



**STAGE 1** **Armarouge** **HP 130**   
Evolves from Charcadet



NO. 0056, 6th Advanced Pokémon, HP: 4.1-11, WT: 107.4 lbs.

**Ability** **Fire Off**  
As often as you like during your turn, you may move a  Energy from 1 of your Benched Pokémon to your Active Pokémon.

**Flame Cannon** 90  
Your opponent's Active Pokémon is now Burned.

weakness  x2 resistance  retreat 

Armarouge evolved through the use of a set of armor that belonged to a distinguished warrior. This Pokémon is incredibly loyal.

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**STAGE 1** **Armarouge** **HP 130** **HOLO**  
Evolves from Charcadet



NO. 0056, 6th Advanced Pokémon, HP: 4.1-11, WT: 107.4 lbs.

**Ability** **Fire Off**  
As often as you like during your turn, you may move a  Energy from 1 of your Benched Pokémon to your Active Pokémon.

**Flame Cannon** 90  
Your opponent's Active Pokémon is now Burned.

weakness  x2 resistance  retreat 

Armarouge evolved through the use of a set of armor that belonged to a distinguished warrior. This Pokémon is incredibly loyal.

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**BASIC** **Lapras** **HP 110**   
Evolves from Charcadet



NO. 0033, 3rd Advanced Pokémon, HP: 8.2-11, WT: 485 lbs.

**Into the Deep**  
Put up to 3 Basic Energy cards from your discard pile into your hand.

**Freeze-Dry** 50  
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness  x2 resistance  retreat 

Creating icy seas is no issue for this cold-resistant Pokémon. Its breath can freeze a little cool to the touch.

Art: Goro  
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**BASIC** **Lapras** **HP 110** **HOLO**  
Evolves from Charcadet



NO. 0033, 3rd Advanced Pokémon, HP: 8.2-11, WT: 485 lbs.

**Into the Deep**  
Put up to 3 Basic Energy cards from your discard pile into your hand.

**Freeze-Dry** 50  
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness  x2 resistance  retreat 

Creating icy seas is no issue for this cold-resistant Pokémon. Its breath can freeze a little cool to the touch.

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**BASIC** **Frigibax** **HP 70**   
Evolves from Charcadet



NO. 0096, 6th Ice Pokémon, HP: 4.1-5, WT: 37.5 lbs.

**Collect**  
Draw a card.

**Beat** 20

weakness  x2 resistance  retreat 

Frigibax knows heat is enough to thermalize and convert to the heat inside energy. The higher the temperature, the stronger energy Frigibax stores.

Art: Ito  
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**BASIC** **Frigibax** **HP 70** **HOLO**  
Evolves from Charcadet



NO. 0096, 6th Ice Pokémon, HP: 4.1-5, WT: 37.5 lbs.

**Collect**  
Draw a card.

**Beat** 20

weakness  x2 resistance  retreat 

Frigibax also picks heat through its thermalize and converts to the heat inside energy. The higher the temperature, the stronger energy Frigibax stores.

Art: Ito  
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**BASIC** **Pikachu** **HP 70**   
Evolves from Charcadet



NO. 0025, 6th Mouse Pokémon, HP: 4.4-7, WT: 13.2 lbs.

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

**Pika Bolt** 30

weakness  x2 resistance  retreat 

When it is angered, it immediately discharges the energy stored in its pouches in its cheeks.

Art: CHACHO  
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**BASIC** **Pikachu** **HP 70** **HOLO**  
Evolves from Charcadet



NO. 0025, 6th Mouse Pokémon, HP: 4.4-7, WT: 13.2 lbs.

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

**Pika Bolt** 30

weakness  x2 resistance  retreat 

When it is angered, it immediately discharges the energy stored in its pouches in its cheeks.

Art: CHACHO  
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**STAGE 1** **Raichu** **HP 120**   
Evolves from Pikachu



NO. 0026, 6th Mouse Pokémon, HP: 2.7-11, WT: 46.1 lbs.

**Ability** **Electrical Grounding**  
When 1 of your Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may move a  Energy from that Pokémon to this Pokémon.

**Thunder** 180  
This Pokémon also does 50 damage to itself.

weakness  x2 resistance  retreat 

It can discharge electricity into the ground, protecting it from getting shocked.

Art: Natsuyuki Kikuchi  
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**STAGE 1** **Raichu** **HP 120** **HOLO**  
Evolves from Pikachu



NO. 0026, 6th Mouse Pokémon, HP: 2.7-11, WT: 46.1 lbs.

**Ability** **Electrical Grounding**  
When 1 of your Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may move a  Energy from that Pokémon to this Pokémon.

**Thunder** 180  
This Pokémon also does 50 damage to itself.

weakness  x2 resistance  retreat 

It can discharge electricity into the ground, protecting it from getting shocked.

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**BASIC** **Chinchou** **HP 60**   
Evolves from Charcadet



NO. 0170, 6th Angler Pokémon, HP: 1.1-5, WT: 26.5 lbs.

**Shine On**  
Look at the top card of your deck. You may put that card on the bottom of your deck.

**Tiny Charge** 20

weakness  x2 resistance  retreat 

On the dark ocean floor, its only means of communication is its constantly flashing lights.

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**BASIC** **Chinchou** **HP 60** **HOLO**  
Evolves from Charcadet



NO. 0170, 6th Angler Pokémon, HP: 1.1-5, WT: 26.5 lbs.

**Shine On**  
Look at the top card of your deck. You may put that card on the bottom of your deck.

**Tiny Charge** 20

weakness  x2 resistance  retreat 

On the dark ocean floor, its only means of communication is its constantly flashing lights.

Art: KIKUCHI  
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**STAGE 1** **Lanturn** **HP 120**   
Evolves from Chinchou



NO. 0171, 6th Light Pokémon, HP: 3.1-11, WT: 49.6 lbs.

**Lightning Ball** 50

**Aqua Spark** 80+  
If this Pokémon has any  Energy attached, this attack does 120 more damage.

weakness  x2 resistance  retreat 

This Pokémon flashes a bright light that blinds its prey. This creates an opening for it to deliver an electrical attack.

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**STAGE 1** **Lanturn** **HP 120** **HOLO**  
Evolves from Chinchou



NO. 0171, 6th Light Pokémon, HP: 3.1-11, WT: 49.6 lbs.

**Lightning Ball** 50

**Aqua Spark** 80+  
If this Pokémon has any  Energy attached, this attack does 120 more damage.

weakness  x2 resistance  retreat 

This Pokémon flashes a bright light that blinds its prey. This creates an opening for it to deliver an electrical attack.

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**STAGE 1** **Kilowattrel** **HP 120**   
Evolves from Chinchou



NO. 0041, 6th Dragon Pokémon, HP: 4.2-11, WT: 85.1 lbs.

**United Thunder**  
This attack does 10 damage for each Pokémon in your discard pile that has the United Wings attack to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

**Speed Wing** 90

weakness  x2 resistance  -30 retreat 

Kilowattrel releases its threat as to amplify its electricity. By releasing the wind, this Pokémon can fly over 430 miles in a day.

