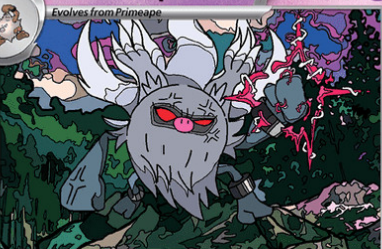


STAGE 2 **Annihilape** HP 150

Evolves from Primeape



NO. 0979 Rage Monkey Pokémon. HT: 3'11" WT: 123.5 lbs.

Ability **Durable Body**

If this Pokémon would be Knocked Out by damage from an attack, flip a coin. If heads, this Pokémon is not Knocked Out, and its remaining HP becomes 10.

Ghostly Blow 100

Place 5 damage counters on 1 of your opponent's Benched Pokémon.

weakness ⚡ ×2 resistance ♀ -30 retreat ★ ★

Illus. Haru Akasaka

It imbues its fists with the power of the rage that it kept hidden in its heart. Opponents struck by these imbued fists will be shattered to their core.

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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.

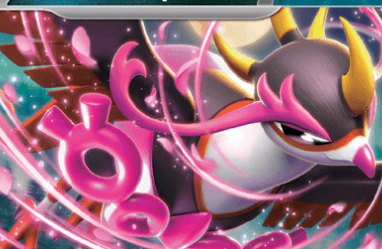
weakness ⚡ ×2 resistance ♀ retreat ★ ★ ★

Illus. Nishio

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. Ichiryuo

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 ♀ retreat ★ ★

Illus. Shiduringaru

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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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. Nakayuo

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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

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

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

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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+
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weakness ♣ ×2 resistance retreat ★★★

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

illus. Shon Graphics
104/132

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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.

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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. Shon 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 ★

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

illus. Shon 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. Bun Tsjou
061/086

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

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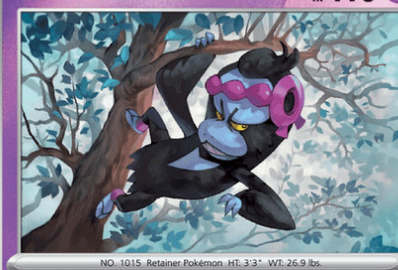
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illus. Bun Tsjou
061/086

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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
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
058/142

It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

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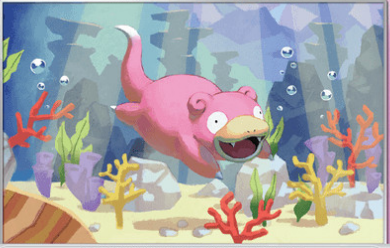
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BASIC Slowpoke **HP 80**



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**

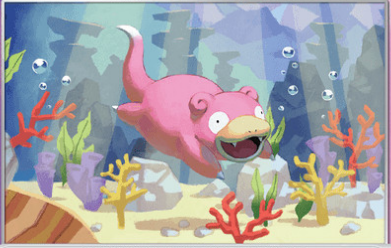
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Illus. Teezro
H SCEN 057/142

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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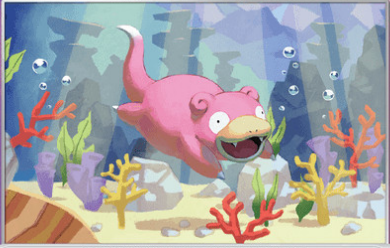
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Stadium **TRAINER**
Academy at Night



Once during each player's turn, that player may put a card from their hand on top of their deck.

Illus. AYUMI ODASHIMA
H STAN 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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Stadium **TRAINER**
Academy at Night



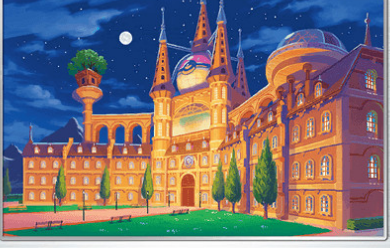
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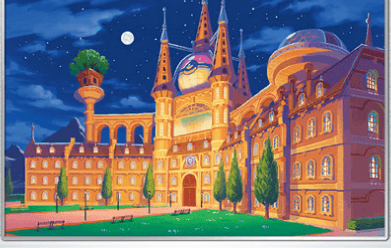
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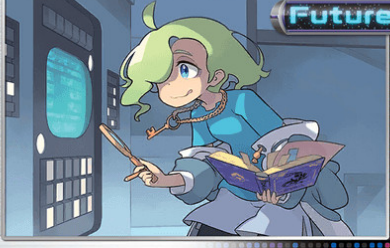
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Supporter **TRAINER**
Ciphermaniac's Codebreaking



Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illus. Raiiro Akitsu
H REAN 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
H TEF 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
H TEF 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
H GID 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
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 Boro Inc.
H TIL 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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TRAINER

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