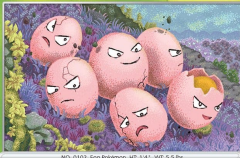


BASIC **Exeggcute** **HP 30**



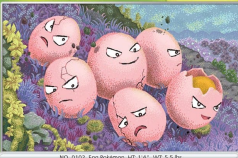
NO. 0102, Egg Pokémon, HT: 3.4', WT: 5.5 lbs.

Precocious Evolution
If you go first, you can use this attack during your first turn. Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

weakness × 2 resistance retreat

Illus. Tetsu Koyama
© 1999 Nintendo
Using telepathy only fellow Exeggcute can pick up on, they always form a cluster of six.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Exeggcute** **HP 30** **HOLO**



NO. 0102, Egg Pokémon, HT: 3.4', WT: 5.5 lbs.

Precocious Evolution
If you go first, you can use this attack during your first turn. Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

weakness × 2 resistance retreat

Illus. Tetsu Koyama
© 1999 Nintendo
Using telepathy only fellow Exeggcute can pick up on, they always form a cluster of six.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Exeggcute** **HP 50**



NO. 0102, Egg Pokémon, HT: 3.4', WT: 5.5 lbs.

Absorb 10
Heal 10 damage from this Pokémon.

weakness × 2 resistance retreat

Illus. ORiGO
© 2002/1991
Using telepathy only fellow Exeggcute can pick up on, they always form a cluster of six.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Exeggcute** **HP 50** **HOLO**



NO. 0102, Egg Pokémon, HT: 3.4', WT: 5.5 lbs.

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Heal 10 damage from this Pokémon.

weakness × 2 resistance retreat

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© 2002/1991
Using telepathy only fellow Exeggcute can pick up on, they always form a cluster of six.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

STAGE 1 **Exeggutor** **HP 130**



NO. 0103, Coconut Pokémon, HT: 6.7', WT: 264.6 lbs.

Barrage O'Clock 60×
Flip a coin for each Energy attached to both Active Pokémon. This attack does 60 damage for each heads.

weakness × 2 resistance retreat

Illus. Okumura KAZU
© 2002/1991
It is said that on rare occasions, one of its heads will drop off and continue on as an Exeggutor.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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BASIC **Durant** **HP 190**



NO. 0104, Durant Pokémon, HT: 1', WT: 5.5 lbs.

Ability: Sudden Shearing
When you play this Pokémon from your hand onto your Bench during your turn, you may discard the top card of your opponent's deck.

Vengeful Crush 120+
This attack does 30 more damage for each Prize card your opponent has taken.

weakness × 2 resistance retreat

Illus. ALAN YAMAMOTO
© 2002/1991
Pokémon EX rule When your Pokémon EX is a Ranked Set, your opponent takes 2 Prize cards.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Scatterbug** **HP 40**



NO. 0104, Scatterbug Pokémon, HT: 1', WT: 5.5 lbs.

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

weakness × 2 resistance retreat

Illus. Teri Suzuki
© 2002/1991
This Pokémon scatters poisonous powder to repel enemies. It will eat different plants depending on where it lives.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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weakness × 2 resistance retreat

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B002 Pokémon / Nintendo / Creatures / GAMES PRESS

STAGE 1 **Spewpa** **HP 80**



NO. 0105, Scatterbug Pokémon, HT: 1', WT: 5.5 lbs.

Wander About
Switch this Pokémon with 1 of your Benched Pokémon.

Tackle 30

weakness × 2 resistance retreat

Illus. Teri Suzuki
© 2002/1991
Spewpa doesn't live in a fixed location. It roams where it pleases across the fields and mountains, heading up the energy it needs to evolve.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

STAGE 1 **Spewpa** **HP 80** **HOLO**



NO. 0105, Scatterbug Pokémon, HT: 1', WT: 5.5 lbs.

Wander About
Switch this Pokémon with 1 of your Benched Pokémon.

Tackle 30

weakness × 2 resistance retreat

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Spewpa doesn't live in a fixed location. It roams where it pleases across the fields and mountains, heading up the energy it needs to evolve.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

STAGE 1 **Vivillon** **HP 120**



NO. 0106, Scarab Pokémon, HT: 8.1', WT: 37.5 lbs.

Evo-Powder
For each of your Benched Pokémon, search your deck for a card that evolves from this Pokémon and put it onto that Pokémon to evolve it. Then, shuffle your deck.

Cutting Wind 90

weakness × 2 resistance retreat

Illus. Anshuul
© 2002/1991
This Pokémon was born in a mysterious land. It scatters colorful, toxic scales from its wings during battle.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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This Pokémon was born in a mysterious land. It scatters colorful, toxic scales from its wings during battle.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Morelull** **HP 60**



NO. 0107, Illuminating Pokémon, HT: 8', WT: 3.3 lbs.

Attach 10

weakness × 2 resistance retreat

Illus. Tetsuya Koyama
© 2002/1991
Pokémon living in the forest eat the delicious caps on Morelull's head. The caps regrow overnight.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Morelull** **HP 60** **HOLO**



NO. 0107, Illuminating Pokémon, HT: 8', WT: 3.3 lbs.

Attach 10

weakness × 2 resistance retreat

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© 2002/1991
Pokémon living in the forest eat the delicious caps on Morelull's head. The caps regrow overnight.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

STAGE 1 **Shiinotic** **HP 110**



NO. 0108, Illuminating Pokémon, HT: 3.2', WT: 35.4 lbs.

Ability: Calming Light
Once during your turn, if this Pokémon is in the Active Spot, you may make your opponent's Active Pokémon Asleep.

Spiral Rush 60+
Flip a coin until you get tails. This attack does 30 more damage for each heads.

weakness × 2 resistance retreat

Illus. Aya Kusube
© 2002/1991
Its flickering spores lure in prey and put them to sleep. Once this Pokémon has its prey sleeping, it drains their vitality with its fingertips.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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Its flickering spores lure in prey and put them to sleep. Once this Pokémon has its prey sleeping, it drains their vitality with its fingertips.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Dhelmise** **HP 130**



NO. 0109, Sea Creeper Pokémon, HT: 12.10', WT: 463 lbs.

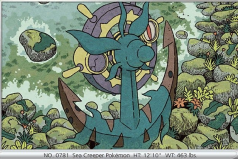
Rescue Kedge
Put up to 2 Pokémon from your discard pile into your hand.