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**STAGE 1** **Kilowattrel** **HP 120** **HOLO**  
Evolves from Chinchou



NO. 0041, 6th Dragon Pokémon, HP: 4.2-11, WT: 85.1 lbs.

**United Thunder**  
This attack does 10 damage for each Pokémon in your discard pile that has the United Wings attack to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

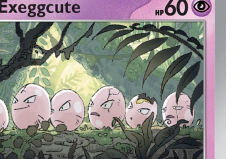
**Speed Wing** 90

weakness  x2 resistance  -30 retreat 

Kilowattrel releases its threat as to amplify its electricity. By releasing the wind, this Pokémon can fly over 430 miles in a day.

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**BASIC** **Exeggcute** **HP 60**   
Evolves from Charcadet



NO. 0102, 6th Egg Pokémon, HP: 1.4-11, WT: 5.5 lbs.

**Hypnosis**  
Your opponent's Active Pokémon is now Asleep.

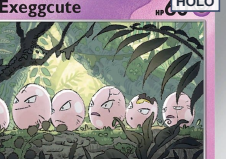
**Rolling Tackle** 30

weakness  x2 resistance  -30 retreat 

These Pokémon get nervous when they're not in a group of six. The minute even one member of the group goes missing, Exeggcuter becomes comically angry.

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**BASIC** **Exeggcute** **HP 60** **HOLO**  
Evolves from Charcadet



NO. 0102, 6th Egg Pokémon, HP: 1.4-11, WT: 5.5 lbs.

**Hypnosis**  
Your opponent's Active Pokémon is now Asleep.

**Rolling Tackle** 30

weakness  x2 resistance  -30 retreat 

These Pokémon get nervous when they're not in a group of six. The minute even one member of the group goes missing, Exeggcuter becomes comically angry.

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**STAGE 1** **Exeggutor** **HP 130**   
Evolves from Exeggcute



NO. 0103, 6th Coconut Pokémon, HP: 6.2-11, WT: 164.6 lbs.

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

**Psychic Loop** 160  
Put 2 Energy attached to this Pokémon into your hand.

weakness  x2 resistance  -30 retreat 

When they work together, Exeggutor's three heads can put out powerful psychic energy. A body that made the Pokémon sluggish.

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**STAGE 1** **Exeggutor** **HP 130** **HOLO**  
Evolves from Exeggcute



NO. 0103, 6th Coconut Pokémon, HP: 6.2-11, WT: 164.6 lbs.

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

**Psychic Loop** 160  
Put 2 Energy attached to this Pokémon into your hand.

weakness  x2 resistance  -30 retreat 

When they work together, Exeggutor's three heads can put out powerful psychic energy. A body that made the Pokémon sluggish.

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**BASIC** **Natu** **HP 50**   
Evolves from Charcadet



NO. 0172, 7th Bird Pokémon, HP: 0.1-5, WT: 4.4 lbs.

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

weakness  x2 resistance  -30 retreat 

Because its wings aren't yet fully grown, it has to hop about around. It always starts at something.

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**BASIC** **Natu** **HP 50** **HOLO**  
Evolves from Charcadet



NO. 0172, 7th Bird Pokémon, HP: 0.1-5, WT: 4.4 lbs.

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

weakness  x2 resistance  -30 retreat 

Because its wings aren't yet fully grown, it has to hop about around. It always starts at something.

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**STAGE 1** **Xatu** **HP 100**   
Evolves from Natu



NO. 0173, 6th Psychic Pokémon, HP: 4.1-11, 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  x2 resistance  -30 retreat 

This old Pokémon can see both the past and the future. It can see the earth's movement in advance.

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**STAGE 1** **Xatu** **HP 100** **HOLO**  
Evolves from Natu



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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  x2 resistance  -30 retreat 

This old Pokémon can see both the past and the future. It can see the earth's movement in advance.

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**BASIC** **Ralts** **HP 70**   
Evolves from Charcadet



NO. 0280, 6th Fairy Pokémon, HP: 1.1-5, WT: 14.6 lbs.

**Psychot** 30

weakness  x2 resistance  -30 retreat 

The horns on its head provide a strong power that enables it to sense people's emotions.

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**BASIC** **Ralts** **HP 40** **HOLO**



NO. 0286 Evolving Pokémon. HT: 1.1 m. WT: 14.6 lbs.

☉ ★ **Psyspot** 30

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **The Mirrors**  
The horns on its head provide a strong power that enables it to send people's illusions.

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**STAGE 1** **Kirlia** **HP 90** **HOLO**

Evolves from Ralts



NO. 0288 Evolving Pokémon. HT: 2.1 m. WT: 44.5 lbs.

☉ ★ **Magical Shot** 30

☉ ☉ ★ **Psychic** 60+

This attack does 20 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Amnesia**  
It has a psychic power that enables it to distort the space around it and see into the future.

© TM 028/091

**STAGE 1** **Kirlia** **HP 90** **HOLO**

Evolves from Ralts



NO. 0288 Evolving Pokémon. HT: 2.1 m. WT: 44.5 lbs.

☉ ★ **Magical Shot** 30

☉ ☉ ★ **Psychic** 60+

This attack does 20 more damage for each Energy attached to your opponent's Active Pokémon.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Amnesia**  
It has a psychic power that enables it to distort the space around it and see into the future.

© TM 028/091

**BASIC** **Gardevoir** **EX** **HP 310** **HOLO**

Evolves from Kirlia



NO. 0290 Evolving Pokémon. HT: 1.6 m. WT: 48.3 lbs.

**Ability** **Psychic Embrace**  
As often as you like during your turn, you may attach a Basic ♣ Energy card from your discard pile to 1 of your ♣ Pokémon. If you attached Energy to a Pokémon in this way, put 2 damage counters on that Pokémon. You can't use this Ability on a Pokémon that would be Knocked Out.

☉ ☉ ★ **Miracle Force** 190

This Pokémon recovers from all Special Conditions.

weakness ✖ 2 resistance ♣ -30 retreat ★

**Pokémon EX rule**  
When your Pokémon EX is Knocked Out, your opponent adds 3 Prize cards.

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**BASIC** **Chimecho** **HP 70** **HOLO**



NO. 0258 Wild Chase Pokémon. HT: 2 m. WT: 2.3 lbs.

★ ★ **Sleep Inducer**

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. The new Active Pokémon is now Asleep.

☉ ★ ★ **Psyspot** 70

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Limiting ultrasonic cries**  
It floats on winds to travel great distances.

© TM 030/091

**BASIC** **Chimecho** **HP 70** **HOLO**



NO. 0258 Wild Chase Pokémon. HT: 2 m. WT: 2.3 lbs.

★ ★ **Sleep Inducer**

Switch in 1 of your opponent's Benched Pokémon to the Active Spot. The new Active Pokémon is now Asleep.

☉ ★ ★ **Psyspot** 70

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Limiting ultrasonic cries**  
It floats on winds to travel great distances.

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**BASIC** **Mime Jr.** **HP 30** **HOLO**



NO. 0439 Mime Pokémon. HT: 2 m. WT: 28.7 lbs.

