

BASIC Celebi & Venusaur **GX** **HP 270**

TAG TEAM

Pollen Hazard 50
Your opponent's Active Pokémon is now Burned, Confused, and Poisoned.

Solar Beam 150

Evergreen GX 180
Deal all damage from this Pokémon, if this Pokémon has at least 1 extra Energy attached to it, in addition to this attack's cost, shuffle all cards from your discard pile into your deck. (Prevents evolution.) GX enables again.

weakness $\times 2$ resistance retreat

TAG TEAM rule When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

Illus. Mizuhito Aiba
4/181

BASIC Weedle **HP 40**

Tangle Drag
Switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

Bug Bite 10

weakness $\times 2$ resistance retreat

Illus. Shibusaki
2/181

Often found in forests and grasslands. It has a short, toxic barb of around two inches on top of its head.

BASIC Weedle **HP 50**

Reckless Charge 20
This Pokémon does 10 damage to itself.

weakness $\times 2$ resistance retreat

Illus. SATOSHI NAKAI
3/181

Often found in forests and grasslands. It has a short, toxic barb of around two inches on top of its head.

STAGE 1 Kakuna **HP 80**

Ability **Grass Cushion**
If this Pokémon has any Energy attached to it, it takes 30 less damage from attacks (after applying Weakness and Resistance).

Bug Bite 20

weakness $\times 2$ resistance retreat

Illus. Taka Mochi
4/181

Almost incapable of moving, this Pokémon can only harden its shell to protect itself when it is in danger.

STAGE 2 Beedrill **HP 130**

Destiny Stinger
You can use this attack only if this Pokémon has any damage counters on it. Both Active Pokémon are Knocked Out.

Reckless Charge 90
This Pokémon does 10 damage to itself.

weakness $\times 2$ resistance retreat

Illus. Yuu Iida
5/181

It has three poisonous stingers on its forelegs and its tail. They are used to jab its enemy repeatedly.

BASIC Paras **HP 70**

Scratch 10

Slash 20

weakness $\times 2$ resistance retreat

Illus. Naoya Kinoshita
6/181

Whether it's due to a lack of moisture or a lack of nutrients, in Akala the mushrooms on Paras don't grow upside right.

STAGE 1 Parasect **HP 100**

Ability **Panic Spores**
Put 2 damage counters on your opponent's Confused Pokémon between turns.

Mysterious Powder 30
Flip a coin. If heads, your opponent's Active Pokémon is now Confused.

weakness $\times 2$ resistance retreat

Illus. Satoshi Shiroi
7/181

The bag is mostly dead, with the mushrooms on its back having become the main body. If the mushrooms come off, the bag stops moving.

BASIC Exeggcute **HP 50**

Bullet Seed 10 \times
Flip 4 coins. This attack does 10 damage for each heads.

weakness $\times 2$ resistance retreat

Illus. Ken Sugimori
8/181

So all them form a single Pokémon. Should one of the six be lost, the next morning there will once more be six.

BASIC Pinsir **HP 120**

Grip and Squeeze 30
The Defending Pokémon can't retreat during your opponent's next turn.

Guillotine Hug
Flip 2 coins. If both of them are heads, your opponent's Active Pokémon is Knocked Out.

weakness $\times 2$ resistance retreat

Illus. Ken Sugimori
9/181

It gets into territorial disputes with Vikavolt. For some reason, it apparently gets along well with Heracross in Akala.

BASIC Shaymin  **HP 80**



Flower Storm 30×
This attack does 30 damage times the amount of basic Energy attached to all of your Pokémon.

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Kenzo
10/181

The blooming of Cracelia flowers conveys the power of light upon it. Feelings of gratitude are conveyed as it delivers.

BASIC Charmander **HP 50** 





Scratch 10
Reprisal 20×
This attack does 20 damage for each damage counter on this Pokémon.

Weakness:  × 2 **Resistance:**  **Retreat:** 




Ill. Naoya Kimura
11/181

The flame on its tail indicates Charmander's life force. If it is healthy, the flame burns brightly.

BASIC Charmander **HP 70** 



Ember 30
Discard an Energy from this Pokémon.

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Atsuko Nishida
12/181

The flame on its tail indicates Charmander's life force. If it is healthy, the flame burns brightly.

STAGE 1 Charmeleon **HP 90** 



Fire Fang 30
Your opponent's Active Pokémon is now Burned.

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Ayaka Yoshida
13/181

It talks about with its tail to knock down its foe. It then tears up the fallen opponent with sharp claws.

STAGE 2 Charizard **HP 150** 




Ability: Roaring Resolve
Once during your turn (before your attack), you may put 2 damage counters on this Pokémon. If you do, search your deck for up to 2  Energy cards and attach them to this Pokémon. Then, shuffle your deck.


Continuous Blaze Ball 30+
Discard all  Energy from this Pokémon. This attack does 50 more damage for each card you discarded in this way.

Weakness:  × 2 **Resistance:**  **Retreat:** 




Ill. Masakazu Fukuda
14/181

When expelling a blast of superheated fire, the red flame at the tip of its tail burns more intensely.

BASIC Vulpix **HP 60** 



Tail Whip
Flip a coin. If heads, the Defending Pokémon can't attack during your opponent's next turn.

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Ken Sugimori
15/181

Its beautiful tails have made it very popular. However, if it's not brushed diligently, it will be a mass of tangles before you know it.

STAGE 2 Ninetales **HP 100** 



Ability: Nine Temptations
Once during your turn (before your attack), you may discard 2  Energy cards from your hand. If you do, switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

Flame Tail 90

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Ken Iida
16/181

It is vindictive and reverts to nature. Those who cross it even once will be cursed for a thousand years, along with their descendants.

BASIC Ponyta **HP 70** 



Live Coal 10
Stomp 10+
Flip a coin. If heads, this attack does 30 more damage.

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Sateo Tsuruta
17/181

As a newborn, it can barely stand. However, through galloping, its legs are made tougher and faster.

STAGE 1 Rapidash **HP 100** 



Searing Flame 20
Your opponent's Active Pokémon is now Burned.
Agility 60
Flip a coin. If heads, prevent all effects of attacks, including damage, done to this Pokémon during your opponent's next turn.

Weakness:  × 2 **Resistance:**  **Retreat:** 

Ill. Shigeru Nagata
18/181

Very competitive, this Pokémon will chase anything that moves fast in the hopes of catching it.

BASIC Moltres HP 120

NO. 146 Rare Pokémon HT 8.031" WT 132.3 lbs.

Top Burner
Discard all Energy from this Pokémon. Then, discard a card from the top of your opponent's deck for each Energy you discarded in this way.

Fire Spin 180
Discard 3 Energy from this Pokémon.

weakness $\times 2$ resistance -20 retreat

Ab. Skin Negation
19/181

It is said to be the legendary bird Pokémon of fire. Every flap of its wings creates a blazing trail of flames.

BASIC Litten HP 60

NO. 725 Rare Cat Pokémon HT 1.06" WT 5.5 lbs.

Fasten Claws 10+
Flip a coin. If heads, this attack does 10 more damage.

weakness $\times 2$ resistance retreat

Ab. Intimidation
20/181

It doesn't allow its enemies to be easily seen. Latching its trust takes time. It pretends to be shy.

STAGE 1 Torracat HP 90

NO. 726 Rare Cat Pokémon HT 2.04" WT 15.5 lbs.

Roar
Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

Claw Slash 60

weakness $\times 2$ resistance retreat

Ab. Serrated Scales
23/181

It boasts powerful front legs. With a single punch, it can bend an axe bar right over.

BASIC Squirtle HP 50

NO. 007 Tiny Turtle Pokémon HT 1.08" WT 10.9 lbs.

Ability Floating Shell
If you have a Stadium card in play, this Pokémon has no Retreat Cost.

Water Gun 30

weakness $\times 2$ resistance retreat

Ab. Intimidation
22/181

It shells back in its shell, then strikes back with sprays of water at every opportunity.

BASIC Squirtle HP 70

NO. 007 Tiny Turtle Pokémon HT 1.08" WT 10.9 lbs.

Tackle 10

Rain Splash 20

weakness $\times 2$ resistance retreat

Ab. Intimidation
23/181

It shells back in its shell, then strikes back with sprays of water at every opportunity.

STAGE 1 Wartortle HP 90

NO. 008 Turtle Pokémon HT 3.02" WT 40.8 lbs.

Tackle 30

Waterfall 70

weakness $\times 2$ resistance retreat

Ab. Nice Tether
24/181

When tapped, this Pokémon will pull in its head, but its tail will stick out a little bit.

STAGE 2 Blastoise HP 160

NO. 009 Shellish Pokémon HT 5.02" WT 388.5 lbs.

Ability Powerful Squall
Once during your turn (before your attack), you may look at the top 6 cards of your deck and attach any number of Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

Hydro Tackle 150
This Pokémon does 30 damage to itself.

weakness $\times 2$ resistance retreat

Ab. Weak Argo
25/181

It catches its foe under its heavy body to cause damage. It opens it up if it is without its shell.

BASIC Psyduck HP 60

NO. 054 Duck Pokémon HT 2.02" WT 41.2 lbs.

Headache 10
Flip a coin. If heads, your opponent can't play any Trainer cards from their hand during their next turn.

weakness $\times 2$ resistance retreat

Ab. Kwik Sneeze
26/181

Using psychokinetic powers it creates, so it can't be pushed the time spouting out and doing as little as possible.

STAGE 1 Golduck HP 110

NO. 055 Duck Pokémon HT 3.02" WT 168.9 lbs.

