BASIC **Abra** HP 50

NO. 0063 Psi Pokémon HT: 2'11" WT: 43 lbs.

Teleportation Attack 10
Switch this Pokémon with 1 of your Benched Pokémon.

weakness ×2 | resistance -30 | retreat

Illus. Orca
MEG EN 054/132 ●
Abra can teleport in its sleep. Apparently the more deeply Abra sleeps, the farther its teleportations go.

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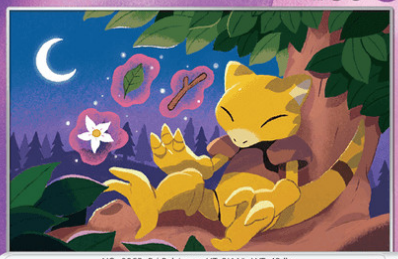
BASIC **Abra** HP 50



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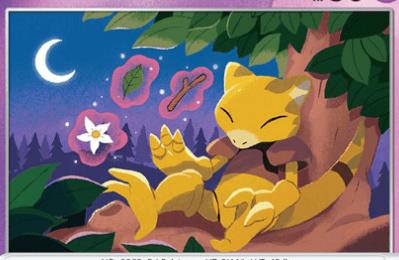

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STAGE 2 **Alakazam** HP 140

Evolves from Kadabra

NO. 0065 Psi Pokémon HT: 4'11" WT: 105.8 lbs.

Ability **Psychic Draw**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 3 cards.

Powerful Hand
Place 2 damage counters on your opponent's Active Pokémon for each card in your hand.

weakness ×2 | resistance -30 | retreat

Illus. Bun Toujo
MEG EN 056/132 ★
Alakazam wields potent psychic powers. It's said that this Pokémon used these powers to create the spoons it holds.

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STAGE 1 **Dudunsparce** HP 140

Evolves from Dunsparce

NO. 0982 Land Snake Pokémon HT: 11'10" WT: 86.4 lbs.

Ability **Run Away Draw**
Once during your turn, you may draw 3 cards. If you drew any cards in this way, shuffle this Pokémon and all attached cards into your deck.

★★★ **Land Crush** 90

weakness ×2 | resistance | retreat ★★★

Illus. Teeziro
TEF EN 129/162 ★
This Pokémon uses its hard tail to make its nest by boring holes into bedrock deep underground. The nest can reach lengths of over six miles.

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BASIC **Dunsparce** HP 70

NO. 0206 Land Snake Pokémon HT: 4'11" WT: 30.9 lbs.

Trading Places
Switch this Pokémon with 1 of your Benched Pokémon.

Ram 20

weakness ×2 | resistance | retreat

Illus. Asako Ito
1 JTG EN 120/159 ●

It creates mazes in dark locations. When spotted, it flees into the ground by digging with its tail.

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BASIC **Dunsparce** HP 70

NO. 0206 Land Snake Pokémon HT: 4'11" WT: 30.9 lbs.

Trading Places
Switch this Pokémon with 1 of your Benched Pokémon.

Ram 20

weakness ×2 | resistance | retreat

Illus. Asako Ito
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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 100
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. Tokuyoa
H ASC EN 142/217 ★

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

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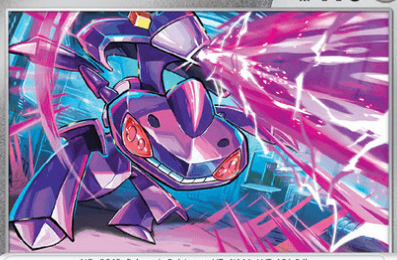
BASIC **Genesect** HP 110



NO. 0649 Paleozoic Pokémon HT: 4'11" WT: 181.9 lbs.

Ability **ACE Nullifier**
If this Pokémon has a Pokémon Tool attached, your opponent can't play any ***ACE SPEC*** cards from their hand.

Magnetic Blast 100

weakness ×2 | resistance -30 | retreat

Illus. Kazumasa Yasukuni
H SFA EN 040/064 ◆

This ancient bug Pokémon was altered by Team Plasma. They upgraded the cannon on its back.

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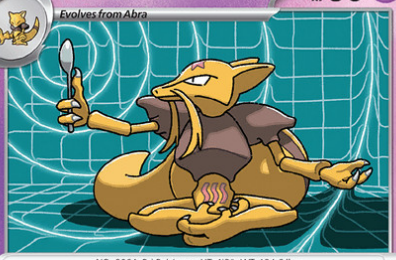
STAGE 1 **Kadabra** HP 80

Evolves from Abra



NO. 0064 Psi Pokémon HT: 4'3" WT: 124.6 lbs.

