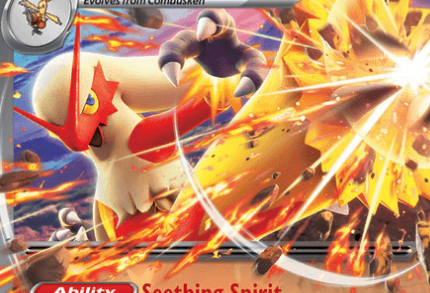


STAGE 2 **Blaziken^{EX}** HP 320

Evolves from Combusken



Ability **Seething Spirit**
Once during your turn, you may attach a Basic Energy card from your discard pile to 1 of your Pokémon.

Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness  x2 resistance retreat  

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

illus. Takayoshi H JG 024/159

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Evolves from Combusken



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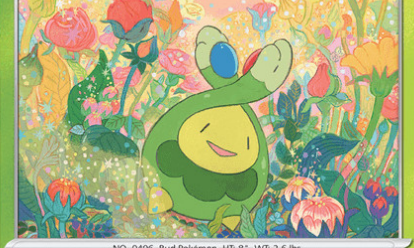
Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness  x2 resistance retreat  

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

illus. Takayoshi H JG 024/159

BASIC **Budew** HP 30



NO. 0406 Bud Pokémon. HT: 8" WT: 2.6 lbs.

Itchy Pollen 10
During your opponent's next turn, they can't play any Item cards from their hand.

weakness  x2 resistance retreat

illus. Yoriyuki Ikegami H ASC 016/217

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

BASIC **Chi-Yu** HP 110



NO. 1004 Ruminous Pokémon. HT: 1'4" WT: 10.8 lbs.

Allure
Draw 2 cards.

Ground Melter 60+
If a Stadium is in play, this attack does 60 more damage. Then, discard that Stadium.

weakness  x2 resistance retreat 

illus. Oku H TM 039/167

The envy accumulated within curved beads that sparked multiple conflicts has clad itself in fire and become a Pokémon.

STAGE 1 **Combusken** HP 100

Evolves from Torchic



NO. 0256 Young Fowl Pokémon. HT: 2'11" WT: 43 lbs.

Combustion 20

Double Kick 40×
Flip 2 coins. This attack does 40 damage for each heads.

weakness  x2 resistance retreat  

illus. yuu H DM 041/182

It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak

Tera
As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).



Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness resistance retreat  

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

illus. Shou Graphics H TM 130/167

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak

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Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness resistance retreat  

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

illus. Shou Graphics H TM 130/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



NO. 0886 Caretaker Pokémon. HT: 4'7" WT: 24.3 lbs.

Ability **Recon Directive**
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness resistance retreat  

illus. cochi H TM 129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



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Ability **Recon Directive**
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STAGE 1

Drakloak

HP 90

Evolves from Dreepy.

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Dragon Headbutt 70

weakness

resistance

retreat *

illus. cochiBi

129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

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illus. cochiBi

129/167

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BASIC

Dreepy

HP 70

NO. 0885, Linger Pokémon. HT: 1'8". WT: 4.4 lbs.

Petty Grudge 10

Bite 40

weakness

resistance

retreat *

illus. Scav

128/167

It has a habit of biting at Clauncher even though it doesn't feed on them. This is said to be vestigial behavior from when Dreepy was alive.

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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. Fehayco

142/217

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

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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 *

illus. Shan Graphics

062/088

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

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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 *

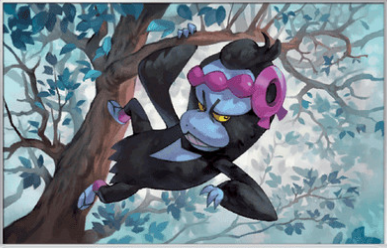
illus. kadama

095/167

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

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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.

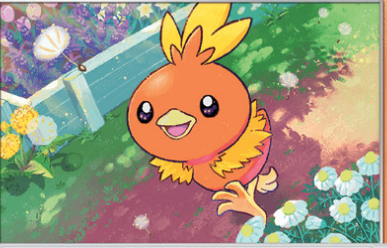
weakness  x2 resistance  -30 retreat 

illus. kodama
H  095/167 ★

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

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BASIC **Torchic** **HP 70** 



NO. 0255 Chick Pokémon. HT. 1'4" WT. 5.5 lbs.

 **Collect**
Draw a card.

 **Combustion** **10**

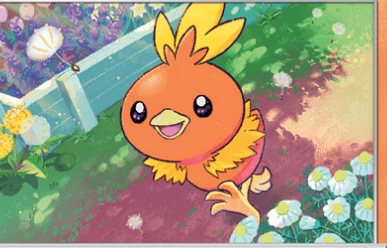
weakness  x2 resistance  retreat 

illus. Tika Matsuno
H  040/182 ●

Torchic feels toasty warm if you hug it. It has a flame sac inside its belly, and the flames burn continuously as long as Torchic has life in it.

