



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. Shon Graphics
104/132

STAGE 1 **Mega Slowbro EX** HP 330

Evolves from Slowpoke *The Mega-Evolved form of Slowbro*



★★★ **Shellnado Spin** 180
During your opponent's next turn, if this Pokémon is damaged by an attack (even if this Pokémon is Knocked Out), place 12 damage counters on the Attacking 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
031/084

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 ★

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

Illus. Shon Graphics
062/088

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 Tsjou
061/086

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

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 Tsjou
061/086

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

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.

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.

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.

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.

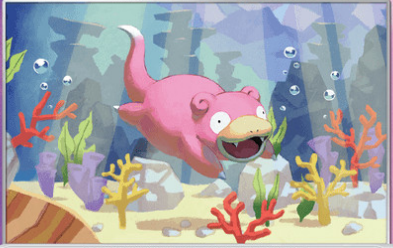
☞★ **Tackle** 30

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.

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**

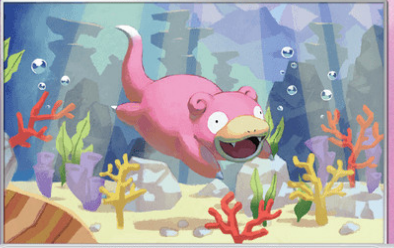
weakness 🌊 ×2 resistance 🍁 -30 retreat ★ ★

Illus. Teezro
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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**

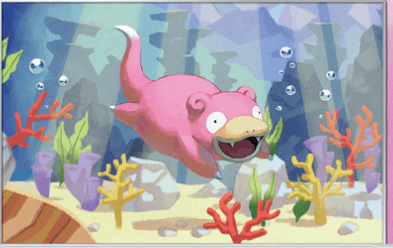
weakness 🌊 ×2 resistance 🍁 -30 retreat ★ ★

Illus. Teezro
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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. Teezro
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

BASIC Smoochum **HP 30**



NO. 0238. Kiss Pokémon. HT: 1'4". WT: 13.2 lbs.

👄 **Delightful Kiss**
Search your deck for up to 2 Basic 🌊 Energy cards and attach them to 1 of your Benched Pokémon. Then, shuffle your deck.

weakness 🌊 ×2 resistance 🍁 -30 retreat

Illus. Soga Isurula
H **SSP** 075/191

If its face gets even slightly dirty, Smoochum will bathe immediately. But if its body gets dirty, Smoochum doesn't really seem to care.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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
H **STAN** 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.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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. Toyote Beach
H **WHIN** 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.

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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.

You may play only 1 Supporter card during your turn.

Illus. Taira Akitzu

145/162

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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.

You may play only 1 Supporter card during your turn.

Illus. Taira Akitzu

145/162

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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.

You may play only 1 Supporter card during your turn.

Illus. Taira Akitzu

145/162

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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.

You may play only 1 Supporter card during your turn.

Illus. Taira Akitzu

145/162

©2024 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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

©2025 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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

©2025 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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

©2025 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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

119/132

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

Night Stretcher

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

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

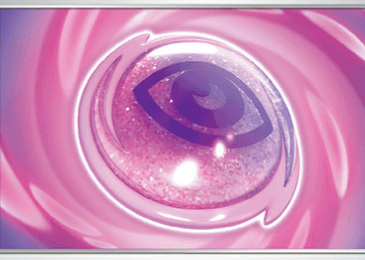
Illus. Toyote Beach

196/217

©2026 Pokémon / Nintendo / Creatures / GAME FREAK

Item **TRAINER**

Wondrous Patch



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

Illus. Studio Bora Inc.

 PFLN 094/094 ◆

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

©2025 Pokémon / Nintendo / Creatures / GAMES IDEAS

A Magic: The Gathering Basic Energy card. The card has a purple background with a large, stylized black eye symbol in the center, surrounded by a glowing, sparkling aura. The top left corner features the text "Basic Energy" in a white, sans-serif font. The top right corner features the word "ENERGY" in a large, bold, white, sans-serif font. The bottom left corner has a small black box with the word "MEEN" in white, followed by the number "005". The bottom right corner has a small circular icon with a stylized eye symbol.

