



BASIC Mega Skarmory **EX** HP 260

The Mega-Evolved form of Skarmory.



Sonic Ripper
Shuffle all Energy attached to this Pokémon into your deck, and this attack does 220 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ ×2 resistance ♣ -30 retreat

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

ILLU. Shon Graphics
NO. 055/088

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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.

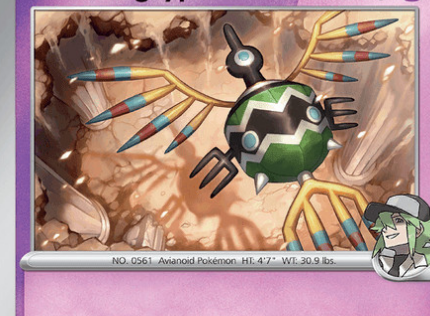
weakness ♣ ×2 resistance ♣ -30 retreat

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

ILLU. Shon Graphics
NO. 062/088

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BASIC N's Sigilyph HP 110



Psychic Sphere 20

Victory Symbol
If you use this attack when you have exactly 1 Prize card remaining, you win this game.

weakness ⚡ ×2 resistance ♣ -30 retreat

ILLU. Shisurigoruru
NO. 064/159

A discovery was made in the desert where Sigilyph fly. The ruins of what may have been an ancient city were found beneath the sands.

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BASIC Piplup HP 70



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

Tackle 20

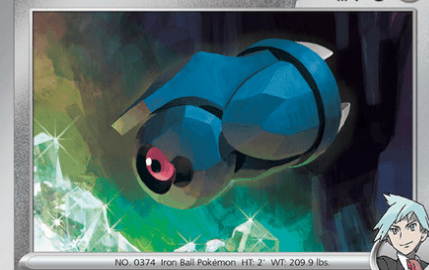
weakness ⚡ ×2 resistance ♣ -30 retreat

ILLU. Hideki Ishikawa
NO. 027/094

A poor walker, it often falls down. However, its strong pride makes it puff up its chest without a care.

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BASIC Steven's Beldum HP 70



Ram 30

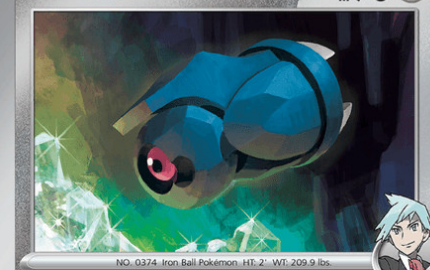
weakness ⚡ ×2 resistance ♣ -30 retreat

ILLU. Takeshi Nakamura
NO. 143/182

The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

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BASIC Steven's Beldum HP 70



Ram 30

weakness ⚡ ×2 resistance ♣ -30 retreat

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BASIC Steven's Beldum HP 70



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NO. 143/182

The magnetic force generated by its body repels the ground's natural magnetism, letting it float.

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STAGE2 Steven's Metagross **EX** HP 340

Evolves from Steven's Metang



Ability X-Boot
Once during your turn, you may search your deck for a Basic ⚡ Energy card, a Basic ♡ Energy card, or 1 of each and attach them to your ⚡ Pokémon and ♡ Pokémon in any way you like. Then, shuffle your deck.

Metal Stomp 200

weakness ⚡ ×2 resistance ♣ -30 retreat

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

ILLU. PLANETA Mochizuki
NO. 145/182

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STAGE2 Steven's Metagross **EX** HP 340

Evolves from Steven's Metang



Ability X-Boot
Once during your turn, you may search your deck for a Basic ⚡ Energy card, a Basic ♡ Energy card, or 1 of each and attach them to your ⚡ Pokémon and ♡ Pokémon in any way you like. Then, shuffle your deck.

Metal Stomp 200

weakness ⚡ ×2 resistance ♣ -30 retreat

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

ILLU. PLANETA Mochizuki
NO. 145/182

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STAGE 2 Steven's **Metagross^{EX}** HP 340

Evolves from Steven's Metang

Ability X-Boot
Once during your turn, you may search your deck for a Basic Energy card, a Basic Energy card, or 1 of each and attach them to your Pokémon and Pokémon in any way you like. Then, shuffle your deck.

