

STAGE1 Dragapult **EX** **HP 320** **Dark/Flying**

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

Ability **Terro**

Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness: x2 resistance: retreat:

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

Illust. by Ken Sugimori

BASIC Eevee **HP 50** **Normal**

Ability **Boosted Evolution**
As long as this Pokémon is in the Active Spot, it can evolve during your first turn or the turn you play it.

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

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Eevee **HP 50** **Normal**

Ability **Boosted Evolution**
As long as this Pokémon is in the Active Spot, it can evolve during your first turn or the turn you play it.

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

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Eevee **EX** **HP 200** **Normal**

Ability **Rainbow DNA**
This Pokémon can evolve into any Pokémon EX that evolves from Eevee if you play it from your hand onto this Pokémon. (This Pokémon can't evolve during your first turn or the turn you play it.)

Coruscating Quartz 200

weakness: x2 resistance: retreat:

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

Illust. by Ken Sugimori

BASIC Snorlax **EX** **HP 260** **Normal**

Strength 80

Toss-and-Turn Press 120×
Flip 3 coins. This attack does 120 damage for each heads.

weakness: x2 resistance: retreat:

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

Illust. by Ken Sugimori

BASIC Hoothoot **HP 80** **Dark/Flying**

Ability **Insomnia**
This Pokémon can't be Asleep.

Tackle 20

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

BASIC Hoothoot **HP 80** **Dark/Flying**

Ability **Insomnia**
This Pokémon can't be Asleep.

Tackle 20

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

STAGE1 Noctowl **HP 100** **Dark/Flying**

Ability **Jewel Seeker**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, if you have any Tera Pokémon in play, you may search your deck for up to 2 Trainer cards, reveal them, and put them into your hand. Then, shuffle your deck.

Speed Wing 60

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

STAGE1 Noctowl **HP 100** **Dark/Flying**

Ability **Jewel Seeker**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, if you have any Tera Pokémon in play, you may search your deck for up to 2 Trainer cards, reveal them, and put them into your hand. Then, shuffle your deck.

Speed Wing 60

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

BASIC Dunsparce **HP 60** **Normal**

Gnaw 10

Dig 30
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Dunsparce **HP 60** **Normal**

Gnaw 10

Dig 30
Flip a coin. If heads, during your opponent's next turn, prevent all damage from and effects of attacks done to this Pokémon.

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

STAGE1 Dudunsparce **HP 140** **Normal**

Ability **Run Away Draw**
Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

Land Crush 90

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

STAGE1 Dudunsparce **HP 140** **Normal**

Ability **Run Away Draw**
Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

Land Crush 90

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Miltank **HP 130** **Normal**

Rollout 20

Moomoo Rolling 100
You can use this attack only if this Pokémon used Rollout during your last turn.

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Miltank **HP 130** **Normal**

Rollout 20

Moomoo Rolling 100
You can use this attack only if this Pokémon used Rollout during your last turn.

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Lugia **EX** **HP 220** **Psychic/Flying**

Hyper Whirlpool 140
Flip a coin until you get tails. For each heads, discard an Energy from your opponent's Active Pokémon.

weakness: x2 resistance: -30 retreat:

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

Illust. by Ken Sugimori

BASIC Buneary **HP 60** **Normal**

Smash Kick 20

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Buneary **HP 60** **Normal**

Smash Kick 20

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

STAGE1 Lopunny **HP 90** **Normal**

Rear Kick 90

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

STAGE1 Lopunny **HP 90** **Normal**

Rear Kick 90

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Fan Rotom **HP 70** **Electric**

Ability **Fan Call**
Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

Assault Landing 70
If there is no Stadium in play, this attack does nothing.

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

BASIC Fan Rotom **HP 70** **Electric**

Ability **Fan Call**
Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

Assault Landing 70
If there is no Stadium in play, this attack does nothing.

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

BASIC Regigigas **HP 160** **Normal**

Jewel Breaker 100+
If your opponent's Active Pokémon is a Tera Pokémon, this attack does 230 more damage.