☉ **Mimed Games**

Your opponent chooses an attack from 1 of their Pokémon in play. Use the chosen attack as this attack.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **HYPOCONDRIE**  
In an attempt to confuse its enemy, it mimics the enemy's movements. There is a chance you lose in making their support.

© TM 031/091

**BASIC** **Mime Jr.** **HP 30** **HOLO**



NO. 0439 Mime Pokémon. HT: 2 m. WT: 28.7 lbs.

☉ **Mimed Games**

Your opponent chooses an attack from 1 of their Pokémon in play. Use the chosen attack as this attack.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **HYPOCONDRIE**  
In an attempt to confuse its enemy, it mimics the enemy's movements. There is a chance you lose in making their support.

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**BASIC** **Woobat** **HP 60** **HOLO**



NO. 0523 Bat Pokémon. HT: 1.4 m. WT: 4.6 lbs.

☉ **Reckless Charge** 30

This Pokémon also does 10 damage to itself.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Expensive Hobbies**  
It constantly searches for its prey. It flutters about searching for its prey—bug Pokémon.

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**BASIC** **Woobat** **HP 60** **HOLO**



NO. 0523 Bat Pokémon. HT: 1.4 m. WT: 4.6 lbs.

☉ **Reckless Charge** 30

This Pokémon also does 10 damage to itself.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Expensive Hobbies**  
It constantly searches for its prey. It flutters about searching for its prey—bug Pokémon.

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**STAGE 1** **Swoobat** **HP 90** **HOLO**

Evolves from Woobat



NO. 0528 Courting Pokémon. HT: 2.1 m. WT: 23.1 lbs.

☉ **Attraction Wave** 30

Your opponent's Active Pokémon is now Confused. Put 6 damage counters instead of 3 on that Pokémon for this Special Condition.

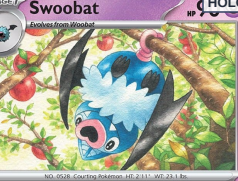
weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Love Scent**  
The attractive shape of this Pokémon's nose, especially in some regions, is considered Swoobat a symbol of good luck.

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**STAGE 1** **Swoobat** **HP 90** **HOLO**

Evolves from Woobat



NO. 0528 Courting Pokémon. HT: 2.1 m. WT: 23.1 lbs.

☉ **Attraction Wave** 30

Your opponent's Active Pokémon is now Confused. Put 6 damage counters instead of 3 on that Pokémon for this Special Condition.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Love Scent**  
The attractive shape of this Pokémon's nose, especially in some regions, is considered Swoobat a symbol of good luck.

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**BASIC** **Cottonee** **HP 60** **HOLO**



NO. 0546 Cotton Ball Pokémon. HT: 1 m. WT: 1.3 lbs.

☉ **Fickle Attack** 30

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

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Fluffy**  
Weaving together the cotton of both Cottonee and Cottonee produces expensive cloth that's highly prized by many luxury brands.

© TM 034/091

**BASIC** **Cottonee** **HP 60** **HOLO**



NO. 0546 Cotton Ball Pokémon. HT: 1 m. WT: 1.3 lbs.

☉ **Fickle Attack** 30

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

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Fluffy**  
Weaving together the cotton of both Cottonee and Cottonee produces expensive cloth that's highly prized by many luxury brands.

© TM 034/091

**STAGE 1** **Whimsicott** **HP 90** **HOLO**

Evolves from Cottonee



NO. 0547 Whimsical Pokémon. HT: 2.4 m. WT: 14.6 lbs.

☉ **Fairy Wind** 50

As long as the Pokémon flutters in sunlight, its cotton keeps growing. If too much cotton built inside up, Whimsicott tears it off and scatters it.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **HYPERMAGNETIC**  
This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it flutters under a cloth that resembles a Pacha.

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**STAGE 1** **Whimsicott** **HP 90** **HOLO**

Evolves from Cottonee



NO. 0547 Whimsical Pokémon. HT: 2.4 m. WT: 14.6 lbs.

☉ **Fairy Wind** 50

As long as the Pokémon flutters in sunlight, its cotton keeps growing. If too much cotton built inside up, Whimsicott tears it off and scatters it.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **HYPERMAGNETIC**  
This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it flutters under a cloth that resembles a Pacha.

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**BASIC** **Dedenne** **HP 70** **HOLO**



NO. 0524 Antenna Pokémon. HT: 8 m. WT: 4.4 lbs.

☉ **Minor Errand-Running**

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

☉ ★ **Spin Turn** 50

Switch this Pokémon with 1 of your Benched Pokémon.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **The Mirrors**  
It's small and its electricity-generating organ is not fully developed, so it uses its tail to absorb electricity from people's homes and charge itself.

© TM 036/091

**BASIC** **Dedenne** **HP 70** **HOLO**



NO. 0524 Antenna Pokémon. HT: 8 m. WT: 4.4 lbs.

☉ **Minor Errand-Running**

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

☉ ★ **Spin Turn** 50

Switch this Pokémon with 1 of your Benched Pokémon.

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **The Mirrors**  
It's small and its electricity-generating organ is not fully developed, so it uses its tail to absorb electricity from people's homes and charge itself.

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**BASIC** **Mimikyu** **HP 70** **HOLO**



NO. 0528 Goo Pokémon. HT: 8 m. WT: 4.6 lbs.

**Ability** **Safeguard**

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

☉ ★ **Ghost Eye**

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

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Expensive Hobbies**  
This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it flutters under a cloth that resembles a Pacha.

© TM 037/091

**BASIC** **Mimikyu** **HP 70** **HOLO**



NO. 0528 Goo Pokémon. HT: 8 m. WT: 4.6 lbs.

**Ability** **Safeguard**

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

☉ ★ **Ghost Eye**

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

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Expensive Hobbies**  
This Pokémon lives in dark places untouched by sunlight. When it appears before humans, it flutters under a cloth that resembles a Pacha.

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**BASIC** **Fidough** **HP 50** **HOLO**



NO. 0526 Puppy Pokémon. HT: 1 m. WT: 24 lbs.

★ ★ **Rear Kick** 20

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Yummy**  
This Pokémon is able and ready to be touched. Yeast in its doughy breath induces fermentation in the Pokémon's vicinity.

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**BASIC** **Fidough** **HP 50** **HOLO**



NO. 0526 Puppy Pokémon. HT: 1 m. WT: 24 lbs.

★ ★ **Rear Kick** 20

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Yummy**  
This Pokémon is able and ready to be touched. Yeast in its doughy breath induces fermentation in the Pokémon's vicinity.

© TM 038/091

**STAGE 1** **Dachsbun** **HP 90** **HOLO**

Evolves from Fidough



NO. 0527 Dog Pokémon. HT: 1.8 m. WT: 32 lbs.

**Ability** **Well-Baked Body**

This Pokémon can't be Burned. Prevent all damage done to this Pokémon by attacks from your opponent's ♠ Pokémon.

☉ ★ ★ **Headbutt Bounce** 100

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Yummy**  
The pleasure aroma that radiates from this Pokémon's body helps heat grow, so Dachsbun has been praised by many villages.

