

STAGE 2 **Blaziken^{EX}** 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.

Illustration: Takayoshi Kitahara
NO. 024/159

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Illustration: Takayoshi Kitahara
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

Illustration: Yoriyuki Ikegami
ASC 016/217

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

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

Illustration: Ken Sugimori
NO. 0256 Young Fowl Pokémon. HT: 2'11" WT: 43 lbs.

It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

STAGE 2 **Dragapult^{EX}** 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 When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illustration: Shon Shimizu
NO. 130/167

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Illustration: Shon Shimizu
NO. 130/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy

Ability **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

Illustration: Satoshi Yamaguchi
NO. 0886 Caretaker Pokémon. HT: 4'7" WT: 24.3 lbs.

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.

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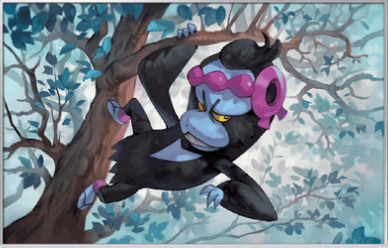
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BASIC **Munkidori** HP 110



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 ♣ ×2 resistance ♠ -30 retreat ★

illus. kodama
H 095/167 ★

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

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BASIC **Shaymin** HP 80



NO. 0492 Gratitude Pokémon. HT: 8" WT: 4.6 lbs.

Ability Flower Curtain
Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

Smash Kick 30

weakness ♣ ×2 resistance ♠ retreat ★

illus. Ieno
H 010/182 ◆

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

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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

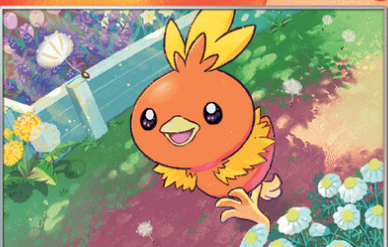
weakness ♣ ×2 resistance ♠ retreat ★

illus. Tika Matsuno
H 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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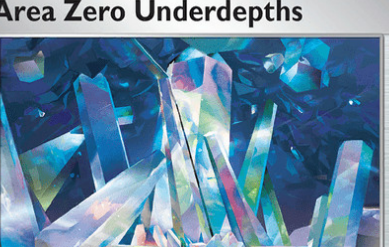
weakness ♣ ×2 resistance ♠ retreat ★

illus. Tika Matsuno
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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
H 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
H 114/132 ◆

You may play only 1 Supporter card during your turn.

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Boss's Orders Ghetsis



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illus. NC Empire
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illus. NC Empire
H 114/132 ◆

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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 144/162 ◆

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

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Item

TRAINER

Buddy-Buddy Poffin



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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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Illus. GIDORA
H SCL 133/142

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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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MEG 119/132

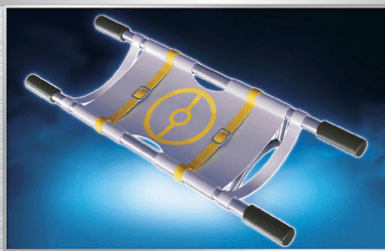
You may play only 1 Supporter card during your turn.

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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

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

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J POR 081/088

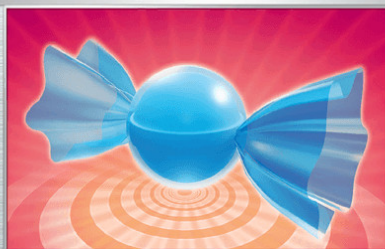
You may play any number of Item cards during your turn.

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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.
I MEG 125/132

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.
I MEG 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

D **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

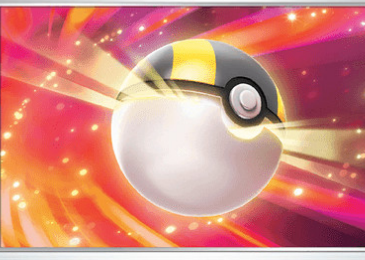
0 **MEG** **131/132**

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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.

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Illus. Ayaka Yoshida

1 **MEG** **131/132** ●

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Item

TRAINER

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

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Illus. Ayaka Yoshida

MEG 131/132

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Item

TRAINER

Unfair Stamp

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.

Illust. Tetsuya Aoki
TM TWIN 165/167 ☆

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ITEM
You can't have more than
1 AC SPEC card 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 sparkles and light rays, creating a sense of energy and power.

MEGA 007

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