, discard a random card from your opponent's hand.

★ ★ **Ram** 30

Weakness: ×2 resistance retreat ★

Min. response
Wimpod gathers in swamps, constantly on the lookout for danger. They scatter the moment they detect an enemy's presence.

STAGE Golisopod HP 140



NO. 0168, Hard Scale Pokémon HT: 6.2-6.2, WT: 200.0 lbs.

Powerful Cross 20×
This attack does 20 damage for each card in your opponent's hand.

★ **Waterfall** 130

Weakness: ×2 resistance retreat ★

Min. response
They're in the water, always on the lookout for danger. When Golisopod and Clippard battle, the water becomes the winner's ally.

STAGE Golisopod HP 140 HOLO



NO. 0168, Hard Scale Pokémon HT: 6.2-6.2, WT: 200.0 lbs.

Powerful Cross 20×
This attack does 20 damage for each card in your opponent's hand.

★ **Waterfall** 130

Weakness: ×2 resistance retreat ★

Min. response
They're in the water, always on the lookout for danger. When Golisopod and Clippard battle, the water becomes the winner's ally.

STAGE Golisopod EX HP 270



NO. 0168, Hard Scale Pokémon HT: 6.2-6.2, WT: 200.0 lbs.

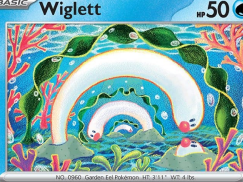
★ ★ **Aqua Blade** 70

★ ★ ★ **Swing and Skedaddle** 170
Discard an Energy from this Pokémon. If you do, switch it with 1 of your Benched Pokémon.

Weakness: ×2 resistance retreat ★

Min. response
This is a Pokémon that is always on the lookout for danger. They scatter the moment they detect an enemy's presence.

BASIC Wiglett HP 50



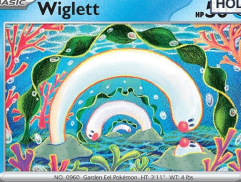
NO. 0160, Garden Ed Pokémon HT: 3.1-3.1, WT: 4 lbs.

Fury Headbutt 10×
Flip 3 coins. This attack does 10 damage for each heads.

Weakness: ×2 resistance retreat ★

Min. response
This Pokémon can pick up the scent of a Vilemia just under its feet and avoid it. It's not in the same way.

BASIC Wiglett HP 50 HOLO



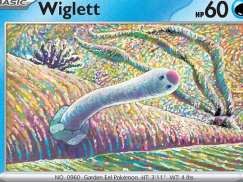
NO. 0160, Garden Ed Pokémon HT: 3.1-3.1, WT: 4 lbs.

Fury Headbutt 10×
Flip 3 coins. This attack does 10 damage for each heads.

Weakness: ×2 resistance retreat ★

Min. response
This Pokémon can pick up the scent of a Vilemia just under its feet and avoid it. It's not in the same way.

BASIC Wiglett HP 60



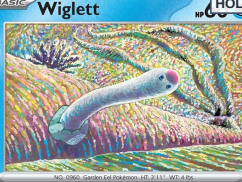
NO. 0160, Garden Ed Pokémon HT: 3.1-3.1, WT: 4 lbs.

★ **Vibration** 30

Weakness: ×2 resistance retreat ★

Min. response
This Pokémon can pick up the scent of a Vilemia just under its feet and avoid it. It's not in the same way.

BASIC Wiglett HP 60 HOLO



NO. 0160, Garden Ed Pokémon HT: 3.1-3.1, WT: 4 lbs.

★ **Vibration** 30

Weakness: ×2 resistance retreat ★

Min. response
This Pokémon can pick up the scent of a Vilemia just under its feet and avoid it. It's not in the same way.

STAGE Wugtrio HP 90



NO. 0061, Garden Ed Pokémon HT: 3.1-3.1, WT: 11.0 lbs.

Ability Suddenly Select
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may search your deck for up to 3 Pokémon Tool cards, reveal them, and put them into your hand. Then, shuffle your deck.

★ **Triple Whip** 70×
Flip 3 coins. This attack does 70 damage for each heads.

Weakness: ×2 resistance retreat ★

Min. response
This Pokémon can pick up the scent of a Vilemia just under its feet and avoid it. It's not in the same way.



BASIC Zekrom HP 130 **HOLO**



NO. 0544, Grass/Electric Pokémon, HT: 3.3', WT: 303.6 lbs.

★ **Crushing Short** 20
Before doing damage, discard all Pokémon Tools from your opponent's Active Pokémon.

⚡ ★ **Raging Thunder** 130
This attack also does 40 damage to 1 of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Electric Surge**
Concealing itself in lightning clouds, it then throughout the Unown region, it releases electricity in its tail.

REG 066/182

BASIC Oricorio HP 90



NO. 0241, Grass/Poison Pokémon, HT: 2', WT: 3.5 lbs.

★ **Pep Up**
Shuffle your hand into your deck. Then, draw a card for each Benched Pokémon (both yours and your opponent's).