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Regigigas **HP 160** **Normal**

Jewel Breaker 100+
If your opponent's Active Pokémon is a Tera Pokémon, this attack does 230 more damage.

weakness: x2 resistance: retreat:

Illust. by Ken Sugimori

BASIC Shaymin **HP 70** **Grass**

Reflect Energy 60
Move an Energy from this Pokémon to 1 of your Benched Pokémon.

weakness: x2 resistance: -30 retreat:

Illust. by Ken Sugimori

BASIC Shaymin **HOLO** **HP 60**



NO. 0023, Grass-type Pokémon, HT: 3.1', WT: 11.5 lbs.

Ability Reflect Energy 60
Move an Energy from your Bench to 1 of your Benched Pokémon.

Weakness ×2 **Resistance** -30 **Retreat** 1

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BASIC Furfrou **HP 100**



NO. 0026, Normal-type Pokémon, HT: 3.1', WT: 45.3 lbs.

Ability Fur Coat
This Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Weakness ×2 **Resistance** **Retreat** 1

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BASIC Furfrou **HOLO** **HP 100**



NO. 0026, Normal-type Pokémon, HT: 3.1', WT: 45.3 lbs.

Ability Fur Coat
This Pokémon takes 20 less damage from attacks (after applying Weakness and Resistance).

Weakness ×2 **Resistance** **Retreat** 1

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BASIC Hawlucha **HP 80**



NO. 0234, Fighting-type Pokémon, HT: 2.2', WT: 47.4 lbs.

Ability Rising Tackle 10+
If your opponent's Active Pokémon is a Pokémon **EX**, this attack does 50 more damage.

Weakness ×2 **Resistance** -30 **Retreat** 1

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BASIC Hawlucha **HOLO** **HP 80**



NO. 0234, Fighting-type Pokémon, HT: 2.2', WT: 47.4 lbs.

Ability Rising Tackle 10+
If your opponent's Active Pokémon is a Pokémon **EX**, this attack does 50 more damage.

Weakness ×2 **Resistance** -30 **Retreat** 1

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BASIC Noibat **HP 60**



NO. 0214, Sound-type Pokémon, HT: 1.8', WT: 12.6 lbs.

Ability Flap 20

Weakness ×2 **Resistance** -30 **Retreat** 1

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BASIC Noibat **HOLO** **HP 60**



NO. 0214, Sound-type Pokémon, HT: 1.8', WT: 12.6 lbs.

Ability Flap 20

Weakness ×2 **Resistance** -30 **Retreat** 1

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STADIUM Noivern **EX** **HP 270**



Evolution from Noibat

Ability Strafe 50
You may switch this Pokémon with 1 of your Benched Pokémon.

Ability Sonic Blast 220
This Pokémon also does 30 damage to itself.

Weakness ×2 **Resistance** -30 **Retreat** 1

Illus. PLANETA Sports
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BASIC Terapagos **EX** **HP 230**



As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks from your opponent.

Ability Unified Beatdown 30×
If you go second, you can't use this attack during your first turn. This attack does 30 damage for each of your Benched Pokémon.

Ability Crown Opal 180
During your opponent's next turn, prevent all damage done to this Pokémon by attacks from Basic non-**EX** Pokémon.

Weakness ×2 **Resistance** -30 **Retreat** 1

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SUPPORTER Amarys



Draw 4 cards. At the end of this turn, if you have 5 or more cards in your hand, discard your hand.

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SUPPORTER Amarys **HOLO**



Draw 4 cards. At the end of this turn, if you have 5 or more cards in your hand, discard your hand.

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STADIUM Area Zero Underdepths



Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

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STADIUM Area Zero Underdepths **HOLO**

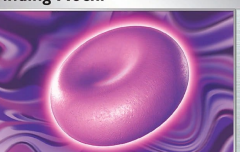


Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

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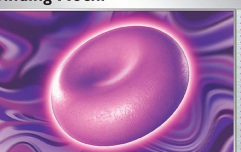
Pokémon Tool Binding Mochi



Attacks used by the Poisoned Pokémon this card is attached to do 40 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

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Pokémon Tool Binding Mochi **HOLO**



Attacks used by the Poisoned Pokémon this card is attached to do 40 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER** **HOLO**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER** **HOLO**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER** **HOLO**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Black Belt's Training **TRAINER**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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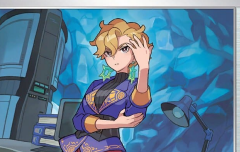
SUPPORTER Black Belt's Training **TRAINER** **HOLO**



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

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SUPPORTER Briar **TRAINER**



You can use this card only if your opponent has exactly 2 Prize cards remaining.

