

BASIC Oddish HP 50



NO. 0045, Weed Pokémon, HT: 8' 8" - WT: 13.8 lbs.

Seed Bomb 20

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. MITSUMASU Sato

Its scientific name is Coddium wendersoni. It is said to cover distances as far as 1,000 feet when night falls, walking on its two roots.

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STAGE 1 Gloom HP 70



NO. 0046, Weed Pokémon, HT: 8' 7" - WT: 19 lbs.

Disperse Drool 20

This attack also does 20 damage to each Benched Pokémon (both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Tetsuya Deguchi

The fluid that oozes from its mouth isn't drool. It's a nectar that is used to attract prey.

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STAGE 1 Gloom HP 70 HOLO



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STAGE 2 Vileplume HP 150



NO. 0045, Poison Pokémon, HT: 3' 11" - WT: 41 lbs.

Pollen Bomb 30

Your opponent's Active Pokémon is now Asleep and Poisoned.

Lively Flower 60+

If this Pokémon was healed during this turn, this attack does 120 more damage.

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Mitsuhiro Norioka

The bud bursts into bloom with a bang. It then starts scattering allergenic, poisonous pollen.

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STAGE 2 Vileplume HP 150 HOLO



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BASIC Mega Heracross EX HP 280



NO. 0047, Bug Pokémon, HT: 6' 10" - WT: 285 lbs.

Juggernaut Horn 100+

If this Pokémon was damaged by an attack during your opponent's last turn, this attack does that much more damage.

Mountain Ramming 170

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

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shigeharu Shino

When your Mega Evolution Pokémon EX is finished, put your opponent's 2 Prize cards into their prize pool.

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BASIC Lotad HP 70



NO. 0270, Water Weed Pokémon, HT: 1' 8" - WT: 5.7 lbs.

Headbutt 30

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shiro Ikeda

The lot on its head is naturally dirt repellent and will stay clean even after trampling. Pokémon that are covered in mud.

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BASIC Lotad HP 70 HOLO



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Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shiro Ikeda

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STAGE 1 Lombre HP 90



NO. 0271, Water Pokémon, HT: 3' 11" - WT: 21.2 lbs.

Mega Drain 30

Heal 30 damage from this Pokémon.

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shigeharu Shino

If it preys underwater with plentiful food, it becomes nocturnal so it wouldn't have to compete for food with land Pokémon.

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STAGE 1 Lombre HP 90 HOLO



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STAGE 2 Ludicolo HP 160



NO. 0272, Grass Pokémon, HT: 4' 11" - WT: 121.3 lbs.

Ability: Excited Heal

Once during your turn, if you have any Mega Evolution Pokémon EX in play, you may use this Ability. Heal 60 damage from 1 of your Pokémon.

Lunge Out 120

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Asuka Dynami

There are structures throughout its whole body that produce energy when hit by sound waves with a cheerful rhythm.

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BASIC Genesect HP 120



NO. 0649, Psychic Pokémon, HT: 4' 11" - WT: 181.9 lbs.

Bug's Cannon

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

Speed Attack 110

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Mitsuhiro Norioka

This Pokémon existed 300 million years ago. Team Plasma showed it and attached a cannon to its back.

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BASIC Genesect HP 120 HOLO



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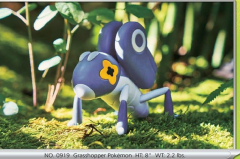
Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Mitsuhiro Norioka

This Pokémon existed 300 million years ago. Team Plasma showed it and attached a cannon to its back.

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BASIC Nymble HP 50



NO. 0610, Grasshopper Pokémon, HT: 8" - WT: 3.4 lbs.

Flail Around 10×

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

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Taka Aoki

It has its third set of legs folded up. When it's in a tough spot, this Pokémon jumps over 30 feet using the strength of its legs.

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BASIC Nymble HP 50 HOLO



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Weakness: ♣ × 2, resistance: ♠, retreat: ★

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STAGE 1 Lokix HP 120



NO. 0620, Grasshopper Pokémon, HT: 3' 3" - WT: 38.6 lbs.