Metal Stomp 200

weakness: Fire ×2 resistance: Grass -30 retreat: 3 stars

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

Illus. PLANETA Mochizuki
145/182
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STAGE 1 Steven's **Metang** HP 100

Evolves from Steven's Beldum

NO. 0375. Iron Claw Pokémon. HT: 3'11" WT: 446.4 lbs.

Metal Slash 70
During your next turn, this Pokémon can't attack.

weakness: Fire ×2 resistance: Grass -30 retreat: 2 stars

Illus. Anesaki Dynamic
144/182
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STAGE 1 Steven's **Metang** HP 100

Evolves from Steven's Beldum

NO. 0375. Iron Claw Pokémon. HT: 3'11" WT: 446.4 lbs.

Metal Slash 70
During your next turn, this Pokémon can't attack.

weakness: Fire ×2 resistance: Grass -30 retreat: 2 stars

Illus. Anesaki Dynamic
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Stadium **TRAINER**

Battle Cage

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.

Illus. MARINA Chikazawa
085/094
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Supporter **TRAINER**

Boss's Orders Ghetsis

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

You may play only 1 Supporter card during your turn.

Illus. NC Empire
114/132
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Supporter **TRAINER**

Boss's Orders Ghetsis

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

You may play only 1 Supporter card during your turn.

Illus. NC Empire
114/132
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Supporter **TRAINER**

Brock's Scouting

Search your deck for up to 2 Basic Pokémon or 1 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. Tezairo
146/159
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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.

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

Illus. AYUMI ODASHIMA
144/162
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Item **TRAINER**

Energy Recycler

Shuffle up to 5 Basic Energy cards from your discard pile into your deck.

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

Illus. Toyote Beach
164/182
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Item

TRAINER

Energy Recycler

Shuffle up to 5 Basic Energy cards from your discard pile into your deck.

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

Illus. Toyotsu Beach

164/182

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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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

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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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

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Supporter

TRAINER

Lillie's Determination

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You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

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Item

TRAINER

Night Stretcher

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

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

Illus. Toyotsu Beach

196/217

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Item

TRAINER

Night Stretcher

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

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

Illus. Toyotsu Beach

196/217

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Item

TRAINER

Precious Trolley

Search your deck for any number of Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

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

Illus. Anzo pottle

185/191

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Item

TRAINER

Rare Candy

Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

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

Illus. Studio Boro Inc.

125/132

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Item

TRAINER

Rare Candy

Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

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

Illus. Studio Boro Inc.

125/132

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Item **TRAINER**

Team Rocket's Transceiver



A blue and black handheld transceiver with a red shield emblem featuring a white 'P' on its top half. It is set against a purple background with a glowing pink grid pattern.

Search your deck for a Supporter card that has “Team Rocket” in its name, reveal it, and put it into your hand. Then, shuffle your deck.

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

illus. inose yukie

D **DR101** 178 / 182 ◆

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Stadium **TRAINER**

Team Rocket's Watchtower



★ Pokémon in play (both yours and your opponent's) have no Abilities.

illus. AYUMI ODASHIMA

D **DREN** 180 / 182 ◆

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

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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.

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

Illus. Ayaka Yoshida

MEG 131/132

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Supporter **TRAINER**

Xerosic's Machinations



Your opponent discards cards from their hand until they have 3 cards in their hand.

You may play only 1 Supporter card during your turn.

ILLUSTRATION BY Gossan

064/064

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Basic Energy

ENERGY

Basic  Energy



A large, glowing, circular energy symbol is centered on the card. The symbol is a stylized, black, geometric design resembling a three-pointed star or a flame, set against a light blue background with a subtle pattern of white sparkles.

008

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Basic Energy

ENERGY

Basic  Energy



A large, circular, metallic-looking Psychic Energy symbol is centered on the card. It features a stylized black and white design. The background is a light blue gradient with a subtle pattern of white sparkles or stars.

008

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Basic Energy

ENERGY

Basic  Energy



MEEN 008

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The image shows a 'Basic Energy' card, numbered 008. The card has a light blue background with a large, glowing, stylized 'V' or 'W' symbol in the center, surrounded by a circular aura of white sparkles. The top of the card features the text 'Basic Energy' on the left and 'ENERGY' on the right, separated by a curved line. In the bottom left corner, there is a small 'MEEN' logo and the number '008'. In the bottom right corner, there is a small circular icon containing a stylized 'V' or 'W' symbol.