© TM 039/091

**STAGE 1** **Dachsbun** **HP 90** **HOLO**

Evolves from Fidough



NO. 0527 Dog Pokémon. HT: 1.8 m. WT: 32 lbs.

**Ability** **Well-Baked Body**

This Pokémon can't be Burned. Prevent all damage done to this Pokémon by attacks from your opponent's ♠ Pokémon.

☉ ★ ★ **Headbutt Bounce** 100

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Yummy**  
The pleasure aroma that radiates from this Pokémon's body helps heat grow, so Dachsbun has been praised by many villages.

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**STAGE 1** **Cerulledge** **HP 140** **HOLO**

Evolves from Dachsbun



NO. 0530 Fire Blade Pokémon. HT: 2.3 m. WT: 1.6 lbs.

★ ★ **Life Sucker** 50

Heal 30 damage from this Pokémon.

☉ ★ ★ **Fighting Sword** 100+

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

weakness ✖ 2 resistance ♣ -30 retreat ★

Abilities: **Yummy**  
The pleasure aroma that radiates from this Pokémon's body helps heat grow, so Dachsbun has been praised by many villages.

© TM 040/091



**Ceruleledge** Evolves from Charcadet **HP 14** **HOLO**



NO. 0032, Fire Blade Pokémon, HT: 6'-3", WT: 35.2 lbs.

★ ★ **Life Sucker** 50  
Heal 30 damage from this Pokémon.

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

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 041/091

The fiery blades on its arms burn fiercely with the lingering resentment of a sword-wielder who fell before accomplishing their goal.

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**Flittle** **HP 30**



NO. 0055, Fire Pokémon, HT: 4'-1", WT: 3.3 lbs.

★ ★ **Psy Bolt** 20  
Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 041/091

Flittle's eyes levitate about half an inch above the ground because of the psychic power emitted from the balls on the Pokémon's belly.

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Flittle's eyes levitate about half an inch above the ground because of the psychic power emitted from the balls on the Pokémon's belly.

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**Greavard** **HP 70**



NO. 0071, Ghost Dog Pokémon, HT: 2'-0", WT: 2.2 lbs.

★ **Graveyard Gamboling** 10×  
This attack does 10 damage for each ♣ Pokémon in your discard pile.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 042/091

This friendly Pokémon doesn't like being alone. For it even the slightest bit of attention, and it will follow you forever.

© 2013 Pokémon. Nintendo / Creatures / GAME FREAK

**Greavard** **HP 70**



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**Houndstone** Evolves from Greavard **HP 140**



NO. 0072, Ghost Dog Pokémon, HT: 6'-7", WT: 33.1 lbs.

★ ★ **Last Respects** 80+  
This attack does 10 more damage for each ♣ Pokémon in your discard pile.

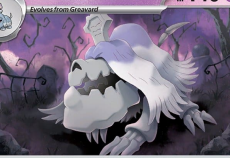
Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 042/091

A friendly Houndstone Pokémon was reborn as Houndstone. It doesn't like anyone from the past, but it will help anyone who helps it.

© 2013 Pokémon. Nintendo / Creatures / GAME FREAK

**Houndstone** **HP 140**



NO. 0072, Ghost Dog Pokémon, HT: 6'-7", WT: 33.1 lbs.

★ ★ **Last Respects** 80+  
This attack does 10 more damage for each ♣ Pokémon in your discard pile.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 042/091

A friendly Houndstone Pokémon was reborn as Houndstone. It doesn't like anyone from the past, but it will help anyone who helps it.

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**Gimmighoul** **HP 50**



NO. 0099, Coin-Clasp Pokémon, HT: 1'-1", WT: 1.1 lbs.

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

★ **Ram** 10

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 044/091

This Pokémon was born inside a treasure chest about 1,500 years ago. It sucks the life force out of treasure chests to use as its power.

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**Gimmighoul** **HP 50**



NO. 0099, Coin-Clasp Pokémon, HT: 1'-1", WT: 1.1 lbs.

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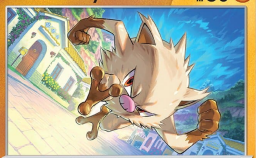
Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 044/091

This Pokémon was born inside a treasure chest about 1,500 years ago. It sucks the life force out of treasure chests to use as its power.

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**Mankey** **HP 60**



NO. 0096, Big Monkey Pokémon, HT: 4'-8", WT: 63.2 lbs.

★ **Monkey Beatdown** 30  
This Pokémon also does 10 damage to itself.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 045/091

It is extremely quick to anger. If you don't do as it wants, it will throw a tantrum, then it will beat you down.

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**Primeape** **HP 90**



NO. 0097, Big Monkey Pokémon, HT: 5'-2", WT: 70.5 lbs.

★ **Raging Punch** 70  
This Pokémon also does 20 damage to itself.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 046/091

Some researchers theorize that Primeape is a more powerful form of Mankey.

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Also, **Energy** **HP** 046/091

Some researchers theorize that Primeape is a more powerful form of Mankey.

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**Annihilape** **HP 140**



NO. 0078, Big Monkey Pokémon, HT: 5'-11", WT: 123.5 lbs.

★ **Rage Fist** 70×  
This attack does 70 damage for each Prize card your opponent has taken.

★ **Dynamite Punch** 170  
This Pokémon also does 50 damage to itself.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 047/091

It is known for its power of the rage that it has inherited from its ancestor. Opponents struck by these moves are often left shattered to their core.

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**Annihilape** **HP 140**



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★ **Dynamite Punch** 170  
This Pokémon also does 50 damage to itself.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 047/091

It is known for its power of the rage that it has inherited from its ancestor. Opponents struck by these moves are often left shattered to their core.

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**Phanpy** **HP 80**



NO. 0221, Long Nose Pokémon, HT: 1'-8", WT: 23.9 lbs.

★ ★ **Strength** 30

★ ★ ★ **Rolling Tackle** 60

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 048/091

This Pokémon lives and rests on a riverbank. After playing in the river, it uses the water to wash down its face.

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**Phanpy** **HP 80**



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★ ★ **Strength** 30

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Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 048/091

This Pokémon lives and rests on a riverbank. After playing in the river, it uses the water to wash down its face.

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**Donphan** **HP 150**



NO. 0222, Armor Pokémon, HT: 3'-7", WT: 264.6 lbs.

★ ★ **Cragalanche** 30  
Discard the top 2 cards of your opponent's deck.

★ ★ ★ **Powerful Spin** 160  
During your next turn, this Pokémon can't attack.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 049/091

Donphan is covered in tough hide, so even though it is a car won't take this Pokémon. However, it is extremely susceptible to rain.

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**Donphan** **HP 150**



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Discard the top 2 cards of your opponent's deck.

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Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 049/091

Donphan is covered in tough hide, so even though it is a car won't take this Pokémon. However, it is extremely susceptible to rain.

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**Barboach** **HP 70**



NO. 0326, Whisker Pokémon, HT: 1'-6", WT: 6.2 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.

★ **Mud-Slap** 20

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 050/091

Its head whiskers provide a sensitive radar. Even in muddy waters, it can detect its prey's location.