Low Kick 30

Jumping Shot 150

Shuffle this Pokémon and all attached cards into your deck.

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Taka Aoki

When it decides to fight all out, it stands on its previously folded legs to enter Showdown Mode. It intimidates its enemies in short order.

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STAGE 1 Lokix HP 120 HOLO



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Low Kick 30

Jumping Shot 150

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Weakness: ♣ × 2, resistance: ♠, retreat: ★

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BASIC Charmander HP 80



NO. 0064, Lizard Pokémon, HT: 2' - WT: 18.7 lbs.

Ability: Agile

If this Pokémon has no Energy attached, it has no Retreat Cost.

Live Coal 20

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. HIRONOBU KAWA

The flame on its tail shows the strength of its fire. If Charmander is weak, the flame also burns weakly.

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BASIC Charmander HP 80 HOLO



NO. 0064, Lizard Pokémon, HT: 2' - WT: 18.7 lbs.

Ability: Agile

If this Pokémon has no Energy attached, it has no Retreat Cost.

Live Coal 20

Weakness: ♣ × 2, resistance: ♠, retreat: ★

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The flame on its tail shows the strength of its fire. If Charmander is weak, the flame also burns weakly.

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STAGE 1 Charmeleon HP 110



NO. 0065, Flame Pokémon, HT: 3' 7" - WT: 41.9 lbs.

Steady Firebreathing 40

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shiro Ikeda

When it starts breathing fire, the temperature around it rises higher and higher, threatening its opponents.

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STAGE 1 Charmeleon HP 110 HOLO



NO. 0065, Flame Pokémon, HT: 3' 7" - WT: 41.9 lbs.

Steady Firebreathing 40

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shiro Ikeda

When it starts breathing fire, the temperature around it rises higher and higher, threatening its opponents.

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STAGE 2 Mega Charizard X EX HP 360



NO. 0066, Dragon Pokémon, HT: 6' 7" - WT: 132.9 lbs.

Inferno X 90×

Discard any amount of Energy from among your Pokémon, and this attack does 90 damage for each card you discarded in this way.

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Shiro Ikeda

When your Mega Evolution Pokémon EX is finished, put your opponent's 3 Prize cards into their prize pool.

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BASIC Moltres HP 120



NO. 0146, Flame Pokémon, HT: 5' 7" - WT: 120.2 lbs.

Fighting Wings 20+

If your opponent's Active Pokémon is a Pokémon EX, this attack does 90 more damage.

Weakness: ♣ × 2, resistance: ♠, retreat: ★

Illus. Katsunori Takahashi

There are colored ridges on its feathers, flame-colored wings to light up paths for those lost on the mountains.

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Gastly HP 70



Petty Grudge 10

weakness:  x2 | resistance:  | retreat: 

Also, Sabotage
It traps its opponent in its gas-like body, slowly weakening it by poisoning it through the skin.

NO. 0276 Gas Pokémon HT: 5-31 WT: 6.2 lbs.

Gastly HP 70 HOLO



Petty Grudge 10

weakness:  x2 | resistance:  | retreat: 

Also, Sabotage
It traps its opponent in its gas-like body, slowly weakening it by poisoning it through the skin.

NO. 0276 Gas Pokémon HT: 5-31 WT: 6.2 lbs.

Haunter HP 100



Spooky Shot 40

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It likes to lurk in the dark and tap shoulders with a gloved hand. Its touch causes endless chattering.

NO. 0293 Gas Pokémon HT: 5-31 WT: 6.2 lbs.

Haunter HP 100 HOLO



Spooky Shot 40

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It likes to lurk in the dark and tap shoulders with a gloved hand. Its touch causes endless chattering.

NO. 0293 Gas Pokémon HT: 5-31 WT: 6.2 lbs.

