

STAGE 1 **Cofagrigus** HP 120

Evolves from Yamask



NO. 0563 Coffin Pokémon. HT: 5'7" WT: 168.7 lbs.

Law of the Underworld
Put 6 damage counters on each Pokémon that has an Ability (both yours and your opponent's).

Spooky Shot 100

weakness ♀ ×2 resistance ♂ -30 retreat ★★

Illus. Shiburingaru
H SSP 083/191 ★

This Pokémon has a body of sparkling gold. People say it no longer remembers that it was once human.

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STAGE 1 **Drapion** HP 140

Evolves from Skorupi



NO. 0452 Ogre Scorpion Pokémon. HT: 4'3" WT: 135.6 lbs.

Wrack Down 60

Hazardous Tail 100
This Pokémon also does 70 damage to itself. Your opponent's Active Pokémon is now Paralyzed and Poisoned.

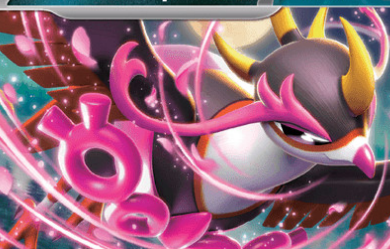
weakness ♀ ×2 resistance ♂ retreat ★★★

Illus. Nishid
H POR 052/088 ◆

Its poison is potent, but it rarely sees use. This Pokémon prefers to use physical force instead, going on rampages with its car-crushing strength.

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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 ♂ retreat ★

Illus. Charyyoo
H ASC 142/217 ★★

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

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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 ♀ ×2 resistance ♂ -30 retreat ★★

Illus. Shiburingaru
H SAN 047/064 ◆

Dwelling within it is a power even greater than that of Reshiram or Zekrom, but the extreme cold keeps that power bound.

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H SAN 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. Nakayyoo
H SSP 076/191 ★★

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During your next turn, this Pokémon can't attack.

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Illus. Nakayyoo
H SSP 076/191 ★★

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

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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 ★

Illus. Shon Graphics
H JIG 056/159 ★★

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

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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 ★★★

Illus. Shon Graphics
H MEG 104/132 ★★

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

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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.

Illus. Sean Graphics
NO. 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 ★

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

Illus. Sean Graphics
NO. 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.

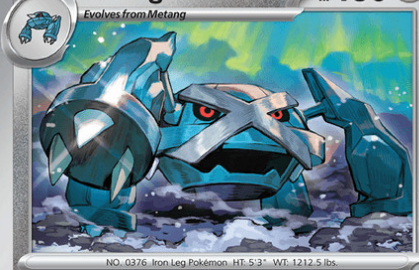
weakness ♣ ×2 resistance ♣ -30 retreat ★ ★ ★

Illus. Ron Toujo
NO. 061/086

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

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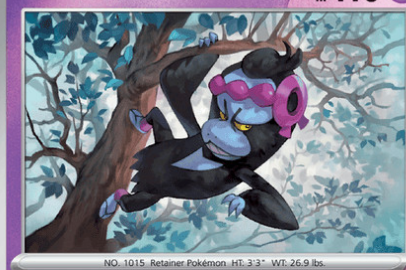
♣ ♣ ♣ ★ **Metallic Hammer** 150+
You may discard 3 ♣ Energy from this Pokémon and have this attack do 150 more damage.

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

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BASIC **Munkidori** HP 110 ♣



NO. 1015 Retainer Pokémon. HT: 3'3" WT: 26.9 lbs.

Ability Adrena-Brain
Once during your turn, if this Pokémon has any ♣ Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

♣ ★ **Mind Bend** 60
Your opponent's Active Pokémon is now Confused.

weakness ♣ ×2 resistance ♣ -30 retreat ★

Illus. Kodama
NO. 095/167 ★

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

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
NO. 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.

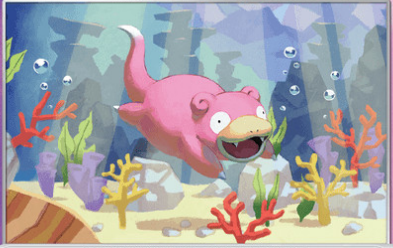
♣ ★ **Tackle** 30

weakness ♣ ×2 resistance ♣ -30 retreat ★ ★

Illus. Tetsu Koyama
NO. 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.

