



STAGE 1

Dudunsparce

HP 140

★

Evolves from Dunsparce

NO. 0982 Land Snake Pokémon HT: 11'10" WT: 86.4 lbs.

Ability Run Away Draw

Once during your turn, you may draw 3 cards. If you draw any cards in this way, shuffle this Pokémon and all attached cards into your deck.

★★★ Land Crush 90

weakness ♀ ×2 resistance retreat ★★

illus. Tezoro

129/162 ★

This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

BASIC

Dunsparce

HP 70

★

NO. 0205 Land Snake Pokémon HT: 4'11" WT: 30.9 lbs.

★ Trading Places

Switch this Pokémon with 1 of your Benched Pokémon.

★★ Ram 20

weakness ♀ ×2 resistance retreat ★

illus. Asako Ito

120/159 ●

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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120/159 ●

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BASIC

Elgyem

HP 60

👁

NO. 0605 Cerebral Pokémon HT: 1'8" WT: 19.8 lbs.

👁 Slight Shift

Move an Energy from 1 of your opponent's Pokémon to another of their Pokémon.

★★★ Beam 40

weakness 🌊 ×2 resistance ♀ -30 retreat ★

illus. Apios

040/086 ●

It uses its strong psychic power to squeeze its opponent's brain, causing unendurable headaches.

BASIC

Fezandipiti ex

HP 210

👁

illus. Gabyzo

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 ★

142/217 ★★

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

BASIC

Genesect

HP 110

👁

NO. 0649 Paleozoic Pokémon HT: 4'11" WT: 181.9 lbs.

Ability ACE Nullifier

If this Pokémon has a Pokémon Tool attached, your opponent can't play any ACE SPEC cards from their hand.

👁★ Magnetic Blast 100

weakness ♀ ×2 resistance 🌊 -30 retreat ★

illus. Kazumasa Yoshikuni

040/064 ◆

This ancient bug Pokémon was altered by Team Plasma. They upgraded the cannon on its back.

STAGE 1

Kadabra

HP 80

👁

Evolves from Abra

NO. 0064 Psi Pokémon HT: 4'3" WT: 124.6 lbs.

Ability Psychic Draw

Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 2 cards.

👁 Super Psy Bolt 30

weakness 🌊 ×2 resistance ♀ -30 retreat ★

illus. Saboteri

055/132 ◆

This Pokémon's telekinesis is immensely powerful. To prepare for evolution, Kadabra stores up psychic energy in the star on its forehead.

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**STAGE 1** Kadabra **HP 80**

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MEGA 055/132

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MEGA 055/132

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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 x2.)

**Full Moon Rondo** 20+

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

weakness x2 resistance -30 retreat

Illus. Shon Graphics

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

MEGA 056/159

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**Pokémon Tool** **TRAINER**

**Air Balloon**

The Retreat Cost of the Pokémon this card is attached to is less.

Illus. Studio Boro Inc.

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.

ASC 181/217

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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.)

Illus. MARINA Chikazawa

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.

FTL 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.

Illus. NC Empire

You may play only 1 Supporter card during your turn.

MEGA 114/132

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**Supporter** **TRAINER**

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Illus. NC Empire

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MEGA 114/132

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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.

Illus. AYUMI ODASHIMA

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

MEGA 144/162

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MEGA 144/162

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Item

TRAINER

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Illus. AYUMI ODASHIMA  
H TEF 144/162

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Item

TRAINER

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H TEF 144/162

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Supporter

TRAINER

## Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yui Nishida  
PFL 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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PFL 087/094

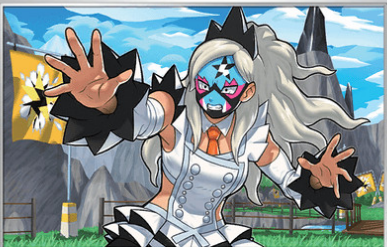
You may play only 1 Supporter card during your turn.

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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

You may play only 1 Supporter card during your turn.

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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. Toyote 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

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Illus. Toyote 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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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. you  
1 WIN 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. you  
1 WIN 084/086

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Hilda



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Illus. you  
1 WIN 084/086

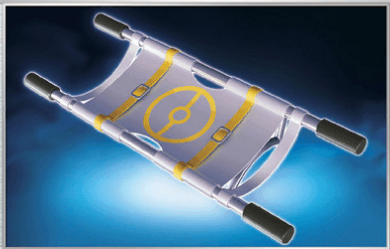
You may play only 1 Supporter card during your turn.

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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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Stadium

TRAINER

Nighttime Mine



Attacks used by each Tera Pokémon in play (both yours and your opponent's) cost ★ more.

Illus. Kenichi Yamaguchi  
1 ASC 197/217

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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TRAINER

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Illus. Kenichi Yamaguchi  
1 ASC 197/217

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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.)

Illus. Studio Boro Inc.  
J POK 081/088

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

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Item

TRAINER

Poké Pad



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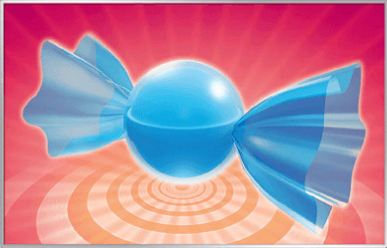
Illus. Studio Boro Inc.  
J POK 081/088

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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.

Illus. Studio Bora Inc.

**0** **MEG** **EN** 125/132 ●

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

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Item
TRAINER

## Special Red Card



You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

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

Illus. Studio Bara Inc.

J

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082 / 086

◆

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**Special Energy** **ENERGY**

# Enriching Energy

★

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

**When you attach this card from your hand to a Pokémon, draw 4 cards.**

191/191 ★

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