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**Barboach** **HP 70**



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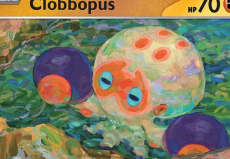
Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 050/091

Its head whiskers provide a sensitive radar. Even in muddy waters, it can detect its prey's location.

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**Clobbopus** **HP 70**



NO. 0352, Tentacle Pokémon, HT: 2'-0", WT: 8.8 lbs.

★ **Feint** 20  
This attack's damage isn't affected by Resistance.

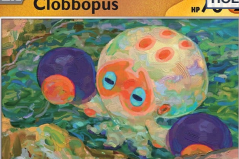
Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 051/091

It is known for its powerful tentacles, but it is also known for its weak defense. It knows they'll grow back, but it still has to wait a few years.

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**Clobbopus** **HP 70**



NO. 0352, Tentacle Pokémon, HT: 2'-0", WT: 8.8 lbs.

★ **Feint** 20  
This attack's damage isn't affected by Resistance.

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 051/091

It is known for its powerful tentacles, but it is also known for its weak defense. It knows they'll grow back, but it still has to wait a few years.

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**Grapploct** **HP 120**



NO. 0353, Judo Pokémon, HT: 5'-3", WT: 86 lbs.

★ **Slow-Acting Syncope** 30  
At the end of your opponent's next turn, the Defending Pokémon will be Knocked Out.

★ ★ **Mach Cross** 120

Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 052/091

Searching for an opponent, it will use its skills against it. It emerges on its own. Once it has defeated its opponent, it returns to the sea.

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**Grapploct** **HP 120**



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Weakness: ♣ × 2   Resistance: ♠ -30   Retreat: ★

Also, **Energy** **HP** 052/091

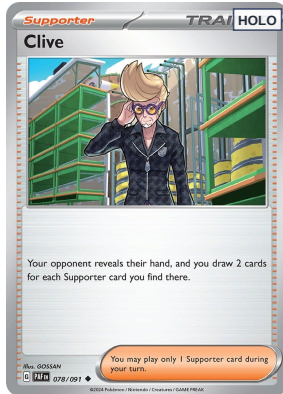
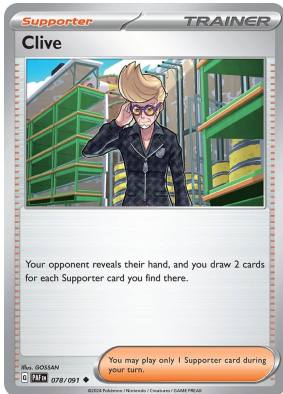
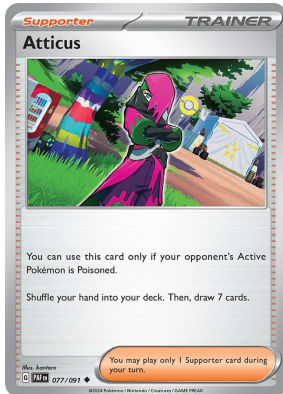
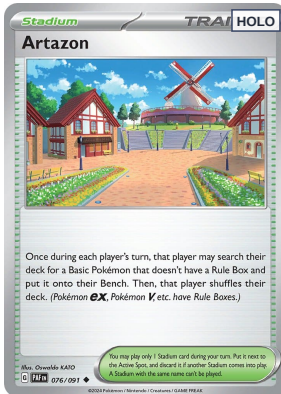
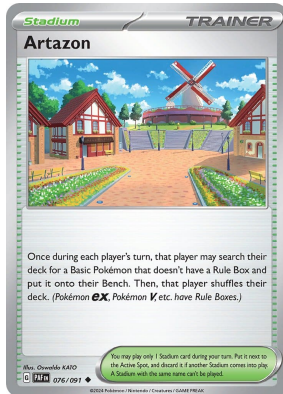
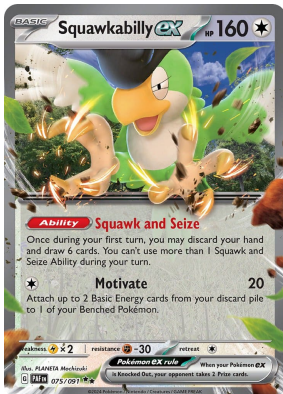
Searching for an opponent, it will use its skills against it. It emerges on its own. Once it has defeated its opponent, it returns to the sea.

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**Stadium** **TRAINER**

### Moonlit Hill



Once during each player's turn, that player may discard a Basic ♣ Energy card from their hand in order to heal 30 damage from each of their Pokémon.

Also, Atsuko Ohashima  
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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** **TRAI HOLO**

### Moonlit Hill



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**Supporter** **TRAINER**

### Nemona



Draw 3 cards.

Also, Sonoko Sakuma  
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You may play only 1 Supporter card during your turn.

**Supporter** **TRAI HOLO**

### Nemona



Draw 3 cards.

Also, Sonoko Sakuma  
© 2023 Pokémon. Nintendo / Creatures / GAME FREAK

You may play only 1 Supporter card during your turn.

**Item** **TRAINER**

### Nemona's Backpack



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

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

**Item** **TRAI HOLO**

### Nemona's Backpack



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

Also, Atsuko Ohashima  
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You may play any number of Item cards during your turn.

**Item** **TRAINER**

### Nest Ball



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

Also, Toshiyuki Bech  
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You may play any number of Item cards during your turn.

**Item** **TRAI HOLO**

### Nest Ball



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

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© 2023 Pokémon. Nintendo / Creatures / GAME FREAK

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

**Supporter** **TRAINER**

### Paldean Student



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. For each Paldean Student card (not including this card) in your discard pile, you may search for an additional Pokémon in this way. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Also, Cose Minda  
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You may play only 1 Supporter card during your turn.

**Supporter** **TRAI HOLO**

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Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. For each Paldean Student card (not including this card) in your discard pile, you may search for an additional Pokémon in this way. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

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Also, Nishiki Sato  
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You may play only 1 Supporter card during your turn.

**Supporter** **TRAI HOLO**

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Also, Nishiki Sato  
© 2023 Pokémon. Nintendo / Creatures / GAME FREAK

You may play only 1 Supporter card during your turn.

**Supporter** **TRAINER**

### Professor's Research

Professor Sada



Discard your hand and draw 7 cards.

Also, Nishiki Sato  
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You may play only 1 Supporter card during your turn.

**Supporter** **TRAI HOLO**

### Professor's Research

Professor Sada



Discard your hand and draw 7 cards.

Also, Nishiki Sato  
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You may play only 1 Supporter card during your turn.

**Supporter** **TRAINER**

### Professor's Research

Professor Turo



Discard your hand and draw 7 cards.

Also, Nishiki Sato  
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You may play only 1 Supporter card during your turn.

**Supporter** **TRAI HOLO**

### Professor's Research

Professor Turo



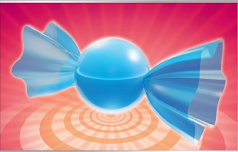
Discard your hand and draw 7 cards.

Also, Nishiki Sato  
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You may play only 1 Supporter card during your turn.