Amnesia 20
Choose 1 of your opponent's Active Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Swim 90
If any of your opponent's Pokémon have any Energy attached to them, you may do 90 damage to 1 of your opponent's Benched Pokémon instead of their Active Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness $\times 2$ resistance retreat

Ab. Mysterious Fish
27/181

Even fish swimming with Pokémon can be lured by Golduck. It brings them to a standstill and eats them.

BASIC **Staryu** **HP 50**



NO. 122 Star Shape Pokémon HT 2'07" WT 36.3 lbs.

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

weakness ♣ × 2 | resistance | retreat ♣

Ill. Ken Sugimori
34/181

In many places, there are folktales of starfish falling into the ocean and becoming Staryu.

BASIC **Magikarp** **HP 30**



NO. 129 Fish Pokémon HT 2'11" WT 22.0 lbs.

Enter the Dragon
Flip a coin. If heads, put a card that evolves from this Pokémon from your discard pile onto this Pokémon to evolve it.

weakness ♣ × 2 | resistance | retreat ♣

Ill. Ken Sugimori
29/181

In the distant past, they were fairly strong, but they have become gradually weaker over time.

STAGE 1 **Gyarados** **HP 150**

Evolves from Magikarp



NO. 130 Aquatic Pokémon HT 2'10" WT 138.1 lbs.

Distilled Blast 30+
Reveal the top 7 cards of your deck. This attack does 30 more damage times the amount of ♣ Energy you find there. Then, shuffle those Energy cards back into your deck and discard the other cards.

Hyper Beam 100
Discard an Energy from your opponent's Active Pokémon.

weakness ♣ × 2 | resistance | retreat ♣ ♣ ♣

Ill. Ken Sugimori
30/181

Gyarados breathes in all directions, burning the surrounding area to ash. There are some regions where it's called "the deity of destruction."

BASIC **Lapras** **HP 130**



NO. 131 Transport Pokémon HT 8'02" WT 483.0 lbs.

Confuse Ray
Your opponent's Active Pokémon is now Confused.

Hydro Pump 10+
This attack does 30 more damage times the amount of ♣ Energy attached to this Pokémon.

weakness ♣ × 2 | resistance | retreat ♣ ♣

Ill. Ken Sugimori
31/181

It likes swimming around in hot people on its back. In the Alola region, it's an important means of transportation over water.

BASIC **Articuno** **HP 110**



NO. 144 Freeze Pokémon HT 5'07" WT 222.3 lbs.

Ability: Blizzard Veil
As long as this Pokémon is your Active Pokémon, whenever your opponent plays a Supporter card from their hand, prevent all effects of that card done to your Benched ♣ Pokémon.

Cold Cyclone 70
Move 2 ♣ Energy from this Pokémon to 1 of your Benched Pokémon.

weakness ♣ × 2 | resistance ♣ -20 | retreat ♣ ♣

Ill. Yusaku Kurosawa
32/181

A legendary bird Pokémon. It can create blizzards by freezing moisture in the air.

BASIC **Pikachu&Zekrom GX** **HP 240**

TAG TEAM



NO. 145

Full Blitz 150
Search your deck for up to 3 ♣ Energy cards and attach them to 1 of your Pokémon (then, shuffle your deck).

Tag Bolt GX 200
If this Pokémon has at least 3 extra ♣ Energy attached to it (in addition to the energy cost), this attack does 200 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (The maximum HP is 240.) (Energy cost is 0.)

weakness ♣ × 2 | resistance ♣ -20 | retreat ♣ ♣ ♣

Ill. Shinjiro Araki
33/181

TAG TEAM rule When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

BASIC **Alolan Geodude** **HP 60**



NO. 014 Rock Pokémon HT 1'05" WT 44.8 lbs.

Self-Destruct 60
This Pokémon does 60 damage to itself.

weakness ♣ × 2 | resistance ♣ -20 | retreat ♣ ♣

Ill. Yukio Baba
34/181

If you mistake it for a rock and step on it, it will headbutt you in anger. In addition to the pain, it will also zap you with a shock.

BASIC **Alolan Geodude** **HP 70**



NO. 014 Rock Pokémon HT 1'05" WT 44.8 lbs.

Charge
Search your deck for up to 2 ♣ Energy cards and attach them to this Pokémon. Then, shuffle your deck.

Smash Bomb 50
Flip a coin. If tails, this attack does nothing.

weakness ♣ × 2 | resistance ♣ -20 | retreat ♣ ♣

Ill. Yukio Baba
35/181

If you mistake it for a rock and step on it, it will headbutt you in anger. In addition to the pain, it will also zap you with a shock.

STAGE 1 **Alolan Graveler** **HP 100**

Evolves from Alolan Geodude



NO. 015 Rock Pokémon HT 1'03" WT 34.2 lbs.

Rollout 30

Electroslug 100

weakness ♣ × 2 | resistance ♣ -20 | retreat ♣ ♣ ♣

Ill. Mitsu Tsuruta
36/181

When two Graveler fight each other, it fills the surroundings with flashes of light and sound. People call it the "fireworks of the earth."

STAGE 2 Alolan Golem HP 180 ⚡

Evolves from Alolan Graveler



NO. 076 Megaform Pokémon HT 5'02" WT 596.3 lbs.

Electromagnetic Bomb 20×
Move any number of ⚡ Energy from your Benched Pokémon to this Pokémon. This attack does 20 damage for each Energy card you moved in this way.

⚡⚡⚡⚡⚡ **Super Zap Cannon** 190
Discard 2 Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡⚡⚡

Ill. Ken Sugimori
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It's grumpy and stubborn. If you upset it, it discharges electricity from the surface of its body and growls with a voice like thunder.

BASIC Voltorb HP 50 ⚡



NO. 200 Ball Pokémon HT 1'08" WT 22.9 lbs.

Tackle 20

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡

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38/181 •
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It was discovered when Poké Balls were introduced. It is said that there is some connection.

STAGE 1 Electrode HP 90 ⚡

Evolves from Voltorb



NO. 103 Ball Pokémon HT 2'11" WT 548.8 lbs.

Ability **Electro Shaker**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may move any number of ⚡ Energy from your Pokémon to your other Pokémon in any way you like.

⚡⚡ **Speed Ball** 50

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡

Ill. Anko In
35/181 •
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It explodes in response to even minor stimuli. It is afraid, with the nickname of "The Bomb Ball."

BASIC Zapdos HP 110 ⚡



NO. 145 Electric Pokémon HT 5'03" WT 116.0 lbs.


Thunderous Assault 10+
If this Pokémon was on the Bench and became your Active Pokémon this turn, this attack does 70 more damage. This attack's damage isn't affected by Weakness.

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡⚡

Ill. Ken Sugimori
40/181 •
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A legendary Pokémon that is said to live in thunderclouds. It freely controls lightning bolts.

BASIC Mareep HP 60 ⚡



NO. 179 Wood Pokémon HT 2'02" WT 17.3 lbs.

Shock Bolt 30
Discard all ⚡ Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡

Ill. Akira Komayama
41/181 •
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It stores lots of air in its soft fur, allowing it to stay cool in summer and warm in winter.

STAGE 1 Flaaffy HP 90 ⚡

Evolves from Mareep



NO. 180 Wood Pokémon HT 2'03" WT 25.3 lbs.

Electric Punch 30

⚡⚡ **Shock Bolt** 60
Discard all ⚡ Energy from this Pokémon.

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡⚡

Ill. Shiroasa
42/181 •
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If its coat becomes fully charged with electricity, its tail lights up. It has hair that rips on impact.

STAGE 2 Ampharos GX HP 240 ⚡

Evolves from Flaaffy



NO. 167 Electric Pokémon HT 5'03" WT 175.8 lbs.

Power Recharge 30
Put all Electropower cards from your discard pile into your hand.

⚡⚡ **Impact Bolt** 150
Discard all ⚡ Energy from this Pokémon.

Electrical GX
Search your deck for up to 7 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck. (This GX attack can only be used in GX battles.)

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡⚡

Ill. Shin Gotoh
43/181 •
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Pokémon-GX rule When your Pokémon-GX is Knocked Out, your opponent takes 1 Prize card.

BASIC Blitzle HP 60 ⚡



NO. 522 Electric Pokémon HT 2'03" WT 65.7 lbs.

Delivery Dash
Search your deck for up to 2 Electropower cards, reveal them, and put them into your hand. Then, shuffle your deck.

⚡⚡ **Zap Kick** 20

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡

Ill. Akira Komayama
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In some areas when it discharges electricity, its mane shines when it discharges electricity. They use the frequency and rhythm of these flashes to communicate.

STAGE 1 Zebstrika HP 120 ⚡

Evolves from Blitzle



NO. 523 Thunderbolt Pokémon HT 5'03" WT 175.8 lbs.

Raid 30+
If this Pokémon evolved from Blitzle during this turn, this attack does 90 more damage.

⚡⚡⚡ **Mach Bolt** 100

weakness ⚡ × 2 resistance ⚡ -20 retreat ⚡

Ill. Shin Gotoh
45/181 •
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They have lightning-like movements. When Zebstrika run at full speed, the sound of thunder reverberates.

BASIC **Emolga** **HP 60** ⚡



NO. 587 Sky Viper Pokémon HT: 1'08" WT: 11.0 lbs.

Ability **Nuzzlely Gathering**
Once during your turn (before your attack), you may search your deck for a Pokémon that has the Nuzzle attack, reveal it, and put it into your hand. Then, shuffle your deck.