Annihilating Anchor 80
Before doing damage, discard all Pokémon Tools from your opponent's Active Pokémon.

weakness × 2 resistance retreat

Illus. Mitsu Tan
© 2010/1991
After a piece of seaweed merged with debris from a sunken ship, it was reborn as this ghost Pokémon.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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Before doing damage, discard all Pokémon Tools from your opponent's Active Pokémon.

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© 2010/1991
After a piece of seaweed merged with debris from a sunken ship, it was reborn as this ghost Pokémon.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

BASIC **Zarude** **HP 120**



NO. 0110, Rogue Monkey Pokémon, HT: 6.1', WT: 134.8 lbs.

Leaf Drain 20
Heal 20 damage from this Pokémon.

Jungle Whip 80+
You may put all Energy attached to this Pokémon into your hand to have this attack do 80 more damage.

weakness × 2 resistance retreat

Illus. GOSSAN
© 2011/1991
Within dense forests, this Pokémon lives in a pack with others of its kind. It's incredibly aggressive, and the other Pokémon of the forest fear it.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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



NO. 0111, Gassy Pepper Pokémon, HT: 1', WT: 6.6 lbs.

Headbutt Bounce 20

weakness × 2 resistance retreat

Illus. Akiyama
© 2012/1991
Traditional Poffin dishes can be extremely spicy because they include the shed front teeth of Capsakid among their ingredients.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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



NO. 0111, Gassy Pepper Pokémon, HT: 1', WT: 6.6 lbs.

Headbutt Bounce 20

weakness × 2 resistance retreat

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© 2012/1991
Traditional Poffin dishes can be extremely spicy because they include the shed front teeth of Capsakid among their ingredients.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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



NO. 0112, Rolling Pokémon, HT: 8', WT: 2.2 lbs.

Collect
Draw a card.

Rollout 10

weakness × 2 resistance retreat

Illus. Yoshinori Aoki
© 2013/1991
Brilliant and full of potential, the energy it needs for evolution matures. Eventually, the time comes for it to evolve.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

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



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Collect
Draw a card.

Rollout 10

weakness × 2 resistance retreat

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Brilliant and full of potential, the energy it needs for evolution matures. Eventually, the time comes for it to evolve.
B002 Pokémon / Nintendo / Creatures / GAMES PRESS

Rabsca Evolves from Raboo **HP 70**

NO. 0054, Belling Pokémon, HT: 4.1, WT: 2.2 lbs.

★ **Triple Draw**
Draw 3 cards.

★ **Counterturn** 40+
If there are 3 or fewer cards in your deck, this attack does 200 more damage.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

An infant sleeps inside the ball. Rabsca rolls the ball counter-clockwise with its legs to ensure the infant sleeps comfortably.

Rabsca Evolves from Raboo **HP 70** **HOLO**

NO. 0054, Belling Pokémon, HT: 4.1, WT: 2.2 lbs.

★ **Triple Draw**
Draw 3 cards.

★ **Counterturn** 40+
If there are 3 or fewer cards in your deck, this attack does 200 more damage.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

An infant sleeps inside the ball. Rabsca rolls the ball counter-clockwise with its legs to ensure the infant sleeps comfortably.

Wo-Chien **HP 130**

NO. 1001, Burrows Pokémon, HT: 4.1-5.1, WT: 40.4 lbs.

♣ ★ **Hazardous Greed** 20
If there are 3 or fewer cards in your deck, this attack also does 120 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

♣ ♣ ★ **Entangling Whip** 130
Discard the top 3 cards of your deck.

Weakness: ♣ ×2 Resistance: ♠ retreat ★ ★

Min. Mental State: 12/191

It drains the life-force from vegetation, causing nearby forests to wither and fields to turn barren.

Wo-Chien **HP 130** **HOLO**

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Weakness: ♣ ×2 Resistance: ♠ retreat ★ ★

Min. Mental State: 12/191

It drains the life-force from vegetation, causing nearby forests to wither and fields to turn barren.

Vulpix **HP 70**

NO. 0037, Fox Pokémon, HT: 2, WT: 2.8 lbs.

♣ **Take Down** 30
This Pokémon also does 10 damage to itself.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

As its body grows larger, its six warm tails become more beautiful, with a more luxurious coat of fur.

Vulpix **HP 70** **HOLO**

NO. 0037, Fox Pokémon, HT: 2, WT: 2.8 lbs.

♣ **Take Down** 30
This Pokémon also does 10 damage to itself.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

As its body grows larger, its six warm tails become more beautiful, with a more luxurious coat of fur.

Ninetales Evolves from Vulpix **HP 120**

NO. 0038, Fox Pokémon, HT: 2-2.1, WT: 43.9 lbs.

♣ **Fire Soul** 50
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 ★

Min. Mental State: 12/191

It has more long tails and fur than flames, gold. It is said to live for 1,000 years.

Ninetales Evolves from Vulpix **HP 120** **HOLO**

NO. 0038, Fox Pokémon, HT: 2-2.1, WT: 43.9 lbs.

♣ **Fire Soul** 50
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 ★

Min. Mental State: 12/191

It has more long tails and fur than flames, gold. It is said to live for 1,000 years.

Paldean Tauros **HP 130**

NO. 0128, Wild Bull Pokémon, HT: 4-2.1, WT: 487.4 lbs.

♣ **Rear Kick** 30

♣ ♣ ♣ **Spirited Tackle** 90+
If your opponent's Active Pokémon is a Stage 1 Pokémon, this attack does 90 more damage.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

People call this kind of Tauros the Bane Breed due to the fact it is said to snort from its nostrils. Its breaths are unexpected.

Paldean Tauros **HP 130** **HOLO**

NO. 0128, Wild Bull Pokémon, HT: 4-2.1, WT: 487.4 lbs.

♣ **Rear Kick** 30

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Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

People call this kind of Tauros the Bane Breed due to the fact it is said to snort from its nostrils. Its breaths are unexpected.

Ho-Oh **HP 130**

NO. 0150, Rainbow Pokémon, HT: 12-16, WT: 459.2 lbs.

♣ ★ **Flap** 50

♣ ♣ ♣ **Shining Blaze** 100+
If you have any Tera Pokémon on your Bench, this attack does 100 more damage.

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

Min. Mental State: 12/191

A legend says that its body glows in seven colors. A rainbow is said to be heralded when it flies.

Ho-Oh **HP 130** **HOLO**

NO. 0150, Rainbow Pokémon, HT: 12-16, WT: 459.2 lbs.

♣ ★ **Flap** 50

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

Min. Mental State: 12/191

A legend says that its body glows in seven colors. A rainbow is said to be heralded when it flies.

