



Cottonee NO. 0546, Cotton-Puff Pokémon, HT: 2', WT: 3.3 lbs. **HP 60**

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

Weakness: ×2 Resistance: Retreat:

It shoots cotton from its body to protect itself. If it gets caught up in hurricane-strength winds, it can get sent to the other side of the Earth.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Cottonee NO. 0546, Cotton-Puff Pokémon, HT: 2', WT: 3.3 lbs. **HP 60** **HOLO**

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8000 Paldea - Teravolt - Creatures - GBAE PRK4

Whimsicott NO. 0547, Whirlwind Pokémon, HT: 2'4", WT: 14.6 lbs. **HP 100**

Evolves from Cottonee

Ability **Wafting Heal**
When you play this Pokémon from your hand to evolve 1 of your Pokémon during your turn, you may heal all damage from your Active Pokémon. If you healed any damage in this way, discard all Energy from that Pokémon.

Seed Bomb 40

Weakness: ×2 Resistance: Retreat:

It scatters cotton all over the place as a prank. If it gets wet, it'll become too heavy to move and have no chance but to answer for its mischief.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Whimsicott NO. 0547, Whirlwind Pokémon, HT: 2'4", WT: 14.6 lbs. **HP 100** **HOLO**

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8000 Paldea - Teravolt - Creatures - GBAE PRK4

Deerling NO. 0548, Season Pokémon, HT: 2', WT: 4.3 lbs. **HP 70**

Flop 10

Leaf Litter Tackle 40
Discard a Energy from this Pokémon.

Weakness: ×2 Resistance: Retreat:

Deerling have different scents depending on the season. In this form, Deerling have a salty-scent scent that lingers in the nose.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Deerling NO. 0548, Season Pokémon, HT: 2', WT: 4.3 lbs. **HP 70** **HOLO**

Flop 10

Leaf Litter Tackle 40
Discard a Energy from this Pokémon.

Weakness: ×2 Resistance: Retreat:

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8000 Paldea - Teravolt - Creatures - GBAE PRK4

Sawsbuck NO. 0549, Season Pokémon, HT: 6'3", WT: 203.0 lbs. **HP 130**

Evolves from Deerling

Ability **Changing Seasons**
Once during your turn, you may search your deck for a Stadium card, reveal it, and put it into your hand. Then, shuffle your deck.

Superpowered Horns 110

Weakness: ×2 Resistance: Retreat:

Sawsbuck in their Autumn Form are known for having very short tempers. They make light work of their opponents.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

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Weakness: ×2 Resistance: Retreat:

Sawsbuck in their Autumn Form are known for having very short tempers. They make light work of their opponents.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Grubbin NO. 0550, Larva Pokémon, HT: 1'4", WT: 8.2 lbs. **HP 70**

Flock Search your deck for up to 2 Grubbin and put them onto your Bench. Then, shuffle your deck.

Vise Grip 10

Weakness: ×2 Resistance: Retreat:

Its natural enemies, like Rockides, may find it rather hard to get caught in its large mandibles that can snap thick tree trunks.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Grubbin NO. 0550, Larva Pokémon, HT: 1'4", WT: 8.2 lbs. **HP 70** **HOLO**

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Its natural enemies, like Rockides, may find it rather hard to get caught in its large mandibles that can snap thick tree trunks.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Dhelmise NO. 0551, Sea Cannon Pokémon, HT: 12'10", WT: 463 lbs. **HP 130**

Spinning Attack 30

Steel Anchor 80+
If you have any Pokémon on your Bench, this attack does 80 more damage.

Weakness: ×2 Resistance: Retreat:

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

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Dhelmise NO. 0551, Sea Cannon Pokémon, HT: 12'10", WT: 463 lbs. **HP 130** **HOLO**

Spinning Attack 30

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If you have any Pokémon on your Bench, this attack does 80 more damage.

Weakness: ×2 Resistance: Retreat:

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

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Bramblin NO. 0552, Tumbleweed Pokémon, HT: 2', WT: 1.3 lbs. **HP 50**

Spike Sting 30

Weakness: ×2 Resistance: Retreat:

Not even Bramblin knows where it is headed as it tumbles across the wilderness, blown by the wind. It loses getting wet.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Bramblin NO. 0552, Tumbleweed Pokémon, HT: 2', WT: 1.3 lbs. **HP 50** **HOLO**

Spike Sting 30

Weakness: ×2 Resistance: Retreat:

Not even Bramblin knows where it is headed as it tumbles across the wilderness, blown by the wind. It loses getting wet.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Brambleghast NO. 0553, Burntweed Pokémon, HT: 3'11", WT: 13.2 lbs. **HP 100**

Evolves from Bramblin

Ability **Resilient Soul**
This Pokémon gets +50 HP for each Prize card your opponent has taken.

