

STAGE 1 **Crustle** **HP 150**

Evolves from Dwebble

NO. 0558. Stone Home Pokémon. HT: 4'7". WT: 440.9 lbs.

Ability **Mysterious Rock Inn**
Prevent all damage done to this Pokémon by attacks from your opponent's Pokémon **EX**.

Superb Scissors **120**
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

weakness $\times 2$ resistance retreat

Illus. Po-Suzuki
It's thick claws are its greatest weapons. They're mighty enough to crack Rhyperior's carapace.

0 **DM** 012/182

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BASIC **Dwebble** **HP 70**

NO. 0557. Rock Inn Pokémon. HT: 1'. WT: 32 lbs.

Ascension
Search your deck for a card that evolves from this Pokémon and put it onto this Pokémon to evolve it. Then, shuffle your deck.

weakness $\times 2$ resistance retreat

Illus. Kanami Ogata
It first tries to find a rock to live in, but if there are no suitable rocks to be found, Dwebble may move in to the ports of a Hippowdon.

0 **DM** 011/182

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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 $\times 2$ resistance retreat

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

0 **MEG** 104/132

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weakness ♣ ×2 resistance ♠ retreat ★★

Illustration: Sbon Graphics

MEG 104/132 ★

Mega Evolution EX rule

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Supporter

TRAINER

Boss's Orders

Ghetsis

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

Illustration: NC Empire

MEG 114/132 ◆

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.

Illustration: AYUMI ODASHIMA

ITEM 144/162 ◆

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

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ITEM 144/162 ◆

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Item

TRAINER

Enhanced Hammer

Discard a Special Energy from 1 of your opponent's Pokémon.

Illustration: Eske Yoshinob

ITEM 148/167 ◆

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

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Supporter

TRAINER

Eri

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

Illustration: GOSSAN

ITEM 146/162 ◆

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Eri



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

Illus. GOSSAN
H TEF 146/162

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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H TEF 146/162

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Stadium

TRAINER

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.

Illus. MARINA Chikazawa
H TEF 149/167

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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Pokémon Tool

TRAINER

Handheld Fan



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), move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Toyohito Beach
H TEF 150/167

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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Pokémon Tool

TRAINER

Hero's Cape



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

Illus. Toyohito Beach
H TEF 152/167

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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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. yuu
H TEF 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. yuu
H TEF 084/086

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Jumbo Ice Cream



Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

Illus. AYUMI ODASHIMA
H PFLM 091/094

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

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Item

TRAINER

Jumbo Ice Cream



Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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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

0 MEGM 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



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0 MEGM 119/132

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Stadium

TRAINER

Lumiose City



Once during each player's turn, that player may search their deck for a Basic Pokémon and put it onto their Bench. Then, that player shuffles their deck. If a player searches their deck in this way, their turn ends.

Illus. MARINA Chikazawa

0 PFLM 077/088

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

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

0 SVLM 186/198

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

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Item

TRAINER

Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyote Beach

0 SVLM 186/198

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

This is a 'Basic Energy' card from the MEEN 001 set. The card has a green background with a large, glowing green circle in the center containing a black silhouette of a leaf. The top of the card features the text 'Basic Energy' on the left and 'ENERGY' on the right, separated by a green leaf icon. The bottom left corner shows the 'MEEN 001' logo, and the bottom right corner features a small green leaf icon. The card is set against a dark background with a grid of numbers.

This is a 'Special Energy' card from the Pokémon TCG. The top half features a pink and yellow swirling background with a large white sphere in the center containing a black six-pointed star. The top left corner has the text 'Special Energy' in a stylized font, and the top right corner has 'ENERGY' in a bold, metallic font. Below the illustration, the card's text is as follows:

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.)

The bottom of the card shows a black bar with the text 'H TEP EN 161/162' and a small diamond symbol on the left, and a black star symbol on the right.

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.)

161/162

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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.)

161/162

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Special Energy

ENERGY

Spiky Energy

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

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), put 2 damage counters on the Attacking Pokémon.

159/159

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Special Energy

ENERGY

Spiky Energy

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

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159/159

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