⚡ ★ **Volt Wave** 50
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Solar Tourne**
The energetic, cheerful dance of these Oricorio is popular with children, but the Oricorio themselves are hard to find in Paldia.

REG 067/182

BASIC Oricorio HP 90



NO. 0241, Grass/Poison Pokémon, HT: 2', WT: 3.5 lbs.

★ **Pep Up**
Shuffle your hand into your deck. Then, draw a card for each Benched Pokémon (both yours and your opponent's).

⚡ ★ **Volt Wave** 50
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Solar Tourne**
The energetic, cheerful dance of these Oricorio is popular with children, but the Oricorio themselves are hard to find in Paldia.

REG 067/182

BASIC Tapu Koko HP 210



NO. 0243, Electric/Fairy Pokémon, HT: 4.4', WT: 23.3 lbs.

⚡ ★ **Vengeful Shock** 30+
If any of your Pokémon were Knocked Out by damage from an attack during your opponent's last turn, this attack does 90 more damage, and your opponent's Active Pokémon is now Paralyzed.

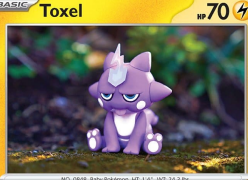
⚡ ★ **Extreme Current** 180
Discard an Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Electric Surge**
This Pokémon has the ability to generate electricity.

REG 068/182

BASIC Toxel HP 70



NO. 0548, Baby Pokémon, HT: 1.4', WT: 2.6 lbs.

⚡ **Whimsy Tackle** 60
Flip a coin. If tails, this attack does nothing.

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Static**
This Pokémon's body is covered in static electricity, which it can use to attack.

REG 069/182

BASIC Toxel HP 70



NO. 0548, Baby Pokémon, HT: 1.4', WT: 2.6 lbs.

⚡ **Whimsy Tackle** 60
Flip a coin. If tails, this attack does nothing.

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Static**
This Pokémon's body is covered in static electricity, which it can use to attack.

REG 069/182

BASIC Iron Hands HP 230



NO. 0242, Fighting/Poison Pokémon, HT: 4.4', WT: 23.3 lbs.

⚡ ★ **Arm Press** 160

⚡ ★ ★ **Amp You Very Much** 120
If your opponent's Pokémon is Knocked Out by damage from this attack, take 1 more Prize card.

weakness ⚡ × 2 resistance ⚡ retreat ★

Abilities: **Iron Fists**
This Pokémon's fists are made of iron.

REG 070/182

BASIC Natu HP 50



NO. 0127, Tiny Bird Pokémon, HT: 8", WT: 4.4 lbs.

⚡ **Triple Strike** 10×
Flip 3 coins. This attack does 10 damage for each heads.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Lightning Rod**
Because it's tiny, it can't fly fully grown. It has to hop to get around. It is always starting at something.

REG 071/182

BASIC Natu HP 50



NO. 0127, Tiny Bird Pokémon, HT: 8", WT: 4.4 lbs.

⚡ **Triple Strike** 10×
Flip 3 coins. This attack does 10 damage for each heads.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Lightning Rod**
Because it's tiny, it can't fly fully grown. It has to hop to get around. It is always starting at something.

REG 071/182

STAGE 1 Xatu HP 100



NO. 0128, Psychic Pokémon, HT: 4.11', WT: 33.1 lbs.

Ability: **Clairvoyant Sense**
Once during your turn, you may attach a Basic Energy card from your hand to 1 of your Benched Pokémon. If you attached Energy to a Pokémon in this way, draw 2 cards.

⚡ ★ **Super Psy Bolt** 80

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Clairvoyant Sense**
This Pokémon can see both the past and the future. It uses the sun's movement all day.

REG 072/182

STAGE 1 Xatu HP 100



NO. 0128, Psychic Pokémon, HT: 4.11', WT: 33.1 lbs.

Ability: **Clairvoyant Sense**
Once during your turn, you may attach a Basic Energy card from your hand to 1 of your Benched Pokémon. If you attached Energy to a Pokémon in this way, draw 2 cards.

⚡ ★ **Super Psy Bolt** 80

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Clairvoyant Sense**
This Pokémon can see both the past and the future. It uses the sun's movement all day.

REG 072/182

BASIC Latios HP 110



NO. 0381, Dragon Pokémon, HT: 6.7', WT: 132.3 lbs.

★ **Glide** 20

⚡ ★ **Luster Purge** 180
Discard 3 Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light Speed**
It understands human speech and is highly intelligent. It is a slender Pokémon that darts through lightning.

REG 073/182

BASIC Latios HP 110



NO. 0381, Dragon Pokémon, HT: 6.7', WT: 132.3 lbs.

★ **Glide** 20

⚡ ★ **Luster Purge** 180
Discard 3 Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light Speed**
It understands human speech and is highly intelligent. It is a slender Pokémon that darts through lightning.