Ability **Psychic Draw**
Once during your turn, when you play this Pokémon from your hand to evolve 1 of your Pokémon, you may use this Ability. Draw 2 cards.

Super Psy Bolt 30

weakness ×2 | resistance -30 | retreat

Illus. Saboteri
1 MEG EN 055/132 ◆

This Pokémon's telekinesis is immensely powerful. To prepare for evolution, Kadabra stores up psychic energy in the star on its forehead.

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STAGE 1 **Kadabra** HP 80

Evolves from Abra

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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.

Illus. Sbon Graphics

1 JTG EN 056/159

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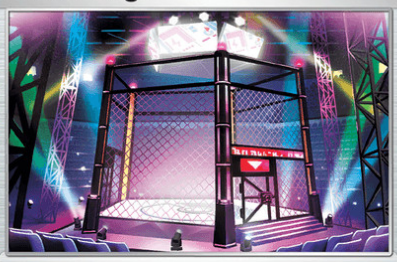
Stadium TRAINER

Battle Cage



Prevent all damage counters from being placed on Benched Pokémon *(both yours and your opponent's)* by effects of attacks and Abilities from the opponent's Pokémon. *(Damage from attacks is still taken.)*

Illus. MARINA Chikazawa

1 PFL EN 085/094

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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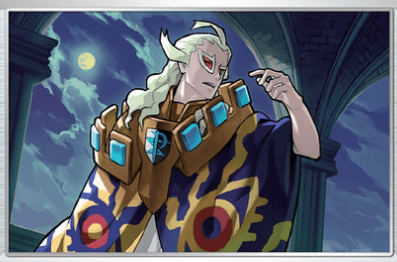
Supporter TRAINER

Boss's Orders

Ghetsis



Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. NC Empire

1 MEG EN 114/132

You may play only 1 Supporter card during your turn.

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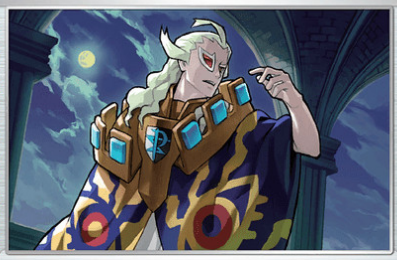
Supporter TRAINER

Boss's Orders

Ghetsis



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Illus. NC Empire

1 MEG EN 114/132

You may play only 1 Supporter card during your turn.

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Item TRAINER

Buddy-Buddy Poffin

Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

Illus. AYUMI ODASHIMA

H TEF EN 144/162

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

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Supporter TRAINER

Dawn

Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yuu Nishida

1 PFL EN 087/094

You may play only 1 Supporter card during your turn.

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Supporter TRAINER

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1 PFL EN 087/094 ◆

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Illus. Yuu Nishida

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1 PFL EN 087/094 ◆

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Supporter TRAINER

Eri

Your opponent reveals their hand, and you discard up to 2 Item cards you find there.

Illus. GOSSAN

You may play only 1 Supporter card during your turn.

H TEF EN 146/162 ◆

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Supporter TRAINER

Eri

Your opponent reveals their hand, and you discard up to 2 Item cards you find there.

Illus. GOSSAN

You may play only 1 Supporter card during your turn.

H TEF EN 146/162 ◆

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Pokémon Tool TRAINER

Handheld Fan

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)*, move an Energy from the Attacking Pokémon to 1 of your opponent's Benched Pokémon.

Illus. Toyste Beach

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.

H TWM EN 150/167 ◆

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Pokémon Tool TRAINER

Handheld Fan

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H TWM EN 150/167 ◆

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Supporter TRAINER

Hilda

Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. yuu

You may play only 1 Supporter card during your turn.

1 WHT EN 084/086 ◆

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Supporter TRAINER

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Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. yuu

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1 WHT EN 084/086 ◆

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Illus. yuu

I WHT EN 084/086 ◆

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Pokémon Tool TRAINER

Lillie's Pearl

If the Lillie's Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 fewer Prize card.

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.

Illus. AYUMI ODASHIMA

I JTG EN 151/159 ◆

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Item TRAINER

Night Stretcher

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

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

Illus. Toyste Beach

H ASC EN 196/217 ●

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Stadium TRAINER

Nighttime Mine

Attacks used by each Tera Pokémon in play *(both yours and your opponent's)* cost ✶ more.

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.