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

weakness ⚡ x 2 resistance ♁ -20 retreat

Ill. Megumi Mizuno
46/181 •
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It grabs berries and bug Pokémon with electric shocks and makes a meal of them. It usually nests in the holes gouged in trees by Piplup.

BASIC **Joltik** **HP 40** ⚡



NO. 595 Attaching Pokémon HT: 0'08" WT: 1.3 lbs.

⚡ **Leech Life** **10**
Heal from this Pokémon the same amount of damage you did to your opponent's Active Pokémon.

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. Taka Mori
47/181 •
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They attach themselves to large-bodied Pokémon and absorb static electricity, which they store in an electric globe.

STAGE 1 **Galvantula** **HP 90** ⚡



NO. 596 Spider Pokémon HT: 2'07" WT: 21.5 lbs.

Ability **Unnerve**
Whenever your opponent plays an Item or Supporter card from their hand, prevent all effects of that card done to this Pokémon.

⚡ **Spider Thread** **40**
Put a card from your discard pile into your hand.

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. SATOSHI NAKAI
48/181 •
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When attacked, they create an electric barrier by spitting out many electrically charged threads.

BASIC **Helioptile** **HP 60** ⚡



NO. 604 Generator Pokémon HT: 1'08" WT: 13.2 lbs.

⚡ **Pound** **10**

⚡ ⚡ ⚡ **Static Shock** **40**

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. Ken Sugimori
49/181 •
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The hills on either side of its head have cells that generate electricity when exposed to sunlight.

STAGE 1 **Heliolisk** **HP 100** ⚡



NO. 605 Generator Pokémon HT: 2'07" WT: 40.3 lbs.

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

⚡ ⚡ ⚡ **Volt Switch** **90**
Switch this Pokémon with 1 of your Benched ⚡ Pokémon.

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. Sanyashiki Koki
50/181 •
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It stimulates its muscles with electricity, boosting the strength in its legs and enabling it to run 100 yards in five seconds.

BASIC **Tapu Koko** **HP 130** ⚡



NO. 607 Fairy Pokémon HT: 2'08" WT: 15.4 lbs.

Ability **Dance of the Ancients**
Once during your turn (before your attack), if this Pokémon is on your Bench, you may choose 2 of your Benched Pokémon and attack a ⚡ Energy card from your discard pile to each of them. If you do, discard all cards from this Pokémon and put it in the Lost Zone.

⚡ ⚡ ⚡ **Mach Bolt** **120**

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. Koki Saitoh
51/181 •
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It confuses its enemies by flying too quickly for the eye to follow. It has a hair-trigger temper but knows what made it angry an instant later.

BASIC **Zeraora** **HP 120** ⚡



NO. 807 Thunder-Lap Pokémon HT: 6'11" WT: 98.1 lbs.

⚡ **Slash** **20**

⚡ ⚡ ⚡ **Wild Charge** **120**
This Pokémon does 20 damage to itself.

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. Koki Saitoh
52/181 •
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It electrifies its claws and tears its opponents apart with them. Even if they dodge its attack, they'll be electrocuted by the flying sparks.

BASIC **Gengar&Mimikyu GX** **HP 240** ⚡



NO. 808 Ghost Pokémon HT: 6'07" WT: 100.0 lbs.

Poltergeist **50x**
Your opponent reveals their hand. This attack does 30 damage for each Trainer card you find there.

Horror House GX
Your opponent can't play any cards from their hand during their next turn. If this Pokémon has no basic ⚡ type, Ⓞ being restrained on it in addition to this attack's effect, each player chooses exactly one of their own 7 cards to their hand. (The entire deck is 100 cards at game start.)

weakness ♁ x 2 resistance ♁ -20 retreat ⚡ ⚡

Ill. Atsuhiko Aoki
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TAG TEAM rule
When your TAG TEAM is Knocked Out, your opponent takes 7 Prize cards.

BASIC **Nidoran♀** **HP 60** ⚡



NO. 629 Poison Pin Pokémon HT: 1'08" WT: 15.4 lbs.

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

⚡ ⚡ **Scratch** **20**

weakness ♁ x 2 resistance ♁ -20 retreat ⚡

Ill. Aki Aoki
54/181 •
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Although small, its venous sacs render this Pokémon dangerous. The female has smaller horns.



Family Rescue
Shuffle 5 ♣ Pokémon from your discard pile into your deck.

Bite 30

weakness ♣ x2 resistance retreat ♣

Illus. Kagemaru Kinoshita SS/181

The female has a gentle temperament. It needs ultrasonic waves that have the power to subdue foes.



Ability Queen's Call
Once during your turn (before your attack), you may search your deck for a Pokémon that isn't a Pokémon-GX or Pokémon-EX, reveal it, and put it into your hand. Then, shuffle your deck.

Power Lariat 10+

This attack does 50 more damage for each Evolution Pokémon on your Bench.

weakness ♣ x2 resistance retreat ♣ ♣ ♣

Illus. Kagemaru Kinoshita SS/181

It uses its sharp, jagged hooves to seal the entrance of its cave and protect its young from predators.



Peck 10

Horn Attack 20

weakness ♣ x2 resistance retreat ♣

Illus. Natsuy Kinura SS/181

It uses its surroundings by raising its horn out of the grass. Its horn horn is for protection.



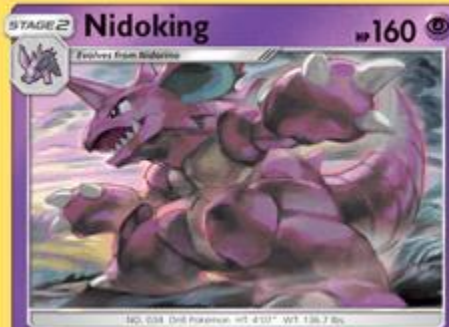
Peck 20

Horn Drill 60

weakness ♣ x2 resistance retreat ♣ ♣

Illus. Kuni Sato SS/181

It raises its big ears to check its surroundings. If it senses anything, it attacks immediately.



Drag Off
Switch 1 of your opponent's Benched Pokémon with their Active Pokémon. This attack does 50 damage to the new Active Pokémon.

King's Drum 100+

If Nidoqueen is on your Bench, this attack does 100 more damage.

weakness ♣ x2 resistance retreat ♣ ♣ ♣

Illus. Kenji Eno SS/181

It is recognized by its rock-hard hide and its extended horns. Be careful with the horns, as it can cause a wound.



Wrap 10

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

weakness ♣ x2 resistance retreat ♣

Illus. Ken Sugimori SS/181

It drills through the sea searching for prey. Its poisonous tentacles break off sometimes, but after a while, they grow back.



Void Tentacles
Your opponent's Active Pokémon is now Confused and Poisoned.

Paranormal 70

During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Ultra Beasts.

weakness ♣ x2 resistance retreat ♣

Illus. Kagemaru Kinoshita SS/181

It fires off ultrasonic waves from its red orbs to weaken its prey, and then it wraps them up in its tentacles.



Pound 10

weakness ♣ x2 resistance retreat ♣ ♣

Illus. Ken Sugimori SS/181

It was born from sludge on the ocean floor. In a polluted environment, the genes within its body can't multiply, and it dies.



Ability Poison Sacs
The Special Condition Poisoned is not removed when your opponent's Pokémon evolve or deolve.

Toxic Secretion 40

Your opponent's Active Pokémon is now Poisoned. Put 2 damage counters instead of 1 on that Pokémon between turns.

weakness ♣ x2 resistance retreat ♣ ♣ ♣

Illus. Anzaki Dymon SS/181

These food sources have decreased, and their numbers have declined sharply. Sludge grubs are being built to prevent their extinction.

STAGE 1 **Alolan Marowak** **HP 120** Ⓢ

Evolves from Cubone



NO. 103, Bone Keeper Pokémon HT: 8'03" WT: 215.0 lbs.

Limbo Limbo
Search your deck for up to 2 basic Energy cards and attach them to your Pokémon in any way you like. Then, shuffle your deck.

★★ **Alolan Club** **20×**
This attack does 20 damage for each of your Pokémon in play that has Alolan in its name.

weakness ⚡ × 2 | resistance ♀ -20 | retreat ⚡

Ill. Aki Ito
64/181 •

Its custom is to murder its lost companions. Moments of grief by the side of the road mark the graves of the Marowak.

STAGE 1 **Starmie** **HP 80** Ⓢ

Evolves from Staryu



NO. 121, Mysterious Pokémon HT: 1'03" WT: 216.8 lbs.

★ **Strange Wave** **40**
Search your deck for up to 3 in any combination of ⚡ and Ⓢ Energy cards and attach them to 1 of your Benched Pokémon. Then, shuffle your deck.

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Minor
65/181 •

In sparkling, calm, it's called "the gem of the sea." This card can be made into high-priced accessories that are traded in secret.

BASIC **Mr. Mime** **HP 80** Ⓢ



NO. 122, Barrier Pokémon HT: 8'03" WT: 125.1 lbs.

Ability **Scoop-Up Block**
Your opponent's Pokémon that have any damage counters on them, and any cards attached to those Pokémon, can't be put into your opponent's hand.

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

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Akira Nishida
66/181 •

Its pastime is to be wonderful. You may become engrossed while watching it, but next thing you know, Mr. Mime has made a real wall.

BASIC **Mr. Mime GX** **HP 150** Ⓢ



Ability **Magic Odds**
Prevent all damage done to this Pokémon by your opponent's attacks if that damage is exactly 10, 30, 80, 70, 90, 110, 130, 150, 170, 190, 210, 230, or 250.