Castform Sunny Form **HP 70**

NO. 0151, Weather Pokémon, HT: 1, WT: 1.8 lbs.

♣ **Sing**
Your opponent's Active Pokémon is now Burned.

♣ ★ **Sunny Assist** 50
Move all Energy from this Pokémon to 1 of your Benched Pokémon.

Weakness: ♣ ×2 Resistance: ♠ retreat

Min. Mental State: 12/191

This is the form Castform takes on bright days. In an experiment where Castform was placed in front of a heater, it didn't change to this form.

Castform Sunny Form **HP 70** **HOLO**

NO. 0151, Weather Pokémon, HT: 1, WT: 1.8 lbs.

♣ **Sing**
Your opponent's Active Pokémon is now Burned.

♣ ★ **Sunny Assist** 50
Move all Energy from this Pokémon to 1 of your Benched Pokémon.

Weakness: ♣ ×2 Resistance: ♠ retreat

Min. Mental State: 12/191

This is the form Castform takes on bright days. In an experiment where Castform was placed in front of a heater, it didn't change to this form.

Victini **HP 70**

NO. 0154, Victory Pokémon, HT: 3-4, WT: 8.8 lbs.

Ability: Victory Cheer
Attacks used by your Evolution ♣ Pokémon do 10 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

♣ ★ **Flare** 30

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

This Pokémon brings victory. It is said that Victinians with Victini always win, regardless of the type of encounter.

Victini **HP 70** **HOLO**

NO. 0154, Victory Pokémon, HT: 3-4, WT: 8.8 lbs.

Ability: Victory Cheer
Attacks used by your Evolution ♣ Pokémon do 10 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

♣ ★ **Flare** 30

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

This Pokémon brings victory. It is said that Victinians with Victini always win, regardless of the type of encounter.

Pansear **HP 60**

NO. 0513, High-Temp Pokémon, HT: 2, WT: 24.3 lbs.

♣ **Combustion** 20

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

Very intelligent, it rarely berries before eating them. It likes to help people.

Pansear **HP 60** **HOLO**

NO. 0513, High-Temp Pokémon, HT: 2, WT: 24.3 lbs.

♣ **Combustion** 20

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

Very intelligent, it rarely berries before eating them. It likes to help people.

Simisear Evolves from Pansear **HP 90**

NO. 0514, Ember Pokémon, HT: 3-3.1, WT: 41.7 lbs.

♣ **Double Smash** 70×
Flip 2 coins. This attack does 70 damage for each heads.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

A flame burns inside its body. It catches embers from its head and tail to use in its opponents.

Simisear Evolves from Pansear **HP 90** **HOLO**

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Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

A flame burns inside its body. It catches embers from its head and tail to use in its opponents.

Larvesta **HP 70**

NO. 0636, Bug Pokémon, HT: 2-2.1, WT: 43.5 lbs.

★ **Ram** 10

♣ ★ **Steady Firebreathing** 20

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

In ancient times, Larvesta was worshipped as the emissary of the sun. However, it was also viewed as a burden since it often caused forest fires.

Larvesta **HP 70** **HOLO**

NO. 0636, Bug Pokémon, HT: 2-2.1, WT: 43.5 lbs.

★ **Ram** 10

♣ ★ **Steady Firebreathing** 20

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

In ancient times, Larvesta was worshipped as the emissary of the sun. However, it was also viewed as a burden since it often caused forest fires.

Volcarona Evolves from Larvesta **HP 140**

NO. 0637, Sun Pokémon, HT: 6-3.1, WT: 101.4 lbs.

★ **Leech Life** 30
Heal from this Pokémon the same amount of damage you did to your opponent's Active Pokémon.

♣ ♣ ★ **Turbulent Wings** 150
This Pokémon also does 50 damage to itself.

Weakness: ♣ ×2 Resistance: ♠ retreat ★ ★

Min. Mental State: 12/191

This Pokémon is a true burning scale. Most of the danger of these scales is not in their heat—it's in the way they catch the surrounding air and oxygen.

Volcarona Evolves from Larvesta **HP 140** **HOLO**

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Weakness: ♣ ×2 Resistance: ♠ retreat ★ ★

Min. Mental State: 12/191

This Pokémon is a true burning scale. Most of the danger of these scales is not in their heat—it's in the way they catch the surrounding air and oxygen.

Oricorio **HP 90**

NO. 0743, Dancing Pokémon, HT: 3, WT: 3.5 lbs.

♣ **Energy Assist**
Attach up to 2 Basic Energy cards from your discard pile to 1 of your Benched Pokémon.

♣ **Fireworks** 30
Discard an Energy from this Pokémon.

Weakness: ♣ ×2 Resistance: ♠ retreat ★

Min. Mental State: 12/191

This kind of Oricorio is said to be the one that keeps up dancing flames as it moves so that its opponents can't see its true intentions.

BASIC **Oricorio** **HP 60** **HOLO**



NO. 0254, Evolving Pokémon, HT: 3'-0", WT: 2.5 lbs.

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

Fireworks 30
Discard an Energy from this Pokémon.

Weakness: x2 Resistance: Retreat:

Mr. Minako Kikawa
This form of Oricorio has stopped her nectar-hurling up-blowing games as it moves on to the steps of its passionate dance.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

BASIC **Sizzlipede** **HP 80**



NO. 0850, Evolving Pokémon, HT: 2'-4", WT: 2.2 lbs.

Live Coal 10

Hook 30

Weakness: x2 Resistance: Retreat:

Mr. Minakawa
It stores flammable gas in its body and uses it to generate heat. The yellow sections on its belly get particularly hot.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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It stores flammable gas in its body and uses it to generate heat. The yellow sections on its belly get particularly hot.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Centiskorch** **HP 130**



NO. 0851, Evolving Pokémon, HT: 5'-3", WT: 264.6 lbs.

Billowing Heat Wave 130
This attack also does 30 damage to each of your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Heat Blast 80

Weakness: x2 Resistance: Retreat:

Mr. Alpha Chen
When it heats up, its body temperature reaches about 1,200 degrees Fahrenheit. It takes its body like a ship and launches itself at enemies.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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8024 Pokémon / Nintendo / Creatures / GBAK PRISM

BASIC **Fuecoco** **HP 80**



NO. 0909, Fire Core Pokémon, HT: 1'-4", WT: 2.1 lbs.

Heat Burn 20
Your opponent's Active Pokémon is now Burned.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Its flame tail is small, so energy is always leaking out. This energy is released from the dead slug Fuecoco's head and flicks out as sparks.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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NO. 0909, Fire Core Pokémon, HT: 1'-4", WT: 2.1 lbs.