**Item** **TRAINER**

### Rare Candy



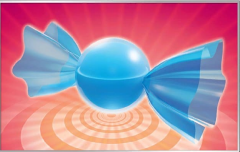
Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Also, Studio Bore Inc.  
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You may play any number of Item cards during your turn.

**Item** **TRAI HOLO**

### Rare Candy



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

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

**Pokémon Tool** **TRAINER**

### Technical Machine: Crisis Punch



The Pokémon this card is attached to can use the attack on this card. (You still need the necessary Energy to use this attack.) If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

**Crisis Punch** 280

You can use this attack only when your opponent has exactly 1 Prize card remaining.

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You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

**Pokémon Tool** **TRAI HOLO**

### Technical Machine: Crisis Punch



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**Crisis Punch** 280

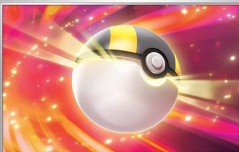
You can use this attack only when your opponent has exactly 1 Prize card remaining.

Also, Studio Bore Inc.  
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You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

**Item** **TRAINER**

### Ultra Ball



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

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

Also, Atsuko Tachida  
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You may play any number of Item cards during your turn.

**Item** **TRAI HOLO**

### Ultra Ball



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

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

Also, Atsuko Tachida  
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You may play any number of Item cards during your turn.

**BASIC** **HP 60**

### Oddish



**Razor Leaf** 20

Also, Shigenori  
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During the day, it is in the cold underground to avoid the sun. It grows by bathing in moonlight.

**STAGE 1** **HP 70**

### Gloom



**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.

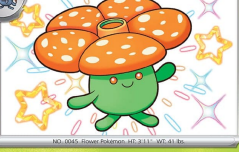
**Drizzle** 30

Also, OGAKE  
© 2023 Pokémon. Nintendo / Creatures / GAME FREAK

When appears to be a delicious actually sweet honey. It is very sticky and it is also sticky to touch.

**STAGE 2** **HP 140**

### Vileplume



**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.

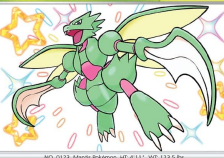
**Solar Beam** 90

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



**BASIC** **Scyther** **HP 80**



NO. 0123, Metal Pokémon, HT: 4'11", WT: 135.5 lbs.

**★ Agility** 10  
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

**★★ Cut** 20

weakness **✖ 2** resistance retreat **★**

Also, **Amorfa Arge** It slashes through grass with its sharp scythes, moving too fast for the human eye to track.  
 095/091

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**BASIC** **Hoppip** **HP 50**



NO. 0182, Cottonwood Pokémon, HT: 1'4", WT: 3.3 lbs.

**☁ Splashing Dodge** 10  
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness **✖ 2** resistance retreat **★**

Also, **Soyu Tantei** This Pokémon is blown across vast distances by the wind. It is unclear where the Hoppip of today originally came from.  
 096/091

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**STAGE 1** **Skiploom** **HP 70**



NO. 0188, Flower Pokémon, HT: 2', WT: 2.2 lbs.

**Ability Drifting Dodge**  
If any damage is done to this Pokémon by attacks, flip a coin. If heads, prevent that damage.

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

weakness **✖ 2** resistance retreat **★**

Also, **Mine** Skiploom enthusiasts can apparently tell where it's blown from by the scent drifting from the flower on the Pokémon's head.  
 097/091

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**STAGE 1** **Jumpluff** **HP 90**



NO. 0189, Cottonwood Pokémon, HT: 2'2", WT: 2.6 lbs.

**Ability Drifting Dodge**  
If any damage is done to this Pokémon by attacks, flip a coin. If heads, prevent that damage.

**☁ Fluffy Breeze** 60  
This attack also does 30 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness **✖ 2** resistance retreat **★**

Also, **Lee Hanyoung** Jumpluff travels on seasonal winds. Once its cotton spores can't get 30 papyrus ends, it ends its life.  
 098/091

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**BASIC** **Pineco** **HP 70**



NO. 0104, Acornwood Pokémon, HT: 2', WT: 15.5 lbs.

**☁ Rollout** 30

weakness **✖ 2** resistance retreat **★**

Also, **Soyu** It likes to make its shell thicker by adding layers of tree bark. The additional weight doesn't bother it.  
 099/091

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**BASIC** **Snowor** **HP 90**



NO. 0459, Grass Tree Pokémon, HT: 3'3", WT: 111.3 lbs.

**☁ Corkscrew Punch** 30

weakness **✖ 2** resistance retreat **★★**

Also, **Shin Hareba** During cold seasons, it migrates to the mountain Snowor reaches. It returns to the snow-covered terrain in the spring.  
 100/091

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**STAGE 1** **Abomasnow** **HP 150**



NO. 0460, Snow Tree Pokémon, HT: 7'3", WT: 298.7 lbs.

**Ability Freezing Disaster**  
Pokémon (both yours and your opponent's) can't be healed.

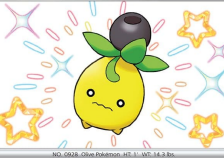
**☁ Magnum Punch** 110

weakness **✖ 2** resistance retreat **★★**

Also, **Shin Hareba** It lives a quiet life on mountains that are permanently covered in snow. It hides itself by whipping up its blizzard.  
 101/091

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**BASIC** **Smoliv** **HP 60**



NO. 0928, Olive Pokémon, HT: 1'3", WT: 4.3 lbs.

**☁ Nutrients**  
Heal 30 damage from 1 of your Pokémon.

**☁ Spray Fluid** 20

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** It protects itself from enemies by emitting oil from the fruit on its head. This oil is bitter and astringent enough to make someone blush.  
 102/091

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**STAGE 1** **Dolliv** **HP 90**



NO. 0929, Olive Pokémon, HT: 2', WT: 26.2 lbs.

**★ Slap** 20

**☁ Apply Oil** 40  
During your opponent's next turn, if the Defending Pokémon tries to attack, your opponent flips a coin. If tails, that attack doesn't happen.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Dolliv is absolutely, fresh-scented oil with others. This species has coexisted with humans since time long gone.  
 103/091

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**STAGE 2** **Arboliva** **HP 150**



NO. 0930, Olive Pokémon, HT: 4'7", WT: 106.3 lbs.

**Ability Enriching Oil**  
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may heal all damage from 1 of your Pokémon.

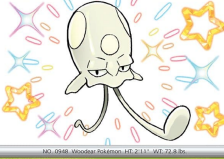
**☁ Solar Beam** 150

weakness **✖ 2** resistance retreat **★★**

Also, **Shin Hareba** This Olive Pokémon is very compassionate. It will share its delicious, nutrient-rich health with weakened Pokémon.  
 104/091

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**BASIC** **Toedscool** **HP 50**



NO. 0948, Woodner Pokémon, HT: 2'11", WT: 22.8 lbs.

**☁ Furious Kicks** 10×  
Flip 3 coins. This attack does 10 damage for each heads.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Though it looks like Tentacool, Toedscool is a completely different species. Its legs may be thin, but it can run at a speed of 30 mph.  
 105/091

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**BASIC** **Capsakid** **HP 70**



NO. 0951, Spicy Pepper Pokémon, HT: 1', WT: 6.6 lbs.