Mega Gengar HP 350



Ability: Shadow Concealment
If 1 of your  Pokémon is Knocked Out by damage from an attack from your opponent's Pokémon EX that player takes 1 fewer Prize card. The effect of Shadow Concealment doesn't stack.

Void Gale 230
Move an Energy from this Pokémon to 1 of your Benched Pokémon.

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It likes to lurk in the dark and tap shoulders with a gloved hand. Its touch causes endless chattering.

NO. 0293 Gas Pokémon HT: 5-31 WT: 6.2 lbs.

Murkrow HP 60



Ambush 10+
Flip a coin. If heads, this attack does 20 more damage.

weakness:  x2 | resistance:  -30 | retreat: 

Also, Asset Hojafer
Feared and loathed by many, it's believed to bring misfortune to all those who see it at night.

NO. 0196 Darkness Pokémon HT: 1-8 WT: 4.6 lbs.

Murkrow HP 60 HOLO



Ambush 10+
Flip a coin. If heads, this attack does 20 more damage.

weakness:  x2 | resistance:  -30 | retreat: 

Also, Asset Hojafer
Feared and loathed by many, it's believed to bring misfortune to all those who see it at night.

NO. 0196 Darkness Pokémon HT: 1-8 WT: 4.6 lbs.

Honchkrow HP 130



Wind of Darkness 30

Sniping Feathers
Discard 2 Energy from this Pokémon, and this attack does 120 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness:  x2 | resistance:  -30 | retreat: 

Also, Asset Hojafer
It mimics its by nature. It is said that it never forgives the mistakes of its Murkrow followers.

NO. 0430 Big Bird Pokémon HT: 2-11 WT: 60.2 lbs.

Honchkrow HP 130 HOLO



Wind of Darkness 30

Sniping Feathers
Discard 2 Energy from this Pokémon, and this attack does 120 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness:  x2 | resistance:  -30 | retreat: 

Also, Asset Hojafer
It mimics its by nature. It is said that it never forgives the mistakes of its Murkrow followers.

NO. 0430 Big Bird Pokémon HT: 2-11 WT: 60.2 lbs.

Sableye HP 80



Cocky Claw 20+
If you have any Stage 2  Pokémon on your Bench, this attack does 70 more damage.

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It barks in the darkness and cackles. Its screeches sharpen its claws to razor-sharp teeth!

NO. 0302 Darkness Pokémon HT: 1-8 WT: 24.3 lbs.

Sableye HP 80 HOLO



Cocky Claw 20+
If you have any Stage 2  Pokémon on your Bench, this attack does 70 more damage.

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It barks in the darkness and cackles. It uses its sharp claws to dig up gems to scratch itself.

NO. 0302 Darkness Pokémon HT: 1-8 WT: 24.3 lbs.

Carvanha HP 70



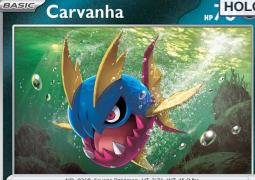
Reckless Charge 30
This Pokémon also does 10 damage to itself.

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
These Pokémon have sharp fangs and powerful jaws. Sableye avoid Carvanha at all costs.

NO. 0318 Savage Pokémon HT: 2-7 WT: 45.9 lbs.

Carvanha HP 70 HOLO



Reckless Charge 30
This Pokémon also does 10 damage to itself.

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
These Pokémon have sharp fangs and powerful jaws. Sableye avoid Carvanha at all costs.

NO. 0318 Savage Pokémon HT: 2-7 WT: 45.9 lbs.

Mega Sharpedo HP 330



Ability: Excited Power
If you have any  Mega Evolution Pokémon EX in play, attacks used by this Pokémon do 120 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Greedy Fang 70
Draw 2 cards.

Hungry Jaws 120+
If this Pokémon has any damage counters on it, this attack does 150 more damage.

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
Mega evolution did not stop your Mega Evolution! It's believed that you've become a Mega Evolution!

NO. 0318 Savage Pokémon HT: 2-7 WT: 45.9 lbs.