REG 073/182

BASIC Deoxys HP 120



NO. 0386, Psychic Pokémon, HT: 5.2', WT: 134 lbs.

⚡ **Psypunch** 30

⚡ ★ **Genome Spiral** 120
Move all Energy from this Pokémon to your Benched Pokémon in any way you like.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Space Time**
Once from a space rift, mutated and became a Pokémon. It appears where air or a storm.

REG 074/182

BASIC Deoxys HP 120



NO. 0386, Psychic Pokémon, HT: 5.2', WT: 134 lbs.

⚡ **Psypunch** 30

⚡ ★ **Genome Spiral** 120
Move all Energy from this Pokémon to your Benched Pokémon in any way you like.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Space Time**
Once from a space rift, mutated and became a Pokémon. It appears where air or a storm.

REG 074/182

BASIC Yamask HP 70



NO. 0542, Ghost Pokémon, HT: 1.4', WT: 3.3 lbs.

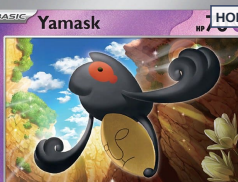
⚡ **Ominous Eyes**
Put 3 damage counters on 1 of your opponent's Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Darkness**
The spirit of a person from a long ago, because this Pokémon, it rambles through ruins, searching for someone who knows its name.

REG 075/182

BASIC Yamask HP 70



NO. 0542, Ghost Pokémon, HT: 1.4', WT: 3.3 lbs.

⚡ **Ominous Eyes**
Put 3 damage counters on 1 of your opponent's Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Darkness**
The spirit of a person from a long ago, because this Pokémon, it rambles through ruins, searching for someone who knows its name.

REG 075/182

STAGE 1 Cofagrigus HP 260



NO. 0543, Ghost/Poison Pokémon, HT: 1.4', WT: 3.3 lbs.

Ability: **Gold Coffin**
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, discard 2 random cards from your opponent's hand.

⚡ **Hollow Hands** 110
Put 5 damage counters on your opponent's Benched Pokémon in any way you like.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Gold Coffin**
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, discard 2 random cards from your opponent's hand.

REG 076/182

BASIC Pumpkaboo HP 60



NO. 0210, Poison/Poison Pokémon, HT: 1.4', WT: 11 lbs.

⚡ **Seed Bomb** 10

★ **Reckless Charge** 40
This Pokémon also does 20 damage to itself.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light**
The light that streams out from the holes in the pumpkin can hypnotize and control the people and Pokémon that see it.

REG 077/182

BASIC Pumpkaboo HP 60



NO. 0210, Poison/Poison Pokémon, HT: 1.4', WT: 11 lbs.

⚡ **Seed Bomb** 10

★ **Reckless Charge** 40
This Pokémon also does 20 damage to itself.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light**
The light that streams out from the holes in the pumpkin can hypnotize and control the people and Pokémon that see it.

REG 077/182

STAGE 1 Gourgeist HP 110



NO. 0211, Poison/Poison Pokémon, HT: 2.11', WT: 27.6 lbs.

Ability: **Startling Pumpkin**
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, discard 2 random cards from your opponent's hand.

⚡ ★ **Shadow Bind** 100
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Startling Pumpkin**
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, discard 2 random cards from your opponent's hand.

REG 078/182

STAGE 1 Gourgeist HP 110



NO. 0211, Poison/Poison Pokémon, HT: 2.11', WT: 27.6 lbs.

Ability: **Startling Pumpkin**
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, discard 2 random cards from your opponent's hand.

⚡ ★ **Shadow Bind** 100
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Startling Pumpkin**
If this Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, discard 2 random cards from your opponent's hand.

REG 078/182

BASIC Flittle HP 40



NO. 0555, Fairy/Poison Pokémon, HT: 8", WT: 3.3 lbs.

⚡ **Quick Attack** 10+
Flip a coin. If heads, this attack does 20 more damage.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light**
It glows in the dark, and it is very beautiful. If anyone steals its beloved berries, it will chase them down and eat it all.

REG 079/182

BASIC Flittle HP 40



NO. 0555, Fairy/Poison Pokémon, HT: 8", WT: 3.3 lbs.

⚡ **Quick Attack** 10+
Flip a coin. If heads, this attack does 20 more damage.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light**
It glows in the dark, and it is very beautiful. If anyone steals its beloved berries, it will chase them down and eat it all.

REG 079/182

BASIC Flittle HP 50



NO. 0555, Fairy/Poison Pokémon, HT: 8", WT: 3.3 lbs.

⚡ **Psychic** 10+
This attack does 10 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ⚡ × 2 resistance ⚡ -30 retreat ★

Abilities: **Light**
It glows in the dark, and it is very beautiful. If anyone steals its beloved berries, it will chase them down and eat it all.

REG 080/182

Flittle **HOLO** **HP 40**



NO. 0955, Foli Pokémon, HT: 1.4', WT: 3.3 lbs.

Psychic 10+

This attack does 10 more damage for each Energy attached to your opponent's Active Pokémon.