Powerful Needles 80×
Flip a coin for each Energy attached to this Pokémon. This attack does 80 damage for each heads.

Weakness: ×2 Resistance: Retreat:

Brambleghast wanders around and regains. On rare occasions, many outbreaks of these Pokémon will bury an entire town.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

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8000 Paldea - Teravolt - Creatures - GBAE PRK4

Scovillain NO. 0554, Rolling Pokémon, HT: 3', WT: 7.7 lbs. **HP 260**

Evolves from Capsakid

Chili Snapper Bind Your opponent's Active Pokémon is now Burned. During your opponent's next turn, that Pokémon can't retreat.

Two-Headed Crushing 140
Discard a random card from your opponent's hand. Discard the top card of your opponent's deck.

Weakness: ×2 Resistance: Retreat:

Pokémon EX rule
If Reached Out, your opponent takes 2 Prize cards.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Rellor NO. 0555, Bully Pokémon, HT: 8', WT: 2.2 lbs. **HP 50**

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

Weakness: ×2 Resistance: Retreat:

It rolls its mud ball around while the energy it needs for evolution matures. Eventually the time comes for the evolution.

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Rellor NO. 0555, Bully Pokémon, HT: 8', WT: 2.2 lbs. **HP 50** **HOLO**

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

Weakness: ×2 Resistance: Retreat:

It rolls its mud ball around while the energy it needs for evolution matures. Eventually the time comes for the evolution.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Rabsca NO. 0556, Rolling Pokémon, HT: 3', WT: 7.7 lbs. **HP 70**

Evolves from Rellor

Ability **Spherical Shield**
Prevent all damage from and effects of attacks from your opponent's Pokémon done to your Benched Pokémon.

Psychic 10+
This attack does 30 more damage for each Energy attached to your opponent's Active Pokémon.

Weakness: ×2 Resistance: Retreat:

An infant design inside the ball. Rabscas roll the ball cooly with its legs to ensure the infant design comfortably.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Rabsca NO. 0556, Rolling Pokémon, HT: 3', WT: 7.7 lbs. **HP 70** **HOLO**

Evolves from Rellor

Ability **Spherical Shield**
Prevent all damage from and effects of attacks from your opponent's Pokémon done to your Benched Pokémon.

Psychic 10+
This attack does 30 more damage for each Energy attached to your opponent's Active Pokémon.

Weakness: ×2 Resistance: Retreat:

An infant design inside the ball. Rabscas roll the ball cooly with its legs to ensure the infant design comfortably.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Iron Leaves NO. 0557, Fire Horse Pokémon, HT: 3'3", WT: 66.1 lbs. **HP 220**

Evolves from Ponyta

Ability **Rapid Vernier**
When you play this Pokémon from your hand onto your Bench during your turn, you may switch in another Pokémon. If you do, you may move any number of Energy from your other Pokémon to this Pokémon.

Prism Edge 180
During your next turn, this Pokémon can't retreat.

Weakness: ×2 Resistance: Retreat:

Pokémon EX rule
If Reached Out, your opponent takes 2 Prize cards.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Ponyta NO. 0557, Fire Horse Pokémon, HT: 3'3", WT: 66.1 lbs. **HP 70**

Charge Energy Search your deck for a Basic Energy card, reveal it, and put it into your hand. Then, shuffle your deck.

Flame Tail 20

Weakness: ×2 Resistance: Retreat:

It can't run properly when it's nearly burnt. As it races around with all of its kind, its legs grow longer.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Ponyta NO. 0557, Fire Horse Pokémon, HT: 3'3", WT: 66.1 lbs. **HP 70** **HOLO**

Charge Energy Search your deck for a Basic Energy card, reveal it, and put it into your hand. Then, shuffle your deck.

Flame Tail 20

Weakness: ×2 Resistance: Retreat:

It can't run properly when it's nearly burnt. As it races around with all of its kind, its legs grow longer.

8000 Paldea - Teravolt - Creatures - GBAE PRK4

Rapidash NO. 0558, Fire Horse Pokémon, HT: 5'1", WT: 209.4 lbs. **HP 110**

Evolves from Ponyta

Combustion 20

Inferno Onrush 120
This Pokémon also does 30 damage to itself.

