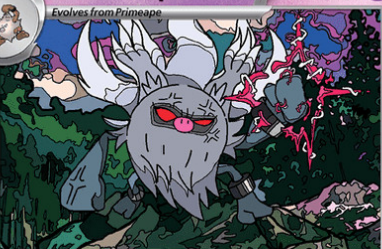


STAGE 2 **Annihilape** HP 150

Evolves from Primeape



NO. 0979 Rage Monkey Pokémon. HT: 3'11" WT: 123.5 lbs.

Ability **Durable Body**

If this Pokémon would be Knocked Out by damage from an attack, flip a coin. If heads, this Pokémon is not Knocked Out, and its remaining HP becomes 10.

Ghostly Blow 100

Place 5 damage counters on 1 of your opponent's Benched Pokémon.

weakness ⚡ ×2 resistance ♀ -30 retreat ★ ★

Illus. Haru Akasaka

It imbues its fists with the power of the rage that it kept hidden in its heart. Opponents struck by these imbued fists will be shattered to their core.

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BASIC **Budew** HP 30



NO. 0406 Bud Pokémon. HT: 8" WT: 2.6 lbs.

Itchy Pollen 10

During your opponent's next turn, they can't play any Item cards from their hand.

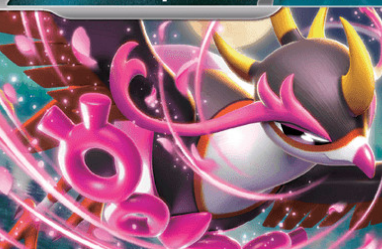
weakness ⚡ ×2 resistance ♀ retreat

Illus. Yoriyuki Ikegami

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

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BASIC **Fezandipiti ex** HP 210



Ability **Flip the Script**

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

Cruel Arrow

This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ ×2 resistance ♀ retreat ★ ★ ★

Illus. Charysuo

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

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BASIC **Kyurem** HP 130



NO. 0646 Boundary Pokémon. HT: 9'10" WT: 716.5 lbs.

Ability **Plasma Bane**

If your opponent has any cards in their discard pile that have "Colress" in the name, this Pokémon can use the Trifrost attack for ★.

Trifrost

Discard all Energy from this Pokémon. This attack does 110 damage to 3 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ⚡ ×2 resistance ♀ retreat ★ ★

Illus. Shiduringaru

Dwelling within it is a power even greater than that of Reshiram or Zekrom, but the extreme cold keeps that power bound.

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BASIC **Latias ex** HP 210



Ability **Skyliner**

Your Basic Pokémon in play have no Retreat Cost.

Eon Blade 200

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

weakness ⚡ ×2 resistance ♀ -30 retreat ★ ★

Illus. Nakayuo

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

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Illus. Nakayuo

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

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BASIC **Lillie's Clefairy ex** HP 190



Ability **Fairy Zone**

The Weakness of each of your opponent's ⚡ Pokémon in play is now ⚡. (Apply Weakness as ×2.)

Full Moon Rondo 20+

This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness ⚡ ×2 resistance ♀ retreat ★

Illus. Shon Graphics

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

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BASIC **Mega Kangaskhan ex** HP 300

The Mega-Evolved form of Kangaskhan



Ability **Run Errand**

Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

Rapid-Fire Combo 200+

Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ⚡ ×2 resistance ♀ retreat ★ ★ ★

Illus. Shon Graphics

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

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BASIC

Slowpoke

HP 80

NO. 0079

Dopey Pokémon

HT: 3'11"

WT: 79.4 lbs.

★

Dangle Tail

Put a Pokémon from your discard pile into your hand.

★

Tackle

30

weakness

×2

resistance

-30

retreat

★ ★

Illus. Teezro

It is always vacantly lost in thought, but no one knows what it is thinking about. It is good at fishing with its tail.

057/142

BASIC

Slowpoke

HP 80

NO. 0079

Dopey Pokémon

HT: 3'11"

WT: 79.4 lbs.

★

Dangle Tail

Put a Pokémon from your discard pile into your hand.

★

Tackle

30

weakness

×2

resistance

-30

retreat

★ ★

Illus. Teezro

It is always vacantly lost in thought, but no one knows what it is thinking about. It is good at fishing with its tail.

057/142

BASIC

Zeraora

HP 100

NO. 0807

Thunderclap Pokémon

HT: 4'11"

WT: 98.1 lbs.

★

Scratch

20

⚡ ⚡ ⚡

Thunder Raid

Discard all Energy from this Pokémon, and this attack does 210 damage to 1 of your opponent's Benched Pokémon **ex**. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness

×2

resistance

retreat

★

Illus. Ryota Fuse

Electricity sparks from the pads on its limbs. Wherever Zeraora runs, lightning flashes and thunder echoes.

078/182

Stadium

TRAINER

Academy at Night

Once during each player's turn, that player may put a card from their hand on top of their deck.

Illus. AYUMI ODASHIMA

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.

054/064

Stadium

TRAINER

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054/064

Supporter

TRAINER

Ciphermaniac's Codebreaking

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

Illus. Taira Akitzu

You may play only 1 Supporter card during your turn.

