



STAGE 2 **Metagross** **HP 180** (Psychic)

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 Fire x2 **resistance** Grass -30 **retreat** ★ ★ ★

Illus. Burt Toujo
J **CR18** 061/086

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

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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 **Psychic** x2 resistance **Fighting** -30 retreat **3**

Illus. Tetsu Koyama

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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. Tetsuzo

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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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. Ryuto 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

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. Toyotsu 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.

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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 Akitzu

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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©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

H TEF 145/162

You may play only 1 Supporter card during your turn.

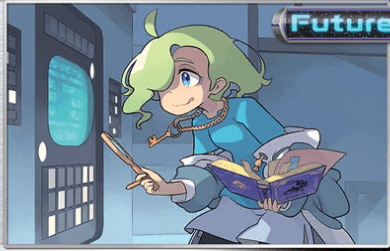
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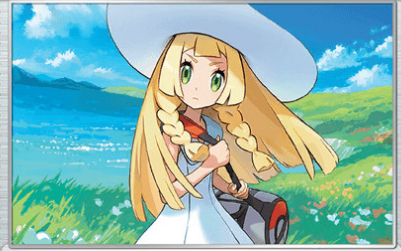
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Supporter

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

I MEG 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.

H TIL 158/167

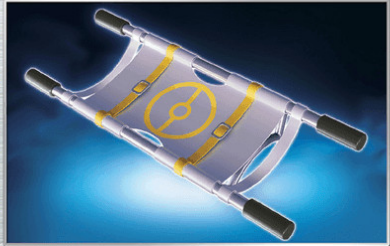
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Item

TRAINER

NIGHT STRETCHER



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

Illus. Toyote Beach

H ASC 196/217

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

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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

H 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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Poké Pad



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Illus. Studio Bora Inc.

J **POR** EN 081/088 ◆

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Poké Pad



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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**

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

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

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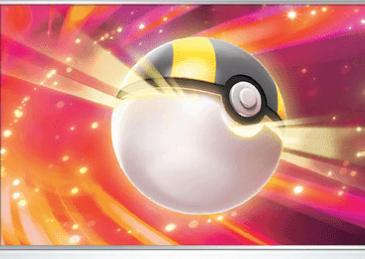
MEG 130/132

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

1 **MEGAWATT** 131/132 ●

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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.

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

Illus. Ayaka Yoshida

MEGAW 131/132

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Item **TRAINER**

Ultra Ball



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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

1 **MEGAWATT** **131/132** ●

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Basic Energy  **ENERGY**

Basic  **Energy** 



MEGA 005

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A Basic Energy card from the Pokémon TCG. The card has a purple background with a large, stylized eye in the center, surrounded by sparkling particles. The top left corner features the text "Basic Energy" and the top right corner features the text "ENERGY". The card number "005" is in the bottom left corner, and the MECC logo is in the bottom right corner.