Heat Burn 20
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Its flame tail is small, so energy is always leaking out. This energy is released from the dead slug Fuecoco's head and flicks out as sparks.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Crocalor** **HP 110**



NO. 0910, Fire Core Pokémon, HT: 3'-1", WT: 47.2 lbs.

Heat Breath 30+
Flip a coin. If heads, this attack does 50 more damage.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
The heat in Crocalor's flame sac is directly connected to its vocal cords. This Pokémon utters a guttural cry and flames flame away with heat.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Crocalor** **HP 110** **HOLO**



NO. 0910, Fire Core Pokémon, HT: 3'-1", WT: 47.2 lbs.

Heat Breath 30+
Flip a coin. If heads, this attack does 50 more damage.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
The heat in Crocalor's flame sac is directly connected to its vocal cords. This Pokémon utters a guttural cry and flames flame away with heat.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 2 **Skeledirge** **HP 180**



NO. 0911, Fire Core Pokémon, HT: 5'-3", WT: 218.6 lbs.

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

Torcherto 60+
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Skeledirge's gentle singing soothes the souls of all that hear it. It burns its enemies to cinders with flames as warm as 4,000 degrees Fahrenheit.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Skeledirge** **HP 180** **HOLO**



NO. 0911, Fire Core Pokémon, HT: 5'-3", WT: 218.6 lbs.

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

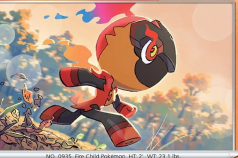
Torcherto 60+
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Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Skeledirge's gentle singing soothes the souls of all that hear it. It burns its enemies to cinders with flames as warm as 4,000 degrees Fahrenheit.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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



NO. 0915, Fire Child Pokémon, HT: 2'-0", WT: 23.1 lbs.

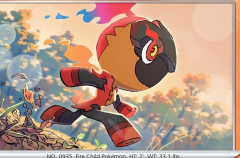
Will-O-Wisp 20

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Its firepower increases when it lights, reaching over 1,000 degrees Fahrenheit. Will-O-Wisp berries that are rich in fat.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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



NO. 0915, Fire Child Pokémon, HT: 2'-0", WT: 23.1 lbs.

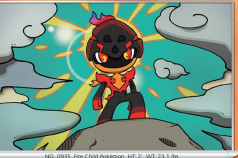
Will-O-Wisp 20

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Its firepower increases when it lights, reaching over 1,000 degrees Fahrenheit. Will-O-Wisp berries that are rich in fat.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

BASIC **Charcadet** **HP 80**



NO. 0915, Fire Child Pokémon, HT: 2'-0", WT: 23.1 lbs.

Light Punch 10

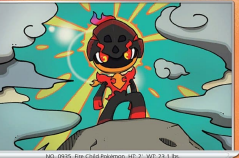
Flamethrower 70
Discard an Energy from this Pokémon.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Its firepower increases when it lights, reaching over 1,000 degrees Fahrenheit. Will-O-Wisp berries that are rich in fat.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

BASIC **Charcadet** **HP 80** **HOLO**



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Light Punch 10

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Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Its firepower increases when it lights, reaching over 1,000 degrees Fahrenheit. Will-O-Wisp berries that are rich in fat.

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STAGE 1 **Armarouge** **HP 140**



NO. 0916, Fire Warrior Pokémon, HT: 4'-11", WT: 187.4 lbs.

Combustion 50

Crimson Blaster
Discard all Energy from this Pokémon, and this attack does 180 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
This Pokémon's claws itself in armor that has been fortified by psychic and fire energy, and it shoots blazing fireballs.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Armarouge** **HP 140** **HOLO**



NO. 0916, Fire Warrior Pokémon, HT: 4'-11", WT: 187.4 lbs.

Combustion 50

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Discard all Energy from this Pokémon, and this attack does 180 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
This Pokémon's claws itself in armor that has been fortified by psychic and fire energy, and it shoots blazing fireballs.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Ceruleedge** **HP 140**



NO. 0922, Fire Blade Pokémon, HT: 5'-3", WT: 156.2 lbs.

Cursed Edge
Discard all Special Energy from all of your opponent's Pokémon.

Black Blaze Slash 160
During your next turn, this Pokémon can't attack.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
An old set of armor designed in girdles caused this Pokémon's evolution. Ceruleedge can be enemies to pieces without mercy.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Ceruleedge** **HP 140** **HOLO**



NO. 0922, Fire Blade Pokémon, HT: 5'-3", WT: 156.2 lbs.

Cursed Edge
Discard all Special Energy from all of your opponent's Pokémon.

Black Blaze Slash 160
During your next turn, this Pokémon can't attack.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
An old set of armor designed in girdles caused this Pokémon's evolution. Ceruleedge can be enemies to pieces without mercy.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Ceruleedge EX** **HP 270**



As long as this Pokémon is on your bench, prevent all damage done to this Pokémon by attacks, direct, and your opponent's.

Abyssal Flames 30+
This attack does 20 more damage for each Energy card in your discard pile.

Raging Amethyst 280
Discard all Energy from this Pokémon.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Pokémon EX Rule
When your Pokémon EX is Reached On, your opponent takes 2 Prize cards.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

STAGE 1 **Scovillain EX** **HP 260**



NO. 0927, Fire Core Pokémon, HT: 4'-11", WT: 187.4 lbs.

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

Spicy Rage 10+
This attack does 70 more damage for each damage counter on this Pokémon.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
Pokémon EX Rule
When your Pokémon EX is Reached On, your opponent takes 2 Prize cards.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

BASIC **Gouging Fire** **HP 130**



NO. 1000, Paradox Pokémon, HT: 11'-0", WT: 1,904.2 lbs.

Lunge Out 30

Blazing Charge 100+
If your opponent has 4 or fewer Prize cards remaining, this attack does 70 more damage.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
This Pokémon's body is covered in flames, and it has a blazing charge that can be used to attack its enemies.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

BASIC **Gouging Fire** **HP 130** **HOLO**



NO. 1000, Paradox Pokémon, HT: 11'-0", WT: 1,904.2 lbs.

Lunge Out 30

Blazing Charge 100+
If your opponent has 4 or fewer Prize cards remaining, this attack does 70 more damage.

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
This Pokémon's body is covered in flames, and it has a blazing charge that can be used to attack its enemies.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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



NO. 0128, Water Bull Pokémon, HT: 4'-3", WT: 242.5 lbs.

