

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** 100
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.

ILLU. Katsuyasu Igarashi NO. 0554 142/217 ★

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.

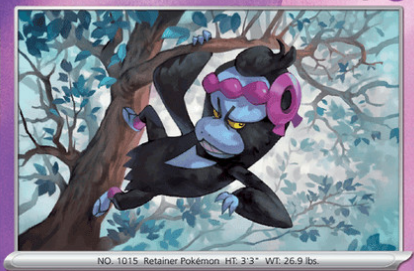
*** **Tuck Tail** 60
Put this Pokémon and all attached cards into your hand.

weakness ♣ ×2 resistance ♣ retreat ★

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

ILLU. Sean Graphics NO. 062/088 ★

BASIC **Munkidori** HP 110



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 ★

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

ILLU. kodama NO. 095/167 ★

STAGE 1 **N's Darmanitan** HP 140



Evolves from N's Darumaka

*** **Back Draft** 30×
This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

*** **Flamebody Cannon** 90
Discard all Energy from this Pokémon, and this attack also does 90 damage to 1 of your opponent's Benched 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.

ILLU. nagimiso NO. 0555 027/159 ★

BASIC **N's Darumaka** HP 80



*** **Rolling Tackle** 20

*** **Flare** 50

weakness ♣ ×2 resistance ♣ retreat ***

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

ILLU. Gemi NO. 0554 026/159 ★

BASIC **N's Reshiram** HP 130



*** **Powerful Rage** 20×
This attack does 20 damage for each damage counter on this Pokémon.

*** **Virtuous Flame** 170

weakness ♣ ×2 resistance ♣ retreat ***

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

ILLU. rika NO. 0543 116/159 ★

BASIC **N's Zekrom** HP 130



*** **Shred** 70
This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

*** **Rampaging Thunder** 250
During your next turn, this Pokémon can't use attacks.

weakness ♣ ×2 resistance ♣ retreat ***

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

ILLU. AKIRA EGAWA NO. 0544 155/217 ★

STAGE 1 **N's Zoroark ex** HP 280



Evolves from N's Zorua

Ability **Trade**
You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

*** **Night Joker**
Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness ♣ ×2 resistance ♣ retreat ***

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

ILLU. Katsuyasu Igarashi NO. 0545 028/159 ★

STAGE 1 **N's Zoroark ex** HP 280



Evolves from N's Zorua

Ability **Trade**
You must discard a card from your hand in order to use this Ability. Once during your turn, you may draw 2 cards.

*** **Night Joker**
Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness ♣ ×2 resistance ♣ retreat ***

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

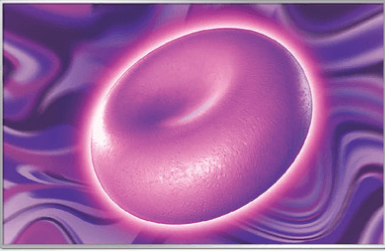
ILLU. Katsuyasu Igarashi NO. 0545 028/159 ★



Pokémon Tool

TRAINER

Binding Mochi



Attacks used by the Poisoned Pokémon this card is attached to do 40 more damage to your opponent's Active Pokémon (before applying Weakness and Resistance).

Illus. Sean Graphics

MEGA 095/131

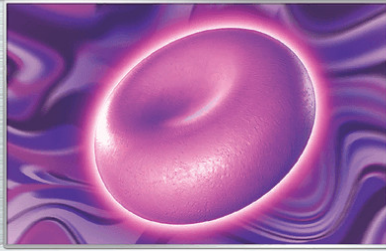
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Illus. Sean Graphics

MEGA 095/131

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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Supporter

TRAINER

Black Belt's Training



During this turn, attacks used by your Pokémon do 40 more damage to your opponent's Active Pokémon **EX** (before applying Weakness and Resistance).

Illus. GOSSAN

JITEN 143/159

You may play only 1 Supporter card during your turn.

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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

MEGA 114/132

You may play only 1 Supporter card during your turn.

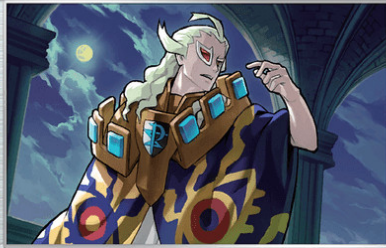
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Item

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.