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

Flittle spends its time running around mushrooms. If anyone dares to bother berries, it will chase them down and eat its revenge.

Max. HP: 182

018/182

Espathra **HP 120**



NO. 0956, Grass Pokémon, HT: 6.3', WT: 109.4 lbs.

Ability Stance

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may prevent all damage from and effects of attacks from your opponent's Pokémon done to this Pokémon until the end of your opponent's next turn.

Glittering Eyes 70+

If Tulip is in your discard pile, this attack does 70 more damage.

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

Espathra emits psychic power from the gaps between its mushroomed tentacles and gains all speeds greater than 120 mph.

Max. HP: 182

017/182

Espathra **HOLO** **HP 120**



NO. 0956, Grass Pokémon, HT: 6.3', WT: 109.4 lbs.

Ability Stance

When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may prevent all damage from and effects of attacks from your opponent's Pokémon done to this Pokémon until the end of your opponent's next turn.

Glittering Eyes 70+

If Tulip is in your discard pile, this attack does 70 more damage.

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

Espathra emits psychic power from the gaps between its mushroomed tentacles and gains all speeds greater than 120 mph.

Max. HP: 182

017/182

Tinkatink **HP 60**



NO. 0952, Metal Pokémon, HT: 1.4', WT: 19.6 lbs.

Mountain Scrounging

Look at the top card of your deck. You may put that card into your hand. If you don't, discard that card and draw a card.

Mumble 10

weakness $\times 2$ resistance retreat $\star$

This Pokémon pounds iron scraps together to make a hammer. It will remake the hammer again and again until it's satisfied with the result.

Max. HP: 182

012/182

Tinkatink **HOLO** **HP 60**



NO. 0952, Metal Pokémon, HT: 1.4', WT: 19.6 lbs.

Mountain Scrounging

Look at the top card of your deck. You may put that card into your hand. If you don't, discard that card and draw a card.

Mumble 10

weakness $\times 2$ resistance retreat $\star$

This Pokémon pounds iron scraps together to make a hammer. It will remake the hammer again and again until it's satisfied with the result.

Max. HP: 182

012/182

Tinkatink **HP 70**



NO. 0952, Metal Pokémon, HT: 1.4', WT: 19.6 lbs.

Boundless Power 40

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

weakness $\times 2$ resistance retreat $\star$

This Pokémon pounds iron scraps together to make a hammer. It will remake the hammer again and again until it's satisfied with the result.

Max. HP: 182

012/182

Tinkatink **HOLO** **HP 70**



NO. 0952, Metal Pokémon, HT: 1.4', WT: 19.6 lbs.

Boundless Power 40

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

weakness $\times 2$ resistance retreat $\star$

This Pokémon pounds iron scraps together to make a hammer. It will remake the hammer again and again until it's satisfied with the result.

Max. HP: 182

012/182

Tinkatuff **HP 80**



NO. 0954, Hammer Pokémon, HT: 2.4', WT: 130.3 lbs.

Alloy Aswing 20+

If this Pokémon has any "G" Energy attached, this attack does 40 more damage.

weakness $\times 2$ resistance retreat $\star$

These Pokémon make their homes in piles of scrap metal. They test the strength of each other's hammers by smashing them together.

Max. HP: 182

014/182

Tinkatuff **HOLO** **HP 80**



NO. 0954, Hammer Pokémon, HT: 2.4', WT: 130.3 lbs.

Alloy Aswing 20+

If this Pokémon has any "G" Energy attached, this attack does 40 more damage.

weakness $\times 2$ resistance retreat $\star$

These Pokémon make their homes in piles of scrap metal. They test the strength of each other's hammers by smashing them together.

Max. HP: 182

014/182

Tinkaton **HP 130**



NO. 0955, Hammer Pokémon, HT: 2.4', WT: 248.2 lbs.

Crushing Blow 30

Discard an Energy from your opponent's Active Pokémon.

Alloyed Hammer 60+

If this Pokémon has any "G" Energy attached, this attack does 120 more damage.

weakness $\times 2$ resistance retreat $\star$

The Hammer tops 220 pounds, yet it gets away around easily by Tinkaton as it scraw whistles a groan and scraws its plunger back home.

Max. HP: 182

015/182

Tinkaton **HOLO** **HP 130**



NO. 0955, Hammer Pokémon, HT: 2.4', WT: 248.2 lbs.

Crushing Blow 30

Discard an Energy from your opponent's Active Pokémon.

Alloyed Hammer 60+

If this Pokémon has any "G" Energy attached, this attack does 120 more damage.

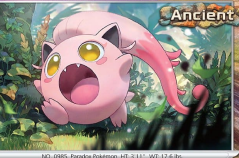
weakness $\times 2$ resistance retreat $\star$

The Hammer tops 220 pounds, yet it gets away around easily by Tinkaton as it scraw whistles a groan and scraws its plunger back home.