Upthrusting Horns 30
You may put 2 Energy attached to your opponent's Active Stage 2 Pokémon into their hand.

Jet Headbutt 100

Weakness: x2 Resistance: Retreat:

Mr. Remyne Oishi
It is possible to perform a headbutt in the water. The water's buoyant characteristics of the Aqua Breed to its headbutt are what allows it to float easily.

8024 Pokémon / Nintendo / Creatures / GBAK PRISM

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



NO. 0128, Water Bull Pokémon, HT: 4'-3", WT: 242.5 lbs.

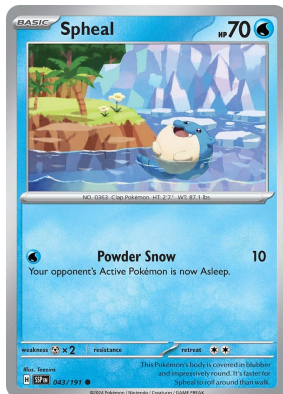
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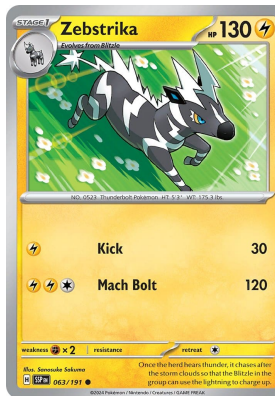
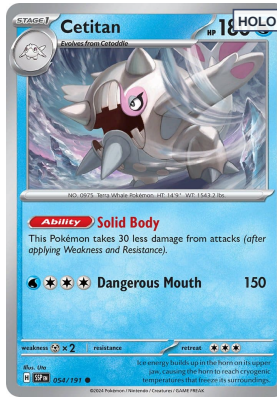
Jet Headbutt 100

Weakness: x2 Resistance: Retreat:

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8024 Pokémon / Nintendo / Creatures / GBAK PRISM









BASIC **Indeede** **HP 10** **HOLO**



NO. 0834, Evolves: Pokémon HT-3-11, WT: 43.2 lbs.

Ability Obliging Heal
When you play this Pokémon from your hand onto your Bench during your turn, you may heal 30 damage from your Active Pokémon and have it recover from a Special Condition.

☉ ★ **Super Psy Bolt** 50

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 129/191

This Pokémon never leaves its Trainer's side. It spreads its actions with its psychic power and takes care of their day-to-day needs.

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



NO. 0955, Evolves: Pokémon HT-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 ♣ -30 retreat ★

Min. Stats
♣ 94/191

It spends its time running around wastelands. It ignores traps in its beloved berries, and chase them down and eat it in revenge.

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



NO. 0955, Evolves: Pokémon HT-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 ♣ -30 retreat ★

Min. Stats
♣ 94/191

It spends its time running around wastelands. It ignores traps in its beloved berries, and chase them down and eat it in revenge.

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STAGE 1 **Espathra** **HP 120** **HOLO**



NO. 0956, Evolves: Pokémon HT-6-3, WT: 108.4 lbs.

Mystical Eyes
Devolve 1 of your opponent's evolved Pokémon by putting the highest Stage Evolution card on it into your opponent's hand.

☉ ★ **Spiral Drain** 60
Heal 30 damage from this Pokémon.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 295/191

It emits psychic power from the gaps between its multi-colored frills and grabs at spirals greater than 120 mph.

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STAGE 1 **Espathra** **HP 120** **HOLO**



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Devolve 1 of your opponent's evolved Pokémon by putting the highest Stage Evolution card on it into your opponent's hand.

☉ ★ **Spiral Drain** 60
Heal 30 damage from this Pokémon.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 295/191

It emits psychic power from the gaps between its multi-colored frills and grabs at spirals greater than 120 mph.

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BASIC **Flutter Mane** **HP 90** **HOLO**



NO. 0962, Evolves: Pokémon HT-4-7, WT: 4.8 lbs.

Perplexing Transfer
Move all damage counters from 1 of your Benched Ancient Pokémon to your opponent's Active Pokémon.

☉ ★ **Moonblast** 70
During your opponent's next turn, attacks used by the Defending Pokémon do 30 less damage (before applying Weakness and Resistance).

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 296/191

This Pokémon has the ability to transfer its own damage to other Pokémon.

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NO. 0962, Evolves: Pokémon HT-4-7, WT: 4.8 lbs.

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☉ ★ **Moonblast** 70
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weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 296/191

This Pokémon has the ability to transfer its own damage to other Pokémon.

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



NO. 0969, Evolves: Pokémon HT-1, WT: 1.1 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.

★★★ **Tackle** 50

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 297/191

It hides inside an old treasure chest. Sometimes it gets left in shop corners since no one realized it was really a Pokémon.

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



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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.

★★★ **Tackle** 50

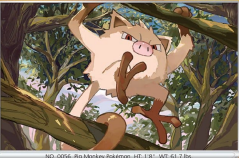
weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 297/191

It hides inside an old treasure chest. Sometimes it gets left in shop corners since no one realized it was really a Pokémon.

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BASIC **Mankey** **HP 60** **HOLO**



NO. 0004, Evolves: Pokémon HT-1, WT: 43.2 lbs.

Dual Chop 10×
Flip 2 coins. This attack does 10 damage for each heads.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 98/191

It is extremely quick to anger. It could be due to one reason: they couldn't move the next instant.

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BASIC **Mankey** **HP 60** **HOLO**



NO. 0004, Evolves: Pokémon HT-1, WT: 43.2 lbs.

Dual Chop 10×
Flip 2 coins. This attack does 10 damage for each heads.

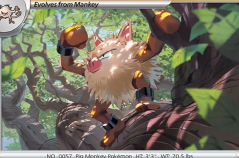
weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 98/191

It is extremely quick to anger. It could be due to one reason: they couldn't move the next instant.

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STAGE 1 **Primeape** **HP 110** **HOLO**



NO. 0002, Evolves: Pokémon HT-2-2, WT: 30.5 lbs.

Sweep the Leg 30
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

★★★ **Mega Punch** 70

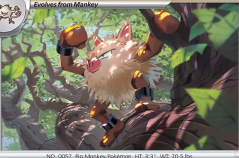
weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 99/191

Some researchers theorize that Primeape remains angry even when inside a Poké Ball.

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STAGE 1 **Primeape** **HP 110** **HOLO**



NO. 0002, Evolves: Pokémon HT-2-2, WT: 30.5 lbs.

