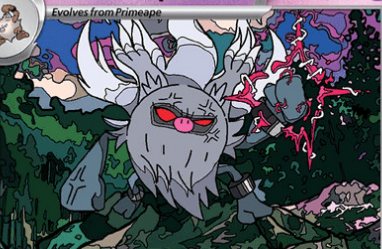


STAGE 2 **Annihilape** HP 150

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 ★ ★

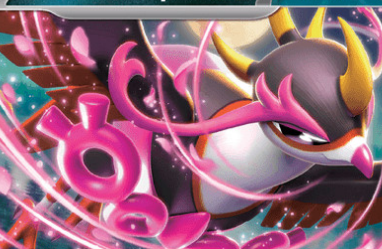
Illus. Haru Akasaka

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 ♀ -30 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 ⚡ ×2 resistance ♀ -30 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



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 ★.

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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 ★ ★

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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

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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. Nakayoo

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. Nakayoo

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

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 ★

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 ♀ -30 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 ♀ -30 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 ★

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 ★

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.

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.

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.

STAGE 1 **Slowking** HP 120 ♣

Evolves from Slowpoke



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Illus. Tetsu Koyama
058/142

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

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. Tetsu Koyama
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.

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.

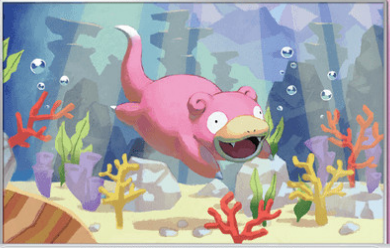
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weakness ♣ ×2 resistance ♣ -30 retreat ★ ★

Illus. Tetsu Koyama
057/142

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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. Tezairo
H **STAN** 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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BASIC Slowpoke **HP 80**



NO. 0079. Dopey Pokémon. HT: 3'11" WT: 79.4 lbs.

★ **Dangle Tail**
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weakness 🌊 ×2 resistance 🌋 -30 retreat ★ ★

Illus. Tezairo
H **STAN** 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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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
I **DIA** 078/182

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

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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
H **STAN** 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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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.

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Stadium **TRAINER**
Academy at Night



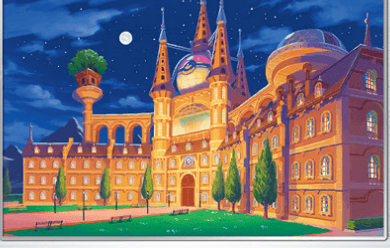
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Academy at Night



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Pokémon Tool **TRAINER**
Brave Bangle



If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance). (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Toyote Beach
I **WOL** 080/086

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**
Ciphermaniac's Codebreaking



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

Illus. Raika Akitsu
H **TEAN** 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.

Illus. Taira Akitsu
H TEF 145/162

You may play only 1 Supporter card during your turn.

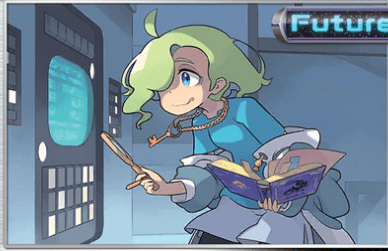
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Supporter

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.

Illus. Taira Akitsu
H TEF 145/162

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Kieran



Choose 1:

- Switch your Active Pokémon with 1 of your Benched Pokémon.
- During this turn, attacks used by your Pokémon do 30 more damage to your opponent's Active Pokémon **EX** and Active Pokémon **V** (before applying Weakness and Resistance).

Illus. GIDORA
H TEF 154/167

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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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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Supporter

TRAINER

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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

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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

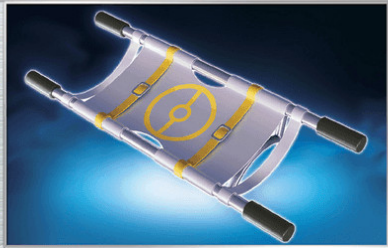
You may play only 1 Supporter card during your turn.

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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.)

Illus. Studio Bora Inc.
J POK 081/088

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



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



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** 081/088

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Item

TRAINER

Sacred Ash



Shuffle up to 5 Pokémon from your discard pile into your deck.

Illustration by Eske Yoshinob

168/182

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

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Item **TRAINER**

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

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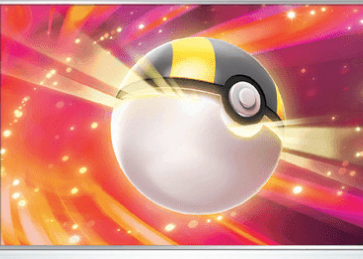
1 **MEGAWATT** 130/132 ●

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

MEGAWATT 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.

Illus. Ayaka Yoshida

1 **MEGAWATT** **131/132** ●

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

1 **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.

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

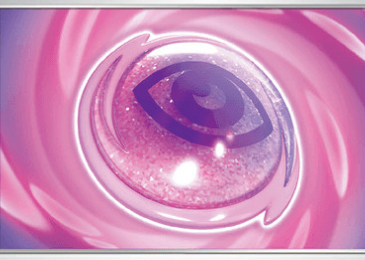
Illus. Ayaka Yoshida

0 **MEG** **EN** 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 ♦

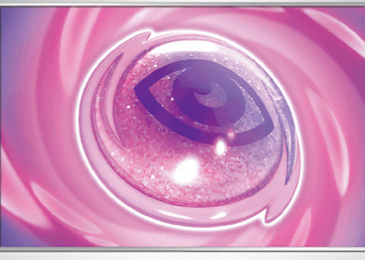
You may play any number of Item cards during your turn.

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Item

TRAINER

Wondrous Patch



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

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

Illus. Studio Bora Inc.

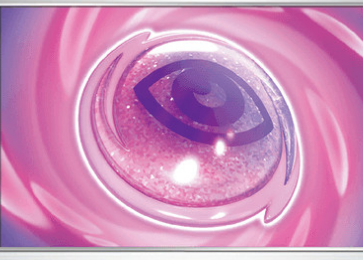
0 PFLN 094/094 ♦

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Item

TRAINER

Wondrous Patch



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

Illustration by Studio Bara Inc.

0 PFLN 094/094

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

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Basic Energy

ENERGY

Basic  Energy 



005

©2015 Nintendo / Nintendo Game Boy Advance

The image shows a single 'Basic Energy' card from the Pokémon Trading Card Game. The card has a purple background. At the top, there is a grey banner with the text 'Basic Energy' on the left and 'ENERGY' on the right, separated by a stylized purple and white logo. In the center of the card is a large, glowing purple sphere with a black outline of an eye. Inside the eye's iris is a white spiral. The sphere is surrounded by a cloud of small, white, sparkling particles. In the bottom left corner, there is a small black box with the word 'MEEN' in white, followed by the number '005'. In the bottom right corner, there is a small circular icon of the eye, similar to the one in the center but smaller.

