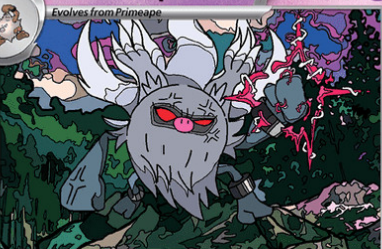


STAGE 2 **Annihilape** HP 150

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

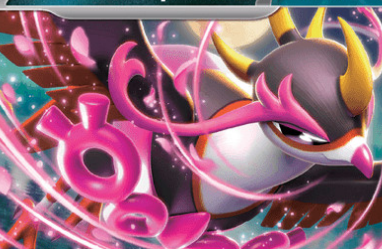
It imbues its fists with the power of the rage that it kept hidden in its heart. Opponents struck by these imbued fists will be shattered to their core.

Illus. Haru Akasaka

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 -30 retreat

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

Illus. Ichigayoo

142/217

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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 -30 retreat

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

Illus. Shōbungru

047/064

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC **Kyurem** HP 130



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Illus. Shōbungru

047/064

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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

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

Illus. Nakayoo

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

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

Illus. Nakayoo

076/191

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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 -30 retreat

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

Illus. Shōn Graphics

056/159

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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 -30 retreat

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

Illus. Shōn Graphics

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 -30 retreat

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

Illus. Shōn Graphics

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 ★

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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 ♣ retreat ★

illus. Sean Graphics
062/088 ★

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

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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. Ron Toujo
061/086

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

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illus. Ron Toujo
061/086

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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.

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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

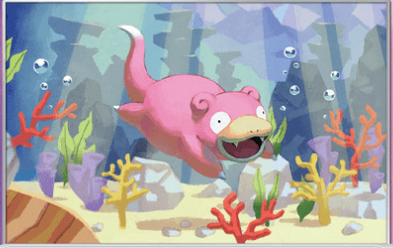
weakness ♣ ×2 resistance ♣ -30 retreat ★ ★

illus. Tetsuzo
057/142

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

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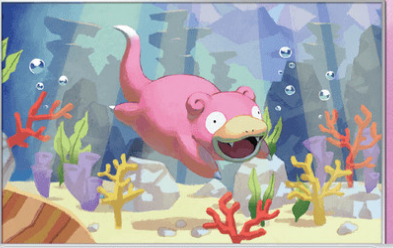
👁️ ★ **Tackle** **30**

weakness 🌊 ×2 resistance ⚡ -30 retreat ★ ★

illus. Teezro
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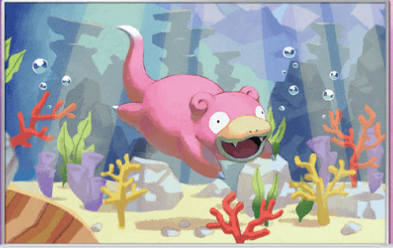
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BASIC Unown **HP 80**



NO. 0201 Symbol Pokémon. HT: 1'8" WT: 1.1 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.

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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
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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Stadium **TRAINER**
Academy at Night

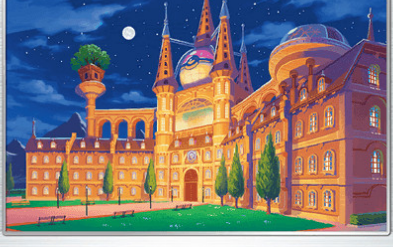


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Academy at Night

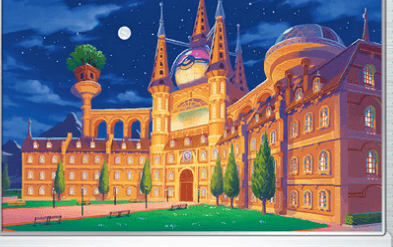


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Supporter **TRAINER**
Ciphermaniac's Codebreaking



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

illus. Raiiro Akitsu
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.

You may play only 1 Supporter card during your turn.

Illus. Taoro Akitsu

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.

You may play only 1 Supporter card during your turn.

Illus. Taoro Akitsu

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.

You may play only 1 Supporter card during your turn.

Illus. Taoro Akitsu

145/162

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Supporter

TRAINER

Lana's Aid

Put up to 3 in any combination of Pokémon that don't have a Rule Box and Basic Energy cards from your discard pile into your hand. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

155/167

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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.

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119/132

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119/132

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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. Toyote Beach

196/217

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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.

1

MEG

131/132

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

MEG

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.

1

MEG

131/132

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

MEG

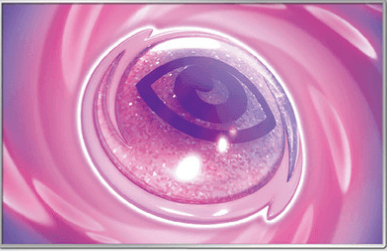
131/132

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Item

TRAINER

Wondrous Patch



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

1

PFL

094/094

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

PFL

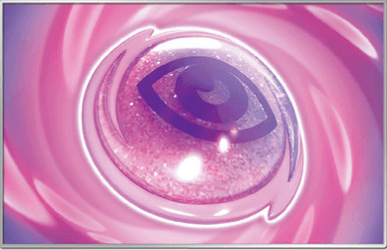
094/094

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Item

TRAINER

Wondrous Patch



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

1

PFL

094/094

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

PFL

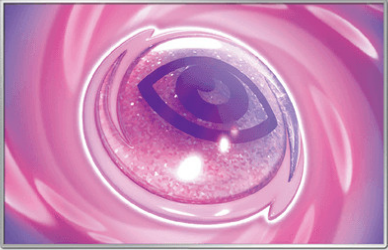
094/094

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Item

TRAINER

Wondrous Patch



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

1

PFL

094/094

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

PFL

094/094

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Special Energy

ENERGY

Boomerang Energy 



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

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

166/167

★

166/167

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Special Energy

ENERGY

Boomerang Energy 



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

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

166/167

★

166/167

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Basic Energy

ENERGY

Basic  Energy 




MEG

013

ILLUS. YOSHIROTTEN

MEG

013

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Basic Energy

ENERGY

Basic  Energy 




MEG

013

ILLUS. YOSHIROTTEN

MEG

013

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