145/162

Supporter

TRAINER

Ciphermaniac's Codebreaking

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

Illus. Taira Akitzu

You may play only 1 Supporter card during your turn.

145/162

Supporter

TRAINER

CIPHERMANIAC'S CODEBREAKING

Future



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

Illus. Taira Akitu

H TEF 145/162

You may play only 1 Supporter card during your turn.

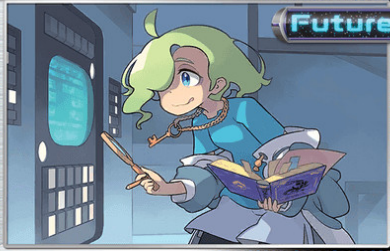
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Supporter

TRAINER

CIPHERMANIAC'S CODEBREAKING

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H TEF 145/162

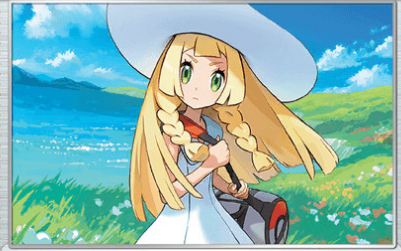
You may play only 1 Supporter card during your turn.

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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

I MEG 119/132

You may play only 1 Supporter card during your turn.

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I MEG 119/132

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Pokémon Tool

TRAINER

LUCKY HELMET



If the 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), draw 2 cards.

Illus. Studio Bora Inc.

H TIL 158/167

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.

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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

H ASC 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

H ASC 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.)

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

Illus. Studio Bora Inc.

J **POR** **en** 081/088 ◆

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Item **TRAINER**

Poké Pad



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Illus. Studio Bora Inc.

J **POR** EN 081/088 ◆

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Poké Pad



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Illus. Studio Bora Inc.

J **POP** **EN** 081/088 ◆

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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.)

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

Illus. Studio Bora Inc.

J **POR** **EN** 081/088 ◆

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Supporter
TRAINER

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

You may play only 1 Supporter card during your turn.

Illus. Sonosuke Sakuma

H

SSP 101

187/191

◆

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Item **TRAINER**

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illustration: Studio Bora Inc.

1 **MEGAWATT** 130/132 ●

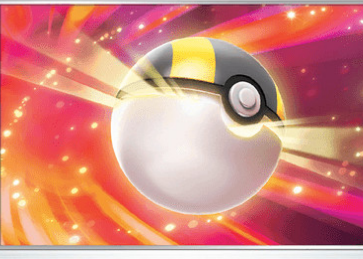
You may play any number of Item cards during your turn.

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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

MEGAW 131/132

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Item
TRAINER

Ultra Ball



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Illus. Ayaka Yoshida

1

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MEGAW

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131/132

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Ultra Ball



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Illus. Ayaka Yoshida

1 **MEG** **131/132**

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Item **TRAINER**

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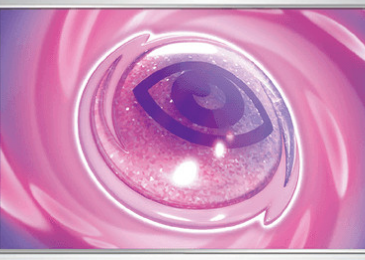
Illus. Ayaka Yoshida

0 **MEG** **131/132**

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Item **TRAINER**

Wondrous Patch



Attach a Basic ⬤ Energy card from your discard pile to 1 of your Benched ⬤ Pokémon.

Illus. Studio Bora Inc.

PFLN 094/094 ♦

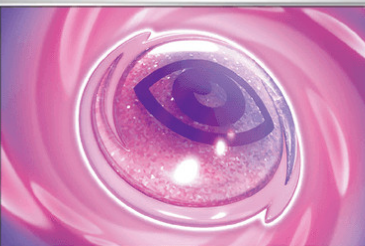
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TRAINER

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Illus. Studio Bora Inc.

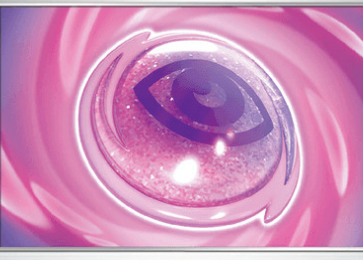
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Item

TRAINER

Wondrous Patch



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Illustration by Studio Bara Inc.

0 PFLN 094/094

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

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The card features a vibrant background of swirling teal and yellow-green energy. In the center is a large, translucent sphere with a black five-pointed star on its surface. A large, light blue arrow curves from the left side of the sphere, pointing towards the top left corner of the card. The top of the card has a dark grey border with the words 'Special Energy' in a stylized font on the left and 'ENERGY' in a bold, italicized font on the right. Below this border, the title 'Boomerang Energy' is written in a large, bold, black font. To the right of the title is a small black star icon. The bottom of the card has a white rectangular box containing the card's text. In the bottom left corner of the card, there is a small 'TM' symbol, the 'The Pokémon Company' logo, and the number '166/167' followed by a small black diamond symbol. In the bottom right corner, there is a small black star icon.

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Basic Energy  **ENERGY**

Basic  Energy







MEEN 005

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