

**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 ★

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

Illustration: Shinyo  
H 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 | resistance | retreat ★ ★

Illustration: Shinyo  
H 047/064

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weakness | resistance | retreat ★ ★

Illustration: Shinyo  
H 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.

Illustration: Shinyo  
H 076/191

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

Illustration: Shinyo  
H 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 | retreat ★

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

Illustration: Shinyo  
H 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 | retreat ★ ★ ★

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

Illustration: Shinyo  
H 104/132

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**BASIC** **Mega Kangaskhan ex** HP 300



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weakness ♣ ×2 | resistance | retreat ★ ★ ★

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

Illustration: Shinyo  
H 104/132

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Illustration: Shinyo  
H 104/132

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STAGE 2

HP

180

Metagross

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. Bun Toujo

CR108

061/086

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

©2015 Pokémon Nintendo / Creatures / GAMES BREK

**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

It's 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

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

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👁️ ★ Tackle

30

weakness ⚡ ×2 resistance ♀ -30 retreat ★ ★

Illus. Teezro

55

057/142

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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057/142

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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

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

54

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

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

Illus. Taira Akitzu

145/162

You may play only 1 Supporter card during your turn.

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TRAINER

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145/162

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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 Akitu

MEGA 145/162

You may play only 1 Supporter card during your turn.

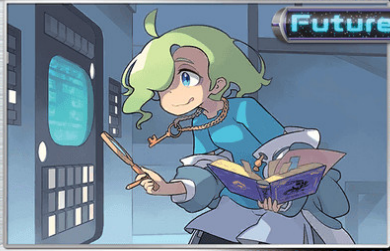
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Supporter

TRAINER

## CIPHERMANIAC'S CODEBREAKING

Future



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Illus. Taira Akitu

MEGA 145/162

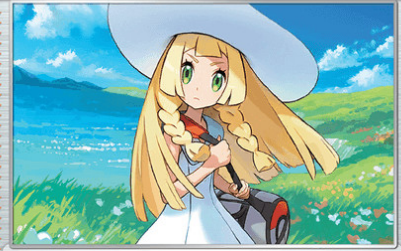
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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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

MEGA 119/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

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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.

Illus. Studio Bora Inc.

MEGA 158/167

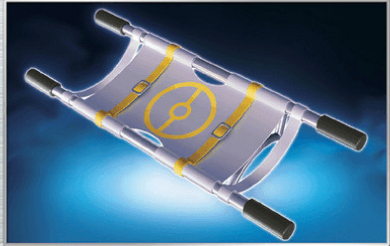
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Item

TRAINER

## NIGHT STRETCHER



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

Illus. Toyote Beach

ASC 196/217

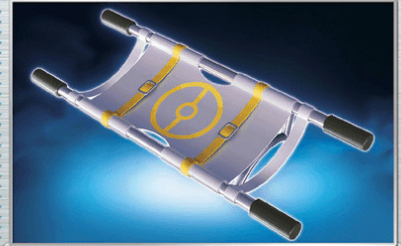
You may play any number of Item cards during your turn.

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Item

TRAINER

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Illus. Toyote Beach

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.)

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**

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Illustration: Studio Bora Inc.

**J** **POK** 081/088 ♦

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

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**Item** **TRAINER**

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Illus. Studio Bora Inc.

**J** **POR** **EN** 081/088 ◆

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Item

TRAINER

# Secret Box

You can use this card only if you discard 3 other cards from your hand.

Search your deck for an Item card, a Pokémon Tool card, a Supporter card, and a Stadium card, reveal them, and put them into your hand. Then, shuffle your deck.

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

Mystery Box

TWIN ON

163/157

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Supporter
TRAINER

## Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

You may play only 1 Supporter card during your turn.

Illus. Sanosuke Sakuma

H

SSP

187/191

◆

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**Item** **TRAINER**

# Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illustration: Studio Bora Inc.

**1** **MEGAWATT** 130/132 ●

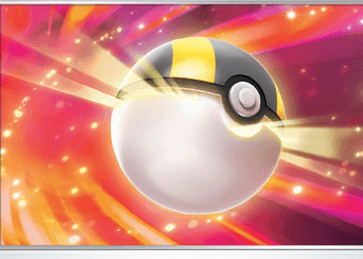
You may play any number of Item cards during your turn.

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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

MEGAW 131/132

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**Item** **TRAINER**

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*Illus. Ayaka Yoshida*

**1** **MEGAWATT** **131/132** ●

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**Item** **TRAINER**

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*Illus. Ayaka Yoshida*

**1** **MEG** **131/132**

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**Item** **TRAINER**

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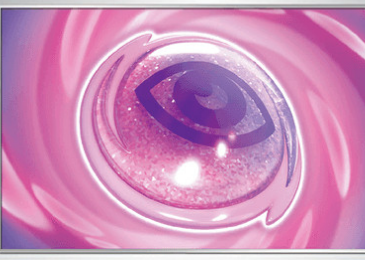
*Illus. Ayaka Yoshida*

**0** **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.

Illus. Studio Bora Inc.

**PFLN** 094/094 ♦

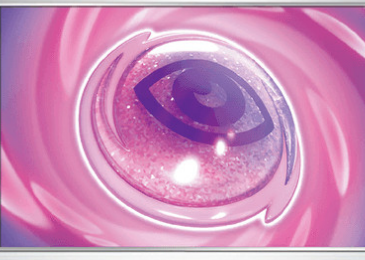
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Item

TRAINER

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Illus. Studio Bora Inc.

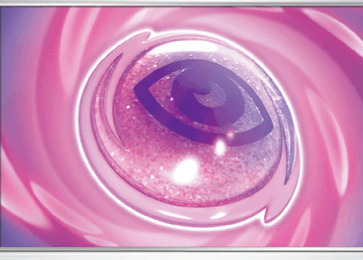
0 PFL-094/094

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Item

TRAINER

# Wondrous Patch



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Illustration by Studio Bara Inc.

0 PFLN 094/094

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

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The illustration for the Boomerang Energy card features a large, stylized boomerang in the background, colored in shades of blue and green. In the foreground, there is a glowing sphere with a black star on it, surrounded by swirling energy lines in blue and green. The card is framed by a dark border with the text 'Special Energy' on the left and 'ENERGY' on the right.

Basic Energy

ENERGY

Basic  Energy



MEGA 013 ill. YOSHIROTTEN

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Basic Energy

ENERGY

Basic  Energy



MEGA 013 ill. YOSHIROTTEN

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