

**STAGE 1** Banette **HP 80**

Evolves from Shuppet

NO. 0354 Marionette Pokémon. HT: 3'7" WT: 27.6 lbs.

**Ability** **Hide 'n' Sneak**  
Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

**Puppet Pull** **80**  
You may search your deck for a card and put it into your hand. Then, shuffle your deck.

weakness x2 resistance -30 retreat

illus. Mugi Hamada A doll bore a grudge over being junked, and it became a Pokémon. It seeks the child that disowned it.

PELV 034/084

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**BASIC** Bloodmoon Ursaluna **EX** **HP 260**

**Ability** **Seasoned Skill**  
Blood Moon used by this Pokémon costs less for each Prize card your opponent has taken.

**Blood Moon** **240**  
During your next turn, this Pokémon can't attack.

weakness x2 resistance retreat

illus. oky CG Works **Pokémon EX rule** When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

PELV 141/167

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**BASIC** Dhelmise **HP 140**

NO. 0781 Sea Creeper Pokémon. HT: 12'10" WT: 463 lbs.

**Vengeful Anchor** **30+**  
If you have 4 or more Pokémon that have the Hide 'n' Sneak Ability in your discard pile, this attack does 140 more damage.

weakness x2 resistance -30 retreat

illus. Oku After a piece of seaweed merged with debris from a sunken ship, it was reborn as this ghost Pokémon.

PELV 039/084

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PELV 039/084

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BASIC

Shuppet

HP 50

NO. 0353

Puppet Pokémon

HT: 2' WT: 5.1 lbs.

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Hang Down

10

weakness

×2

resistance

-30

retreat

\*

Illus. Bun Tsurjo

It uses its horn to feed on envy and malice—or so it's said. It's very active at night.

033/084

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033/084

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STAGE 1

Sinistcha

HP 60

NO. 1013

Matcha Pokémon

HT: 8' WT: 4.9 lbs.

Ability

Hide 'n' Sneak

Prevent all effects of your opponent's Pokémon's attacks and Abilities done to this Pokémon. (Damage is not an effect.)

Matcha Spin

If you have 6 or more Pokémon that have the Hide 'n' Sneak Ability in your discard pile, place 4 damage counters on each of your opponent's Pokémon.

weakness

×2

resistance

retreat

\*

Illus. mingo

It prefers cool, dark places, such as the back of a shelf or the space beneath a home's floorboards. It wanders in search of prey after sunset.

006/084

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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

MEGA 114/132

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Supporter

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Supporter

TRAINER

Explorer's Guidance

Ancient

Look at the top 6 cards of your deck and put 2 of them into your hand. Discard the other cards.

Illus. Hideki Ishikawa

MEGA 147/162

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Supporter

TRAINER

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MEGA 147/162

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

## Explorer's Guidance

Ancient



Look at the top 6 cards of your deck and put 2 of them into your hand. Discard the other cards.

Illus. Hidetoki Ishikawa  
H TEF 147/162

You may play only 1 Supporter card during your turn.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

## Gwynn



Discard up to 2 Pokémon that don't have a Rule Box from your hand, and draw 3 cards for each card you discarded in this way. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. nagimiso  
J PGL 078/084

You may play only 1 Supporter card during your turn.

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

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©2026 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  
I 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  
I MEG 119/132

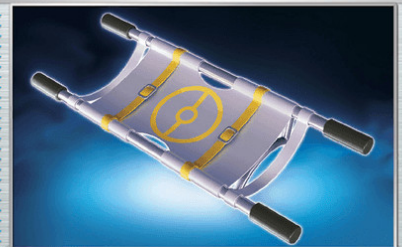
You may play only 1 Supporter card during your turn.

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Item

TRAINER

## Night Stretcher



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

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.  
 G **SV11n** 081/088

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

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Item

TRAINER

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Item

TRAINER

## Pokégear 3.0



Look at the top 7 cards of your deck. You may reveal a Supporter card you find there and put it into your hand. Shuffle the other cards back into your deck.

Illus. Toyste Beach  
 G **SV11n** 186/198

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

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©2023 Pokémon / Nintendo / Creatures / GAME FREAK

Stadium

TRAINER

## Prism Tower



Once during each player's turn, that player may discard 2 cards from their hand in order to draw a card.

Illus. MARINA Chikazawa  
 G **SV11n** 080/086

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.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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ILLUSTRATION BY MARINA Chikazawa

080/086

Item

TRAINER

Sacred Ash

Shuffle up to 5 Pokémon from your discard pile into your deck.

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

ILLUSTRATION BY Eike Yoshinob

168/182

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.

ILLUSTRATION BY Ayaka Yoshida

131/132

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.

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ILLUSTRATION BY Ayaka Yoshida

131/132

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131/132

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ILLUSTRATION BY Ayaka Yoshida

131/132

Special Energy

ENERGY

Legacy Energy

As long as this card is attached to a Pokémon, it provides every type of Energy but provides only 1 Energy at a time.

If the Pokémon this card is attached to is Knocked Out by damage from an attack from your opponent's Pokémon, that player takes 1 fewer Prize card. This effect of your Legacy Energy can't be applied more than once per game.

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

162/167

Special Energy

ENERGY

Prism Energy

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

If this card is attached to a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

216/217

Special Energy

ENERGY

Prism Energy

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

If this card is attached to a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

216/217

Special Energy

ENERGY

Prism Energy



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

If this card is attached to a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

ASCN 216/217

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Special Energy

ENERGY

Prism Energy



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

If this card is attached to a Basic Pokémon, this card provides every type of Energy but provides only 1 Energy at a time.

ASCN 216/217

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Special Energy

ENERGY

Telepathic  Energy



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.

POLE 088/088

★

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