



STAGE 1 **Mega Frosllass EX** HP 310

Evolves from Snorunt

The Mega-Evolved form of Frosllass



Resentful Refrain 50^x
This attack does 50 damage for each card in your opponent's hand.

Absolute Snow 150
Your opponent's Active Pokémon is now Asleep.

weakness  x2 resistance retreat 

illus. Shon Graphics

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

ASC 047/217

STAGE 1 **Mega Starmie EX** HP 330

Evolves from Staryu

The Mega-Evolved form of Starmie



Jetting Blow 120
This attack also does 50 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Nebula Beam 210
This attack's damage isn't affected by Weakness or Resistance, or by any effects on your opponent's Active Pokémon.

weakness  x2 resistance retreat 

illus. Shon Graphics

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

POR 021/088

STAGE 1 **Mega Starmie EX** HP 330

Evolves from Staryu

The Mega-Evolved form of Starmie



Jetting Blow 120
This attack also does 50 damage to 1 of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Nebula Beam 210
This attack's damage isn't affected by Weakness or Resistance, or by any effects on your opponent's Active Pokémon.

weakness  x2 resistance retreat 

illus. Shon Graphics

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

POR 021/088

BASIC **Meowth EX** HP 170



Ability Last-Ditch Catch
Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

Tuck Tail 60
Put this Pokémon and all attached cards into your hand.

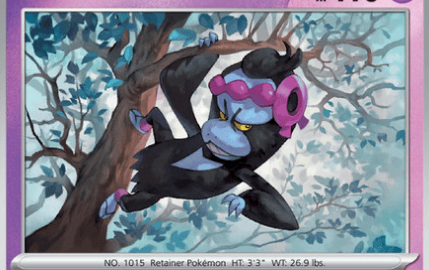
weakness  x2 resistance retreat 

illus. Shon Graphics

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

POR 062/088

BASIC **Munkidori** HP 110



NO. 1015. Retainer Pokémon. HT: 3'3". WT: 26.9 lbs.

Ability Adrena-Brain
Once during your turn, if this Pokémon has any Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

Mind Bend 60
Your opponent's Active Pokémon is now Confused.

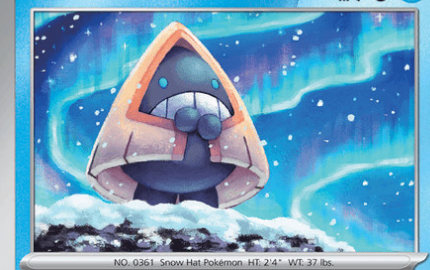
weakness  x2 resistance  -30 retreat 

illus. kodomo

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

HTL 095/167

BASIC **Snorunt** HP 70



NO. 0361. Snow Hat Pokémon. HT: 2'4". WT: 37 lbs.

Chilly 10

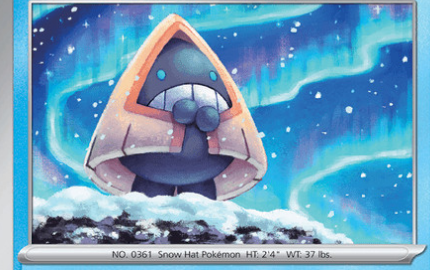
weakness  x2 resistance retreat 

illus. Wintz Wander

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

ASC 046/217

BASIC **Snorunt** HP 70



NO. 0361. Snow Hat Pokémon. HT: 2'4". WT: 37 lbs.

Chilly 10

weakness  x2 resistance retreat 

illus. Wintz Wander

In some snowy lands, certain folklore says a house will prosper if a Snorunt lives there.

ASC 046/217

BASIC **Staryu** HP 70



NO. 0120. Star Shape Pokémon. HT: 2'7". WT: 76.1 lbs.

Water Gun 20

weakness  x2 resistance retreat 

illus. Takeshi Nakamura

Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

POR 020/088

BASIC **Staryu** HP 70



NO. 0120. Star Shape Pokémon. HT: 2'7". WT: 76.1 lbs.

