

**STAGE 2** **Blaziken<sup>EX</sup>** 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.

NO. 024/159

**STAGE 2** **Blaziken<sup>EX</sup>** HP 320

Evolves from Combusken

**Ability** **Seething Spirit**  
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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.

NO. 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

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

NO. 016/217

**STAGE 1** **Combusken** HP 100

Evolves from Torchic

**Combustion** 20

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

weakness x2 resistance retreat

**Pokémon EX rule** It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

NO. 041/182

**STAGE 2** **Dragapult<sup>EX</sup>** HP 320

Evolves from Drakloak

**Jet Headbutt** 70

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

weakness x2 resistance retreat

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

NO. 130/167

**STAGE 2** **Dragapult<sup>EX</sup>** HP 320

Evolves from Drakloak

**Jet Headbutt** 70

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

weakness x2 resistance retreat

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

NO. 130/167

**STAGE 1** **Drakloak** HP 90

Evolves from Dreepy

**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 x2 resistance retreat

**Pokémon EX rule** 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.

NO. 129/167

**STAGE 1** **Drakloak** HP 90

Evolves from Dreepy

**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 x2 resistance retreat

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NO. 129/167

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**Dragon Headbutt** 70

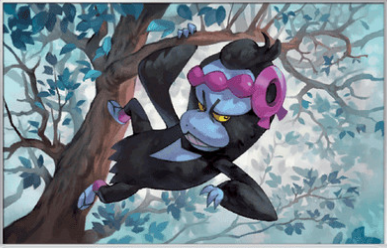
weakness x2 resistance retreat

**Pokémon EX rule** 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.

NO. 129/167



**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.

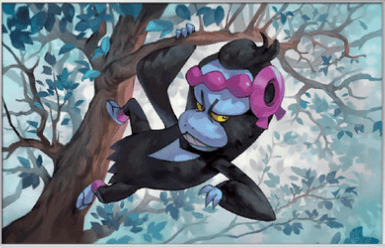
weakness x2 resistance -30 retreat

illus. kodama  
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  
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



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**Stadium** **TRAINER**  
**Area Zero Underdepths**



Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

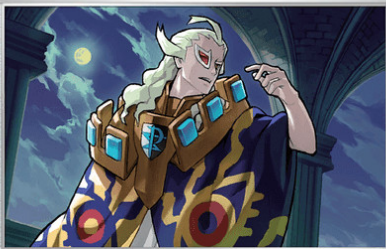
If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

illus. MABINA Chikazawa  
131/142 ◆

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**  
**Boss's Orders** Ghetsis



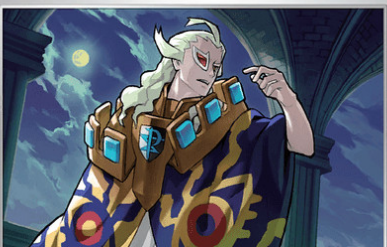
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire  
114/132 ◆

You may play only 1 Supporter card during your turn.

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



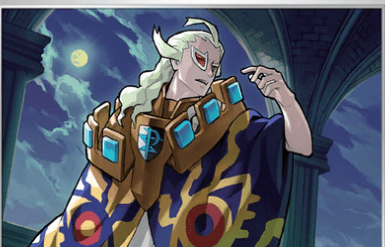
Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire  
114/132 ◆

You may play only 1 Supporter card during your turn.

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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  
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  
144/162 ◆

You may play any number of Item cards 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 TEF 144/162

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Item

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H TEF 144/162

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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 SCL 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

## Crispin



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Illus. GIDORA  
H SCL 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 PFL 087/094

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 MEG 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 MEG 119/132

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Supporter

TRAINER

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Illus. Atsushi Furusawa  
H MEG 119/132

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Supporter

TRAINER

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Illus. Atsushi Furusawa  
MEGA 119/132

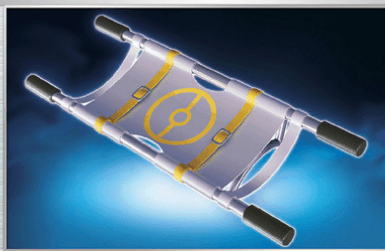
You may play only 1 Supporter card during your turn.

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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.

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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

## 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 POR 081/088

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

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Item

TRAINER

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J POR 081/088

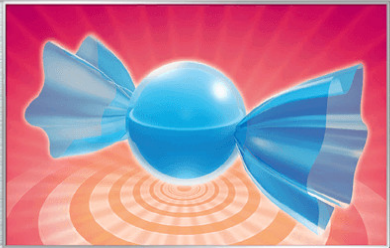
You may play any number of Item cards during your turn.

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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 MEGA 125/132

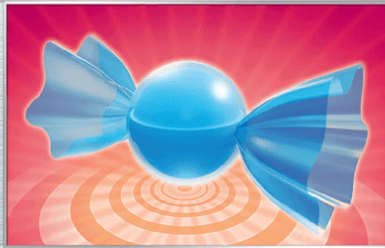
You may play any number of Item cards during your turn.

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Item

TRAINER

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Illus. Studio Boro Inc.  
J MEGA 125/132

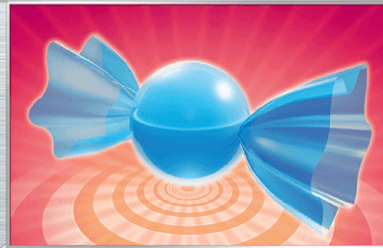
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Item

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Illus. Studio Boro Inc.  
J MEGA 125/132

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

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**Item** **TRAINER**

## Special Red Card



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 **CR101** 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

**0** **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*

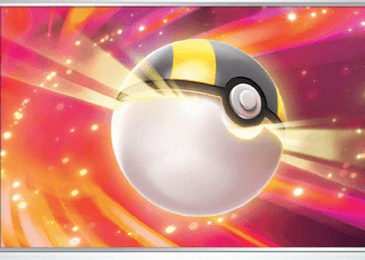
**0** **MEG** **131/132**

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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

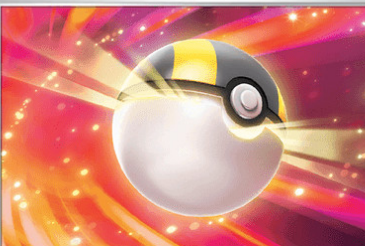
MEG 011 131/132

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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.

*Illus. Ayaka Yoshida*

**1** **MEG** **EN** 131/132 ●

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

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**Item** **TRAINER**

# Unfair Stamp



The illustration shows the Unfair Stamp card with its red and green circular icons and the 3D mechanical stamping device. The card is set against a background of a green grid pattern.

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.

Illustration by: Kenji Nakamura

165/167

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ACE SPEC

You can't have more than 1 ACE SPEC 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 and blue sparkles, creating a shimmering effect. The overall design is clean and modern, typical of the Pokémon TCG art style.

MEGA 007

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