Weakness: ×2 Resistance: Retreat:

This Pokémon can be very galloping, though holds at speeds of up to 150 mph. It's blistering in the wind.

8000 Paldea - Teravolt - Creatures - GBAE PRK4



STAGE 2 **Feraligatr** **HP 180**  Evolves from Croconaw



NO. 0160, Big Blue Pokémon, HT: 2-7', WT: 155.8 lbs.

Ability **Tormenting Heart**
Once during your turn, you may put 5 damage counters on this Pokémon. If you do, during this turn, attacks used by this Pokémon do 120 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Giant Wave **160**
During your next turn, this Pokémon can't use Giant Wave.

Weakness:                                                

Electivire  **140**

Evolves from Electabuzz



NO. 0566 Thunder Pokémon HP 5-111 WT. 305.6 lbs.

★ ★ **Short-Circuit Knuckle** 40+

If your opponent has any ⚡ Pokémon in play, this attack does 120 more damage.

⚡ ⚡ ⚡ ⚡ **Electroslug** 140

weakness ⚡ × 2 resistance retreat ★ ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

The amount of electrical energy this Pokémon produces is proportional to the rate of its pulse. The voltage jumps while Electivire is battling.

056/162

Electivire  **140** HOLO

Evolves from Electabuzz



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Also, Your Opponent's Active Pokémon is now Paralyzed.

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056/162

Charjabug  **100**

Evolves from Grubbin



NO. 0231 Bug Pokémon HP 1-8 WT. 33.1 lbs.

Static Shock 60

weakness ⚡ × 2 resistance retreat ★ ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

While its durable shell protects it from attacks, Charjabug strikes at enemies with jolts of electricity discharged from the tips of its legs.

055/162

Charjabug  **100** HOLO

Evolves from Grubbin



NO. 0231 Bug Pokémon HP 1-8 WT. 33.1 lbs.

Static Shock 60

weakness ⚡ × 2 resistance retreat ★ ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

While its durable shell protects it from attacks, Charjabug strikes at enemies with jolts of electricity discharged from the tips of its legs.

055/162

Vikavolt  **160**

Evolves from Quibble



NO. 0238 Bug Beetle Pokémon HP 4-111 WT. 93.2 lbs.

Mach Bolt 50

⚡ ⚡ **Circuit Cannon** 120+

This attack does 80 more damage for each of your Benched Charjabug.

weakness ⚡ × 2 resistance retreat ★ ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

It builds up electricity in its abdomen. Escapes if through its legs, and then fires the electricity off as concentrated beams.

056/162

Vikavolt  **160** HOLO

Evolves from Quibble



NO. 0238 Bug Beetle Pokémon HP 4-111 WT. 93.2 lbs.

Mach Bolt 50

⚡ ⚡ **Circuit Cannon** 120+

This attack does 80 more damage for each of your Benched Charjabug.

weakness ⚡ × 2 resistance retreat ★ ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

It builds up electricity in its abdomen, escapes if through its legs, and then fires the electricity off as concentrated beams.

056/162

Zeraora  **120**

Evolves from Zeraora



NO. 0822 Thunder Pokémon HP 2-111 WT. 88.3 lbs.

★ **Shocking Knuckle** 20

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

⚡ ⚡ **Strong Volt** 120

Discard an Energy from this Pokémon.

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

It runs as fast as lightning bolts, shrouding its opponents with its high-voltage claws.

057/162

Zeraora  **120** HOLO

Evolves from Zeraora



NO. 0822 Thunder Pokémon HP 2-111 WT. 88.3 lbs.

★ **Shocking Knuckle** 20

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Discard an Energy from this Pokémon.

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It runs as fast as lightning bolts, shrouding its opponents with its high-voltage claws.

057/162

Yamper  **70**

Evolves from Yamper



NO. 0825 Puppy Pokémon HP 1-1 WT. 28.8 lbs.

★ **Whimsy Tackle** 20

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

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

This Pokémon is very popular as a herding dog in the Galar region. As it runs, it generates electricity from the base of its tail.

058/162

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Evolves from Yamper



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058/162

Boltund  **120**

Evolves from Yamper



NO. 0836 Dog Pokémon HP 3-11 WT. 25 lbs.

★ **Electrifying Dash** 50

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

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

This Pokémon generates electricity and channels it into its legs to keep them going strong. Boltund can run nonstop for three full days.

