

BASIC

Beldum

HP 70

NO. 0374 Iron Ball Pokémon HT: 2' WT: 209.9 lbs.

Dig Claws

10

Iron Tackle

50

This Pokémon also does 10 damage to itself.

weakness ×2

resistance -30

retreat

Illus. Aotochu

113/162

From its rear, Beldum emits a magnetic force that rapidly pulls opponents in. They get skewered on Beldum's sharp claws.

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BASIC

Drilbur

HP 70

NO. 0529 Mole Pokémon HT: 1' WT: 18.7 lbs.

Call for Family

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Then, shuffle your deck.

Dig Claws

50

weakness ×2

resistance

retreat

Illus. Atsushi Furusawa

046/084

By spinning its body, it can dig straight through the ground at a speed of 30 mph.

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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 ×2

resistance

retreat

Illus. Kenji Yano

142/217

Pokémon EX rule

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

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BASIC Genesect **EX** HP 220



Ability **Metallic Signal**
Once during your turn, you may search your deck for up to 2 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Protect Charge 150
During your opponent's next turn, this Pokémon takes 30 less damage from attacks (after applying Weakness and Resistance).

weakness ×2 resistance -30 retreat

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

Illus. Shon Graphics
067/086 ★

BASIC Genesect **EX** HP 220



Ability **Metallic Signal**
Once during your turn, you may search your deck for up to 2 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

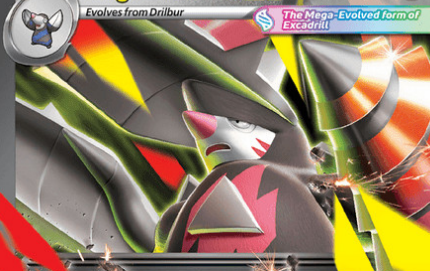
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weakness ×2 resistance -30 retreat

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

Illus. Shon Graphics
067/086 ★

STAGE 1 Mega Excadrill **EX** HP 340
Evolves from Dribur The Mega-Evolved form of Excadrill



Undermine 90
Discard the top 2 cards of your opponent's deck.

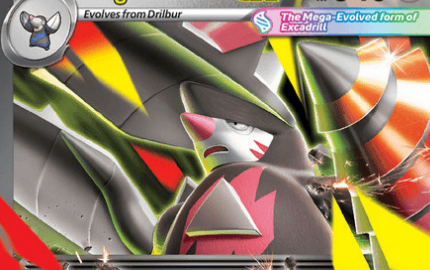
Maximum Drilling 200+
If this Pokémon has at least 2 extra Energy attached (in addition to this attack's cost), this attack does 130 more damage.

weakness ×2 resistance -30 retreat

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Kenjiro Azuma
065/084 ★

STAGE 1 Mega Excadrill **EX** HP 340
Evolves from Dribur The Mega-Evolved form of Excadrill



Undermine 90
Discard the top 2 cards of your opponent's deck.

Maximum Drilling 200+
If this Pokémon has at least 2 extra Energy attached (in addition to this attack's cost), this attack does 130 more damage.

weakness ×2 resistance -30 retreat

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Kenjiro Azuma
065/084 ★

BASIC Mega Skarmory **EX** HP 260
The Mega-Evolved form of Skarmory



Sonic Ripper
Shuffle all Energy attached to this Pokémon into your deck, and this attack does 220 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ×2 resistance -30 retreat

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shon Graphics
055/088 ★

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. Bun Tawja
061/086 ◆

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

STAGE 1 Metang HP 100
Evolves from Beldum



NO. 0375. Iron Claw Pokémon. HT: 3'11" WT: 446.4 lbs.

Ability **Metal Maker**
Once during your turn, you may look at the top 4 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards and put them on the bottom of your deck.

Beam 60

weakness ×2 resistance -30 retreat

Illus. Nabuhiro Imagawa
114/162 ●

Two Beldum have become stuck together via their own magnetic forces. With two brains, the resulting Metang has doubled psychic powers.

STAGE 1 Metang HP 100
Evolves from Beldum



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Ability **Metal Maker**
Once during your turn, you may look at the top 4 cards of your deck and attach any number of Basic Energy cards you find there to your Pokémon in any way you like. Shuffle the other cards and put them on the bottom of your deck.