Max. HP: 182

015/182

Scream Tail **HP 90**



NO. 0965, Poison Pokémon, HT: 2.1', WT: 17.6 lbs.

Slap 30

Roaring Scream

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

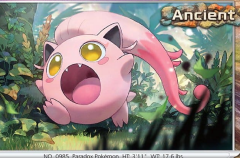
weakness $\times 2$ resistance -30 retreat $\star$

Scream Tail has a long, tapered tongue that can be used to wrap around its opponent's legs and pull them down. It can also use its tongue to wrap around its opponent's head and pull them down.

Max. HP: 182

016/182

Scream Tail **HOLO** **HP 90**



NO. 0965, Poison Pokémon, HT: 2.1', WT: 17.6 lbs.

Slap 30

Roaring Scream

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

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

Scream Tail has a long, tapered tongue that can be used to wrap around its opponent's legs and pull them down. It can also use its tongue to wrap around its opponent's head and pull them down.

Max. HP: 182

016/182

Gimmighoul **HP 50**



NO. 0959, Coin-Claw Pokémon, HT: 1', WT: 11 lbs.

Call for Family

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

Corkscrew Punch 20

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

This Pokémon was born inside a treasure chest about 1,000 years ago. It tracks the life force out of its chests and always to steal the treasure.

Max. HP: 182

017/182

Gimmighoul **HOLO** **HP 50**



NO. 0959, Coin-Claw Pokémon, HT: 1', WT: 11 lbs.

Call for Family

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

Corkscrew Punch 20

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

This Pokémon was born inside a treasure chest about 1,000 years ago. It tracks the life force out of its chests and always to steal the treasure.

Max. HP: 182

017/182

Gimmighoul **HP 70**



NO. 0959, Coin-Claw Pokémon, HT: 1', WT: 11 lbs.

Continuous Coin Toss 20 $\times$

Flip a coin until you get tails. This attack does 20 damage for each heads.

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

This Pokémon was born inside a treasure chest about 1,000 years ago. It tracks the life force out of its chests and always to steal the treasure.

Max. HP: 182

018/182

Gimmighoul **HOLO** **HP 70**



NO. 0959, Coin-Claw Pokémon, HT: 1', WT: 11 lbs.

Continuous Coin Toss 20 $\times$

Flip a coin until you get tails. This attack does 20 damage for each heads.

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

This Pokémon was born inside a treasure chest about 1,000 years ago. It tracks the life force out of its chests and always to steal the treasure.

Max. HP: 182

018/182

Iron Valiant **EX** **HP 220**



NO. 0962, Steel Pokémon, HT: 1.4', WT: 45.3 lbs.

Ability Tachyon Bits

Once during your turn, when this Pokémon moves from your Bench to the Active Spot, you may give it 1 damage counter on 1 of your opponent's Pokémon.

Laser Blade 200

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

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

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

Max. HP: 182

019/182

Onix **HP 120**



NO. 0905, Rock Snake Pokémon, HT: 28' 10", WT: 453 lbs.

Hard Headbutt 20

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

Land Crush 80

weakness $\times 2$ resistance retreat $\star$

It tightly burrows through the ground at 30 mph by squirming and twisting its massive, rugged body.

Max. HP: 182

020/182

Onix **HOLO** **HP 120**



NO. 0905, Rock Snake Pokémon, HT: 28' 10", WT: 453 lbs.

Hard Headbutt 20

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

Land Crush 80

weakness $\times 2$ resistance retreat $\star$

It tightly burrows through the ground at 30 mph by squirming and twisting its massive, rugged body.

Max. HP: 182

020/182

Gligar **HP 70**



NO. 0903, Fly Scorpion Pokémon, HT: 3.7', WT: 142.9 lbs.

Toxic

Flip a coin. If heads, your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 2 damage counters on that Pokémon instead of 1.

weakness $\times 2$ resistance retreat $\star$

It flies straight at its target's face, then clamps down on the target's face to inject its poison.

Max. HP: 182

021/182

Gligar **HOLO** **HP 70**



NO. 0903, Fly Scorpion Pokémon, HT: 3.7', WT: 142.9 lbs.

Toxic

Flip a coin. If heads, your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 2 damage counters on that Pokémon instead of 1.

weakness $\times 2$ resistance retreat $\star$

It flies straight at its target's face, then clamps down on the target's face to inject its poison.

Max. HP: 182

021/182

Gliscor **HP 120**



NO. 0472, Flying Scorpion Pokémon, HT: 6.2', WT: 93.2 lbs.

Pierce 40

Toxic Sting 80

Flip a coin. If heads, your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 2 damage counters on that Pokémon instead of 1.

weakness $\times 2$ resistance retreat $\star$

It flies in a swarming. It uses its lengthy talis to carry off its prey. Then it elongated wings do the rest.

Max. HP: 182

022/182

Gliscor **HOLO** **HP 120**



NO. 0472, Flying Scorpion Pokémon, HT: 6.2', WT: 93.2 lbs.