059/162

Boltund  **120** HOLO

Evolves from Yamper



NO. 0836 Dog Pokémon HP 3-11 WT. 25 lbs.

★ **Electrifying Dash** 50

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

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

This Pokémon generates electricity and channels it into its legs to keep them going strong. Boltund can run nonstop for three full days.

059/162

Wugtrio  **250**

Evolves from Wugtrio



NO. 0839 Dragon Pokémon HP 3-11 WT. 839.3 lbs.

★ **Tricolor Pump** 120

Discard up to 3 Energy cards from your hand. This attack does 60 damage to 1 of your opponent's Pokémon for each Energy card you discarded in this way. (Don't apply Weakness and Resistance for Benched Pokémon.)

★ **Numbing Hold** 120

During your opponent's next turn, the Defending Pokémon can't retreat.

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

This Pokémon is very popular as a herding dog in the Galar region. As it runs, it generates electricity from the base of its tail.

060/162

Iron Hands  **140**

Evolves from Iron Hands



NO. 0850 Dragon Pokémon HP 5-111 WT. 839.3 lbs.

★ **Volt Wave** 30

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

⚡ ⚡ **Superalloy Hands** 80+

If your opponent's Active Pokémon is a Pokémon with the ⚡ type, this attack does 80 more damage.

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

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061/162

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weakness ⚡ × 2 resistance retreat ★

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061/162

Iron Thorns  **140**

Evolves from Iron Thorns



NO. 0855 Dragon Pokémon HP 5-111 WT. 839.3 lbs.

★ **Destructo-Press** 70+

Reveal the top 5 cards of your deck. This attack does 70 damage for each Future card you find there. Then, discard those Future cards and shuffle the other cards back into your deck.

⚡ ⚡ ⚡ **Megaton Lariat** 140

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

This Pokémon is very popular as a herding dog in the Galar region. As it runs, it generates electricity from the base of its tail.

062/162

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weakness ⚡ × 2 resistance retreat ★

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062/162

Mr. Mime  **90**

Evolves from Mr. Mime



NO. 0122 Normal Pokémon HP 4-11 WT. 100.2 lbs.

★ **Look-Alike Show** 20

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

★ **Eerie Wave** 20

Your opponent's Active Pokémon is now Confused.

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

The broadness of its hands may be no coincidence—many scientists believe its palms have some unknown specifically for performing.

063/162

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Evolves from Mr. Mime



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063/162

Marill  **70**

Evolves from Marowak



NO. 0183 Aqua Mouse Pokémon HP 1-1 WT. 18.7 lbs.

★ **Ball Roll** 10×

Flip a coin until you get tails. This attack does 10 damage for each heads.

★ **Magical Shot** 40

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

The fur on its body naturally repels water. It can stay dry even when it plays in the water.

064/162

Marill  **70** HOLO

Evolves from Marowak



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★ **Ball Roll** 10×

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★ **Magical Shot** 40

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Also, Your Opponent's Active Pokémon is now Paralyzed.

The fur on its body naturally repels water. It can stay dry even when it plays in the water.

064/162

Azumarill  **130**

Evolves from Marowak



NO. 0184 Aqua Rabbit Pokémon HP 2-11 WT. 62.8 lbs.

★ **Play Rough** 30+

Flip a coin. If heads, this attack does 30 more damage.

★ **Power Tackle** 140

During your next turn, this Pokémon can't attack.

weakness ⚡ × 2 resistance retreat ★

Also, Your Opponent's Active Pokémon is now Paralyzed.

It has a very soft body. It can distinguish the difference of things in water and tell what they are.

065/162

Azumarill  **130** HOLO

Evolves from Marowak



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★ **Play Rough** 30+

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weakness ⚡ × 2 resistance retreat ★

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065/162

Girafarig  **90**

Evolves from Girafarig



NO. 0253 Long Neck Pokémon HP 4-11 WT. 81.5 lbs.

★ **Psychic Assault** 20+

This attack does 10 more damage for each damage counter on your opponent's Active Pokémon.

weakness ⚡ × 2 resistance retreat ★

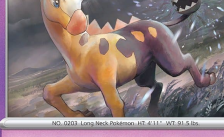
Also, Your Opponent's Active Pokémon is now Paralyzed.

Cracking tail has a small head. It instinctively bites at any foe that approaches the Pokémon from behind.

