



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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Illus. Ron Toujo
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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058/142

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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. 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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NO. 0079

Dopey Pokémon

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Illus. Teezro

057/142

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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

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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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. Toyzle Beach

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.

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

145/162

You may play only 1 Supporter card during your turn.

Supporter

TRAINER

Ciphermaniac's Codebreaking

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Illus. Taira Akitu

MEGA 145/162

You may play only 1 Supporter card during your turn.

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MEGA 145/162

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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

You may play only 1 Supporter card during your turn.

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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

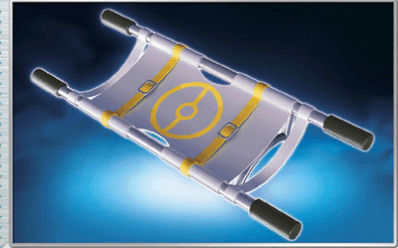
You may play any number of Item cards during your turn.

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Item

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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**

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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Illustration: Studio Bora Inc.

U **POK** 081/088 ◆

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

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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.)

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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.

163/167

SECRET BOX

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Boro Inc.

MEG 130/132

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.

Illustration: Studio Bora Inc.

1 **MEGAWATT** 130/132 ●

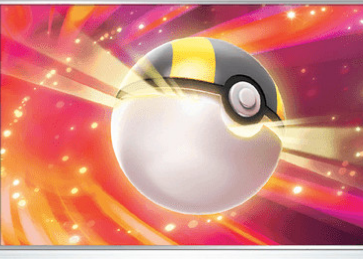
You may play any number of Item cards during your turn.

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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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1 **MEGAWATT** **131/132** ●

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Illus. Ayaka Yoshida

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

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Illustration by Ayaka Yoshida

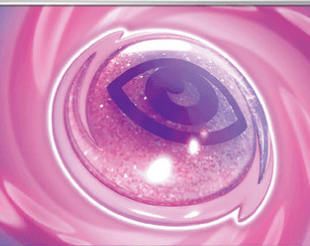
1 **MEG EN** 131/132

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.

Illustration: Studio Bora Inc.

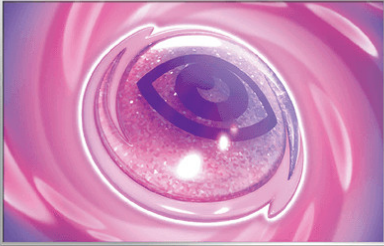
PFL 094/094

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.

Illus. Studio Bora Inc.

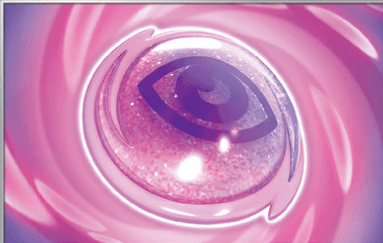
1 **PELW** 094/094 ◆

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 Bora Inc.

U **Prize** 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 blue boomerang with a white star in the center, set against a background of swirling blue and white energy. The card is framed by a dark border with the text 'Special Energy' and 'ENERGY' at the top, and a small star icon in the bottom right corner.

Basic Energy

ENERGY

Basic  Energy



A large, stylized purple eye with a black spiral in the center, surrounded by a glowing purple aura with sparkling particles. The background is a solid purple color.

MEGA 005

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