Seviper HP 120



Ability: Excited Power
If you have any  Mega Evolution Pokémon EX in play, attacks used by this Pokémon do 120 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Pitch-Black Fangs 120

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It sharpens its vicious fangs on hard rocks. It uses its pitch-black fangs to slash its prey. It has a green and red pattern on its head.

NO. 0326 Fang Snake Pokémon HT: 4-10 WT: 115.2 lbs.

Seviper HP 120 HOLO



Ability: Excited Power
If you have any  Mega Evolution Pokémon EX in play, attacks used by this Pokémon do 120 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Pitch-Black Fangs 120

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It sharpens its vicious fangs on hard rocks. It uses its pitch-black fangs to slash its prey. It has a green and red pattern on its head.

NO. 0326 Fang Snake Pokémon HT: 4-10 WT: 115.2 lbs.

Absol HP 110



Allure
Draw 2 cards.

Dark Cutter 60

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
The power of this Pokémon's ability to detect dangers, people mistake Absol as a bringer of doom.

NO. 0209 Sleazy Pokémon HT: 3-11 WT: 103.6 lbs.

Absol HP 110 HOLO



Allure
Draw 2 cards.

Dark Cutter 60

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
The power of this Pokémon's ability to detect dangers, people mistake Absol as a bringer of doom.

NO. 0209 Sleazy Pokémon HT: 3-11 WT: 103.6 lbs.

Sandile HP 70



Ram 10

Rear Kick 20

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It burrows itself in sand and moves as if swimming. This way, it can surprise its enemies from behind and maintain its temperature.

NO. 0554 Sleazy Croc Pokémon HT: 3-4 WT: 33.5 lbs.

Sandile HP 70 HOLO



Ram 10

Rear Kick 20

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It burrows itself in sand and moves as if swimming. This way, it can surprise its enemies from behind and maintain its temperature.

NO. 0554 Sleazy Croc Pokémon HT: 3-4 WT: 33.5 lbs.

Krokorok HP 100



Bite 30

Confront 60

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
From within the darkness, their eyes can see even in the dead of night. They live in groups of a few individuals.

NO. 0552 Sleazy Croc Pokémon HT: 3-3 WT: 23.6 lbs.

Krokorok HP 100 HOLO



Bite 30

Confront 60

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
From within the darkness, their eyes can see even in the dead of night. They live in groups of a few individuals.

NO. 0552 Sleazy Croc Pokémon HT: 3-3 WT: 23.6 lbs.

Krookodile HP 170



Vengeful Fang 60+
If any of your Pokémon were Knocked Out by damage from an attack during your opponent's last turn, this attack does 160 more damage.

Hammer In 160

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
After clamping down with its powerful jaws, it smashes its body around to injure its opponent.

NO. 0553 Intimidation Pokémon HT: 4-11 WT: 112.3 lbs.

Krookodile HP 170 HOLO



Vengeful Fang 60+
If any of your Pokémon were Knocked Out by damage from an attack during your opponent's last turn, this attack does 160 more damage.

Hammer In 160

weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
After clamping down with its powerful jaws, it smashes its body around to injure its opponent.

NO. 0553 Intimidation Pokémon HT: 4-11 WT: 112.3 lbs.

Toxel HP 70



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

Playful Kick 20

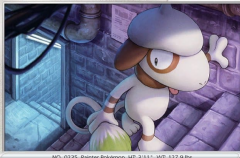
weakness:  x2 | resistance:  | retreat: 

Also, Asset Hojafer
It has no poison ability, but it is said that it can poison its opponent's Pokémon. It is said that it can poison its opponent's Pokémon. It is said that it can poison its opponent's Pokémon.

NO. 0848 Baby Pokémon HT: 1-4 WT: 24.3 lbs.



BASIC Smeargle **HOLO** **HP** 40



HO-0225, Starter Pokémon, HT: 4'3.1", WT: 32.2 lbs.

Ability **Energizing Sketch**
Flip 3 coins. Attach an amount of Basic Energy up to the number of heads from your discard pile to your Benched Pokémon in any way you like.

