

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 x2 resistance -30 retreat

Illus. Haru Akasaka
H PREM 041/084 ♦

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 2 **Annihilape** **HP 140**

Evolves from Primeape

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

Tantrum 130
This Pokémon is now Confused.

Destined Fight
Both Active Pokémon are Knocked Out.

weakness x2 resistance -30 retreat

Illus. SIE NANAHARA
H SSP IN 100/191 ♦

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 2 **Dusknoir** **HP 160**

Evolves from Dusclops

NO. 0477, Gripper Pokémon. HT: 7'3" WT: 235 lbs.

Ability Cursed Blast
Once during your turn, you may put 13 damage counters on 1 of your opponent's Pokémon. If you use this Ability, this Pokémon is Knocked Out.

Shadow Bind 150
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness x2 resistance -30 retreat

Illus. danciao
H PREM 037/131 ★

It comes and goes between this world and the afterlife. People fear this Pokémon because it is said to suck in lost spirits and take them along.

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BASIC **Duskull** **HP 60**

NO. 0355, Requiem Pokémon. HT: 2'7" WT: 33.1 lbs.

Come and Get You
Put up to 3 Duskull from your discard pile onto your Bench.

Mumble 30

weakness x2 resistance -30 retreat

Illus. IKEDA Saki
H PREM 035/131 ●

Duskull's victims suffer an intense chill as the Pokémon siphons their life-force away, glaring at them with its bright red eye all the while.

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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 x2 resistance -30 retreat

Illus. Gutzgawa
H ASC IN 142/217 ★

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 x2 resistance -30 retreat

Illus. Shibusanguru
H SAN IN 047/064 ♦

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 x2 resistance -30 retreat

Illus. takuyao
H SSP IN 076/191 ★

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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

57

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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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

54

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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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 Akitzu

145

162

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Ciphermaniac's Codebreaking

Future

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Illus. Taira Akitzu

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162

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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

Illus. Taira Akitu
H TEF 145/162

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Kieran



Choose 1:

- Switch your Active Pokémon with 1 of your Benched Pokémon.
- During this turn, attacks used by your Pokémon do 30 more damage to your opponent's Active Pokémon **EX** and Active Pokémon **V** (before applying Weakness and Resistance).

Illus. GIDORA
H TIL 154/167

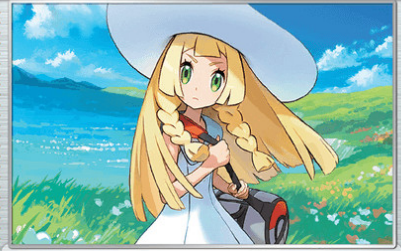
You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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 MEG 119/132

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©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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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 Bora Inc.
H TIL 158/167

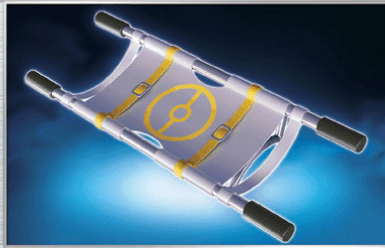
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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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

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

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.

MEGA

131/132

Illustrator: Ayaka Yoshida

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

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.

MEGA

131/132

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MEGA

131/132

Illustrator: Ayaka Yoshida

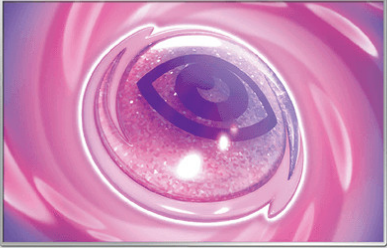
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You may play any number of Item cards during your turn.

Item

TRAINER

Wondrous Patch



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

FFLW

094/094

Illustrator: Studio Boro Inc.

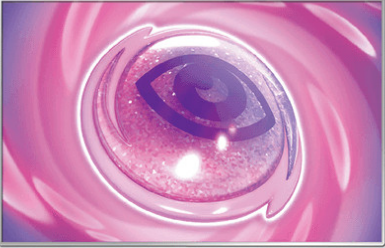
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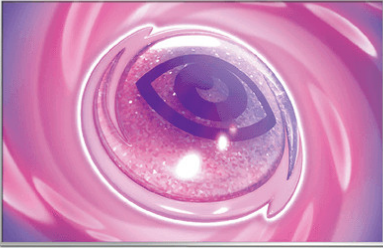
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FFLW

094/094

Illustrator: Studio Boro Inc.

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

Special Energy

ENERGY

Boomerang Energy 



As long as this card is attached to a Pokémon, it provides  Energy.

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

166/167

Illustrator: Studio Boro Inc.

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Star symbol

Special Energy

ENERGY

Boomerang Energy 



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166/167

Illustrator: Studio Boro Inc.

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Star symbol

Basic Energy

ENERGY

Basic  Energy 



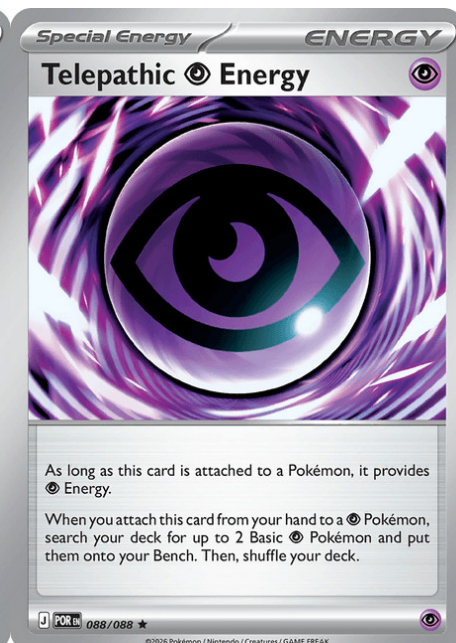
MEGA

005

Illustrator: Studio Boro Inc.

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Psychic-type symbol



As long as this card is attached to a Pokémon, it provides Energy.

When you attach this card from your hand to a Pokémon, search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.



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