

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.

ILLU. Kikyoasa
J ASC 142/217 ★

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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 ★

ILLU. Sean Graphics
J FOR 062/088 ★

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

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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 ★

ILLU. kodama
J HIL 095/167 ★

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

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



Evolves from N's Darumaka

NO. 0555 Blazing Pokémon. HT: 4'3". WT: 204.8 lbs.

*** **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 ***

ILLU. nagimiso
J JIG 027/159

This Pokémon's power level rises along with the temperature of its fire, which can reach 2,500 degrees Fahrenheit.

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BASIC **N's Darumaka** HP 80



NO. 0554 Zen Charm Pokémon. HT: 2'. WT: 82.7 lbs.

★ ★ **Rolling Tackle** 20

*** **Flare** 50

weakness ♣ ×2 | resistance | retreat ★ ★

ILLU. Gemi
J JIG 026/159

This popular symbol of good fortune will never fall over in its sleep, no matter how it's pushed or pulled.

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BASIC **N's Zekrom** HP 130



NO. 0644 Deep Black Pokémon. HT: 9'6". WT: 760.6 lbs.

*** **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 | resistance | retreat ★ ★

ILLU. AKIRA EGAWA
J ASC 155/217 ★

When the interior part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.

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J ASC 155/217 ★

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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 ★ ★

ILLU. Kikyoasa
J JIG 098/159 ★

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

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ILLU. Kikyoasa
J JIG 098/159 ★

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

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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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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

Judge



Each player shuffles their hand into their deck and draws 4 cards.

Illus. konoro
H 076/088

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 119/132

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 119/132

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H 119/132

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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
H 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
H 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 'Trainer' card from the Pokémon TCG. The card is titled 'N's PP Up' and features an illustration of a purple and white pill bottle with a green circular logo containing a white triangle. The card's text describes its effect: 'Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.' A secondary effect at the bottom states, 'You may play any number of Item cards during your turn.' The card is numbered 153/159 and includes the 'JTGM' set code. The artist credit 'Illus. Toyote Beach' and copyright information '©2010 Nintendo / Nintendo / Creatures / GAMESER-V' are also present.

Item **TRAINER**

N's PP Up



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

Illus. Toyoste Beach

1 URGENT 153/159 ◆

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

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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.

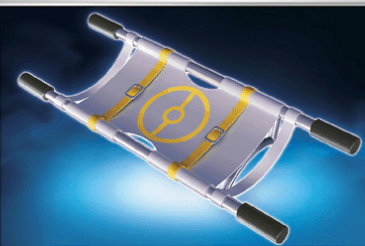
Illus. Toyotsu Beach

0 **JTG-11** 153/159 ♦

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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
H ASC 196/217

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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 Boro Inc.
J POK 081/088

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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.

 **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.

U **CR10** 082/086 ◆

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Stadium

TRAINER

Team Rocket's Watchtower

★ Pokémon in play (both yours and your opponent's) have no Abilities.

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.

illus. AYUMI ODASHIMA

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180 / 182

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

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Illus. Toyotsu Beach

083/086

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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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TRAINER

Ultra Ball

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Illus. Ayaka Yoshida

131/132

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Illus. Ayaka Yoshida

131/132

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Basic Energy

ENERGY

Basic  Energy

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Basic Energy

ENERGY

Basic  Energy

MEEN 007

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