

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

Psychic

×2

resistance

Fire

−30

retreat

★

illus. Orca

MEGA

054/132

Abra can teleport in its sleep. Apparently the more deeply Abra sleeps, the farther its teleportations go.

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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

10

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

weakness

Psychic

×2

resistance

Fire

−30

retreat

★

illus. Bun Toujo

MEGA

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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weakness

Psychic

×2

resistance

Fire

−30

retreat

★

illus. Masako Tamii

MEGA

082/167

It has an incredibly high level of intelligence. Some say that Alakazam remembers everything that ever happens to it, from birth till death.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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

Psychic

×2

Psychic

×2

illus. Tenzai

MEGA

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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Evolves from Dunsparce

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★★★ Land Crush 90

weakness ♀ ×2 resistance retreat ★★

illus. Tezoro

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.

BASIC

Dunsparce

HP 70

★

NO. 0205 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

120/159 ●

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

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illus. Asako Ito

120/159 ●

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

BASIC

Fezandipiti ex

HP 210

☾

illus. Gutzgoun

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. Gutzgoun

142/217 ★★

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

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

040/064 ◆

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

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. Sobotari

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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HP 80

Evolves from Abra

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

MEG 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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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

JG 056/159

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC

Shaymin

HP 80

Ability

Flower Curtain

Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

Smash Kick

30

weakness

×2

resistance

*

retreat

*

illus. Aono

DT 010/182

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

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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

PT 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

MEG 114/132

You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Boss's Orders

Ghetsis

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

illus. NC Empire

MEG 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

TEF 144/162

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

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Illus. AYUMI ODASHIMA
H 144/162

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

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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. Yui Nishida
H 087/094

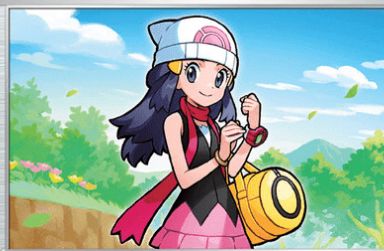
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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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H 087/094

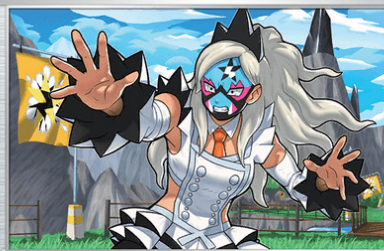
You may play only 1 Supporter card during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Eri



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

Illus. GOSSAN
H 146/162

You may play only 1 Supporter card during your turn.

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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. Toyote Beach
H 150/167

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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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. Toyote Beach
H 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. Yui
H 084/086

You may play only 1 Supporter card during your turn.

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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.

Illustration by you

084/086

You may play only 1 Supporter card during your turn.

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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.

Illustration by you

084/086

You may play only 1 Supporter card during your turn.

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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.

Illustration by AYUMI ODASHIMA

151/159

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.

Illustration by Toyote Beach

196/217

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

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Stadium

TRAINER

Nighttime Mine



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

Illustration by Kenichi Yamaguchi

197/217

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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Stadium

TRAINER

Nighttime Mine



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Illustration by Kenichi Yamaguchi

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.)

Illustration by Studio Boro Inc.

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.)

Illustration by Studio Boro Inc.

081/088

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Item

TRAINER

Poké Pad



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Illustration by Studio Boro Inc.

081/088

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Item

TRAINER

Poké Pad

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Illus. Studio Boro Inc.

POK

081/088

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

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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.

Illus. Studio Boro Inc.

MEG

125/132

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

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Item

TRAINER

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Illus. Studio Boro Inc.

MEG

125/132

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Illus. Studio Boro Inc.

MEG

125/132

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

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Item

TRAINER

Sacred Ash

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

Illus. Eiko Yoshinob

OR

168/182

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

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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.

Illus. Studio Boro Inc.

CR

082/086

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 Boro 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 Boro Inc.

PFL

094/094

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

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Special Energy

ENERGY

Enriching 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, draw 4 cards.

SSP

191/191

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

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