Hook 40

weakness $\times 2$ resistance retreat

Also, **Basic** **080/094** Once a Smeargle reaches its adulthood, it will have other members of its species leave paw prints on its back.

BASIC Zigzagoon **70**



HO-0263, Early Basic Pokémon, HT: 4'4", WT: 28.4 lbs.

Surprise Attack 30
Flip a coin. If tails, this attack does nothing.

weakness $\times 2$ resistance retreat

Also, **Basic** **081/094** A Pokémon with abundant curiosity. It shows an interest in everything, so it always zigzags.

BASIC Zigzagoon **HOLO** **HP** 70



HO-0263, Early Basic Pokémon, HT: 4'4", WT: 28.4 lbs.

Surprise Attack 30
Flip a coin. If tails, this attack does nothing.

weakness $\times 2$ resistance retreat

Also, **Basic** **081/094** A Pokémon with abundant curiosity. It shows an interest in everything, so it always zigzags.

STAGE 1 Linoone **100**



HO-0304, Advanced Basic Pokémon, HT: 4'10", WT: 23.3 lbs.

Ability **Excited Dash**
Once during your turn, if this Pokémon is on your Bench, and if you have any Mega Evolution Pokémon **EX** in play, you may use this Ability. Switch this Pokémon with your Active Pokémon.

Slash 70

weakness $\times 2$ resistance retreat

Also, **Stage 1** **082/094** It uses its explosive speed and razor-sharp claws to bring down prey. Running along winding paths is not its strong suit.

STAGE 1 Linoone **10** **HOLO** **HP** 100



HO-0304, Advanced Basic Pokémon, HT: 4'10", WT: 23.3 lbs.

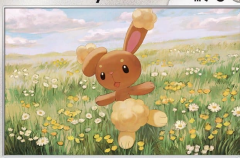
Ability **Excited Dash**
Once during your turn, if this Pokémon is on your Bench, and if you have any Mega Evolution Pokémon **EX** in play, you may use this Ability. Switch this Pokémon with your Active Pokémon.

Slash 70

weakness $\times 2$ resistance retreat

Also, **Stage 1** **082/094** It uses its explosive speed and razor-sharp claws to bring down prey. Running along winding paths is not its strong suit.

BASIC Bunerey **70**



HO-0422, Basic Pokémon, HT: 4'4", WT: 12.1 lbs.

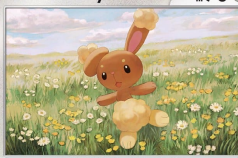
Run Around
Switch this Pokémon with 1 of your Benched Pokémon.

Kick 20

weakness $\times 2$ resistance retreat

Also, **Basic** **083/094** Bunerey can attack by rolling up their ears and then striking with the force created by unrolling them. This attack becomes stronger with training.

BASIC Bunerey **HOLO** **HP** 70



HO-0422, Basic Pokémon, HT: 4'4", WT: 12.1 lbs.

Run Around
Switch this Pokémon with 1 of your Benched Pokémon.

Kick 20

weakness $\times 2$ resistance retreat

Also, **Basic** **083/094** Bunerey can attack by rolling up their ears and then striking with the force created by unrolling them. This attack becomes stronger with training.

STAGE 1 Mega Lopunny **EX** **330**



HO-0423, Mega Evolution Pokémon, HT: 4'4", WT: 12.1 lbs.

Gale Thrust 60+
If this Pokémon moved from your Bench to the Active Spot this turn, this attack does 170 more damage.

Spiky Hopper 160
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness $\times 2$ resistance retreat

Also, **Stage 1** **082/094** **Mega Evolution EX rule** **When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.**

STADIUM Battle Cage **TRAINER**



MAHINA Chikaneau

Prevent all damage counters from being placed on Benched Pokémon (both yours and your opponent's) by effects of attacks and Abilities from the opponent's Pokémon. (Damage from attacks is still taken.)