During this turn, if your opponent's Active Pokémon is Knocked Out by damage from an attack used by your Tera Pokémon, take 1 more Prize card.

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SUPPORTER Briar **TRAINER** **HOLO**



You can use this card only if your opponent has exactly 2 Prize cards remaining.

During this turn, if your opponent's Active Pokémon is Knocked Out by damage from an attack used by your Tera Pokémon, take 1 more Prize card.

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Buddy-Buddy Poffin



Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

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

100/131

Buddy-Buddy Poffin



Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

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

100/131

Bug Catching Set



Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of ♣ Pokémon and Basic ♣ Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

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

102/131

Bug Catching Set



Look at the top 7 cards of your deck. You may reveal up to 2 in any combination of ♣ Pokémon and Basic ♣ Energy cards you find there and put them into your hand. Shuffle the other cards back into your deck.

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

102/131

Carmine



If you go first, you may use this card during your first turn.

Discard your hand and draw 5 cards.

You may play only 1 Supporter card during your turn.

102/131

Carmine



If you go first, you may use this card during your first turn.

Discard your hand and draw 5 cards.

You may play only 1 Supporter card during your turn.

102/131

Ciphermaniac's Codebreaking



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

You may play only 1 Supporter card during your turn.

104/131

Ciphermaniac's Codebreaking



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

You may play only 1 Supporter card during your turn.

104/131

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

105/131

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

105/131

Earthen Vessel



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

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

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

106/131

Earthen Vessel



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

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

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

106/131

Explorer's Guidance



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

You may play only 1 Supporter card during your turn.

107/131

Explorer's Guidance



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

You may play only 1 Supporter card during your turn.

107/131

Festival Grounds



Each Pokémon that has any Energy attached (both yours and your opponent's) recovers from all Special Conditions and can't be affected by any Special Conditions.

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.

108/131

Festival Grounds



Each Pokémon that has any Energy attached (both yours and your opponent's) recovers from all Special Conditions and can't be affected by any Special Conditions.

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.

108/131

Friends in Paldea



Draw 3 cards.

You may play only 1 Supporter card during your turn.

109/131

Friends in Paldea



Draw 3 cards.

You may play only 1 Supporter card during your turn.

109/131

Glass Trumpet



You can use this card only if you have any Tera Pokémon in play.

Choose up to 2 of your Benched ★ Pokémon and attach a Basic Energy card from your discard pile to each of them.

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

110/131

Glass Trumpet



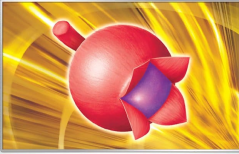
You can use this card only if you have any Tera Pokémon in play.

Choose up to 2 of your Benched ★ Pokémon and attach a Basic Energy card from your discard pile to each of them.

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

110/131

Haban Berry

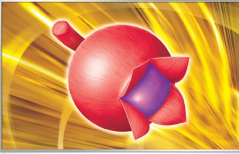


If the Pokémon this card is attached to is damaged by an attack from your opponent's ♠ Pokémon, it takes 60 less damage (after applying Weakness and Resistance), and discard this card.

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.

111/131

Haban Berry



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

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.

111/131

Janine's Secret Art



Choose up to 2 of your ♣ Pokémon. For each of those Pokémon, search your deck for a Basic ♣ Energy card and attach it to that Pokémon. Then, shuffle your deck. If you attached Energy to your Active Pokémon in this way, it is now Poisoned.

You may play only 1 Supporter card during your turn.

112/131

Janine's Secret Art



Choose up to 2 of your ♣ Pokémon. For each of those Pokémon, search your deck for a Basic ♣ Energy card and attach it to that Pokémon. Then, shuffle your deck. If you attached Energy to your Active Pokémon in this way, it is now Poisoned.

You may play only 1 Supporter card during your turn.