Ⓢ★ **Breakdown**
For each card in your opponent's hand, put 1 damage counter on their Active Pokémon.

★ **Life Trick GX**
Heal all damage from this Pokémon, the card on top of 1 (GX enables a gem).

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Shou Gojioka
67/181 •

Pokémon-GX rule: When your Pokémon-GX is Knocked Out, your opponent takes 1 Prize card.

BASIC **Jynx** **HP 90** Ⓢ



NO. 124, Human Stage Pokémon HT: 6'03" WT: 89.3 lbs.

★ **Dazzle Dance**
Your opponent's Active Pokémon is now Confused.

Ⓢ★ **Mysterious Dance**
For each of your opponent's Benched Pokémon, put 1 damage counter on your opponent's Pokémon in any way you like.

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Hironobu Sakurai
68/181 •

It waves its hips as if they're all its own. The precise movements of Jynx living in Aloya are truly wonderful.

BASIC **Cosmog** **HP 50** Ⓢ



NO. 100, Nebula Pokémon HT: 0'08" WT: 0.2 lbs.

Ability **Cosmic Guard**
As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

★ **Mumble** **10**

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Mitsuhiro
69/181 •

In Aloya, it was called the child of the stars. It's said to be a Pokémon from another world, but no one like details are known.

STAGE 1 **Cosmoem** **HP 100** Ⓢ

Evolves from Cosmog



NO. 290, Possible Pokémon HT: 8'04" WT: 2204.4 lbs.

★ **Nap**
Heal 20 damage from this Pokémon.

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Koki Saito
70/181 •

There's something accumulating around the black cap within its hard shell. People think this Pokémon may come from another world.

BASIC **Mankey** **HP 50** Ⓢ



NO. 056, Pig Monkey Pokémon HT: 1'08" WT: 61.7 lbs.

★ **Scout**
Your opponent reveals their hand.

Ⓢ★ **Low Kick** **30**

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Akira Komiyama
71/181 •

The smallest of things could cause it to lose its temper. Because it doesn't hold in its stress, this Pokémon can live a long time.

STAGE 1 **Primeape** **HP 90** Ⓢ

Evolves from Mankey



NO. 057, Pig Monkey Pokémon HT: 8'03" WT: 20.5 lbs.

★ **Low Kick** **30**

Ⓢ★★★ **Wreck** **80+**
If there is any Stadium card in play, this attack does 80 more damage. Then, discard that Stadium card.

weakness ⚡ × 2 | resistance ♀ | retreat ⚡

Ill. Anzaki Dynamis
72/181 •

It will never forgive opponents who have injured it. Even also if it has beaten them down, and they can't move, it never ever forgives.

BASIC Hitmonlee HP 100



NO. 106 Fighting Pokémon HT: 4'11" WT: 139.4 lbs.

Special Combo
You can use this attack only if your Hitmonchan used Hit and Run during your last turn. This attack does 90 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Mega Kick 90

weakness x 2 | resistance | retreat

Ill. Tomokazu Kameyama
73/181

The legs freely connect and stretch. The stretchy legs allow it to hit a distant foe with a rising kick.

BASIC Hitmonchan HP 90



NO. 107 Fighting Pokémon HT: 4'07" WT: 103.7 lbs.

Hit and Run 30
You may switch this Pokémon with 1 of your Benched Pokémon.

Magnum Punch 70

weakness x 2 | resistance | retreat

Ill. Tomokazu Kameyama
74/181

The arm-trailing punches it throws pulverize even concrete. It rests after three minutes of fighting.

STAGE 1 Omanyte HP 90

Evolves from Unidentified Fossil



NO. 138 Special Pokémon HT: 1'04" WT: 16.5 lbs.

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

weakness x 2 | resistance | retreat

Ill. Mafu Harada
75/181

Omanyte lived in the seas of antiquity. Its fossils have been found bearing little marks from Archipelago, so apparently An heaps played on it.

STAGE 2 Omastar HP 130

Evolves from Omanyte



NO. 139 Special Pokémon HT: 2'01" WT: 27.2 lbs.

Ability Fossil Bind
As long as you have fewer Pokémon in play than your opponent, they can't play any Item cards from their hand.

Bite 60

weakness x 2 | resistance | retreat

Ill. Kenji Masuda
76/181

Its heavy shell is thought to be the reason this ancient Pokémon died out. It's apparently a distant ancestor of Octillery.

STAGE 1 Kabuto HP 90

Evolves from Unidentified Fossil



NO. 140 Shellfish Pokémon HT: 1'08" WT: 25.4 lbs.

Ramming Shell 40
During your opponent's next turn, this Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

weakness x 2 | resistance | retreat

Ill. Kenji Masuda
77/181

This Pokémon thrived 330 million years ago. It's said that living specimens can still be seen in a certain region—a rare sight.

STAGE 2 Kabutops HP 140

Evolves from Kabuto



NO. 141 Shellfish Pokémon HT: 4'01" WT: 89.3 lbs.

Ability Fossilized Memories
As long as this Pokémon is your Active Pokémon, your opponent can't play any Supporter cards from their hand.

Rock Slide 80
This attack does 20 damage to 2 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness x 2 | resistance | retreat

Ill. Shin Higashino
78/181

Its body had begun to change as it could function on land, but it didn't adapt in time and went extinct.

BASIC Larvitar HP 70



NO. 286 Rock Type Pokémon HT: 2'00" WT: 158.7 lbs.

Chip Away 30
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness x 2 | resistance | retreat

Ill. Ken Sugimori
79/181

Right deep underground, it comes aboveground and becomes a pupa once it has finished eating the surrounding soil.

STAGE 1 Pupitar HP 80

Evolves from Larvitar



NO. 287 Hard Shell Pokémon HT: 3'11" WT: 325.3 lbs.

Payback 30+
If your opponent has exactly 1 Prize card remaining, this attack does 90 more damage.

weakness x 2 | resistance | retreat

Ill. Anzaki Dymon
80/181

Its shell is as hard as steel rock, and it is also very strong. Its breaking can topple a mountain.

BASIC Pancham HP 60



NO. 676 Pseudo Pokémon HT: 2'00" WT: 17.6 lbs.

Arm Thrust 40
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon. If tails, this attack does nothing.

weakness x 2 | resistance | retreat

Ill. Yuka Mochi
81/181

There's no point to the lead in its mouth, aside from an effort to look cool. It's a mischievous, so it's not well suited to experienced trainers.

STAGE 1 Lycanroc GX HP 200

Evolves from Rockruff



Ability Twilight Eyes
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may discard an Energy attached to your opponent's Active Pokémon.

Accelerock 120

Splintered Shards GX 30×

This attack does 30 damage for each Energy card in your opponent's discard pile. (Don't apply Weakness and Resistance for GX attacks.)

weakness **x2** resistance retreat

Ill. Ilex Graphics
Pokémon-GX.com
When your Pokémon-GX is Knocked Out, your opponent takes 1 Prize card.

BASIC Alolan Grimer HP 70



Chemical Breath 20+

This attack does 50 more damage for each Special Condition affecting your opponent's Active Pokémon.

weakness **x2** resistance -20 retreat

Ill. SAITOH NAKAI
The crystals on Grimer's body are lumps of sulfur. If one falls off, lethal poisons leak out.

STAGE 1 Alolan Muk HP 120

Evolves from Alolan Grimer



Ability Adrenaline Appetite
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may look at the top 6 cards of your opponent's deck and discard any number of Item cards you find there. Your opponent shuffles the other cards back into their deck.

Gunk Shot 80

Your opponent's Active Pokémon is now Poisoned.

weakness **x2** resistance -20 retreat

Ill. Mafan Harada
While it's unappetizing to eat and handle, it's not too far from a delicacy. It will attack its Trainer's leftovers and eat up the leftovers.

STAGE 2 Tyranitar HP 170

Evolves from Pupitar



Spinning Tail
This attack does 30 damage to each of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Bite Off 130+

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

weakness **x2** resistance -20 retreat

Ill. Phoenix
It can dig, it can knock down mountains and burn trees. Maps must be redrawn afterward.

BASIC Poochyena HP 70



Howl in the Dark
Search your deck for up to 2 ♡ Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Bite 10

weakness **x2** resistance -20 retreat

Ill. Ken Sugimori
It has a very loud howl. In its howl, it will let it chase a chosen prey without ever losing track.

STAGE 1 Mightyena HP 100

Evolves from Poochyena



Bite 30

Dark Fang 50

Discard a random card from your opponent's hand.

weakness **x2** resistance -20 retreat

Ill. Kuroki
It howls down prey at a pack of around ten. They defeat foes with perfectly coordinated teamwork.

BASIC Absol HP 100



Ability Dark Aura
If your opponent's Active Pokémon is a Basic Pokémon, its Retreat Cost is ★ more.

Shadow Seeker 30+

This attack does 30 more damage for each ★ in your opponent's Active Pokémon's Retreat Cost.

weakness **x2** resistance -20 retreat

Ill. ogino
Although it's said to bring disaster, in actuality, this Pokémon possesses a calm disposition and warns people of any crimes that loom.

BASIC Spiritomb HP 70



Spirit Compressor
Search your deck for up to 4 Pokémon and discard them. Then, shuffle your deck.

Spooky Shot 20

weakness resistance retreat

Ill. HIGUCHIYOSHI
It was found to be a creature in a video game as punishment for misdeeds 500 years ago.