Illus. Kenichi Yamaguchi

I ASC EN 197/217 ◆

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Nighttime Mine

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I ASC EN 197/217 ◆

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Illus. Kenichi Yamaguchi

I ASC EN 197/217 ◆

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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.)*

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

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Illus. Studio Bora Inc.
J POR EN 081/088 ◆

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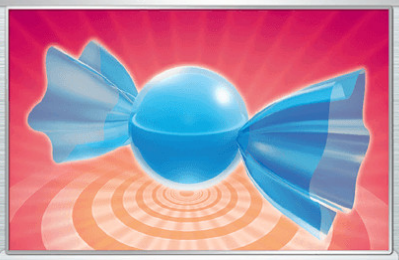
Item TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

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

Illus. Studio Bora Inc.
I MEG EN 125/132 ●

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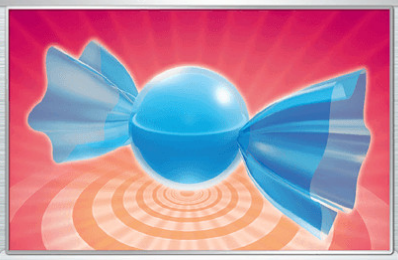
Item TRAINER

Rare Candy



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Illus. Studio Bora Inc.
I MEG EN 125/132 ●

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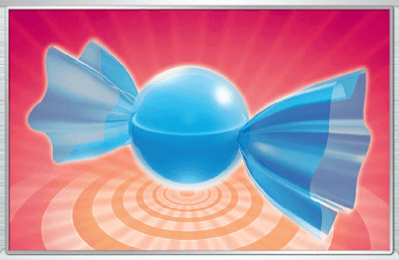

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You may play any number of Item cards during your turn.

Illus. Studio Bora Inc.
I MEG EN 125/132 ●

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Item TRAINER

Sacred Ash

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

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

Illus. Eske Yoshinob
I DRI EN 168/182 ◆

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Item TRAINER

Special Red Card

You can use this card only if your opponent has 3 or fewer Prize cards remaining.

Your opponent shuffles their hand and puts it on the bottom of their deck. If they put any cards on the bottom of their deck in this way, they draw 3 cards.

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

Illus. Studio Bora Inc.
J CRI EN 082/086 ◆

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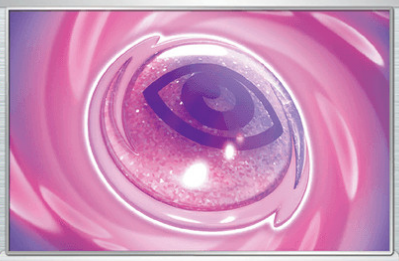
Item TRAINER

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.
I PFL EN 094/094 ◆

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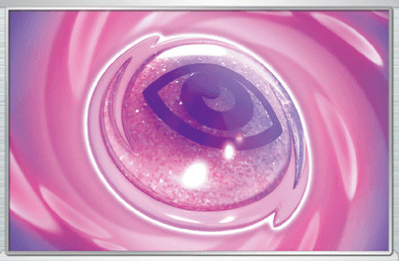
Item TRAINER

Wondrous Patch



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

Illus. Studio Bora Inc.
I PFL EN 094/094 ◆

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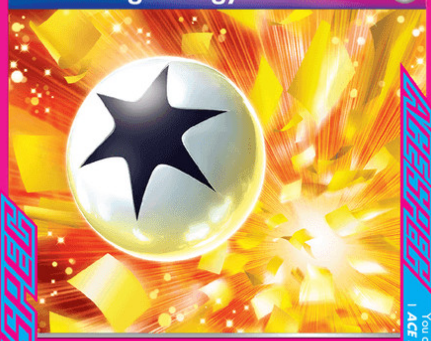
Special Energy ENERGY

Enriching Energy



ACE SPEC

As long as this card is attached to a Pokémon, it provides ✶ Energy.

When you attach this card from your hand to a Pokémon, draw 4 cards.

You can't have more than 1 **ACE SPEC** card in your deck.

H SSP EN 191/191 ★

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Basic Energy ENERGY

Basic Energy

MEE EN 005

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Basic Energy ENERGY

Basic Energy

MEE EN 005

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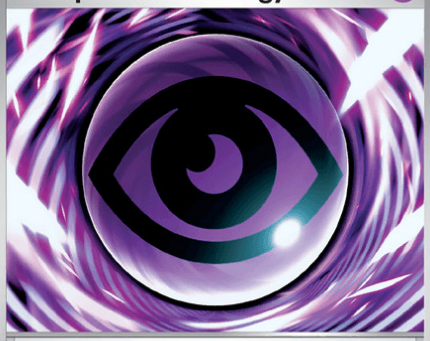
Special Energy ENERGY

Telepathic Energy



As long as this card is attached to a Pokémon, it provides Energy.

When you attach this card from your hand to a Pokémon, search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

J POR EN 088/088 ★

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Special Energy ENERGY

Telepathic Energy

As long as this card is attached to a Pokémon, it provides Energy.

When you attach this card from your hand to a Pokémon, search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

J POR EN 088/088 ★

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