066/162

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Evolves from Girafarig



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066/162

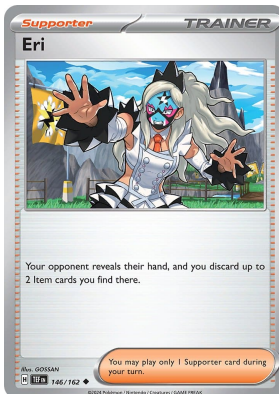
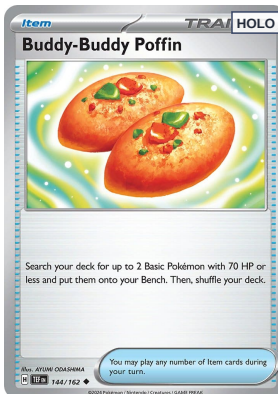
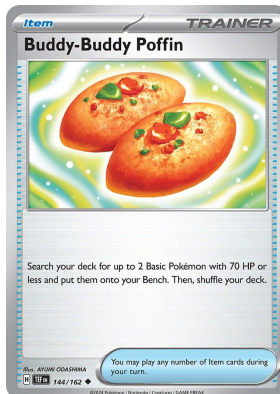
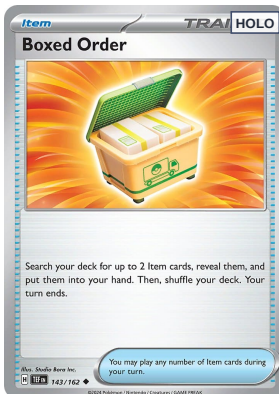
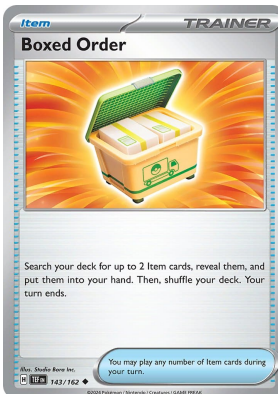
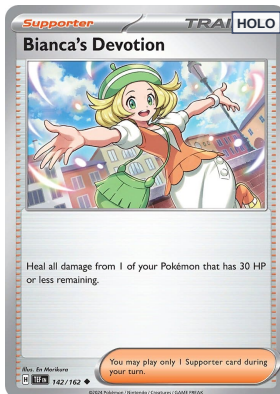
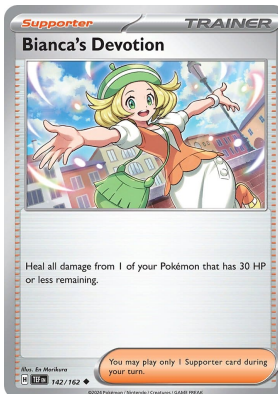












Supporter **TRAI** **HOLO**

Eri



Your opponent reveals their hand, and you discard up to 2 Item cards you find there.

Alc. GOSAN
156/162

You may play only 1 Supporter card during your turn.

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.

Alc. HAKAI Ishikawa
147/162

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

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.

Alc. HAKAI Ishikawa
147/162

You may play only 1 Supporter card during your turn.

Stadium **TRAINER**

Full Metal Lab



*3 Pokémon (both yours and your opponent's) take 30 less damage from attacks from the opponent's Pokémon (after applying Weakness and Resistance).

Alc. ATOM ODAHARA
148/162

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Stadium **TRAI** **HOLO**

Full Metal Lab



*3 Pokémon (both yours and your opponent's) take 30 less damage from attacks from the opponent's Pokémon (after applying Weakness and Resistance).

Alc. ATOM ODAHARA
148/162

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.

Pokémon Tool **TRAINER**

Future Booster Energy Capsule **Future**



The Future Pokémon this card is attached to has a Retreat Cost, and the attacks it uses do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Alc. HAKAI Ishikawa
149/162

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

Pokémon Tool **TRAI** **HOLO**

Future Booster Energy Capsule **Future**



The Future Pokémon this card is attached to has a Retreat Cost, and the attacks it uses do 20 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Alc. HAKAI Ishikawa
149/162

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

Item **TRAINER**

Hand Trimmer



Each player discards cards from their hand until they have 5 cards in their hand. Your opponent discards first. (If a player has 5 or fewer cards in their hand, they do not discard.)

Alc. ANKHA Yoshida
150/162

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

Item **TRAI** **HOLO**

Hand Trimmer



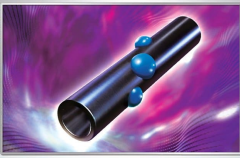
Each player discards cards from their hand until they have 5 cards in their hand. Your opponent discards first. (If a player has 5 or fewer cards in their hand, they do not discard.)