BASIC Zorua HP 60



Hide in Shadows
Switch this Pokémon with 1 of your Benched Pokémon.

weakness **x2** resistance -20 retreat

Ill. Naoya Kiuchi
To protect themselves from danger, they hide their true identities by pretending to be people and Pokémon.

STAGE 1 Zoroark **HP 110**

Evolves from Zorua



Taunt
Switch 1 of your opponent's Benched Pokémon with their Active Pokémon.

Night Punishment 20×
This attack does 20 damage for each Pokémon in your discard pile. You can't do more than 200 damage in this way.

weakness **× 2** resistance **-20** retreat **♣**

Ill. Masakazu Fukuda
92/181

Both between their Pokémon are very strong, a probe to the safety of its pack by tracking its opponents.

BASIC Vullaby **HP 60**



Collect
Draw a card.

Corkscrew Punch 10

weakness **× 2** resistance **-20** retreat **♣**

Ill. Et Nomaki
92/181

It can't fly yet and must wait until it's wings have developed more. Since it's still a young bird, it hops around a lot.

STAGE 1 Mandibuzz **HP 120**

Evolves from Vullaby



Trash Crash
Discard an Item card from your hand. If you do, this attack does 60 damage to 1 of your opponent's Pokémon. This damage isn't affected by Weakness or Resistance.

Brave Bird 120
This Pokémon does 30 damage to itself.

weakness **× 2** resistance **-20** retreat **♣**

Ill. Ayako Yoshida
92/181

It catches its prey, keeping a keen eye for Pokémon in a weakened state. Its character is a Calyx.

STAGE 1 Pangoro **HP 140**

Evolves from Panchseal



Tighten Up 60
Your opponent discards 2 cards from their hand.

Tantrum 170
This Pokémon is now Confused.

weakness **× 2** resistance **-20** retreat **♣**

Ill. Satoshi Shimu
94/181

From the slight twitch of its snout, it can detect its opponent's movements. It's eager to snarl and lunge toward its opponents.

BASIC Yveltal **HP 110**



Derail 30
Discard a Special Energy from your opponent's Active Pokémon.

Clutch 60
The Defending Pokémon can't retreat during your opponent's next turn.

weakness **× 2** resistance **-20** retreat

Ill. Mas Takahashi
95/181

When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

BASIC Hoopa GX **HP 190**



Rogue Ring
Search your deck for up to 2 cards and put them into your hand. Then, shuffle your deck.

Dark Strike 160
This Pokémon can't use Dark Strike during your next turn.

Devilish Hands GX
Choose 1 of your opponent's Pokémon-GX or Pokémon-GP & then, (if you choose the same Pokémon more than once) for each time you choose a Pokémon, do 10 damage to 1 (10 damage both affected by Weakness or Resistance, if weakness is not GX multi-stage).

weakness **× 2** resistance **-20** retreat **♣**

Ill. Shou Graphics
96/181

When your Pokémon-GX is Knocked Out, your opponent takes 1 Prize card.

STAGE 2 Incineroar GX **HP 250**

Evolves from Dartrick



Ability Scar Charge
Once during your turn (before your attack), you may put 3 damage counters on this Pokémon. If you do, search your deck for up to 3 Energy cards and attach them to this Pokémon. Then, shuffle your deck.

Crushing Punch 130
Discard a Special Energy from your opponent's Active Pokémon.

Darkest Tornado GX 10+
This attack does 30 more damage for each damage counter on this Pokémon (your Incineroar GX's GX attack is exempt).

weakness **× 2** resistance **-20** retreat **♣**

Ill. Shou Graphics
97/181

When your Pokémon-GX is Knocked Out, your opponent takes 1 Prize card.

BASIC Skarmory **HP 110**



Calm Strike 20+
If you have used your GX attack, this attack does 70 more damage.

Steel Wing 90
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

weakness **× 2** resistance **-20** retreat **♣**

Ill. Kishida
98/181

Its metal body is sturdy, but it does not catch easily. So on calm days, this Pokémon prefers to stay put in its nest.

BASIC Jirachi **HP 70**



Ability Stellar Wish
Once during your turn (before your attack), if this Pokémon is your Active Pokémon, you may look at the top 5 cards of your deck, reveal a Trainer card you find there, and put it into your hand. Then, shuffle the other cards back into your deck, and this Pokémon is now Asleep.

Slap 30

weakness **× 2** resistance **-20** retreat **♣**

Ill. HYOGOOSUKE
99/181

It is said to have the ability to grant any wish for just one week every 10,000 years.

BASIC Bronzor HP 50



NO. 436 Basic Pokémon HT 1.00' WT 133.4 lbs.

Ability Evolutionary Advantage
If you go second, this Pokémon can evolve during your first turn.

Tackle 20

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Ken Sugimori
100/181

Impurities shaped like it were discovered in ancient fossils. It is unknown if they are related.

STAGE 1 Bronzong HP 130



NO. 437 Stage 1 Pokémon HT 4.03' WT 452.2 lbs.

Ability Heatproof
Prevent all damage done to this Pokémon by attacks from your opponent's ♣ Pokémon.

Shady Stamp 70
Your opponent's Active Pokémon is now Confused.

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. Mas Tsurui
101/181

Ancient people believed that possessing Evolving for cast was the way to make crops grow.

BASIC Ferroseed HP 60



NO. 587 Basic Pokémon HT 2.00' WT 41.4 lbs.

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

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. Shigeru Nagaki
102/181

It absorbs the iron atoms in the rock while clinging to the ceiling. It shows spikes when it rains.

STAGE 1 Ferrothorn HP 120



NO. 588 Stage 1 Pokémon HT 1.03' WT 242.5 lbs.

Guard Press 20
During your opponent's next turn, this Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Thorn Pod Throw 80
This attack does 20 damage times the amount of ♣ Energy attached to this Pokémon to 1 of your opponent's Benched Pokémon. You can't do more than 100 damage to a Benched Pokémon in this way. (Don't apply Weakness and Resistance for benched Pokémon.)

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. Hisano
103/181

They attack themselves to cause coins, firing their spines at targets passing by their.

BASIC Pawniard HP 60



NO. 624 Basic Pokémon HT 1.10' WT 22.5 lbs.

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

Scratch 20

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Masakazu Fukuda
104/181

Ignoring their injuries, groups attack by sinking the blades that cover their bodies into their prey.

STAGE 1 Bisharp HP 110



NO. 625 Stage 1 Pokémon HT 5.03' WT 154.9 lbs.

Single Lunge 30+
If this Pokémon has no damage counters on it, this attack does 90 more damage.

Power Edge 90

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. Azeaki Dynamic
105/181

Bisharp partners guard the company of a large group of Pawniard. Their Bisharp frothes off danger.

BASIC Cobalion GX HP 170



Ability Metal Symbol
Each of your Pokémon that has any ♣ Energy attached to it can't be affected by any Special Conditions. Remove any Special Conditions affecting those Pokémon.

Dueling Saber 50+
If there is any Stadium card in play, this attack does 60 more damage.

Iron Rule GX
During your opponent's next turn, their Pokémon can't attack. (This includes Pokémon that come into play on that turn.) (See rulebook for details.) GX cards can't be used!

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Shou Graphics
106/181

Pokémon-GX rule: When your Pokémon-GX is Knocked Out, your opponent loses 1 Prize card.

BASIC Honedge HP 60



NO. 679 Basic Pokémon HT 2.03' WT 4.4 lbs.

Cut Down
Flip a coin. If heads, discard an Energy from your opponent's Active Pokémon.

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. rei
107/181

If anyone dares to grab its bit, it rips a blue cloth around that person's arm and drains that person's life energy completely.

STAGE 1 Doublade HP 90



NO. 680 Stage 1 Pokémon HT 2.03' WT 9.9 lbs.

Tool Drop 30×
This attack does 30 damage for each Pokémon Tool card attached to all Pokémon.

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. Shin Nishizawa
108/181

The complex attack patterns of its two heads are unsurpassable, even for an opponent greatly outnumbered at showdown.

STAGE 2 Aegislash HP 140

Evolves from Doubleblade



Ability **Royal Guard**
This Pokémon takes 40 less damage from attacks (after applying Weakness and Resistance).

Shield Bash 100
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness ♣ × 2 resistance ♣ -20 retreat ♣ ♣ ♣

Ill. Kenjiro Nishino
109/181

Apparently, it can detect the minor qualities of its subjects. According to legend, whenever it roars, an opponent is destined to lose some king.

BASIC Klefki HP 60



Ability **Key of Secrets**
Each of your ♠ Pokémon's Resistance is now -40.

Ram 30

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Shigenori Nagaki
110/181

It seems to have 1000s of keys in its metal, glowing metal fins. For some reason, it collects keys.

STAGE 2 Alolan Ninetales HP 110

Evolves from Alolan Vulpix



Ability **Luminous Barrier**
Prevent all effects of attacks, including damage, done to this Pokémon by your opponent's Pokémon-EX or Pokémon-EX.

Aurora Beam 80

weakness ♣ × 2 resistance ♣ retreat ♣

Ill. Misa Tsuru
111/181

It creates rings of ice in its coat and showers them over its enemies. Anyone who enters it will be frozen solid in an instant.

BASIC Mimikyu HP 70



Filch
Draw 2 cards.

Copycat
If your opponent's Pokémon used an attack that isn't a GX attack during their last turn, use it as this attack.

weakness ♣ × 2 resistance ♣ retreat ♣

Ill. Et Nishiki
112/181

In school, appearance is not taken into account. A scholar who saw what was under its cap was overwhelmed by terror and died from the shock.