Pierce 40

Toxic Sting 80

Flip a coin. If heads, your opponent's Active Pokémon is now Poisoned. During Pokémon Checkup, put 2 damage counters on that Pokémon instead of 1.

weakness $\times 2$ resistance retreat $\star$

It flies in a swarming. It uses its lengthy talis to carry off its prey. Then it elongated wings do the rest.

Max. HP: 182

022/182

Groudon **HP 130**



NO. 0381, Continent Pokémon, HT: 1.15', WT: 2054.4 lbs.

Swelling Power

Attach a Basic Energy card from your hand to 1 of your Pokémon.

Magma Purge 60 $\times$

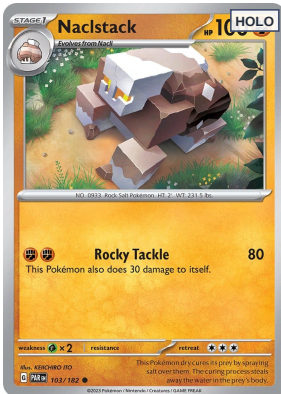
Discard up to 4 Energy from your Pokémon. This attack does 60 damage for each card you discarded in this way.

weakness $\times 2$ resistance retreat $\star$

This legendary Pokémon said to represent the land. It is said to have emerged during the beginning of time.

Max. HP: 182

023/182









BASIC Miltank **HP 120** **HOLO**



NO. 0241. Basic Pokémon. HP: 120. 111. WT. 166.4 lbs.

Lively Tackle 60+
If this Pokémon was healed during this turn, this attack does 90 more damage.

weakness × 2 resistance retreat

Also, whenever this Pokémon needs to be milked every day, it goes to a field to milk. The flavor of Miltank's milk changes with the seasons.

Also, whenever this Pokémon is exhausted, it falls asleep.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Whismur **HP 70**



NO. 0229. Unknown Pokémon. HP: 70. 35.8 lbs.

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

weakness × 2 resistance retreat

Also, whenever this Pokémon cries, the sound of its own voice starts to make the Pokémon cry even louder. It cries until it is exhausted, then it falls asleep.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Whismur **HP 70**



NO. 0229. Unknown Pokémon. HP: 70. 35.8 lbs.

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

weakness × 2 resistance retreat

Also, whenever this Pokémon cries, the sound of its own voice starts to make the Pokémon cry even louder. It cries until it is exhausted, then it falls asleep.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

STAGE 1 Loudred **HP 100**



NO. 0224. Basic Pokémon. HP: 100. 27.1 lbs.

Body Slam 10
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Mega Impact 40

weakness × 2 resistance retreat

Also, whenever this Pokémon's loud voice isn't just the sound, it's also the wave of air pressure that blows opponents away and damages them.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

STAGE 1 Loudred **HP 100**



NO. 0224. Basic Pokémon. HP: 100. 27.1 lbs.

Body Slam 10
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Mega Impact 40

weakness × 2 resistance retreat

Also, whenever this Pokémon's loud voice isn't just the sound, it's also the wave of air pressure that blows opponents away and damages them.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

STAGE 2 Exploud **HP 160**



NO. 0225. Loud Basic Pokémon. HP: 160. 111. WT. 166.4 lbs.

Sudden Shout
Discard your opponent's Active Pokémon and all attached cards. If this Pokémon didn't evolve from Loudred during this turn, this attack does nothing.

Headbang 140

weakness × 2 resistance retreat

Also, whenever this Pokémon can do more than just shout. To communicate with others of its kind, it'll emit all sorts of sounds from the holes in its body.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

STAGE 2 Exploud **HP 160**



NO. 0225. Loud Basic Pokémon. HP: 160. 111. WT. 166.4 lbs.

Sudden Shout
Discard your opponent's Active Pokémon and all attached cards. If this Pokémon didn't evolve from Loudred during this turn, this attack does nothing.

Headbang 140

weakness × 2 resistance retreat

Also, whenever this Pokémon can do more than just shout. To communicate with others of its kind, it'll emit all sorts of sounds from the holes in its body.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Spinda **HP 80**



NO. 0227. Spot Basic Pokémon. HP: 80. 27.1 lbs.

Ability Tangled Feet
If this Pokémon is Confused and is damaged by an attack, flip a coin. If heads, prevent that damage.

Teetering Steps 100
This Pokémon is now Confused.

weakness × 2 resistance retreat

Also, whenever this Pokémon's spot pattern is different. With its stumbling movements, it evades opponent's attacks brilliantly.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Spinda **HP 80**



NO. 0227. Spot Basic Pokémon. HP: 80. 27.1 lbs.

Ability Tangled Feet
If this Pokémon is Confused and is damaged by an attack, flip a coin. If heads, prevent that damage.

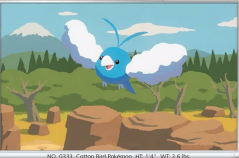
Teetering Steps 100
This Pokémon is now Confused.

weakness × 2 resistance retreat

Also, whenever this Pokémon's spot pattern is different. With its stumbling movements, it evades opponent's attacks brilliantly.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Swablu **HP 50**



NO. 0233. Cotton Bird Pokémon. HP: 50. 1.4 lbs. WT. 2.6 lbs.

