

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 ★

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

Illust. Nakayama
H 142/217

BASIC **Kyurem** HP 130



Ability **Plasma Bane**
If your opponent has any cards in their discard pile that have "Colress" in the name, this Pokémon can use the Trifrost attack for ★.

☁ ⚡ ⚡ ⚡ **Trifrost**
Discard all Energy from this Pokémon. This attack does 110 damage to 3 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness | resistance | retreat ★ ★

Illust. Shinariguru
H 047/064

BASIC **Kyurem** HP 130



Ability **Plasma Bane**
If your opponent has any cards in their discard pile that have "Colress" in the name, this Pokémon can use the Trifrost attack for ★.

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Discard all Energy from this Pokémon. This attack does 110 damage to 3 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness | resistance | retreat ★ ★

Illust. Shinariguru
H 047/064

BASIC **Latias ex** HP 210



Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

☁ ☁ ★ **Eon Blade** 200
During your next turn, this Pokémon can't attack.

weakness ♣ ×2 | resistance ♣ -30 | retreat ★ ★

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

Illust. Nakayama
H 076/191

BASIC **Latias ex** HP 210



Ability **Skyliner**
Your Basic Pokémon in play have no Retreat Cost.

☁ ☁ ★ **Eon Blade** 200
During your next turn, this Pokémon can't attack.

weakness ♣ ×2 | resistance ♣ -30 | retreat ★ ★

Illust. Nakayama
H 076/191

BASIC **Lillie's Clefairy ex** HP 190



Ability **Fairy Zone**
The Weakness of each of your opponent's ♣ Pokémon in play is now ♣. (Apply Weakness as ×2.)

☁ ★ **Full Moon Rondo** 20+
This attack does 20 more damage for each Benched Pokémon (both yours and your opponent's).

weakness ♣ ×2 | resistance | retreat ★

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

Illust. Shinariguru
H 056/159

BASIC **Mega Kangaskhan ex** HP 300



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.

Illust. Shon Graphics
H 104/132

BASIC **Mega Kangaskhan ex** HP 300



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.

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Illust. Shon Graphics
H 104/132

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

Illust. Shon Graphics
H 104/132

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 ♣ -30 retreat ★

Illustration: Sbon Graphics

062/088 ★

Pokémon EX rule

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

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 ★★

Illustration: Bun Tajujo

061/086

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

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Illustration: Bun Tajujo

061/086

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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 ★★

Illustration: Tetsu Koyama

058/142

It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

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Illustration: Tetsu Koyama

058/142

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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 ★★

Illustration: Tezairo

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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Illus. Tezoro

057/142

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BASIC

Zeraora

HP 100

NO. 0807 Thunderclap Pokémon. HT. 4'11" WT. 98.1 lbs.

★ Scratch

20

⚡⚡⚡ Thunder Raid

Discard all Energy from this Pokémon, and this attack does 210 damage to 1 of your opponent's Benched Pokémon **ex**. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ×2 resistance retreat ★

Illus. Ryuto Fuse

078/182

Electricity sparks from the pads on its limbs. Wherever Zeraora runs, lightning flashes and thunder echoes.

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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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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 Akitu

145/162

You may play only 1 Supporter card during your turn.

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Illus. Taira Akitu
H TEF 145/162

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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

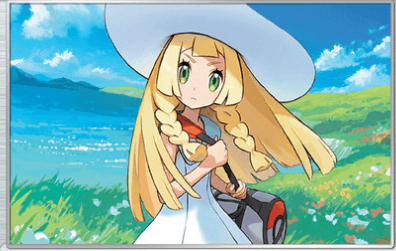
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Illus. Atsushi Furusawa
I MEG 119/132

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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 Boro Inc.
H TIL 158/167

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.

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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 Boro Inc.
H TIL 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.)

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

Illus. Studio Bora Inc.

J **POR** **EN** 081/088 ◆

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Illustration Studio Bora Inc.

J **POR** 081/088 ◆

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Illus. Studio Bora Inc.

J **POR** **EN** 081/088 ◆

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Item

TRAINER

Secret Box

You can use this card only if you discard 3 other cards from your hand.

Search your deck for an Item card, a Pokémon Tool card, a Supporter card, and a Stadium card, reveal them, and put them into your hand. Then, shuffle your deck.

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

Mystery Box

TWIN ON

163/157

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Supporter
TRAINER

Surfer



Switch your Active Pokémon with 1 of your Benched Pokémon. If you do, draw cards until you have 5 cards in your hand.

You may play only 1 Supporter card during your turn.

Illus. Sanosuke Sakuma

H

SSP

187/191

◆

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Item **TRAINER**

Switch



Switch your Active Pokémon with 1 of your Benched Pokémon.

Illustration: Studio Bora Inc.

1 **MEGAWATT** 130/132 ●

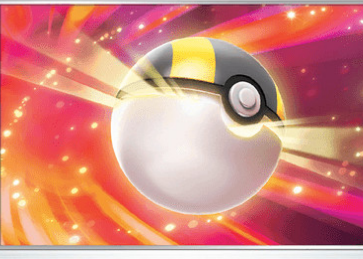
You may play any number of Item cards during your turn.

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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

MEGAW 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 **MEGAWATT** **131/132** ●

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Item **TRAINER**

Ultra Ball



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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**

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.

Illustration by Ayaka Yoshida

1 **MEG EN** 131/132

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

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Item **TRAINER**

Wondrous Patch



Attach a Basic ♂ Energy card from your discard pile to 1 of your Benched ♂ Pokémon.

Illustration by Studio Bora Inc.

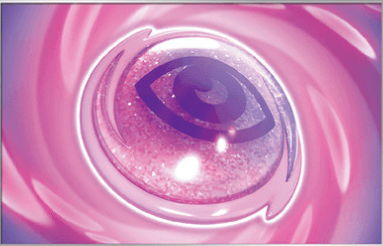
PFL 094/094

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

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Item **TRAINER**

Wondrous Patch



Attach a Basic ⬤ Energy card from your discard pile to 1 of your Benched ⬤ Pokémon.

Illus. Studio Bora Inc.

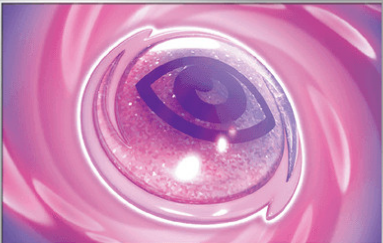
P **PFL** 094/094 ♦

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

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Item **TRAINER**

Wondrous Patch



Attach a Basic Ⓢ Energy card from your discard pile to 1 of your Benched Ⓢ Pokémon.

Illus. Studio Boro Inc.

U **PPF** 094/094 ♦

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

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Basic Energy

ENERGY

Basic  Energy



013 ill.u. YOSHIROTTEN

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Basic Energy

ENERGY

Basic  Energy



MEGA 013 illux. YOSHIROTTEN

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