



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.

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Illus. Bun Tsjou
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 ★★

Illus. Tetsu Koyama
058/142

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

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Illus. 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 ★

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.



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
H TEF 145/162

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

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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 TLM 158/167

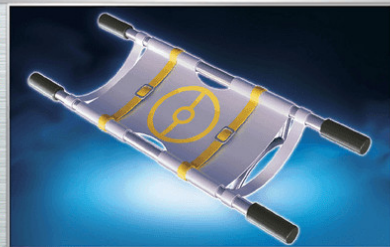
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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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

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.

MEGA

131/132

Illustrator: Ayaka Yoshida

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

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.

MEGA

131/132

Illustrator: Ayaka Yoshida

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Ultra Ball



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MEGA

131/132

Illustrator: Ayaka Yoshida

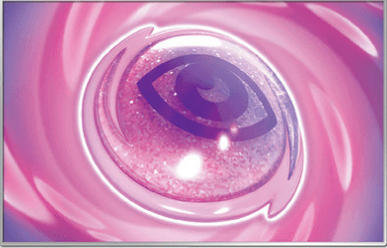
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You may play any number of Item cards during your turn.

Item

TRAINER

Wondrous Patch



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

FFLW

094/094

Illustrator: Studio Boro Inc.

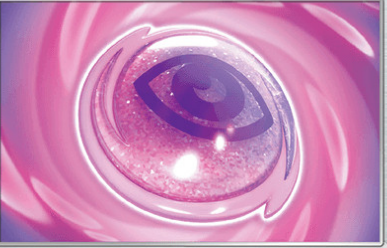
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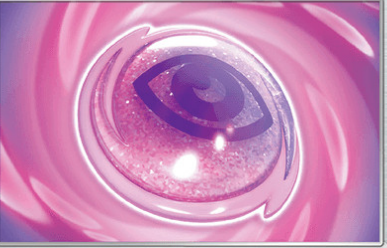
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FFLW

094/094

Illustrator: Studio Boro Inc.

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

Special Energy

ENERGY

Boomerang Energy 



As long as this card is attached to a Pokémon, it provides  Energy.

If this card is discarded by an effect of an attack used by the Pokémon this card is attached to, attach this card from your discard pile to that Pokémon after attacking.

MEGA

166/167

Illustrator: Ayaka Yoshida

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Star icon

Special Energy

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MEGA

166/167

Illustrator: Ayaka Yoshida

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Star icon

Basic Energy

ENERGY

Basic  Energy 



MEGA 005

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Psychic-type icon