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.

Also, **Stadium** **085/094**

STADIUM Battle Cage **TRAI** **HOLO**



MAHINA Chikaneau

Prevent all damage counters from being placed on Benched Pokémon (both yours and your opponent's) by effects of attacks and Abilities from the opponent's Pokémon. (Damage from attacks is still taken.)

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.

Also, **Stadium** **085/094**

Item Blowtorch **TRAINER**



You can use this card only if you discard a Basic $\heartsuit$ Energy card from your hand.

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

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

Also, **Item** **086/094**

Item Blowtorch **TRAI** **HOLO**



You can use this card only if you discard a Basic $\heartsuit$ Energy card from your hand.

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

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

Also, **Item** **086/094**

Supporter Dawn **TRAINER**



Yuu Mikabe

Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Also, **Supporter** **087/094**

Supporter Dawn **TRAI** **HOLO**



Yuu Mikabe

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Also, **Supporter** **087/094**

STADIUM Dizzying Valley **TRAINER**



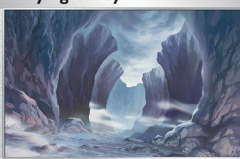
ATWAK ODAHIMA

Confused Pokémon (both yours and your opponent's) don't recover from that Special Condition when they evolve or devolve.

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.

Also, **Stadium** **085/094**

STADIUM Dizzying Valley **TRAI** **HOLO**



ATWAK ODAHIMA

Confused Pokémon (both yours and your opponent's) don't recover from that Special Condition when they evolve or devolve.

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Also, **Stadium** **085/094**

Supporter Firebreather **TRAINER**



Neoki Sato

Search your deck for up to 7 Basic $\heartsuit$ Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Also, **Supporter** **089/094**

Supporter Firebreather **TRAI** **HOLO**



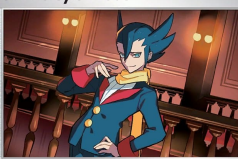
Neoki Sato

Search your deck for up to 7 Basic $\heartsuit$ Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Also, **Supporter** **089/094**

Supporter Grimsley's Move **TRAINER**



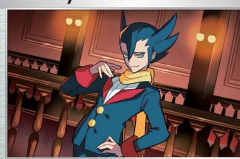
GOORA

Look at the top 7 cards of your deck and put a $\heartsuit$ Pokémon you find there onto your Bench. Shuffle the other cards and put them on the bottom of your deck. You can't use this card during your first turn.

You may play only 1 Supporter card during your turn.

Also, **Supporter** **090/094**

Supporter Grimsley's Move **TRAI** **HOLO**



GOORA

Look at the top 7 cards of your deck and put a $\heartsuit$ Pokémon you find there onto your Bench. Shuffle the other cards and put them on the bottom of your deck. You can't use this card during your first turn.

You may play only 1 Supporter card during your turn.

Also, **Supporter** **090/094**

Item Jumbo Ice Cream **TRAINER**



ATWAK ODAHIMA

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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

Also, **Item** **091/094**

Item Jumbo Ice Cream **TRAI** **HOLO**



ATWAK ODAHIMA

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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

Also, **Item** **091/094**

Pokémon Tool Punk Helmet **TRAINER**



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If the $\heartsuit$ Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), place 4 damage counters on the Attacking Pokémon.

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.

Also, **Pokémon Tool** **092/094**

Pokémon Tool Punk Helmet **TRAI** **HOLO**



Studio Bore Inc.

If the $\heartsuit$ Pokémon this card is attached to is in the Active Spot and is damaged by an attack from your opponent's Pokémon (even if this Pokémon is Knocked Out), place 4 damage counters on the Attacking Pokémon.

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Also, **Pokémon Tool** **092/094**

Pokémon Tool Sacred Charm **TRAINER**



Team Beach

The Pokémon this card is attached to takes 30 less damage from attacks from your opponent's Pokémon that have an Ability (after applying Weakness and Resistance).

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.

Also, **Pokémon Tool** **093/094**