Sweep the Leg 30
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

★★★ **Mega Punch** 70

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 99/191

Some researchers theorize that Primeape remains angry even when inside a Poké Ball.

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STAGE 2 **Annihilape** **HP 140** **HOLO**



NO. 0028, Evolves: Pokémon HT-2-11, WT: 123.5 lbs.

Tantrum 130
This Pokémon is now Confused.

★★★ **Destined Fight** 130
Both Active Pokémon are Knocked Out.

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 100/191

It refuses to let go with the power of the rage that it has hidden in its heart. Opponents struck by these intense rage will be shattered to their core.

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STAGE 2 **Annihilape** **HP 140** **HOLO**



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It refuses to let go with the power of the rage that it has hidden in its heart. Opponents struck by these intense rage will be shattered to their core.

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



NO. 0128, Evolves: Pokémon HT-2-1, WT: 453.5 lbs.

★★★ **Smash Kick** 40

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

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 101/191

This kind of Tauros, known as the Combat Breed, is distinguished by its thick, powerful muscles and fierce disposition.

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



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

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 101/191

This kind of Tauros, known as the Combat Breed, is distinguished by its thick, powerful muscles and fierce disposition.

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BASIC **Phanpy** **HP 80** **HOLO**



NO. 0221, Evolves: Pokémon HT-1-8, WT: 73.6 lbs.

★★★ **Headbutt** 20

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 102/191

It is far stronger than it appears. If a Phanpy is swinging its trunk around and you are getting in its way, you are done well, Phant.

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BASIC **Phanpy** **HP 80** **HOLO**



NO. 0221, Evolves: Pokémon HT-1-8, WT: 73.6 lbs.

★★★ **Headbutt** 20

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 102/191

It is far stronger than it appears. If a Phanpy is swinging its trunk around and you are getting in its way, you are done well, Phant.

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STAGE 1 **Donphan** **HP 150** **HOLO**



NO. 0222, Evolves: Pokémon HT-3-7, WT: 304.6 lbs.

★★★ **Knock Flat** 40
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

★★★ **Guarded Rolling** 120
Discard 2 Energy from this Pokémon. During your opponent's next turn, this Pokémon takes 100 less damage from attacks (after applying Weakness and Resistance).

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 103/191

Donphan is essentially a giant Pokémon, but once it brings its 100-ton body into a ball and charges at you, nothing's rolling.

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STAGE 1 **Donphan** **HP 150** **HOLO**



NO. 0222, Evolves: Pokémon HT-3-7, WT: 304.6 lbs.

★★★ **Knock Flat** 40
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

★★★ **Guarded Rolling** 120
Discard 2 Energy from this Pokémon. During your opponent's next turn, this Pokémon takes 100 less damage from attacks (after applying Weakness and Resistance).

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 103/191

Donphan is essentially a giant Pokémon, but once it brings its 100-ton body into a ball and charges at you, nothing's rolling.

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BASIC **Trapinch** **HP 60** **HOLO**



NO. 0328, Evolves: Pokémon HT-2-4, WT: 33.1 lbs.

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

★★★ **Bite** 20

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 104/191

An old saying goes that, to get past, crush any rocks that obstruct its path. It has a battle-charged test.

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BASIC **Trapinch** **HP 60** **HOLO**



NO. 0328, Evolves: Pokémon HT-2-4, WT: 33.1 lbs.

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

★★★ **Bite** 20

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 104/191

An old saying goes that, to get past, crush any rocks that obstruct its path. It has a battle-charged test.

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STAGE 1 **Vibrava** **HP 90** **HOLO**



NO. 0329, Evolves: Pokémon HT-2-7, WT: 33.1 lbs.

★★★ **Screech**
During your next turn, the Defending Pokémon takes 50 more damage from attacks (after applying Weakness and Resistance).

★★★ **Cutting Wind** 50

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 105/191

It grows its wings and vibrates its wings to fly against vibrating its wings. After making its prey faint, it follows the growth with its special power.

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STAGE 1 **Vibrava** **HP 90** **HOLO**



NO. 0329, Evolves: Pokémon HT-2-7, WT: 33.1 lbs.

★★★ **Screech**
During your next turn, the Defending Pokémon takes 50 more damage from attacks (after applying Weakness and Resistance).

★★★ **Cutting Wind** 50

weakness ♣ × 2 resistance ♣ -30 retreat ★

Min. Stats
♣ 105/191

It grows its wings and vibrates its wings to fly against vibrating its wings. After making its prey faint, it follows the growth with its special power.

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Vigoroth Evolves from Slakoth **HP 90** ★



NO. 0288, 1054 Monkey Pokémon, HT: 4'-3", WT: 102.5 Lb.

★ ★ **Slashing Claw** 50

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **Konto Se** 148/191 ●

It is always hungry because it won't stop rampaging. Even while it is eating, it can't keep still.

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Vigoroth Evolves from Slakoth **HP 90** ★ **HOLO**



NO. 0288, 1054 Monkey Pokémon, HT: 4'-3", WT: 102.5 Lb.

★ ★ **Slashing Claw** 50

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **Konto Se** 148/191 ●

It is always hungry because it won't stop rampaging. Even while it is eating, it can't keep still.

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Slaking Evolves from Vigoroth **HP 340** ★



NO. 0289, 1055 Monkey Pokémon, HT: 4'-3", WT: 102.5 Lb.

Ability Born to Slack
If your opponent has no Pokémon **EX** or Pokémon in play, this Pokémon can't attack.

★ ★ **Great Swing** 280
Discard an Energy from this Pokémon.

weaknesses ♀ × 2 resistance ♀ retreat ★ ★ ★

Also, **PLANTA Speech** 147/191 ●

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

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Swablu **HP 50** ★



NO. 0333, 1039 Bird Pokémon, HT: 1'-4", WT: 3.3 Lb.

★ **Disarming Voice** 10
Your opponent's Active Pokémon is now Confused.

weaknesses ♀ × 2 resistance ♀ -30 retreat ★

Also, **renew** 148/191 ●

It can't relax if it or its surroundings are not clean. It wipes off dirt with its wings.

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Swablu **HP 50** ★ **HOLO**



NO. 0333, 1039 Bird Pokémon, HT: 1'-4", WT: 3.3 Lb.

★ **Disarming Voice** 10
Your opponent's Active Pokémon is now Confused.

weaknesses ♀ × 2 resistance ♀ -30 retreat ★

Also, **renew** 148/191 ●

It can't relax if it or its surroundings are not clean. It wipes off dirt with its wings.