112/131

Kieran



Choose 1:

- Switch your Active Pokémon with 1 of your Benched Pokémon.
- During this turn, attacks used by your Pokémon do 30 more damage to your opponent's Active Pokémon **EX** and Active Pokémon **V** (before applying Weakness and Resistance).

You may play only 1 Supporter card during your turn.

113/131

Supporter **TRAI** **HOLO**

Kieran



Choose 1:

- Switch your Active Pokémon with 1 of your Benched Pokémon.
- During this turn, attacks used by your Pokémon do 30 more damage to your opponent's Active Pokémon **EX** and Active Pokémon **V** (before applying Weakness and Resistance).

Art: GODOA
© 2013 NIS 113/131

You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Lacey



Shuffle your hand into your deck. Then, draw 4 cards. If your opponent has 3 or fewer Prize cards remaining, draw 8 cards instead.

Art: Sennosuke Sakuma
© 2013 NIS 114/131

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Lacey



Shuffle your hand into your deck. Then, draw 4 cards. If your opponent has 3 or fewer Prize cards remaining, draw 8 cards instead.

Art: Sennosuke Sakuma
© 2013 NIS 114/131

You may play only 1 Supporter card during your turn.

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.

Art: Inui
© 2013 NIS 115/131

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

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.

Art: Inui
© 2013 NIS 115/131

You may play only 1 Supporter card during your turn.

Item **TRAINER**

Max Rod



Put up to 5 in any combination of Pokémon and Basic Energy cards from your discard pile into your hand.

Art: Shoji Tsubota
© 2013 NIS 120/131

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).

Art: Bessyette
© 2013 NIS 122/131

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**

Ogre's Mask



Choose a Pokémon **EX** in your discard pile that has "Ogerpon" in its name, and switch it with 1 of your Pokémon **EX** in play that has "Ogerpon" in its name. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon.

Art: Akira Gotoh
© 2013 NIS 118/131

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

Item **TRAI** **HOLO**

Ogre's Mask



Choose a Pokémon **EX** in your discard pile that has "Ogerpon" in its name, and switch it with 1 of your Pokémon **EX** in play that has "Ogerpon" in its name. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon.

Art: Akira Gotoh
© 2013 NIS 118/131

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

Item **TRAINER**

Prime Catcher



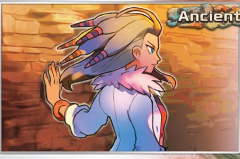
Switch in 1 of your opponent's Benched Pokémon to the Active Spot. If you do, switch your Active Pokémon with 1 of your Benched Pokémon.

Art: Shoji Tsubota
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You may play any number of Item cards during your turn.

Supporter **TRAINER**

Professor Sada's Vitality



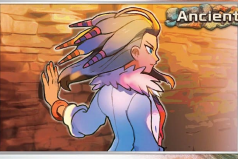
Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Art: Mayumi Miyazaki
© 2013 NIS 120/131

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Professor Sada's Vitality



Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Art: Mayumi Miyazaki
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You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor Turo's Scenario



Put 1 of your Pokémon in play into your hand. (Reveal all cards attached to that Pokémon.)

Art: Inui
© 2013 NIS 121/131

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Professor Turo's Scenario



Put 1 of your Pokémon in play into your hand. (Reveal all cards attached to that Pokémon.)

Art: Inui
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You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor's Research *Professor Oak*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Professor's Research *Professor Elm*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor's Research *Professor Elm*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
© 2013 NIS 122/131

You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Professor's Research *Professor Elm*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor's Research *Professor Rowan*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Professor's Research *Professor Rowan*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card during your turn.

Supporter **TRAINER**

Professor's Research *Professor Sycamore*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card during your turn.

Supporter **TRAI** **HOLO**

Professor's Research *Professor Sycamore*



Discard your hand and draw 7 cards.

Art: Hideo Ishikawa
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You may play only 1 Supporter card 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.

Art: Tetsu Bech
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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.

Art: Tetsu Bech
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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**

Roto-Stick



Look at the top 4 cards of your deck. You may reveal any number of Supporter cards you find there and put them into your hand. Shuffle the other cards back into your deck.

Art: Shoji Tsubota
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You may play any number of Item cards during your turn.