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

**☁ Playful Kick** 50

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Traditional Padisean dishes can be extremely spicy because they include the dried fruit of Capsakid among their ingredients.  
 106/091

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**STAGE 1** **Scovillain** **HP 110**



NO. 0952, Spicy Pepper Pokémon, HT: 2'11", WT: 33.3 lbs.

**Ability Double Type**  
As long as this Pokémon is in play, it is **☁** and **🔥** type.

**☁ Spicy Headbutt** 110  
This attack's damage isn't affected by Resistance.

weakness **✖ 2** resistance retreat **★★**

Also, **Shin Hareba** The red head creates spicy chemicals and fire energy and with psychic energy. It creates a super spicy stream of flame.  
 107/091

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



NO. 0953, Rolling Pokémon, HT: 6", WT: 2.2 lbs.

**★★ Ball Roll** 30×  
Flip a coin until you get tails. This attack does 30 damage for each heads.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** This Pokémon creates a ball by mixing sand and dirt with psychic energy. It creates a ball that is twice as heavy as its own life.  
 108/091

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**BASIC** **Charmander** **HP 70**



NO. 0004, Lizard Pokémon, HT: 2', WT: 18.7 lbs.

**🔥 Blazing Destruction**  
Discard a Stadium in play.

**🔥 Steady Firebreathing** 30

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** From the time it is born, a flame burns at the tip of its tail. Its flame is so intense that flames were to go out, it would be a disaster.  
 109/091

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**STAGE 1** **Charmeleon** **HP 90**



NO. 0036, Lizard Pokémon, HT: 2'7", WT: 61.8 lbs.

**Ability Flare Veil**  
Prevent all effects of attacks used by your opponent's Pokémon done to this Pokémon. (Damage is not an effect.)

**🔥 Combustion** 50

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** If it becomes agitated during battle, it spouts intense flames, incinerating its surroundings.  
 110/091

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**BASIC** **Paldean Tauros** **HP 130**



NO. 0128, Wild Bull Pokémon, HT: 4'7", WT: 187.4 lbs.

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

**🔥 Blaze Dash** 120  
Discard an Energy from this Pokémon.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** People call this kind of Tauros the Blaze Breed due to the hot air it exhales from its nostrils. Its three legs are interlocked.  
 111/091

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**BASIC** **Entei** **HP 130**



NO. 0248, Volcano Pokémon, HT: 8'11", WT: 435.4 lbs.

**Ability Pressure**  
As long as this Pokémon is in the Active Spot, attacks used by your opponent's Active Pokémon do 20 less damage (before applying Weakness and Resistance).

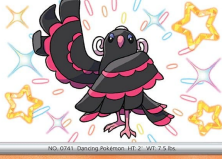
**★★ Blaze Ball** 60+  
This attack does 20 more damage for each **Energy** attached to this Pokémon.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** It is said that when it roars, a violent orange energy somewhere around the globe.  
 112/091

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**BASIC** **Oricorio** **HP 90**



NO. 0241, Dancing Pokémon, HT: 2', WT: 2.8 lbs.

**Ability Ardent Dancing**  
Once during your turn, you may heal 20 damage from your Active Evolution Pokémon.

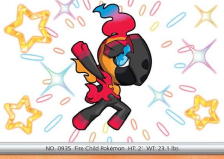
**🔥 Flap** 30

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** This Pokémon is incredibly popular, possibly because its passionate dancing is a great match with the temperament of Paldean people.  
 113/091

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**BASIC** **Charcadet** **HP 70**



NO. 0105, Fire Cat Pokémon, HT: 2', WT: 33.1 lbs.

**🔥 Heat Blast** 60

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Built Charcadet came to life and has some of Paldean's Pressing they fighting spirit. Charcadet's battle is not enough to support.  
 114/091

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**STAGE 1** **Armarouge** **HP 130**



NO. 0296, Fire Weapon Pokémon, HT: 4'11", WT: 182.4 lbs.

**Ability Fire Off**  
As often as you like during your turn, you may move a **Energy** from 1 of your Benched Pokémon to your Active Pokémon.

**🔥 Flame Cannon** 90  
Your opponent's Active Pokémon is now Burned.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Armorouge is a Pokémon that has a lot of armor that belonged to a distinguished warrior. This Pokémon is incredibly loyal.  
 115/091

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**BASIC** **Slowpoke** **HP 70**



NO. 0029, Doodle Pokémon, HT: 2'11", WT: 29.4 lbs.

**★ Rest**  
This Pokémon is now Asleep. Heal 30 damage from it.

**☁ Headbutt** 20

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** It is said that Slowpoke is so slow that it doesn't even know what it is thinking about. It is a gentle fellow with its tail.  
 116/091

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**STAGE 1** **Slowbro** **HP 100**



NO. 0080, Hermit Crab Pokémon, HT: 5'2", WT: 172.4 lbs.

**Ability Strange Behavior**  
As often as you like during your turn, you may move 1 damage counter from 1 of your other Pokémon to this Pokémon.

**☁ Bubble Drain** 60  
Heal 30 damage from this Pokémon.

weakness **✖ 2** resistance retreat **★★**

Also, **Shin Hareba** It is said that Slowbro is a slowpoke on a beach. It is a gentle fellow with its tail.  
 117/091

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**BASIC** **Staryu** **HP 60**



NO. 0120, Star Shape Pokémon, HT: 2'2", WT: 26.1 lbs.

**☁ Swift** 30  
This attack's damage isn't affected by Weakness or Resistance, or by any effects on your opponent's Active Pokémon.

weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Staryu is a Pokémon that is not only beautiful but also very fast. It is a gentle fellow with its tail.  
 118/091

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**STAGE 1** **Starmie** **HP 90**



NO. 0111, Mystic Pokémon, HT: 2'2", WT: 126.4 lbs.

**Ability Mysterious Comet**  
Once during your turn, you may put 2 damage counters on 1 of your opponent's Pokémon. If you placed any damage counters in this way, discard this Pokémon and all attached cards.

**☁ Speed Attack** 50

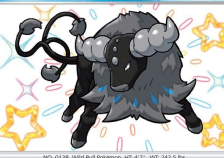
weakness **✖ 2** resistance retreat **★**

Also, **Shin Hareba** Starmie is a Pokémon that is not only beautiful but also very fast. It is a gentle fellow with its tail.  
 119/091

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**BASIC** **Paldean Tauros** **HP 130**



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

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

Weakness: ×2 resistance retreat ★

Also, **Grass** **120/091**  
It is said that Paldean Tauros evolved from the Tauros of the past by getting water from the sea.

**BASIC** **Wiglett** **HP 50**



**Twisting Strike** 10  
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

Weakness: ×2 resistance retreat ★

Also, **Water** **121/091**  
This Pokémon can pick up the scent of a Volcano and catch it away and will look down on the sand.