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Zangoose **HP 90** ★



NO. 0335, Cat Feline Pokémon, HT: 4'-3", WT: 88.4 Lb.

★ **Fury Cutter** 10+
Flip 3 coins. If 1 of them is heads, this attack does 20 more damage. If 2 of them are heads, this attack does 50 more damage. If all of them are heads, this attack does 80 more damage.

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **lighter** 149/191 ●

If it comes across a Seveper, its fur bristles and it assumes its battle pose. Its sharp claws are its best weapons.

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Kecleon **HP 70** ★



NO. 0332, Color Swap Pokémon, HT: 3'-3", WT: 48.5 Lb.

Ability Expert Hider
If any damage is done to this Pokémon by attacks, flip a coin. If heads, prevent that damage.

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

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **slay fends** 150/191 ●

It changes its hue to blend into its surroundings. If no one takes notice of it for too long, it will goat and never reveal itself.

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Bouffant **HP 130** ★



NO. 0426, Bush Buffalo Pokémon, HT: 5'-3", WT: 208.6 Lb.

★ **Ready to Ram** 40
During your opponent's next turn, if this Pokémon is damaged by an attack (even if this Pokémon is Knocked Out), put 6 damage counters on the Attacking Pokémon.

★ ★ **Smashing Headbutt** 150
Discard 2 Energy from this Pokémon.

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **Assault Dynamic** 151/191 ●

These Pokémon can crush a car with no more than a headbutt. Bouffant with more hair on their heads hold higher positions within the herd.

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Rufflet **HP 70** ★



NO. 0627, Eagle Pokémon, HT: 1'-8", WT: 23.1 Lb.

★ **Flap** 30

weaknesses ♀ × 2 resistance ♀ -30 retreat ★

Also, **Notmore Ippen** 152/191 ●

With its sharp claws, this Pokémon pries its prey, and then it pecks at them. Although it also consumes berries, it's a carnivore at heart.

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Braviary Evolves from Rufflet **HP 130** ★



NO. 0628, Valiant Pokémon, HT: 4'-11", WT: 50.4 Lb.

★ ★ **Drag Off**
Switch in 1 of your opponent's Benched Pokémon to the Active Spot. This attack does 40 damage to the new Active Pokémon.

★ ★ ★ **Blasting Wind** 120

weaknesses ♀ × 2 resistance ♀ -30 retreat ★

Also, **Assault Dynamic** 153/191 ●

For the sake of its friends, this brave warrior of the sky will not stop battling, even if injured.

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Heliopile **HP 70** ★



NO. 0684, Generator Pokémon, HT: 1'-8", WT: 13.2 Lb.

★ **Tiny Bolt** 10

★ ★ ★ **Reckless Charge** 40
This Pokémon also does 10 damage to itself.

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **not hude** 154/191 ●

When spread, the lights on its head act like solar panels, generating the power behind this Pokémon's electric attacks.

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Heliolisk Evolves from Heliopile **HP 110** ★



NO. 0685, Generator Pokémon, HT: 3'-3", WT: 48.5 Lb.

★ **Parabolic Charge**
Search your deck for up to 4 Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

★ ★ ★ **Electroslug** 80

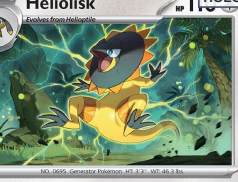
weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **Ryuu Monoguma** 155/191 ●

One Heliolisk basking in the sun with its full outspread is all it would take to produce enough electricity to power a city.

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Oranguru **HP 120** ★



NO. 0705, Sage Pokémon, HT: 4'-11", WT: 62.2 Lb.

★ **Now You're in My Power**
Until the end of your next turn, the Defending Pokémon's Weakness is now ★. (The amount of Weakness doesn't change.)

★ ★ **Smack** 80

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **Sakurai** 156/191 ●

This Pokémon lives quietly in the depths of the forest. The purple, cape-like fur gets longer and longer as Oranguru ages.

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Oranguru **HP 120** ★ **HOLO**



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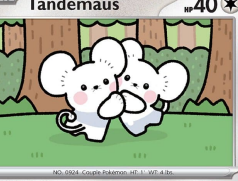
weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **Sakurai** 156/191 ●

This Pokémon lives quietly in the depths of the forest. The purple, cape-like fur gets longer and longer as Oranguru ages.

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Tandemaus **HP 40** ★



NO. 0824, Cuddle Pokémon, HT: 1'-1", WT: 4 Lb.

★ **Play Rough** 10+
Flip a coin. If heads, this attack does 10 more damage.

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **USHERN** 157/191 ●

The pair sticks together no matter what. They tight any food they find nearby in half and then eat it together.

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Tandemaus **HP 40** ★ **HOLO**



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Maushold Evolves from Tandemaus **HP 80** ★



NO. 0825, Family Pokémon, HT: 4'-1", WT: 6.2 Lb.

★ **Familial March**
Search your deck for up to 2 in any combination of Maushold and Maushold **EX** and put them onto your Bench. Then, shuffle your deck.

★ **Incessant Incisors** 30×
Flip 4 coins. This attack does 30 damage for each heads.

weaknesses ♀ × 2 resistance ♀ retreat ★

Also, **DOM** 158/191 ●

The larger pair protects the little ones during battles. When facing strong opponents, the whole group will join the fight.

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Maushold Evolves from Tandemaus **HP 80** ★ **HOLO**



