



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. Sean Graphics
104/132 ★

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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. Sean Graphics
062/088 ★

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

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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. Ron Toujo
061/086

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

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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. Iadama
095/167 ★

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

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STAGE 2 **Pawmot** HP 140 ⚡

Evolves from Pawmo



NO. 0923 Hands-On Pokémon. HT: 2'11" WT: 90.4 lbs.

⚡ ⚡ **Voltaic Fist** 130
You may have this Pokémon also do 60 damage to itself and make your opponent's Active Pokémon Paralyzed.

weakness ♣ ×2 resistance ♣ retreat ★

illus. satoma
034/094 ★

This Pokémon normally is slow to react, but once it enters battle, it will strike down its enemies with lightning-fast movements.

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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 ♣ ×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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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

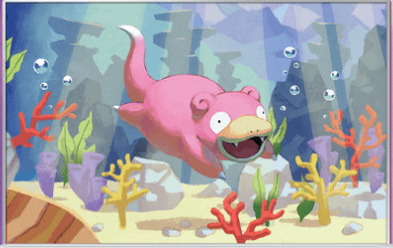
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illus. Tenzio
057/142

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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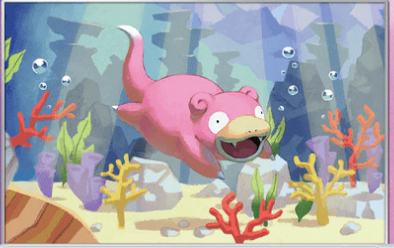
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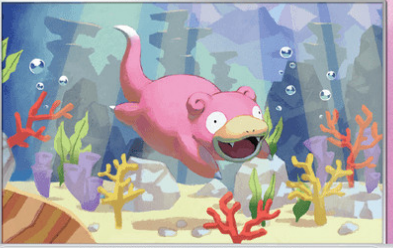
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BASIC Unown **HP 80**



NO. 0201 Symbol Pokémon. HT: 1'8" WT: 1.1 lbs.

👁️👁️ **Mysterious Signal** 40
If your opponent's Pokémon is Knocked Out by damage from this attack, take 1 more Prize card.

weakness 🌊 ×2 resistance ⚡ -30 retreat ★

illus. mingo
Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

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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
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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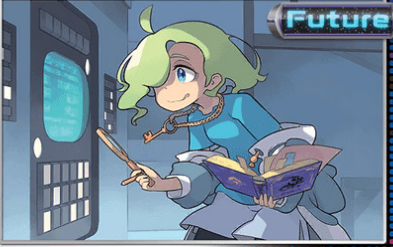


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Supporter **TRAINER**
Ciphermaniac's Codebreaking



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

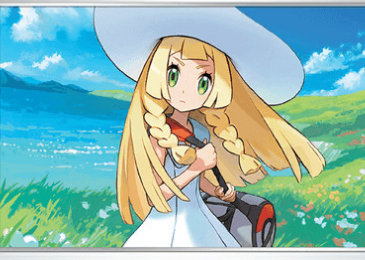
illus. Raiiro Akitsu
You may play only 1 Supporter card during your turn.

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The illustration depicts a young person with short, spiky green hair and blue eyes. They are wearing a blue long-sleeved shirt under a grey vest or jacket. A gold chain with a key pendant hangs around their neck. They are holding a large, open book with a purple cover and yellow pages. In their right hand, they hold a wooden pointer stick, pointing it towards a large digital screen on the left. The screen displays a grid of numbers and some glowing blue patterns. Above the screen, the word "Future" is written in a stylized, glowing blue font. The background is dark and industrial-looking.

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

0 **MEG** 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. You may play any number of Item cards during your turn.			
Illus. Toyote Beach   196/217 ©2016 Pokémon / Nintendo / Creatures / GAMESA			