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Put a Pokémon from your discard pile into your hand.

 ★ **Tackle** **30**

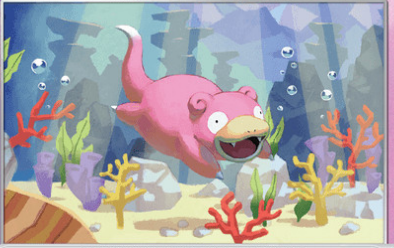
weakness  x2 resistance  -30 retreat ★ ★

Illus. Teezro
H  **SCAR** 057/142

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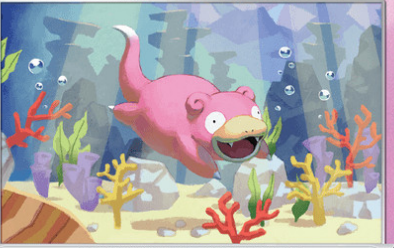
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BASIC Smoochum **HP 30** 



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  x2 resistance  -30 retreat

Illus. Soga Isurula
H  **SCAR** 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.

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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  **SCAR** 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. Raiiro Akitzu
H  **SCAR** 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

MEGA 145/162

You may play only 1 Supporter card during your turn.

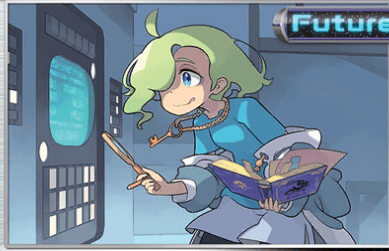
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Supporter

TRAINER

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Illus. Taira Akitsu

MEGA 145/162

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

CRISPIN



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA

SCM 133/142

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

MEGA 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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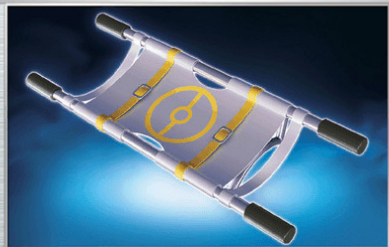
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Item

TRAINER

NIGHT STRETCHER



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

Illus. Toyote Beach

ASCN 196/217

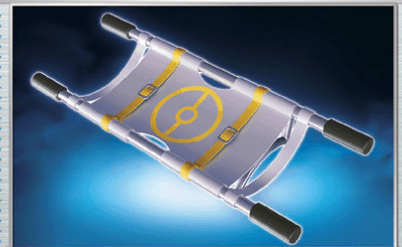
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Item

TRAINER

NIGHT STRETCHER



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Illus. Toyote Beach

ASCN 196/217

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.

MECH

131/132

Illustration: Ayaka Yoshida

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

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.

MECH

131/132

Illustration: Ayaka Yoshida

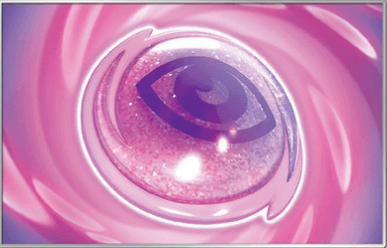
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You may play any number of Item cards during your turn.

Item

TRAINER

Wondrous Patch



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

PFLN

094/094

Illustration: Studio Boro Inc.

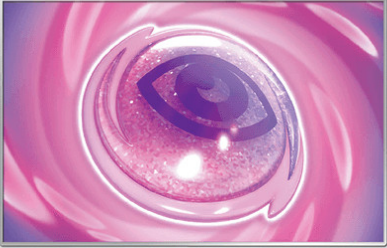
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094/094

Illustration: Studio Boro Inc.

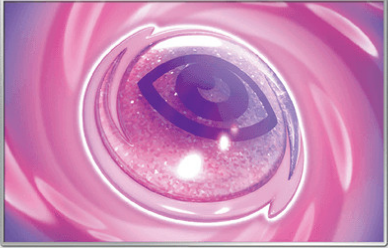
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094/094

Illustration: Studio Boro Inc.

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Basic Energy

ENERGY

Basic  Energy



MECH

007

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Basic Energy

ENERGY

Basic  Energy



MECH

007

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Basic Energy

ENERGY

Basic  Energy



MECH

005

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Basic Energy

ENERGY

Basic  Energy



MECH

005

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