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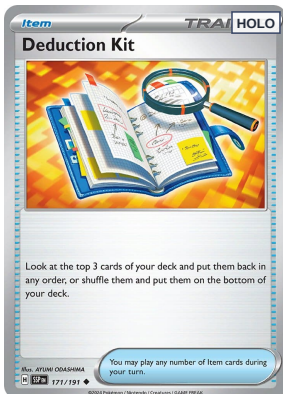
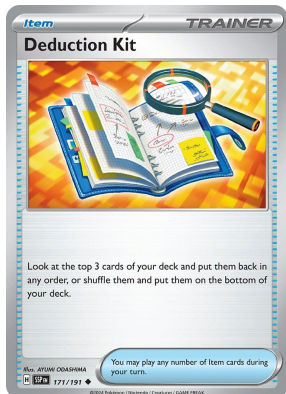
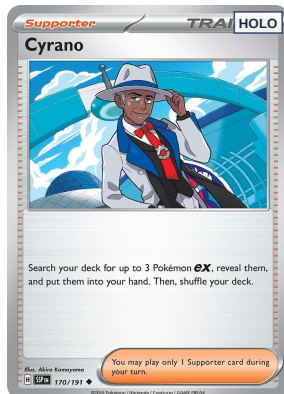
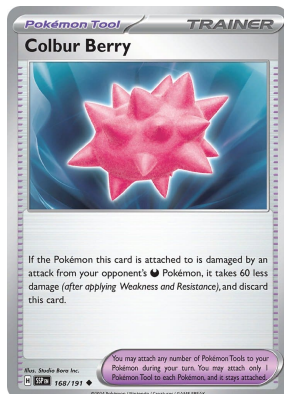
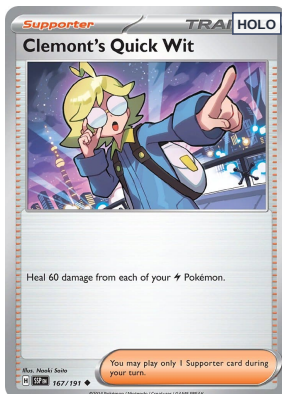
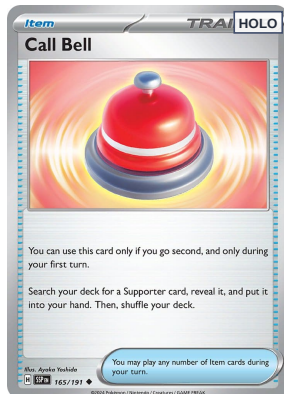
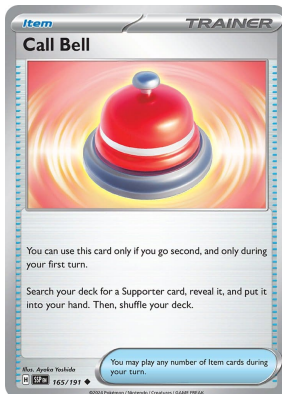
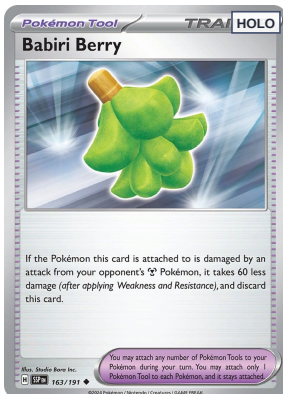
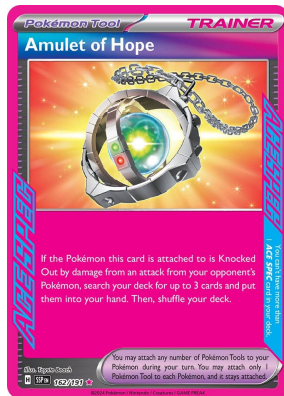
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Supporter **TRAI** **HOLO**

Drasna



Shuffle your hand into your deck. Then, flip a coin. If heads, draw 8 cards. If tails, draw 3 cards.

Max. Holofoil Value: 173/191

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER**

Drayton



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

Max. GIDORA: 174/191

You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Drayton



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

Max. GIDORA: 174/191

You may play only 1 Supporter card during your turn.

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Item **TRAINER**

Dusk Ball



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

Max. Studio Bore Inc.: 175/191

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

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Item **TRAI** **HOLO**

Dusk Ball



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

Max. Studio Bore Inc.: 175/191

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

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Item **TRAINER**

Energy Search Pro



Search your deck for any number of Basic Energy cards of different types, reveal them, and put them into your hand. Then, shuffle your deck.

Max. Studio Bore Inc.: 176/191

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

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Stadium **TRAINER**

Gravity Mountain



Each Stage 2 Pokémon in play (both yours and your opponent's) gets -30 HP.

Max. STUDIO GOMAHIMA: 177/191

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.

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Supporter **TRAINER**

Jasmine's Gaze



During your opponent's next turn, all of your Pokémon take 30 less damage from attacks from your opponent's Pokémon (after applying Weakness and Resistance). (This includes new Pokémon that come into play.)

Max. Studio Bore Inc.: 178/191

You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Jasmine's Gaze



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Max. Studio Bore Inc.: 178/191

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER**

Lisia's Appeal



Switch in 1 of your opponent's Benched Basic Pokémon to the Active Spot. If you do, the new Active Pokémon is now Confused.

Max. An Merchants: 179/191

You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

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Max. An Merchants: 179/191

You may play only 1 Supporter card during your turn.

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Stadium **TRAINER**

Lively Stadium



Each Basic Pokémon in play (both yours and your opponent's) gets +30 HP.

Max. An Merchants: 180/191

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.

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Item **TRAINER**

Meddling Memo



Your opponent counts the cards in their hand, shuffles those cards, and puts them on the bottom of their deck. If they do, they draw that many cards.

Max. An Merchants: 181/191

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

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Item **TRAI** **HOLO**

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Max. An Merchants: 181/191

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

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Item **TRAINER**

Megaton Blower



Discard all Pokémon Tools and Special Energy from all of your opponent's Pokémon, and discard a Stadium in play.

Max. Studio Bore Inc.: 182/191

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

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Item **TRAINER**

Miracle Headset



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

Max. Studio Bore Inc.: 183/191

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

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Pokémon Tool **TRAINER**

Passho Berry



If the Pokémon this card is attached to is damaged by an attack from your opponent's ♠ Pokémon, it takes 60 less damage (after applying Weakness and Resistance), and discard this card.

Max. Studio Bore Inc.: 184/191

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.

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Pokémon Tool **TRAI** **HOLO**

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Item **TRAINER**

Precious Trolley



Search your deck for any number of Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Max. Studio Bore Inc.: 185/191

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

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Item **TRAINER**

Scramble Switch



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, you may move any amount of Energy from the Pokémon you moved to your Bench to the new Active Pokémon.

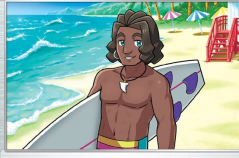
Max. Studio Bore Inc.: 186/191

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

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Supporter **TRAINER**

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

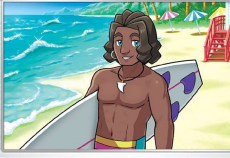
Max. Studio Bore Inc.: 187/191

You may play only 1 Supporter card during your turn.

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Supporter **TRAI** **HOLO**

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

Max. Studio Bore Inc.: 187/191

You may play only 1 Supporter card during your turn.

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Pokémon Tool **TRAINER**

Technical Machine: Fluorite



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.

Fluorite
Discard all Energy from this Pokémon, and heal all damage from each of your Tera Pokémon.

Max. Studio Bore Inc.: 188/191

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.

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