**STAGE 1** **Wugtrio** **HP 90**



**Headbutt** 30

**★ ★ ★ Undersea Tunnel**  
Flip 3 coins. For each heads, discard the top 3 cards of your opponent's deck.

Weakness: ×2 resistance retreat ★

Also, **Water** **122/091**  
When a vicious engagement, contrary to what its appearance suggests, it steps in long bodies around prey then drops the prey into its den.

**BASIC** **Finizen** **HP 50**



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

**Razor Fin** 10

Weakness: ×2 resistance retreat ★

Also, **Water** **123/091**  
It takes playing with others of its kind using the water ring on its tail. It uses its water waves to cause the enemies of other living creatures.

**STAGE 1** **Palafin** **HP 150**



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

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

Weakness: ×2 resistance retreat ★

Also, **Water** **124/091**  
This Pokémon can use genes have evolved. It is very resistant to attacks, strong that it can easily find a creature ship with age 10.

**BASIC** **Veluza** **HP 130**



**Ram** 20

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

Weakness: ×2 resistance retreat ★

Also, **Water** **125/091**  
When Veluza uses its screw-like fins, its head becomes heated and its psychic power increases. The more you use it, the more you heat up the fins.

**BASIC** **Dondozo** **HP 160**



**Release Rage** 50+  
This attack does 50 damage for each Tatsugiri in your discard pile.

**★ ★ ★ Heavy Splash** 120

Weakness: ×2 resistance retreat ★

Also, **Water** **126/091**  
This Pokémon is a giant. It is hard to get angry. When a splash is made, it will splash to catch prey.

**BASIC** **Tatsugiri** **HP 70**



**Mise en Place**  
Search your deck for up to 2 Basic ★ Energy cards and attach them to 1 of your Basic Pokémon. Then, shuffle your deck.

**Curl Up** 30  
Put this Pokémon and all attached cards into your hand.

Weakness: ×2 resistance retreat ★

Also, **Water** **127/091**  
This is a small dragon Pokémon. It lives inside the mouth of Dondozo to protect itself from enemies on the outside.

**BASIC** **Frigibax** **HP 70**



**Collect**  
Draw a card.

**Beat** 20

Weakness: ×2 resistance retreat ★

Also, **Water** **128/091**  
Frigibax always beats through its dorsal fin and comes to the heat source energy. The higher the temperature, the more it gets excited.

**STAGE 1** **Arctibax** **HP 90**



**Sharp Fin** 40

**★ ★ Frost Smash** 80

Weakness: ×2 resistance retreat ★

Also, **Water** **129/091**  
Arctibax uses the air around it, producing its face with an ice mask and turning its face into a blade of ice.

**STAGE 1** **Baxcalibur** **HP 160**



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

**Buster Tail** 130

Weakness: ×2 resistance retreat ★

Also, **Water** **130/091**  
This Pokémon has a icy spirit that comes from its mouth. The more you use it, the more you get excited. It is said that Baxcalibur evolved from the Baxcalibur of the past.

**BASIC** **Pikachu** **HP 70**



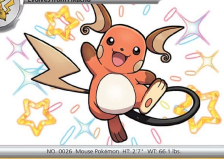
**Growl**  
During your opponent's next turn, the Defending Pokémon attacks do 20 less damage (before applying Weakness and Resistance).

**★ Pika Bolt** 30

Weakness: ×2 resistance retreat ★

Also, **Water** **131/091**  
When it is angered, it immediately discharges the energy stored in its cheeks in its checks.

**STAGE 1** **Raichu** **HP 120**



**Ability** **Electrical Grounding**  
When 1 of your Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon, you may move a ★ Energy from that Pokémon to this Pokémon.

**Thunder** 180  
This Pokémon also does 50 damage to itself.

Weakness: ×2 resistance retreat ★

Also, **Water** **132/091**  
Its tail discharges electricity into the ground, protecting it from getting shocked.

**BASIC** **Voltorb** **HP 60**



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

Weakness: ×2 resistance retreat ★

Also, **Water** **133/091**  
It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

**STAGE 1** **Electrode** **HP 90**



**Bang Boom Chain** 20+  
Before doing damage, you may discard any number of Pokémon Tools from your Pokémon. This attack does 40 more damage for each card you discarded in this way.

**Electro Ball** 70

Weakness: ×2 resistance retreat ★

Also, **Water** **134/091**  
The more energy it charges up, the faster it gets. As it flies around, it causes forest fires. It is therefore disliked.

**BASIC** **Shinx** **HP 70**



**Wild Kick** 30  
Flip a coin. If tails, this attack does nothing.

Weakness: ×2 resistance retreat ★

Also, **Water** **135/091**  
The extension and contraction of its muscles generate electricity. It glows when it troubles.

**STAGE 1** **Luxio** **HP 90**



**Zap Kick** 30

**★ Head Bolt** 60

Weakness: ×2 resistance retreat ★

Also, **Water** **136/091**  
Strong electricity courses through the tips of its charge claws. A light scratch causes fainting in foes.

**STAGE 2** **Luxray** **HP 150**



**Ability** **Swelling Flash**  
Once during your turn, if this Pokémon is in your hand and you have more Prize cards remaining than your opponent, you may put this Pokémon onto your Bench.

**Wild Charge** 180  
This Pokémon also does 20 damage to itself.

Weakness: ×2 resistance retreat ★

Also, **Water** **137/091**  
It can see clearly through walls to track down its prey and seek its lost young.

**BASIC** **Pachirisu** **HP 70**



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

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

Weakness: ×2 resistance retreat ★

Also, **Water** **138/091**  
A pouch can be seen rubbing their cheek pouches together in an effort to share stored electricity.

**BASIC** **Thundurus** **HP 110**



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

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

Weakness: ×2 resistance retreat ★

Also, **Water** **139/091**  
As it flies around, it causes lightning all over the place and causes forest fires. It is therefore disliked.

**BASIC** **Toxel** **HP 70**



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

Weakness: ×2 resistance retreat ★

Also, **Water** **140/091**  
It has a problem drinking water. As long as it is inside the water, it filters that water into a poisonous liquid that is harmless to Toxel.

**STAGE 1** **Toxtricity** **HP 140**



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

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

Weakness: ×2 resistance retreat ★

Also, **Water** **141/091**  
Many people believe that this Pokémon inside the water and keeps its cool. It is said that Toxtricity evolved from the Toxtricity of the past.

**BASIC** **Pawmi** **HP 60**



**Light Punch** 10

**★ Zap Kick** 20

Weakness: ×2 resistance retreat ★

Also, **Water** **142/091**  
This is a small Pokémon that discharges electricity from its long ears. Pawmi uses electricity from its long ears to stand steadily on its hind legs.

**STAGE 1** **Pawmo** **HP 90**



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

**Head Bolt** 70

Weakness: ×2 resistance retreat ★

Also, **Water** **143/091**  
Pawmo uses a lightning technique in which it uses its long ears to strike foes and zap them with electricity from its paw pads simultaneously.

**STAGE 2** **Pawmot** **HP 130**



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

**Electro Paws** 230  
Discard all Energy from this Pokémon.

Weakness: ×2 resistance retreat ★

Also, **Water** **144/091**  
Pawmot's fluffy fur acts as a battery. It can store the same amount of electricity as an electric car.











