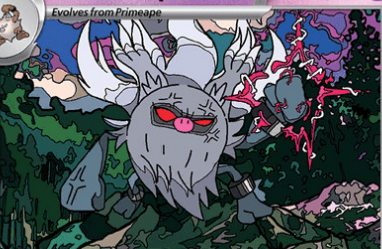


STAGE 2 **Annihilape** HP 150

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 ★★

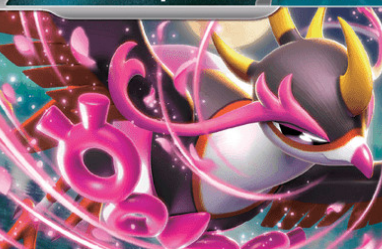
Illus. Haru Akasaka

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.

041/084

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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. Ichigayoo

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

142/217

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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 resistance retreat ★★

Illus. Shōbungru

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

047/064

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Kyurem** HP 130



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weakness resistance retreat ★★

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

047/064

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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. Ichigayoo

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

076/191

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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. Ichigayoo

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

076/191

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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. Shōn Graphics

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

056/159

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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. Shōn Graphics

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

104/132

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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.

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

weakness ×2 resistance retreat ★★

Illus. Shōn Graphics

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

104/132

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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 ★ ★ ★

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

illus. Sean Graphics
104/132 ★

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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 ♣ retreat ★

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

illus. Sean Graphics
062/088 ★

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STAGE 2 Metagross HP 180 ♣

Evolves from Metang



NO. 0376 Iron Leg Pokémon. HT: 5'3" WT: 1212.5 lbs.

♣ **Bounce Back** 60
Switch out your opponent's Active Pokémon to the Bench. (Your opponent chooses the new Active Pokémon.)

♣ ♣ ♣ ★ **Metallic Hammer** 150+
You may discard 3 ♣ Energy from this Pokémon and have this attack do 150 more damage.

weakness ♣ ×2 resistance ♣ -30 retreat ★ ★ ★

illus. Run Tokujo
061/086

Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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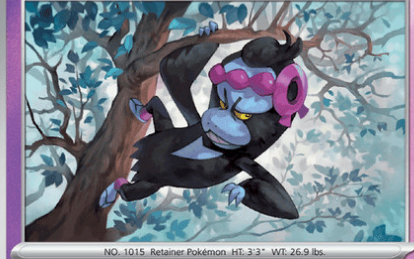
weakness ♣ ×2 resistance ♣ -30 retreat ★ ★ ★

illus. Run Tokujo
061/086

Metang combined to form it. With four brains, it has the intelligence of a supercomputer.

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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 ♣ ×2 resistance ♣ -30 retreat ★

illus. Kodomo
095/167 ★

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

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STAGE 2 Pawmot HP 140 ⚡

Evolves from Pawmo



NO. 0923 Hands-On Pokémon. HT: 2'11" WT: 90.4 lbs.

⚡ ⚡ **Voltaic Fist** 130
You may have this Pokémon also do 60 damage to itself and make your opponent's Active Pokémon Paralyzed.

weakness ♣ ×2 resistance ♣ retreat ★

illus. satoma
034/094 ★

This Pokémon normally is slow to react, but once it enters battle, it will strike down its enemies with lightning-fast movements.

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STAGE 1 Slowking HP 120 ♣

Evolves from Slowpoke



NO. 0199 Royal Pokémon. HT: 6'7" WT: 175.3 lbs.

♣ ★ **Seek Inspiration**
Discard the top card of your deck, and if that card is a Pokémon that doesn't have a Rule Box, choose 1 of its attacks and use it as this attack. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

♣ ♣ ★ **Super Psy Bolt** 120

weakness ♣ ×2 resistance ♣ -30 retreat ★ ★ ★

illus. Tetsu Koyama
058/142

It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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058/142

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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.

SCM

057/142

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

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SCM

057/142

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

Unown

HP 80

NO. 0201

Symbol Pokémon

HT: 1'8"

WT: 11 lbs.

★ ★

Mysterious Signal

40

If your opponent's Pokémon is Knocked Out by damage from this attack, take 1 more Prize card.

weakness

×2

resistance

-30

retreat

★

illus. mingo

Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

SCM

072/128

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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

SCM

054/064

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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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.

You may play only 1 Supporter card during your turn.

Illus.: Taira Akiutsu

H **TEF EN** 145/162 ◆

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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.

Illustration by Taira Akiho

145/162

You may play only 1 Supporter card during your turn.

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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.

Illustration by Taira Akitsu

145/162

You may play only 1 Supporter card during your turn.

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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.

Illustration by GIDORA

133 / 142

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

1 **MEG** **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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Illus. Atsushi Furusawa
MEG 119/132

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER**

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illus. Atsushi Furusawa

1 **MEGAW** 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.

illus. Atsushi Furusawa

MEGAWATT 119/132 ◆

You may play only 1 Supporter card during your turn.

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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.

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.

Illus. Studio Bora Inc.
H 158/167

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