BASIC Latias&Latios GX HP 250

TAG TEAM



Buster Purge 240
Discard 3 Energy from this Pokémon.

Aero Unit GX
At the end of your turn, if you have 5 basic Energy cards in your discard pile, you may discard 1 Energy card from your discard pile to your Pokémon in any way you like. This Pokémon has 100 HP. (You can't use this attack if you have 100 or more HP.)

weakness ♣ × 2 resistance ♣ retreat ♣

Ill. Mizuhito Aoki
113/181

TAG TEAM rule
Knocked Out, your opponent takes 3 Prize cards.

STAGE 2 Alolan Exeggutor HP 160

Evolves from Exeggutor



Tropical Shake 20+
This attack does 20 more damage for each type of basic Energy card in your discard pile. You can't add more than 100 damage in this way.

weakness ♣ × 2 resistance ♣ retreat ♣ ♣ ♣

Ill. Anzaki Dyoniso
114/181

As it grows taller and taller, it evolves its reliance on psychic powers, while within a 200-meter radius of the sleeping dragon.

STAGE 2 Alolan Exeggutor HP 160

Evolves from Exeggutor



Paradise Draw
You may discard any number of cards from your hand. Then, draw cards until you have 6 cards in your hand.

Egg Splat 60×
Discard any number of Exeggutor from your hand. This attack does 60 damage for each card you discarded in this way.

weakness ♣ × 2 resistance ♣ retreat ♣ ♣ ♣

Ill. Susumu Sekino
115/181

Exeggutor is the pride of the Alolan people. Its image is carved into historical buildings and murals.

BASIC Dratini HP 60



Dragon Rage 60
Flip 2 coins. If either of them is tails, this attack does nothing.

weakness ♣ × 2 resistance ♣ retreat ♣ ♣

Ill. Mafan Horiuchi
116/181

It can't walk, so it falls on the floor of bodies of water, eating whatever food sinks down and being a quiet Ate.

BASIC Dratini HP 70



Ability **Defensive Scales**
Prevent all effects of your opponent's attacks, except damage, done to this Pokémon.

Rain Splash 10

weakness ♣ × 2 resistance ♣ retreat ♣ ♣

Ill. Koshi Sano
117/181

It's still weak, so it falls on the floor of bodies of water, eating whatever food sinks down and being a quiet Ate.

STAGE 1 Dragonair HP 90

Evolves from Dragonite



NO. 148 Dragon Pokémon HT 3'05" WT 36.4 lbs.

Twister 30

Flip 2 coins. For each heads, discard an Energy from your opponent's Active Pokémon. If both of them are tails, this attack does nothing.

weakness ♣ × 2 resistance retreat ♣

Ill. Shinji
124/181

Like where Dragonair lives are filled with whirlwinds from nearby, but since they're before the Pokémon is able to control the weather.

STAGE 2 Dragonite HP 160

Evolves from Dragonair



NO. 149 Dragon Pokémon HT 7'03" WT 463.0 lbs.

Ability Fast Call

Once during your turn (before your attack), you may search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck.

Dragon Claw 120

weakness ♣ × 2 resistance retreat ♣

Ill. Megumi Morino
119/181

It likes over napping, so as if they were nothing. Covering its eye, a single eyelid. Dubbed the Pokémon "The nap champion."

BASIC Eevee & Snorlax GX HP 270

TAG TEAM



Cheer Up

Attach an Energy card from your hand to 1 of your Pokémon.

Dump Truck Press 120+

If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 120 more damage.

Megaton Friends GX 210

If this Pokémon has at least 1 extra Energy attached to it (in addition to the attack's cost), draw cards until you have 10 cards in your hand. (You can't draw more than 10 cards.)

weakness ♣ × 2 resistance retreat ♣

Ill. Mizuhito Aoi
120/181

TAG TEAM rule When your TAG TEAM is knocked Out, your opponent takes 3 Prize cards.

BASIC Pidgey HP 50



NO. 016 Tiny Bird Pokémon HT 1'00" WT 4.0 lbs.

Collect

Draw a card.

Gust 20

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Shigenori Nagaki
121/181

A common sight in forests and woods, it flaps its wings at ground level to kick up blinding sand.

BASIC Pidgey HP 60



NO. 016 Tiny Bird Pokémon HT 1'00" WT 4.0 lbs.

Quick Attack 10+

Flip a coin. If heads, this attack does 10 more damage.

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Sanyuichi Kasai
122/181

A common sight in forests and woods, it flaps its wings at ground level to kick up blinding sand.

STAGE 1 Pidgeotto HP 60

Evolves from Pidgey



NO. 017 Bird Pokémon HT 3'03" WT 66.1 lbs.

Ability Air Mail

Once during your turn (before your attack), you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Gust 30

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Mitsu
123/181

The claws on its feet are well developed. It can carry prey such as a Haregale to its nest over 60 miles away.

STAGE 2 Pidgoot HP 130

Evolves from Pidgeotto



NO. 018 Bird Pokémon HT 4'11" WT 81.3 lbs.

Whirlwind 60

Your opponent switches their Active Pokémon with 1 of their Benched Pokémon.

Spin Storm

Your opponent puts their Active Pokémon and all cards attached to it into their hand.

weakness ♣ × 2 resistance ♣ -20 retreat ♣

Ill. Akira Komiyama
124/181

When hunting, it skims the surface of water at high speed to pick off unwary prey such as Magikarp.

BASIC Meowth HP 70



NO. 052 Scratch Cat Pokémon HT 1'04" WT 9.3 lbs.

Scratch 10

Bite 20

weakness ♣ × 2 resistance retreat ♣

Ill. Ken Sugimori
125/181

When visiting a junkyard, you may catch sight of it having an intense light with Marowak over shiny objects.

STAGE 2 Persian HP 100

Evolves from Meowth



NO. 053 Cat Pokémon HT 3'03" WT 70.5 lbs.

Make 'Em Pay 20

If your opponent has 4 or more cards in their hand, they reveal their hand. Discard cards you find there until your opponent has exactly 4 cards in their hand.

Sharp Claws 30+

Flip a coin. If heads, this attack does 60 more damage.

weakness ♣ × 2 resistance retreat ♣

Ill. Yukiko Boto
126/181

Although the jewel on its forehead appears to be a different color than those of Alolan Persian, it's mostly made of the same material.

BASIC Farfetch'd HP 80 ★



NO. 067 Wild Duck Pokémon HT 2'07" WT 33.3 lbs.

★ **Collect**
Draw 2 cards.

★ **Tool Buster** 20+
Before doing damage, discard all Pokémon Tool cards from your opponent's Active Pokémon. If you discarded a Pokémon Tool card in this way, this attack does 70 more damage.

weakness ♣ × 2 resistance ♠ -20 retreat ♣

Ill. Shirobō
♣ 127/181 ★
© 2013 Pokémon

The plant stalk it holds is its weapon. The stalk is used like a sword to cut all sorts of things.

BASIC Kangaskhan HP 130 ★



NO. 115 Parent Pokémon HT 2'07" WT 176.4 lbs.

★ **Fast Evolution**
Search your deck for up to 2 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

★★★ **Mega Punch** 80

weakness ♠ × 2 resistance ♣ -20 retreat ♣

Ill. Mitsu
♣ 128/181 ★
© 2013 Pokémon

Kangaskhan protects its child by keeping it in its pouch. It has zero forgiveness for those who harm its child and will beat them down.

BASIC Tauros HP 130 ★



NO. 118 Wild Bull Pokémon HT 2'07" WT 154.9 lbs.

★★ **Raging Herd** 10+
This attack does 10 more damage for each damage counter on all of your Tauros and Tauros-GX.

weakness ♠ × 2 resistance ♣ -20 retreat ♣

Ill. Kodomo
♣ 129/181 ★
© 2013 Pokémon

This lives in groups. The one with the longest, thickest, and most-scared horns is the boss of the herd.

STAGE 2 Aerodactyl HP 130 ★



NO. 142 Fossil Pokémon HT 5'11" WT 130.5 lbs.

★ **Supersonic**
Your opponent's Active Pokémon is now Confused.

★★★ **Fossil Fangs** 90+
If you don't have any Pokémon-GX or Pokémon-EX on your Bench, this attack does 90 more damage.

weakness ♣ × 2 resistance ♠ -20 retreat ♣

Ill. Hatachi
♣ 130/181 ★
© 2013 Pokémon

Recreated from DNA found in amber, this Pokémon exhibited toxicity that was greater than expected. Some casualties resulted.

BASIC Lugia HP 130 ★



NO. 249 Divine Pokémon HT 17'01" WT 476.2 lbs.

★ **Power Charger** 30
Search your deck for a basic Energy card and attach it to this Pokémon. Then, shuffle your deck.

★★★ **Blasting Wind** 110

weakness ♣ × 2 resistance ♠ -20 retreat ♣

Ill. Anzaki Dynamic
♣ 131/181 ★
© 2013 Pokémon

It is said to be the guardian of the seas. It is rumored to have been seen on the right of a storm.

BASIC Zangoose HP 100 ★



NO. 325 Cat Herd Pokémon HT 2'03" WT 88.8 lbs.

★ **Head Hunt**
Look at the top 6 cards of your deck, reveal any number of Pokémon you find there, and put them into your hand. Discard the other cards.

★★ **Slash** 40

weakness ♠ × 2 resistance ♣ -20 retreat ♣

Ill. Mitsu Tetsuo
♣ 132/181 ★
© 2013 Pokémon

Its fur would all stand on end if it smelled a Seviper nearby. Its sharp claws tear up its foes.