Illus. AYUMI ODASHIMA

TEFEN 144/162

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

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H 144/162

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©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Supporter

TRAINER

Cyrano



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komayama
H 170/191

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Cyrano



Search your deck for up to 3 Pokémon **EX**, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Akira Komayama
H 170/191

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 MEGA 119/132

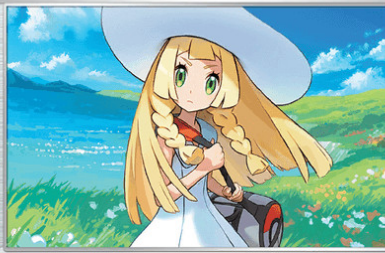
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Illus. Atsushi Furusawa
I MEGA 119/132

You may play only 1 Supporter card during your turn.

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Stadium

TRAINER

N's Castle



N's Pokémon in play (both yours and your opponent's) have no Retreat Cost.

Illus. AYUMI ODASHIMA
I JIGM 152/159

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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Stadium

TRAINER

N's Castle



N's Pokémon in play (both yours and your opponent's) have no Retreat Cost.

Illus. AYUMI ODASHIMA
I JIGM 152/159

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**

N's PP Up



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

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

Illus. Toyote Beach

1 **JTGM** 153/159 ◆

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The image shows a single 'N's PP Up' item card from the Pokémon TCG. The card has a blue and white design with a green circular logo featuring a white triangle. The text on the card describes its effect: attaching a Basic Energy card from the discard pile to a benched N's Pokémon. The card is numbered 153/159 and is part of the JTGM set. The background of the card is a light blue gradient with a subtle pattern of small white dots. The card is set against a dark blue background with a pattern of white dots.

Item **TRAINER**

N's PP Up



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

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

Illus. Toyste Beach
JTC IN 153/159 ♦

©2010 Nintendo / Nintendo / Creatures / GAMES EASY

This image shows a Pokémon TCG Item card titled 'N's PP Up'. The card is from the 'JTC IN' set, number 153/159. It features a blue background with a glowing blue and white Pokéball in the center. The text on the card reads: 'Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.' and 'You may play any number of Item cards during your turn.' The card is illustrated by Toyste Beach.

Item **TRAINER**

N's PP Up



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

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

Illus. Toyotsu Beoch

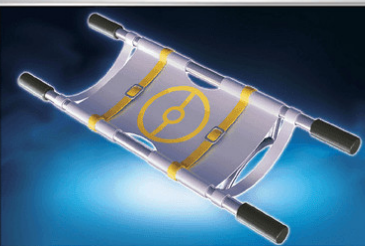
1 **JTC 101** 153/159 ◆

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Item

TRAINER

Night Stretcher



The image shows a Night Stretcher Trainer card. The top half features an illustration of a white stretcher with yellow straps and a yellow circular logo in the center. The bottom half is a large, empty rectangular box with a light blue background and a white border, intended for a player's notes. Below this box is a blue oval containing the text: "You may play any number of Item cards during your turn." The card is framed by a blue and white checkered border.

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. Toyotsu Beach

H ASC 196/217

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The illustration shows a Poké Pad, a red and white handheld device. The screen displays a green Poké Ball with a white pulse line. The device is set against a blue background with white circles. The top of the card has a grey header with the word 'Trainer' in a stylized font. The bottom of the card has a grey footer with the text '©2016 Pokémon / Nintendo / Creatures / GAME FREAK'.

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 for 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 **FOR** **081/088** ◆

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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 Boro Inc.

J **CRIM** 082/086 ◆

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Item

TRAINER

Transformation Tome

You must play 2 Transformation Tome cards at once. (This effect works one time for 2 cards.)

Choose a Basic Pokémon in your discard pile and switch it with 1 of your Basic Pokémon in play. Any attached cards, damage counters, Special Conditions, turns in play, and any other effects remain on the new Pokémon.

Illus. Toyotsu Beach

083/086

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

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Item

TRAINER

Transformation Tome

You must play 2 Transformation Tome cards at once. (This effect works one time for 2 cards.)

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Illus. Toyotsu Beach

083/086

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Illus. Toyotsu Beach

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Illus. Toyotsu Beach

083/086

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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

131/132

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

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Illus. Ayaka Yoshida

131/132

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Basic Energy

ENERGY

Basic  Energy

MEEN 007

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Basic Energy

ENERGY

Basic  Energy

MEEN 007

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