



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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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

weakness ♣ ×2 resistance ♣ -30 retreat ★ ★

Illus. Tetsu Koyama
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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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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Pokémon Tool

TRAINER

Brave Bangle

If the Pokémon this card is attached to doesn't have a Rule Box, the attacks it uses do 30 more damage to your opponent's Active Pokémon **ex** (before applying Weakness and Resistance). (Pokémon **ex**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Toyzle Beach

080/086

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.

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

145/162

You may play only 1 Supporter card during your turn.

Supporter

TRAINER

Ciphermaniac's Codebreaking

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Illus. Taira Akiyu
H TEF 145/162

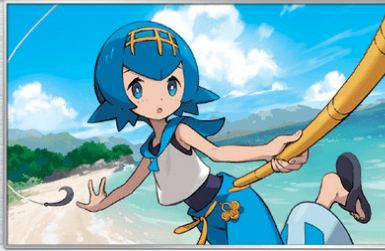
You may play only 1 Supporter card during your turn.

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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 TUL 155/167

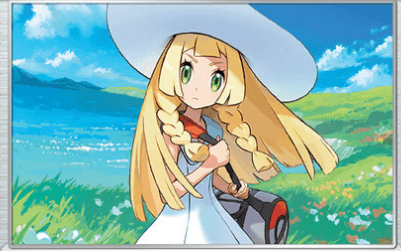
You may play only 1 Supporter card during your turn.

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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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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 TUL 158/167

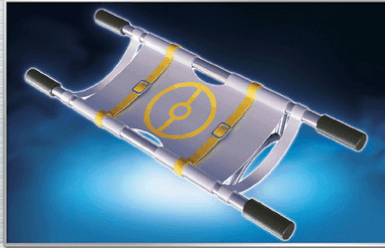
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Item

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.)

Illustration Studio Bora Inc.

J **POR** 081/088 ◆

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

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Item

TRAINER

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illus. Studio Boro Inc.

MEG 130/132

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 **MEGAWATT** **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.

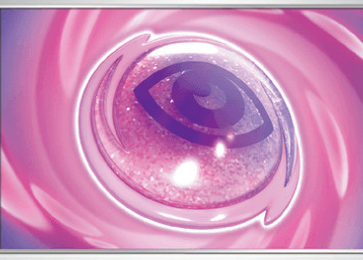
Illus. Ayaka Yoshida

1 **MEG** **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.

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

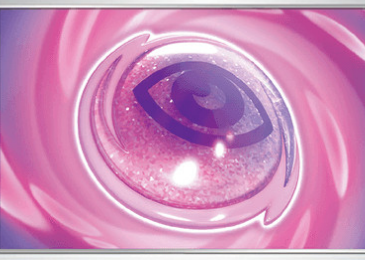
Illus. Studio Bora Inc.

0 **PFLEIN** 094/094 ♦

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Item **TRAINER**

Wondrous Patch



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Illus. Studio Bora Inc.

 PFLN 094/094 ◆

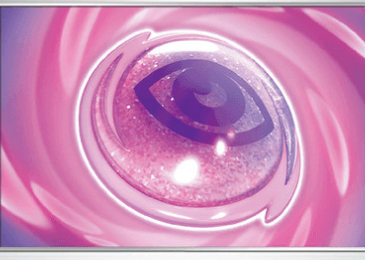
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TRAINER

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Illus. Studio Bora Inc.

0 PFL-094/094

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The card features a vibrant background of swirling teal and yellow-green 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. Below this border, the title 'Boomerang Energy' is written in a large, bold, black font. To the right of the title is a small black star icon. The bottom of the card has a white rectangular box containing the card's text. At the very bottom of the card, there is a small black bar with the 'TM & ©' symbol, the 'The Pokémon Company' logo, and the text '166/167' followed by a small black diamond symbol. On the far right of this bar is a small black star icon.

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Basic Energy  **ENERGY**

Basic  **Energy** 



A large, glowing purple eye with a black spiral iris is centered on a purple background. The eye is surrounded by a ring of sparkling light particles. The card has a purple border.

MEEN 005

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Basic Energy

ENERGY

Basic  Energy

005

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