TRAINER | *Supporter*

Bill's Analysis



Look at the top 7 cards of your deck. You may reveal up to 2 Trainer cards you find there and put them into your hand. Shuffle the other cards back into your deck.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Naoki Saito
♣ 133/181 ★
© 2013 Pokémon

TRAINER | *Stadium*

Black Market ♦



Prize Card Rule: You can't have more than 1 ♦ card with the same name in your deck. If a ♦ card would go to the discard pile, put it in the Lost Zone instead.

When a ♣ Pokémon (yours or your opponent's) that has any ♣ Energy attached to it is Knocked Out by damage from an opponent's attack, that player takes 1 fewer Prize card.

Whenever any player plays an Item or Supporter card from their hand, prevent all effects of that card done to this Stadium card.

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Ill. Shōji Graybill
♣ 134/181 ★
© 2013 Pokémon

TRAINER | *Supporter*

Brock's Grit



Shuffle 6 in any combination of Pokémon and basic Energy cards from your discard pile into your deck.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Naoki Saito
♣ 135/181 ★
© 2013 Pokémon

TRAINER

Item

Buff Padding



Pokémon Tool

Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

If the Pokémon this card is attached to has a Retreat Cost of exactly 4, it gets +50 HP.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Yoshinori Sato
136/181
©2013 Pokémon

TRAINER

Supporter

Dana



You can play this card only if your opponent's Active Pokémon is a Stage 2 Pokémon.

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

You may play only 1 Supporter card during your turn (before your attack).

Ill. Magoni Mizuno
137/181
©2013 Pokémon

TRAINER

Item

Dangerous Drill



You can play this card only if you discard a ♣ Pokémon from your hand.

Discard a Pokémon Tool or Special Energy card from 1 of your opponent's Pokémon, or discard any Stadium card in play.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Toyoh Beach
138/181
©2013 Pokémon

TRAINER

Item

Electrocharger



Flip 2 coins. For each heads, shuffle an Electropower card from your discard pile into your deck.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Eiki Yoshida
139/181
©2013 Pokémon

TRAINER

Supporter

Erika's Hospitality



You can play this card only if you have 4 or fewer other cards in your hand.

Draw a card for each of your opponent's Pokémon in play.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Sanae Sakuma
140/181
©2013 Pokémon

TRAINER

Supporter

Evelyn



You can play this card only if your opponent's Active Pokémon is a Stage 1 Pokémon.

Draw 4 cards.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Magoni Mizuno
141/181
©2013 Pokémon

TRAINER

Item

Fairy Charm UB



Pokémon Tool

Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

Prevent all damage done to the ♠ Pokémon this card is attached to by attacks from your opponent's Ultra Beast Pokémon-GX and Ultra Beast Pokémon-EX.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Toyoh Beach
142/181
©2013 Pokémon

TRAINER

Item

Grass Memory



Pokémon Tool

Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

The Silvally-GX this card is attached to is a ♠ Pokémon.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Shou Ogihara
143/181
©2013 Pokémon

TRAINER

Supporter

Ingo & Emmet



Look at the top card of your deck, and then choose 1:

- Discard your hand and draw 5 cards.
- Discard your hand and draw 5 cards from the bottom of your deck.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Yusaku Ohno
144/181
©2013 Pokémon

Jasmine



Search your deck for a ♠ Pokémon, reveal it, and put it into your hand. If you go second and it's your first turn, search for 5 ♠ Pokémon instead of 1. Then, shuffle your deck.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Ken Sugimori
145/181

Judge Whistle



Choose 1:

- Draw a card.
- Put a Judge card from your discard pile into your hand.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Ayako Yoshida
146/181

Lavender Town



Once during each player's turn, that player may have their opponent reveal their hand.

This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.

Ill. Shou Graphics
147/181

Metal Goggles



Pokémon Tool Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

The ♠ Pokémon this card is attached to takes 30 less damage from your opponent's attacks (after applying Weakness and Resistance), and your opponent's attacks and Abilities can't put damage counters on it.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Yoshinori Sato
148/181

Morgan



You can play this card only if you discard Dana, Evelyn, and Nita from your hand.

Look at the top 12 cards of your deck and attach any number of Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards back into your deck.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Megumi Murakami
149/181

Nanu



Choose a Basic ♣ Pokémon in your discard pile. Switch it with 1 of your Pokémon in play. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Ken Sugimori
150/181

Nita



You can play this card only if your opponent's Active Pokémon is a Basic Pokémon.

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

You may play only 1 Supporter card during your turn (before your attack).

Ill. Megumi Murakami
151/181

Pokémon Communication



Reveal a Pokémon from your hand and put it into your deck. If you do, search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Ayako Yoshida
152/181

Return Label



Put a card from your opponent's discard pile on the bottom of their deck.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Teyate Beach
153/181

TRAINER | Supporter

Sabrina's Suggestion



Your opponent reveals their hand. You may choose a Supporter card you find there and use the effect of that card as the effect of this card.

You may play only 1 Supporter card during your turn (before your attack).

Ill. Hsiang-Abing
154/181

TRAINER | Item

Unidentified Fossil

60



Play this card as if it were a 60-HP * Basic Pokémon. At any time during your turn (before your attack), you may discard this card from play.

This card can't retreat.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Toshiyuki Beach
155/181

TRAINER | Stadium

Viridian Forest



Once during each player's turn, that player may discard a card from their hand. If they do, that player searches their deck for a basic Energy card, reveals it, and puts it into their hand. Then, that player shuffles their deck.

This card stays in play when you play it. Discard this card if another Stadium card comes into play if another card with the same name is in play; you can't play this card.

Ill. Shien Graphics
156/181

TRAINER | Item

Water Memory



Pokémon Tool
Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.

The Silvally-GX this card is attached to is a ♠ Pokémon.

You may play as many Item cards as you like during your turn (before your attack).

Ill. Shien Graphics
157/181

TRAINER | Stadium

Wondrous Labyrinth



[Prize Share] Rule
You can't have more than 1 ♠ card with the same name in your deck. If a ♠ card would go to the discard pile, put it in the Lost Zone instead.

The attacks of non-♠ Pokémon (both yours and your opponent's) cost * more.

Whenever any player plays an Item or Supporter card from their hand, prevent all effects of that card done to this Stadium card.

This card stays in play when you play it. Discard this card if another Stadium card comes into play if another card with the same name is in play; you can't play this card.

Ill. Shien Graphics
158/181

BASIC | **Celebi & Venusaur GX** | HP 270

TAG TEAM



Pollen Hazard 50
Your opponent's Active Pokémon is now Burned, Confused, and Poisoned.

Solar Beam 150

Evergreen GX 180
Heal all damage from this Pokémon. If this Pokémon has at least 1 extra ♣ Energy attached to it (in addition to the attack's cost), shuffle all cards from your discard pile into your deck. (The cards are shuffled into the GX energy bag.)

weakness ♠ x2 | resistance | retreat ♣ ♣ ♣ ♣ ♣

TAG TEAM rule
When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

Ill. Shien Graphics
159/181

BASIC | **Magikarp & Wailord GX** | HP 300

TAG TEAM



Super Splash 180

Towering Splash GX 10

If this Pokémon has at least 3 extra ♣ Energy attached to it (in addition to the attack's cost), this attack does 180 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (The cards are shuffled into the GX energy bag.)

weakness ♠ x2 | resistance | retreat ♣ ♣ ♣ ♣ ♣

TAG TEAM rule
When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

Ill. Shien Graphics
160/181

BASIC | **Magikarp & Wailord GX** | HP 300

TAG TEAM



Super Splash 180

Towering Splash GX 10

If this Pokémon has at least 3 extra ♣ Energy attached to it (in addition to the attack's cost), this attack does 100 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (The cards are shuffled into the GX energy bag.)

weakness ♠ x2 | resistance | retreat ♣ ♣ ♣ ♣ ♣

TAG TEAM rule
When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

Ill. OOTAMA
161/181

BASIC | **Pikachu & Zekrom GX** | HP 240

TAG TEAM



Full Blitz 150
Search your deck for up to 3 ♣ Energy cards and attach them to 1 of your Pokémon. Then, shuffle your deck.

Tag Bolt GX 200

If this Pokémon has at least 3 extra ♣ Energy attached to it (in addition to the attack's cost), this attack does 100 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (The cards are shuffled into the GX energy bag.)

weakness ♠ x2 | resistance -20 | retreat ♣ ♣ ♣ ♣ ♣

TAG TEAM rule
When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

Ill. Shien Graphics
162/181

STAGE 2 Ampharos GX HP 240 ⚡

Evolves from Flaaffy



Power Recharge 30
Put all Electropower cards from your discard pile into your hand.

Impact Bolt 150
Discard all ⚡ Energy from this Pokémon.

Electrical GX

Search your deck for up to 7 Pokémon, reveal them, and put them into your hand, then shuffle your deck. (You can't use more than 1 GX attack in a game.)

weakness ⚡ x2 resistance ⚡ -20 retreat ⚡ ⚡ ⚡

163/181

BASIC Gengar&Mimikyu GX HP 240 ⚡

TAG TEAM



Poltergeist 50x
Your opponent reveals their hand. This attack does 50 damage for each Trainer card you find there.

Horror House GX

Your opponent can't play any cards from their hand during their next turn. If this Pokémon has at least 1 extra ⚡ Energy attached to it in addition to this attack's cost, each player draws cards until they have 7 cards in their hand. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ -20 retreat ⚡ ⚡ ⚡

163/181

BASIC Gengar&Mimikyu GX HP 240 ⚡

TAG TEAM



Poltergeist 50x
Your opponent reveals their hand. This attack does 50 damage for each Trainer card you find there.

