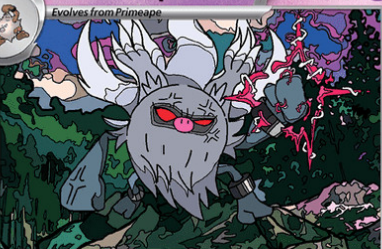


STAGE 2 **Annihilape** HP 150

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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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.

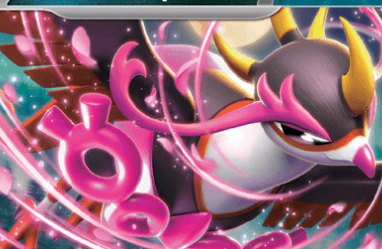
weakness ⚡ ×2 resistance ♀ retreat

Illus. Yoriyuki Ikegami

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

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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. Charysuo

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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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

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

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Illus. Nakayuo

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.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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 ★ ★ ★

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

Illus. Shon Graphics
NO. 104/132 ★

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 ★ ★ ★

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

Illus. Shon Graphics
NO. 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
NO. 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 Tsurjo
NO. 061/086

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

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
NO. 058/142

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

STAGE 1 Slowking HP 120 ♣

Evolves from Slowpoke



NO. 0199 Royal Pokémon. HT: 6'7" WT: 175.3 lbs.

♣ ★ **Seek Inspiration**
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weakness ♣ ×2 resistance ♣ -30 retreat ★ ★ ★

Illus. Tetsu Koyama
NO. 058/142

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

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. Tetsu Koyama
NO. 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.

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. Tetsu Koyama
NO. 057/142

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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. Teezro

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

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. Teezro

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. Ryota 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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Stadium

TRAINER

Academy at Night

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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. Taira Akitzu

145/162

You may play only 1 Supporter card during your turn.

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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. Taira Akitzu

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.

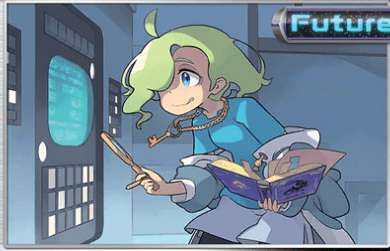
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Supporter

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

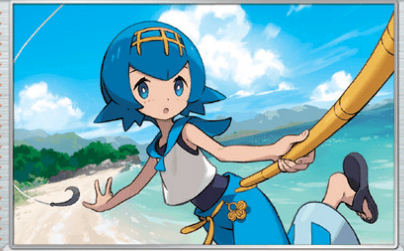
You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

LANA'S AID



Put up to 3 in any combination of Pokémon that don't have a Rule Box and Basic Energy cards from your discard pile into your hand. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Atsushi Furusawa
H TEF 155/167

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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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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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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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 TEF 158/167

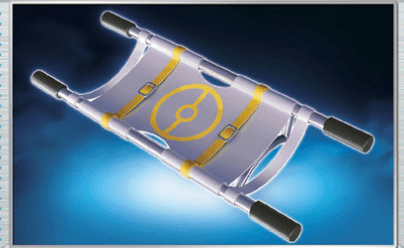
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Item

TRAINER

NIGHT STRETCHER



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

Illus. Toyote Beach
H TEF 196/217

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 **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.

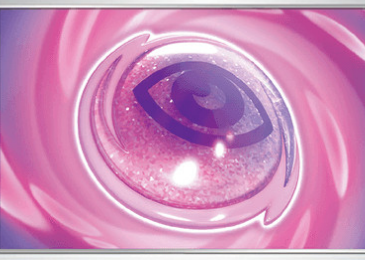
Illus. Ayaka Yoshida

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

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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 Bora Inc.

PFLN 094/094 ♦

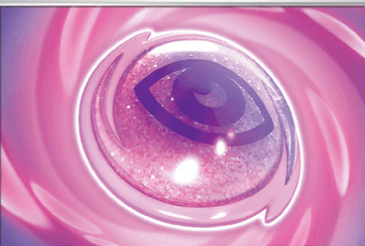
You may play any number of Item cards during your turn.

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Item

TRAINER

Wondrous Patch



Attach a Basic ⬤ Energy card from your discard pile to 1 of your Benched ⬤ Pokémon.

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

Illus. Studio Bora Inc.

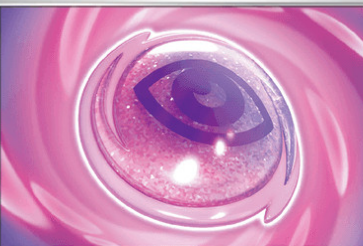
0 PFL-094/094

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Item

TRAINER

Wondrous Patch



Attach a Basic ⬤ Energy card from your discard pile to 1 of your Benched ⬤ Pokémon.

Illustration by Studio Bara Inc.

0 PFLN 094/094

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

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The card features a vibrant background of swirling teal and light blue energy. In the center is a large, translucent sphere with a black five-pointed star on its surface. A large, light blue arrow curves from the left side of the sphere, pointing towards the top left corner of the card. The top of the card has a dark grey border with the words 'Special Energy' in a stylized font on the left and 'ENERGY' in a bold, italicized font on the right. The title 'Boomerang Energy' is prominently displayed in the upper left area. A small black star icon is located in the upper right corner. The bottom section of the card contains two paragraphs of text in a clean, sans-serif font. The bottom left corner features the 'TMV' logo and the number '166/167' followed by a small black diamond symbol. The bottom right corner has a small black star icon.

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Basic Energy  **ENERGY**

Basic  Energy 



The card features a large, central illustration of a purple, glossy sphere. Inside the sphere is a large, black, stylized eye with a spiral iris. The sphere is surrounded by a circular burst of white, sparkling particles. The background is a solid purple color.

MEEN 005

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