



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.

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061/086

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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. 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.

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Illus. Tezoro

55 057/142

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BASIC

Smoochum

HP 30

NO. 0238 Kiss Pokémon HT: 1'4" WT: 13.2 lbs.

👄 Delightful Kiss

Search your deck for up to 2 Basic 🌊 Energy cards and attach them to 1 of your Benched Pokémon. Then, shuffle your deck.

weakness 🌊 ×2 resistance 🌋 -30 retreat

Illus. Sora Tsuruta

55 075/191

If its face gets even slightly dirty, Smoochum will bathe immediately. But if its body gets dirty, Smoochum doesn't really seem to care.

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

55 054/064

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.

Illus. Taira Akitu

55 145/162

You may play only 1 Supporter card during your turn.

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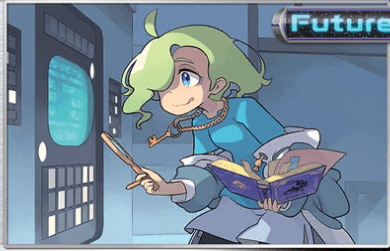
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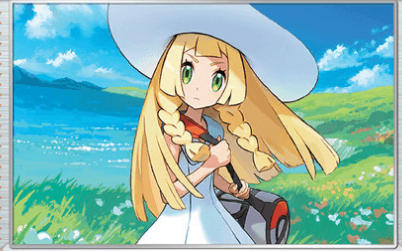
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Supporter

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

MEGA 119/132

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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

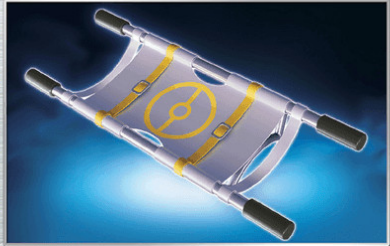
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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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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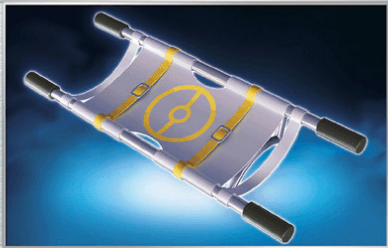
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Illus. Toyotsu Beach
H ASC 196/217

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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 Bora Inc.
J POR 081/088

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Bora Inc.
I MEG 130/132

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

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Illus. Studio Bora Inc.
I MEG 130/132

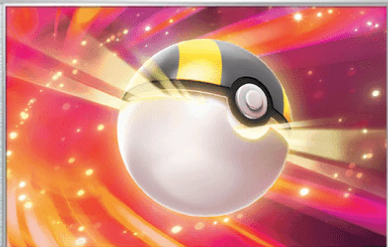
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Item

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
I MEG 131/132

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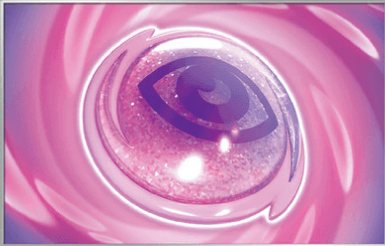
Illus. Ayaka Yoshida
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Item **TRAINER**

Wondrous Patch



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

Illus. Studio Boro Inc.

 094/094 ♦

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

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Item

TRAINER

Wondrous Patch

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Illus. Studio Bara Inc.

094/094

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

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Basic Energy

ENERGY

Basic  Energy



A large, stylized purple eye with a black spiral in the center, surrounded by a glowing, sparkling aura, set against a purple background.

MEEN 005

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