Horror House GX

Your opponent can't play any cards from their hand during their next turn. If this Pokémon has at least 1 extra ⚡ Energy attached to it in addition to this attack's cost, each player draws cards until they have 7 cards in their hand. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ -20 retreat ⚡ ⚡ ⚡

163/181

BASIC Hoopa GX HP 190 ⚡



Rogue Ring
Search your deck for up to 2 cards and put them into your hand, then shuffle your deck.

Dark Strike 160
This Pokémon can't use Dark Strike during your next turn.

Devilish Hands GX

Choose 1 of your opponent's Pokémon. If you have at least 1 ⚡ Energy attached to this Pokémon, do 10 damage to it. This damage isn't affected by Weakness or Resistance. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ -20 retreat ⚡ ⚡ ⚡

163/181

STAGE 2 Incineroar GX HP 250 ⚡

Evolves from Dartricial



Ability Sear Charge
Once during your turn (before your attack), you may put 3 damage counters on this Pokémon. If you do, search your deck for up to 3 ⚡ Energy cards and attach them to this Pokémon, then shuffle your deck.

Crushing Punch 130
Discard a Special Energy from your opponent's Active Pokémon.

Darkest Tornado GX 10+

This attack does 10 more damage for each damage counter on this Pokémon. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ -20 retreat ⚡ ⚡ ⚡

163/181

BASIC Cobalion GX HP 170 ⚡



Ability Metal Symbol
Each of your Pokémon that has any ⚡ Energy attached to it can't be affected by any Special Conditions. Remove any Special Conditions affecting those Pokémon.

Dueling Saber 50+
If there is any Stadium card in play, this attack does 60 more damage.

Iron Rule GX

During your opponent's next turn, their Pokémon can't attack. (This includes Pokémon that come into play on that turn.) (You can't use more than 1 GX attack in a game.)

weakness ⚡ x2 resistance ⚡ -20 retreat ⚡

164/181

BASIC Latias&Latios GX HP 250 ⚡

TAG TEAM



Buster Purge 240
Discard 3 Energy from this Pokémon.

Aero Unit GX

Attach 8 basic Energy cards from your discard pile to your Pokémon in any way you like. If this Pokémon has at least 1 extra Energy attached to it in addition to this attack's cost, prevent all effects of attacks, including damage, done to it during your opponent's next turn. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ retreat ⚡

163/181

BASIC Latias&Latios GX HP 250 ⚡

TAG TEAM



Buster Purge 240
Discard 3 Energy from this Pokémon.

Aero Unit GX

Attach 8 basic Energy cards from your discard pile to your Pokémon in any way you like. If this Pokémon has at least 1 extra Energy attached to it in addition to this attack's cost, prevent all effects of attacks, including damage, done to it during your opponent's next turn. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ retreat ⚡

163/181

BASIC Eevee&Snorlax GX HP 270 ⚡

TAG TEAM



Cheer Up
Attach an Energy card from your hand to 1 of your Pokémon.

Dump Truck Press 120+
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 120 more damage.

Megaton Friends GX 210

If this Pokémon has at least 1 extra Energy attached to it in addition to this attack's cost, draw cards until you have 10 cards in your hand. (The catch-up rule is GX attack's cost.)

weakness ⚡ x2 resistance ⚡ retreat ⚡ ⚡ ⚡

171/181



TRAINER | Supporter

Sabrina's Suggestion

Your opponent reveals their hand. You may choose a Supporter card you find there and use the effect of that card as the effect of this card.

You may play only 1 Supporter card during your turn (before your attack).

182/181

BASIC Celebi & Venusaur **GX** HP 270

TAG TEAM

Pollen Hazard 50
Your opponent's Active Pokémon is now Burned, Confused, and Poisoned.

Solar Beam 150

Evergreen GX 180
Heal all damage from this Pokémon. If this Pokémon has at least 1 extra Energy attached to it (in addition to this attack's cost), shuffle all cards from your discard pile into your deck. (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance | retreat

182/181

BASIC Magikarp & Wailord **GX** HP 300

TAG TEAM

Super Splash 180

Towering Splash GX 10
If this Pokémon has at least 7 extra Energy attached to it (in addition to this attack's cost), this attack does 100 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance | retreat

182/181

BASIC Pikachu & Zekrom **GX** HP 240

TAG TEAM

Full Blitz 150
Search your deck for up to 3 Energy cards and attach them to 1 of your Pokémon. Then, shuffle your deck.

Tag Bolt GX 200
If this Pokémon has at least 3 extra Energy attached to it (in addition to this attack's cost), this attack does 170 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance -20 | retreat

182/181

STAGE 2 Ampharos **GX** HP 240

Evolves from Flaaffy

Power Recharge 30
Put all Electropower cards from your discard pile into your hand.

Impact Bolt 150
Discard all Energy from this Pokémon.

Electrical GX
Search your deck for up to 7 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck. (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance -20 | retreat

182/181

BASIC Gengar & Mimikyu **GX** HP 240

TAG TEAM

Poltergeist 50x
Your opponent reveals their hand. This attack does 50 damage for each Trainer card you find there.

Horror House GX
Your opponent can't play any cards from their hand during their next turn. If this Pokémon has at least 1 extra Energy attached to it (in addition to the attack's cost), each player draws cards until they have 7 cards in their hand (but can't use more than 1 GX attack in a game.)

weakness x2 | resistance -20 | retreat

182/181

BASIC Hoopa **GX** HP 190

Rogue Ring
Search your deck for up to 2 cards and put them into your hand. Then, shuffle your deck.

Dark Strike 160
This Pokémon can't use Dark Strike during your next turn.

Devilish Hands GX
Choose 1 of your opponent's Pokémon. (You can choose the same Pokémon more than once.) For each card you choose, that Pokémon does 10 damage to it. This damage isn't affected by Weakness or Resistance. (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance -20 | retreat

182/181

STAGE 2 Incineroar **GX** HP 250

Evolves from Bannard

Ability Scar Charge
Once during your turn (before your attack), you may put 3 damage counters on this Pokémon. If you do, search your deck for up to 3 Energy cards and attach them to this Pokémon. Then, shuffle your deck.

Crushing Punch 130
Discard a Special Energy from your opponent's Active Pokémon.

Darkest Tornado GX 10+
This attack does 50 more damage for each damage counter on this Pokémon. (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance -20 | retreat

182/181

BASIC Cobalion **GX** HP 170

Ability Metal Symbol
Each of your Pokémon that has any Energy attached to it can't be affected by any Special Conditions. Remove any Special Conditions affecting those Pokémon.

Dueling Saber 50+
If there is any Stadium card in play, this attack does 60 more damage.

Iron Rule GX
During your opponent's next turn, their Pokémon can't attack. (This includes Pokémon that come into play on that turn.) (You can't use more than 1 GX attack in a game.)

weakness x2 | resistance -20 | retreat

182/181

BASIC Latias & Latios **GX** HP 250

TAG TEAM



Buster Purge 240
Discard 3 Energy from this Pokémon.

Aero Unit GX
Attach 1 basic Energy card from your discard pile to your Pokémon in any way you like. If that Pokémon has at least 1 extra Energy attached to it in addition to this attack's cost, prevent all effects of attacks including damage done to it during your opponent's next turn (but not during your turn's GX attacks in a game).

weakness ♣ x2 | resistance | retreat ♣

TAG TEAM rule When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

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BASIC Eevee & Snorlax **GX** HP 270

TAG TEAM



Cheer Up
Attach an Energy card from your hand to 1 of your Pokémon.

Dump-Truck Press 120+
If your opponent's Active Pokémon is an Evolution Pokémon, this attack does 120 more damage.

Megaton Friends GX 210
If this Pokémon has at least 1 extra Energy attached to it in addition to this attack's cost, draw cards until you have 10 cards in your hand. (This cost does not affect 1 GX attack in a game.)

weakness ♣ x2 | resistance | retreat ♣

TAG TEAM rule When your TAG TEAM is Knocked Out, your opponent takes 3 Prize cards.

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TRAINER **Item**

Dangerous Drill



You can play this card only if you discard a ♣ Pokémon from your hand.

Discard 1 Pokémon Tool or Special Energy card from 1 of your opponent's Pokémon, or discard any Stadium card in play.

You may play as many Item cards as you like during your turn (before your attack).

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TRAINER **Item**

Electrocharger



Flip 2 coins. For each heads, shuffle an Electropower card from your discard pile into your deck.

You may play as many Item cards as you like during your turn (before your attack).

© 2010 Nintendo

TRAINER **Item**

Judge Whistle



Choose 1:

- Draw a card.
- Put a Judge card from your discard pile into your hand.

You may play as many Item cards as you like during your turn (before your attack).

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TRAINER **Item**

Metal Goggles

Pokémon Tool Attach a Pokémon Tool to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it.



The ♣ Pokémon this card is attached to takes 30 less damage from your opponent's attacks (after applying Weakness and Resistance), and your opponent's attacks and Abilities can't put damage counters on it.

You may play as many Item cards as you like during your turn (before your attack).

© 2010 Nintendo

TRAINER **Item**

Pokémon Communication



Reveal a Pokémon from your hand and put it into your deck. If you do, search your deck for a Pokémon, reveal it, and put it into your hand. Then shuffle your deck.

You may play as many Item cards as you like during your turn (before your attack).

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