Peck 10

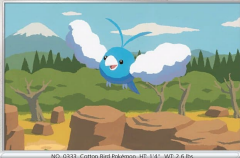
Bind Wound
Heal 30 damage from 1 of your Pokémon.

weakness × 2 resistance -30 retreat

Also, whenever this Pokémon can't relax if it or its surroundings aren't clean. It helps off dirt with its wings.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Swablu **HP 50**



NO. 0233. Cotton Bird Pokémon. HP: 50. 1.4 lbs. WT. 2.6 lbs.

Peck 10

Bind Wound
Heal 30 damage from 1 of your Pokémon.

weakness × 2 resistance -30 retreat

Also, whenever this Pokémon can't relax if it or its surroundings aren't clean. It helps off dirt with its wings.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Tandemaus **HP 30**



NO. 0234. Mouse Pokémon. HP: 30. 1.4 lbs.

Damage Rush 10×
Flip a coin until you get tails. This attack does 10 damage for each heads.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Tandemaus **HP 30**



NO. 0234. Mouse Pokémon. HP: 30. 1.4 lbs.

Damage Rush 10×
Flip a coin until you get tails. This attack does 10 damage for each heads.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Tandemaus **HP 40**



NO. 0234. Mouse Pokémon. HP: 40. 1.4 lbs.

Tumble Over 40
During your next turn, this Pokémon can't attack.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Tandemaus **HP 40**



NO. 0234. Mouse Pokémon. HP: 40. 1.4 lbs.

Tumble Over 40
During your next turn, this Pokémon can't attack.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

STAGE 1 Maushold **EX** **HP 230**



NO. 0234. Mouse Pokémon. HP: 230. 1.4 lbs.

Ability Solidarity
If this Pokémon is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), put 3 damage counters on the Attacking Pokémon for each of your Tandemaus, Maushold, and Maushold EX in play.

Nom-Nom-Nom Incisors 120
Draw 2 cards.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Bombirdier **EX** **HP 200**



NO. 0234. Mouse Pokémon. HP: 200. 1.4 lbs.

Fast Carrier
If you go first, you can use this attack during your first turn. Search your deck for up to 2 Basic Pokémon, and put them onto your Bench. Then, shuffle your deck.

Shadowy Wind 130
You may put this Pokémon and all attached cards into your hand.

weakness × 2 resistance -30 retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Cyclizar **HP 120**



NO. 0247. Mount Pokémon. HP: 120. 148.9 lbs.

Ram 30

Driving Buddy 70+
If you played a Supporter card from your hand during this turn, this attack does 70 more damage.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Cyclizar **HP 120**



NO. 0247. Mount Pokémon. HP: 120. 148.9 lbs.

Ram 30

Driving Buddy 70+
If you played a Supporter card from your hand during this turn, this attack does 70 more damage.

weakness × 2 resistance retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Iron Jugulis **HP 130**



NO. 0253. Dragon Pokémon. HP: 130. 148.9 lbs.

Homing Headbutt
This attack does 50 damage to 3 of your opponent's Pokémon that have any damage counters on them. (Each apply Weakness and Resistance for Benched Pokémon.)

Baryon Beam 130
If this Pokémon has a Future Booster Energy Capsule attached, this attack can be used to:

weakness × 2 resistance -30 retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

BASIC Iron Jugulis **HP 130**



NO. 0253. Dragon Pokémon. HP: 130. 148.9 lbs.

Homing Headbutt
This attack does 50 damage to 3 of your opponent's Pokémon that have any damage counters on them. (Each apply Weakness and Resistance for Benched Pokémon.)

Baryon Beam 130
If this Pokémon has a Future Booster Energy Capsule attached, this attack can be used to:

weakness × 2 resistance -30 retreat

Also, whenever this pair sticks together no matter what. They split any food they find each in half and then eat it together.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

Pokémon Tool Ancient Booster Energy Capsule **TRAINER**



NO. 0253. Dragon Pokémon. HP: 130. 148.9 lbs.

The Ancient Pokémon this card is attached to gets +40 HP, recovers from all Special Conditions, and can't be affected by any Special Conditions.

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.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

Pokémon Tool Ancient Booster Energy Capsule **TRAINER**



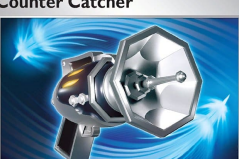
NO. 0253. Dragon Pokémon. HP: 130. 148.9 lbs.

The Ancient Pokémon this card is attached to gets +40 HP, recovers from all Special Conditions, and can't be affected by any Special Conditions.

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.

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

Item Counter Catcher **TRAINER**



NO. 0253. Dragon Pokémon. HP: 130. 148.9 lbs.

