

STAGE 1 Banette **HP 80**

Evolves from Shuppet

NO. 0354 Marionette Pokémon. HT: 3'7" WT: 27.6 lbs.

Ability **Hide 'n' Sneak**
Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Puppet Pull **80**
You may search your deck for a card and put it into your hand. Then, shuffle your deck.

weakness x2 resistance -30 retreat

Illus. Mugi Hamada A doll bore a grudge over being junked, and it became a Pokémon. It seeks the child that disowned it.

PELV 034/084

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BASIC Dhelmise **HP 140**

NO. 0781 Sea Creeper Pokémon. HT: 12'10" WT: 463 lbs.

Vengeful Anchor **30+**
If you have 4 or more Pokémon that have the Hide 'n' Sneak Ability in your discard pile, this attack does 140 more damage.

weakness x2 resistance -30 retreat

Illus. Oku After a piece of seaweed merged with debris from a sunken ship, it was reborn as this ghost Pokémon.

PELV 039/084

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PELV 039/084

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BASIC Latias **EX** **HP 210**

Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

Eon Blade **200**
During your next turn, this Pokémon can't attack.

weakness x2 resistance -30 retreat

Illus. hokuyoo

PELV 076/191

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

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BASIC

Lillie's Clefairy^{EX}

HP 190

Ability

Fairy Zone

The Weakness of each of your opponent's Pokémon in play is now . (Apply Weakness as ×2.)

Full Moon Rondo

20+

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

weakness ×2

resistance

retreat

Pokémon EX rule

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

Illus. Shon Graphics

JG 056/159

BASIC

Lillie's Clefairy^{EX}

HP 190

Ability

Fairy Zone

The Weakness of each of your opponent's Pokémon in play is now . (Apply Weakness as ×2.)

Full Moon Rondo

20+

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

weakness ×2

resistance

retreat

Pokémon EX rule

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

Illus. Shon Graphics

JG 056/159

BASIC

Patrat

HP 70

Ability

Watchful Eye

Damage counters on each Pokémon (both yours and your opponent's) can't be moved to other Pokémon.

Bite

10

weakness ×2

resistance

retreat

Illus. Souichirou Gunjima

CR 070/086

BASIC

Poltchageist

HP 30

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Furtive Drop

Place 1 damage counter on your opponent's Active Pokémon.

weakness ×2

resistance

retreat

Illus. Mousho

J 005/084

BASIC

Poltchageist

HP 30

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Furtive Drop

Place 1 damage counter on your opponent's Active Pokémon.

weakness ×2

resistance

retreat

Illus. Mousho

J 005/084

BASIC

Poltchageist

HP 30

Ability

Hide 'n' Sneak

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Furtive Drop

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J 005/084

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Ability

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Furtive Drop

Place 1 damage counter on your opponent's Active Pokémon.

weakness ×2

resistance

retreat

Illus. Mousho

J 005/084

BASIC

Shuppet

HP 50

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Hang Down

10

weakness ×2

resistance -30

retreat

Illus. Bun Tsuchi

J 033/084

BASIC

Shuppet

HP 50

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Hang Down

10

weakness ×2

resistance -30

retreat

Illus. Bun Tsuchi

J 033/084

BASIC

Shuppet

HP 50

NO. 0353

Puppet Pokémon

HT: 2' WT: 5.1 lbs.

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Hang Down

10

weakness

×2

resistance

-30

retreat

★

illus. Bun Tarojo

It uses its horn to feed on envy and malice—or so it's said. It's very active at night.

033/084

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HP 50

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033/084

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STAGE 1

Sinistcha

HP 60

Evolves from Polteageist

NO. 1013

Matcha Pokémon

HT: 8' WT: 4.9 lbs.

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

★

Matcha Spin

If you have 6 or more Pokémon that have the Hide 'n' Sneak Ability in your discard pile, place 4 damage counters on each of your opponent's Pokémon.

weakness

×2

resistance

retreat

★

illus. mingo

It prefers cool, dark places, such as the back of a shelf or the space beneath a home's floorboards. It wanders in search of prey after sunset.

006/084

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retreat

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006/084

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BASIC

Spiritomb

HP 60

NO. 0442

Forbidden Pokémon

HT: 3'3" WT: 238.1 lbs.

★

Spiritual End

If you have 13 or more Pokémon that have the Hide 'n' Sneak Ability in your discard pile, choose 2 of your opponent's Pokémon and quadruple the number of damage counters on each of them.

weakness

×2

resistance

-30

retreat

★

illus. danclao

It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

035/084

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Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

You may play only 1 Supporter card during your turn.

114/132

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Supporter

TRAINER

Boss's Orders

Ghetsis

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114/132

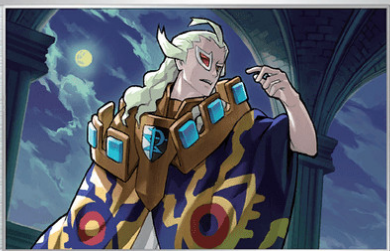
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Supporter

TRAINER

Boss's Orders

Ghetsis



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Illus. NC Empire
H 114/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Explorer's Guidance

Ancient



Look at the top 6 cards of your deck and put 2 of them into your hand. Discard the other cards.

Illus. Hidetoki Ishikawa
H 147/162

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Explorer's Guidance

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Look at the top 6 cards of your deck and put 2 of them into your hand. Discard the other cards.

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Supporter

TRAINER

Gwynn



Discard up to 2 Pokémon that don't have a Rule Box from your hand, and draw 3 cards for each card you discarded in this way. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. nagimiso
J 078/084

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Gwynn



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Illus. nagimiso
J 078/084

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Supporter

TRAINER

Larry's Skill



Discard your hand and search your deck for a Pokémon, a Supporter card, and a Basic Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. hncf
H 115/131

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Larry's Skill



Discard your hand and search your deck for a Pokémon, a Supporter card, and a Basic Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Inori
H PRE 115/131

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
I MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



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Illus. Atsushi Furusawa
I MEG 119/132

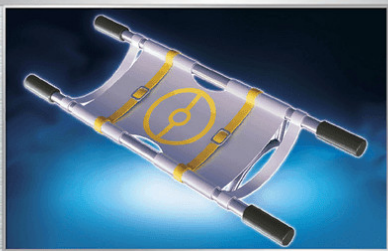
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

Illus. Toyote Beach
H ASC 196/217

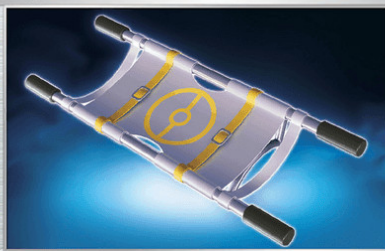
You may play any number of Item cards during your turn.

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Item

TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

Illus. Toyote Beach
H ASC 196/217

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Item

TRAINER

Night Stretcher



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Illus. Toyote Beach
H ASC 196/217

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Item

TRAINER

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Studio Boro Inc.
J POK 081/088

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Item

TRAINER

Poké Pad



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Illus. Studio Boro Inc.
J POK 081/088

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

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Stadium **TRAINER**

Prism Tower



Once during each player's turn, that player may discard 2 cards from their hand in order to draw a card.

Illus. MARINA Chikazawa

J **CR** **EN** 080 / 086 ◆

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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Basic Energy

ENERGY

Basic  Energy 



MEGA 005

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