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Illus. Nabuhiro Imagawa
114/162 ●

Two Beldum have become stuck together via their own magnetic forces. With two brains, the resulting Metang has doubled psychic powers.

Supporter **TRAINER**

Brock's Scouting



Search your deck for up to 2 Basic Pokémon or 1 Evolution Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Tezoro

146/159 ♦

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.

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

Illus. AYUMI ODASHIMA
H TEF 144/162

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Stadium

TRAINER

Gravity Mountain

Each Stage 2 Pokémon in play (both yours and your opponent's) gets -30 HP.

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.

Illus. AYUMI ODASHIMA
H SSR 177/191

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Pokémon Tool

TRAINER

Hero's Cape

The Pokémon this card is attached to gets +100 HP.

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.

Illus. Tetsu Dozaki
H TEF 152/162

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Item

TRAINER

Jumbo Ice Cream

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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

Illus. AYUMI ODASHIMA
H PFL 091/094

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Item

TRAINER

Jumbo Ice Cream

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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

Illus. AYUMI ODASHIMA
H PFL 091/094

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Item

TRAINER

Jumbo Ice Cream

Heal 80 damage from your Active Pokémon that has 3 or more Energy attached.

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

Illus. AYUMI ODASHIMA
H PFL 091/094

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Item

TRAINER

Switch

Switch your Active Pokémon with 1 of your Benched Pokémon.

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

Illus. Studio Boro Inc.
H MEG 130/132

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Supporter

TRAINER

Team Rocket's Petrel

Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. GOSSAN
H DRI 176/182

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Supporter

TRAINER

Team Rocket's Petrel

Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck.

You may play only 1 Supporter card during your turn.

Illus. GOSSAN
H DRI 176/182

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Team Rocket's Petrel

Search your deck for a Trainer card, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. GOSSAN

OR

176/182

You may play only 1 Supporter card during your turn.

© 2015 Nintendo / Nintendo / Creatures / GAME GEAR

Item **TRAINER**

Team Rocket's Transceiver



A blue and black handheld transceiver with a red 'R' on its face, set against a purple background with a pink circuit pattern.

Search your deck for a Supporter card that has "Team Rocket" in its name, reveal it, and put it into your hand. Then, shuffle your deck.

Illustration by inose yuki

0 DRI 178/182

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

©2015 Nintendo / Nintendo / Creatures / GAME BRAY

Item **TRAINER**

Team Rocket's Transceiver

Search your deck for a Supporter card that has “Team Rocket” in its name, reveal it, and put it into your hand. Then, shuffle your deck.

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

Illus. inose yukie

178 / 182

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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 **MEGA EN** 131/132

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

©2015 Pokémon / Nintendo / Creatures / GAMESERAY

This is a Magic: The Gathering Basic Energy card. The top left corner features the text "Basic Energy" in a stylized font. The top right corner features the word "ENERGY" in a bold, sans-serif font. Below the top left text is a small, stylized "V" symbol. In the top right corner, there is a circular icon containing a stylized "V" symbol. The center of the card is dominated by a large, glowing, three-dimensional sphere. Inside the sphere is a black, stylized "V" symbol. The sphere is surrounded by a cloud of small, white, sparkling particles. The bottom left corner of the card has a small black box with the text "MEE EN" in white, followed by the number "008". The bottom right corner features a small circular icon containing a stylized "V" symbol. At the very bottom of the card, there is a line of small text: "©2015 Wizards of the Coast / Nintendo / GameStop / CAMELBA".

Basic Energy

ENERGY

Basic  Energy



MEGA 008

©2015 Pokémon / Nintendo / Creatures / GAME FREAK

Basic Energy

ENERGY

Basic  Energy



008

©2005 Pokémon / Nintendo / Creatures / GAME FREAK

A Basic Energy card with a metallic finish. The top left corner features the text "Basic Energy" in a stylized font. The top right corner features the word "ENERGY" in a bold, sans-serif font. The center of the card is dominated by a large, metallic, circular emblem containing a black and white stylized "V" shape, which is the symbol for the Electric type. The background of the card is a light blue gradient with a subtle pattern of white sparkles. The bottom left corner has a small "MEEN" logo and the number "008". The bottom right corner has a small circular logo with a stylized "V" inside.