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

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

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

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

Item Counter Catcher **TRAINER**



NO. 0253. Dragon Pokémon. HP: 130. 148.9 lbs.

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

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

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

© 2002 Pokémon. Nintendo. Creatures. GAMES. POKÉ. All rights reserved.

Pokémon Tool **TRAINER**

Cursed Duster



If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, discard a random card from your opponent's hand.

Art: AYUMI ODAHARA
© 1999 167/182

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 **TRA** **HOLO**

Cursed Duster



If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, discard a random card from your opponent's hand.

Art: AYUMI ODAHARA
© 1999 167/182

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**

Defiance Vest



If you have more Prize cards remaining than your opponent, the Pokémon this card is attached to takes 40 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Art: Ayaka Yoshida
© 1999 162/182

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 **TRA** **HOLO**

Defiance Vest



If you have more Prize cards remaining than your opponent, the Pokémon this card is attached to takes 40 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance).

Art: Ayaka Yoshida
© 1999 162/182

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.

Item **TRAINER**

Earthen Vessel



You can use this card only if you discard another card from your hand.

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

Art: AYUMI ODAHARA
© 1999 162/182

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

Item **TRA** **HOLO**

Earthen Vessel



You can use this card only if you discard another card from your hand.

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

Art: AYUMI ODAHARA
© 1999 162/182

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

Pokémon Tool **TRAINER**

Future Booster Energy Capsule



The Future Pokémon this card is attached to has no Retreat Cost, and the attacks it uses do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Art: Tsukasa Sugihara
© 1999 164/182

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 **TRA** **HOLO**

Future Booster Energy Capsule



The Future Pokémon this card is attached to has no Retreat Cost, and the attacks it uses do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Art: Tsukasa Sugihara
© 1999 164/182

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.

Supporter **TRAINER**

Larry



Flip a coin. If heads, search your deck for up to 2 Pokémon, reveal them, and put them into your hand. If tails, search your deck for a Basic Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Art: Akira Katsuragi
© 1999 165/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Larry



Flip a coin. If heads, search your deck for up to 2 Pokémon, reveal them, and put them into your hand. If tails, search your deck for a Basic Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Art: Akira Katsuragi
© 1999 165/182

You may play only 1 Supporter card during your turn.

Pokémon Tool **TRAINER**

Luxurious Cape



If the Pokémon this card is attached to doesn't have a Rule Box, it gets +100 HP, and if it is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 more Prize card. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

Art: Tsukasa Sugihara
© 1999 166/182

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 **TRA** **HOLO**

Luxurious Cape



If the Pokémon this card is attached to doesn't have a Rule Box, it gets +100 HP, and if it is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 more Prize card. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

Art: Tsukasa Sugihara
© 1999 166/182

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.

Supporter **TRAINER**

Mela



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

Attach a Basic Energy card from your discard pile to 1 of your Pokémon. If you do, draw cards until you have 6 cards in your hand.

Art: Kishida
© 1999 167/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Mela



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

Attach a Basic Energy card from your discard pile to 1 of your Pokémon. If you do, draw cards until you have 6 cards in your hand.

Art: Kishida
© 1999 167/182

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Norman



Draw 2 cards. If your opponent's Active Pokémon is a Pokémon EX, draw 2 more cards.

Art: Hideo Ishikawa
© 1999 168/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Norman



Draw 2 cards. If your opponent's Active Pokémon is a Pokémon EX, draw 2 more cards.

Art: Hideo Ishikawa
© 1999 168/182

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Parasol Lady



Shuffle your hand into your deck. Then, draw 4 cards. If you go second and it's your first turn, draw 8 cards instead.

Art: Goro Mitsuda
© 1999 169/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Parasol Lady



Shuffle your hand into your deck. Then, draw 4 cards. If you go second and it's your first turn, draw 8 cards instead.

Art: Goro Mitsuda
© 1999 169/182

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor Sada's Vitality



Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Art: Megumi Mizuno
© 1999 170/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Professor Sada's Vitality



Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Art: Megumi Mizuno
© 1999 170/182

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor Turo's Scenario



Put 1 of your Pokémon in play into your hand (discard all cards attached to that Pokémon).

Art: Tsukasa Sugihara
© 1999 171/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Professor Turo's Scenario



Put 1 of your Pokémon in play into your hand (discard all cards attached to that Pokémon).

Art: Tsukasa Sugihara
© 1999 171/182

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Rika



Look at the top 4 cards of your deck and put 2 of them into your hand. Shuffle the other cards and put them on the bottom of your deck.

Art: GODOA
© 1999 172/182

You may play only 1 Supporter card during your turn.

Supporter **TRA** **HOLO**

Rika



Look at the top 4 cards of your deck and put 2 of them into your hand. Shuffle the other cards and put them on the bottom of your deck.

Art: GODOA
© 1999 172/182

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Roark



Draw 2 cards. Put a Basic Energy card from your discard pile into your hand.

Art: Ryota Furu
© 1999 173/182

You may play only 1 Supporter card during your turn.