Water Gun 20

weakness  x2 resistance retreat 

illus. Takeshi Nakamura

Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

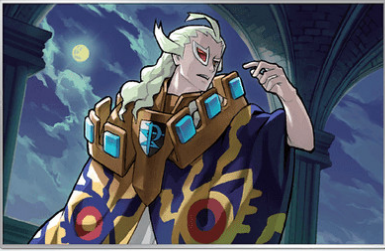
POR 020/088

Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire
MEG 114/132

You may play only 1 Supporter card during your turn.

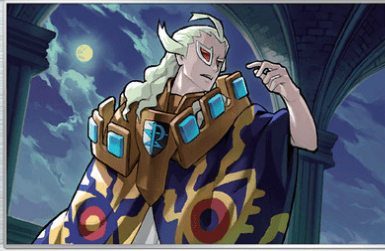
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Supporter

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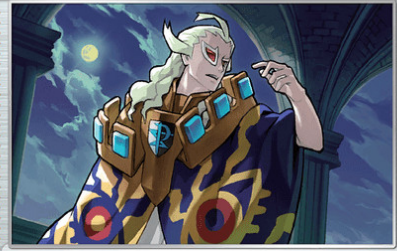
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Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

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You may play only 1 Supporter card during your turn.

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Item

TRAINER

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.

Illus. AYUMI ODASHIMA
H 144/162

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

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Illus. AYUMI ODASHIMA
H 144/162

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Supporter

TRAINER

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.

Illus. GIDORA
H 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you
H 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. you
MEG ID 084/086

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
MEG ID 119/132

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
MEG ID 119/132

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Illus. Atsushi Furusawa
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Illus. Atsushi Furusawa
MEG ID 119/132

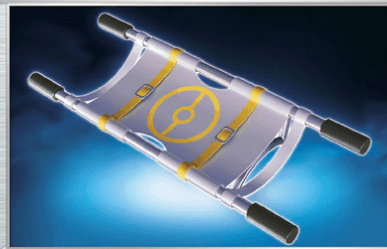
You may play only 1 Supporter card during your turn.

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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
ASC ID 196/217

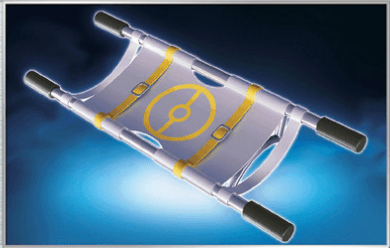
You may play any number of Item cards during your turn.

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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
ASC ID 196/217

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

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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 ID 081/088

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

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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 ID 081/088

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

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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.

You can't have more than 1 ACE SPEC card in your deck.

Illustration by: Kenji Nakamura

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

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Supporter **TRAINER**

Team Rocket's Petrel



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

You may play only 1 Supporter card during your turn.

Illus. GOSSAN

D **Dratini** 176/182 ♦

Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

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

MECH

131/132

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

MECH

131/132

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Item

TRAINER

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

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

MECH

131/132

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MECH

131/132

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TRAINER

Ultra Ball



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MECH

131/132

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Ultra Ball



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MECH

131/132

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

MECH

131/132

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Basic Energy

ENERGY

Basic  Energy



MECH

007

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Basic Energy

ENERGY

Basic  Energy



MECH

007

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Special Energy

ENERGY

Ignition Energy   



If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

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

If this card is attached to an Evolution Pokémon, it provides    Energy instead.

WHL

086/086

WHL

086/086

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Special Energy

ENERGY

Ignition Energy   



If this card is attached to 1 of your Pokémon, discard it at the end of your turn.

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

If this card is attached to an Evolution Pokémon, it provides    Energy instead.

WHL

086/086

WHL

086/086

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Basic Energy

ENERGY

Basic  Energy



MECH

003

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