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BASIC **Torchic** **HP 70** 



NO. 0255 Chick Pokémon. HT. 1'4" WT. 5.5 lbs.

 **Collect**
Draw a card.

 **Combustion** **10**

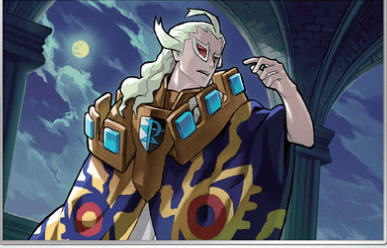
weakness  x2 resistance  retreat 

illus. Tika Matsuno
H  040/182 ●

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Supporter **TRAINER** **Boss's Orders** *Ghetsis*



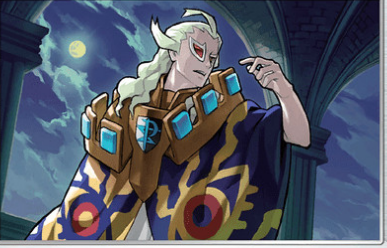
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire
H  114/132 ◆

You may play only 1 Supporter card during your turn.

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Supporter **TRAINER** **Boss's Orders** *Ghetsis*



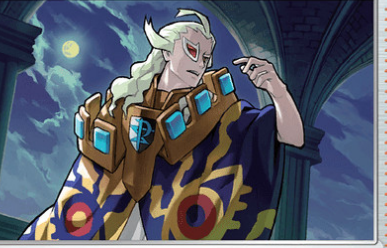
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illus. NC Empire
H  114/132 ◆

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  144/162 ◆

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

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Item **TRAINER** **Buddy-Buddy Poffin**



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Illus. AYUMI ODASHIMA
H 144/162

You may play any number of Item cards 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 133/142

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 133/142

You may play only 1 Supporter card 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. Yui Nishida
H 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. Kantore
H 076/088

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
H 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

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Illus. Atsushi Furusawa
H 119/132

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Illus. Atsushi Furusawa
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Illus. Atsushi Furusawa
H 119/132

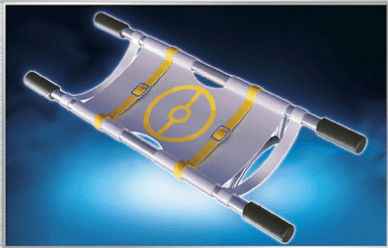
You may play only 1 Supporter card during your turn.

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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

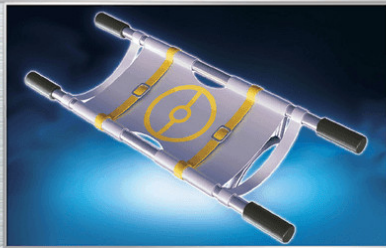
You may play any number of Item cards during your turn.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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.)

Illus. Studio Boro 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.)

Illus. Studio Boro Inc.
J POK 081/088

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TRAINER

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Illus. Studio Boro Inc.
J 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.
J MEG 125/132

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.
J MEG 125/132

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

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Item

TRAINER

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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.
J MEG 125/132

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

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Stadium

TRAINER

Risky Ruins



Whenever any player puts a Basic non- Pokémon onto their Bench during their turn, place 2 damage counters on that Pokémon.

Illus. imoniii
J MEG 127/132

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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Item **TRAINER**

Special Red Card



The image shows a red card with a white circular arrow icon, indicating a shuffle or reset action. The card is set against a background of bright yellow and orange light rays emanating from behind it. The card is slightly tilted and has a 3D effect.

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 **CR** 082 / 086 ◆

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Stadium **TRAINER**

Team Rocket's Watchtower



★ Pokémon in play (both yours and your opponent's) have no Abilities.

illus. AYUMI ODASHIMA

D **DREN** 180 / 182 ♦

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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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

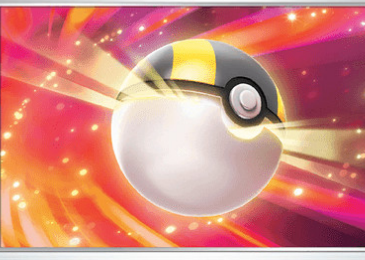
0 **MEG** **131/132**

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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

ITEM 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

MEG 131/132

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Item

TRAINER

Unfair Stamp

You can use this card only if any of your Pokémon were Knocked Out during your opponent's last turn.

Each player shuffles their hand into their deck. Then, you draw 5 cards, and your opponent draws 2 cards.

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

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Illustration by: Kenji Nakamura

TWIM 165/167

ACE SPEC card in your deck

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

Basic Energy

ENERGY

Basic  Energy



A large, glowing blue Basic Energy symbol is centered on a dark blue background. The symbol is surrounded by a bright, circular burst of white sparkles and light rays, creating a sense of energy and power.

MEGA 007

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