Alc. ANKHA Yoshida
150/162

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

Pokémon Tool **TRAINER**

Heavy Baton



If the Pokémon this card is attached to has a Retreat Cost of exactly 4, is in the Active Spot, and is Knocked Out by damage from an attack from your opponent's Pokémon, move up to 3 Basic Energy cards from that Pokémon to your Bench Pokémon in any way you like.

Alc. ANKHA Yoshida
151/162

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

Pokémon Tool **TRAI** **HOLO**

Heavy Baton



If the Pokémon this card is attached to has a Retreat Cost of exactly 4, is in the Active Spot, and is Knocked Out by damage from an attack from your opponent's Pokémon, move up to 3 Basic Energy cards from that Pokémon to your Bench Pokémon in any way you like.

Alc. ANKHA Yoshida
151/162

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

Pokémon Tool **TRAINER**

Hero's Cape



The Pokémon this card is attached to gets +100 HP.

Alc. HAKAI Ishikawa
152/162

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

Item **TRAINER**

Master Ball



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

Alc. HAKAI Ishikawa
153/162

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

Pokémon Tool **TRAINER**

Maximum Belt



Attacks used by the Pokémon this card is attached to do 50 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

Alc. HAKAI Ishikawa
154/162

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.

Supporter **TRAINER**

Morty's Conviction



You can use this card only if you discard another card from your hand.

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

Alc. GOSAN
155/162

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Morty's Conviction



You can use this card only if you discard another card from your hand.

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

Alc. GOSAN
155/162

You may play only 1 Supporter card during your turn.

Stadium **TRAINER**

Perilous Jungle



During Pokémon Checkup, put 2 more damage counters on each Poisoned **☛** Pokémon (both yours and your opponent's).

Alc. ATOM ODAHARA
156/162

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Stadium **TRAI** **HOLO**

Perilous Jungle



During Pokémon Checkup, put 2 more damage counters on each Poisoned **☛** Pokémon (both yours and your opponent's).

Alc. ATOM ODAHARA
156/162

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.

Item **TRAINER**

Prime Catcher



Switch in 1 of your opponent's Bench Pokémon to the Active Spot. If you do, switch your Active Pokémon with 1 of your Bench Pokémon.

Alc. HAKAI Ishikawa
157/162

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

Item **TRAINER**

Reboot Pod **Future**



Attach a Basic Energy card from your discard pile to each of your Future Pokémon.

Alc. HAKAI Ishikawa
158/162

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

Pokémon Tool **TRAINER**

Rescue Board



The Retreat Cost of the Pokémon this card is attached to is **★** less. If that Pokémon's remaining HP is 30 or less, it has no Retreat Cost.

Alc. HAKAI Ishikawa
159/162

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

Pokémon Tool **TRAI** **HOLO**

Rescue Board



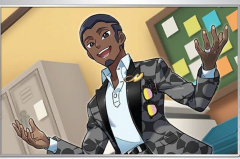
The Retreat Cost of the Pokémon this card is attached to is **★** less. If that Pokémon's remaining HP is 30 or less, it has no Retreat Cost.

Alc. HAKAI Ishikawa
159/162

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.

Supporter **TRAINER**

Salvatore



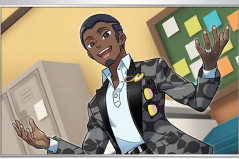
Search your deck for a card that has no Abilities and evolves from 1 of your Pokémon, and put it onto that Pokémon to evolve it. Then, shuffle your deck. You can use this card on a Pokémon you put down when you were setting up to play or on a Pokémon that was put into play this turn.

Alc. HAKAI Ishikawa
160/162

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Salvatore



Search your deck for a card that has no Abilities and evolves from 1 of your Pokémon, and put it onto that Pokémon to evolve it. Then, shuffle your deck. You can use this card on a Pokémon you put down when you were setting up to play or on a Pokémon that was put into play this turn.

Alc. HAKAI Ishikawa
160/162

You may play only 1 Supporter card during your turn.

Special Energy **ENERGY**

Mist Energy **★**



As long as this card is attached to a Pokémon, it provides **★** Energy.

Prevent all effects of attacks used by your opponent's Pokémon done to the Pokémon this card is attached to. (Existing effects are not removed. Damage is not an effect.)

Alc. HAKAI Ishikawa
161/162

