

**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** 70  
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.

Illustration by: Shiro Kobayashi  
NO. 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.

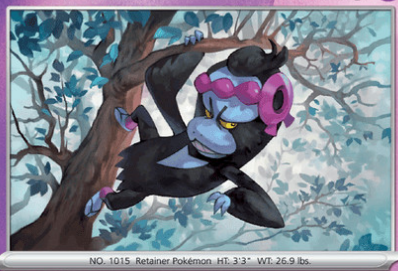
\*\*\* **Tuck Tail** 60  
Put this Pokémon and all attached cards into your hand.

weakness ♣ ×2 resistance ♣ retreat ★

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

Illustration by: Shiro Kobayashi  
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.

Illustration by: Shiro Kobayashi  
NO. 095/167 ★

**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.

Illustration by: Shiro Kobayashi  
NO. 095/167 ★

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



**Ability** **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.

Illustration by: Shiro Kobayashi  
NO. 027/159 ★

**BASIC** **N's Darumaka** HP 80



**Ability** **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.

Illustration by: Shiro Kobayashi  
NO. 026/159 ★

**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.

Illustration by: Shiro Kobayashi  
NO. 155/217 ★

**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.

Illustration by: Shiro Kobayashi  
NO. 155/217 ★

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



**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.

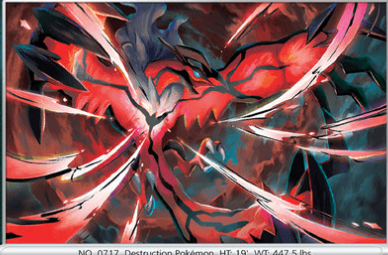
weakness ♣ ×2 resistance ♣ retreat ★

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

Illustration by: Shiro Kobayashi  
NO. 098/159 ★



**BASIC** **Yveltal** **HP 110**



NO. 0717 Destruction Pokémon. HT: 19' WT: 447.5 lbs.

**Clutch** 20  
During your opponent's next turn, the Defending Pokémon can't retreat.

**Dark Feather** 110

weakness x2 | resistance -30 | retreat

illus. atagi  
MEGA 088/132 ★

When its life comes to an end, it absorbs the life energy of every living thing and turns into a cocoon once more.

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**Pokémon Tool** **TRAINER**

**Babiri Berry**



If the Pokémon this card is attached to is damaged by an attack from your opponent's Pokémon, it takes 60 less damage (after applying Weakness and Resistance), and discard this card.

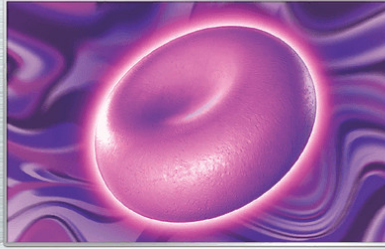
illus. Studio Boro Inc.  
H 52 163/191 ◆

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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**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).

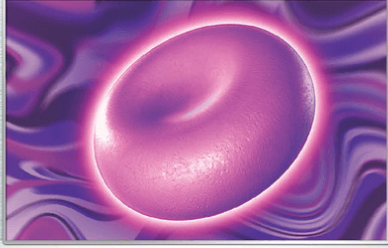
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You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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**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).

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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).

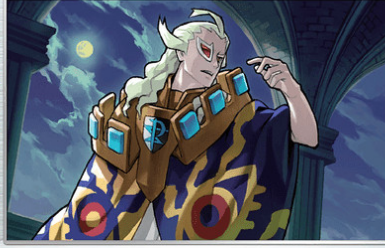
illus. GOSSAN  
H 143 143/159 ◆

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  
D 114 114/132 ◆

You may play only 1 Supporter card during your turn.

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**Supporter** **TRAINER**

**Boss's Orders** Ghetsis



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illus. NC Empire  
D 114 114/132 ◆

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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  
D 114 114/132 ◆

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  
H 144 144/162 ◆

You may play any number of Item cards 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.

Illustration: AYUMI ODASHIMA

1 JG 152/159

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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.

Stadium

TRAINER

N's Castle



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

Illustration: AYUMI ODASHIMA

1 JG 152/159

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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.

Item

TRAINER

N's PP Up



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

Illustration: Toyote Beach

1 JG 153/159

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

Item

TRAINER

N's PP Up



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

Illustration: Toyote Beach

1 JG 153/159

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

Item

TRAINER

N's PP Up



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

Illustration: Toyote Beach

1 JG 153/159

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

Item

TRAINER

Night Stretcher



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

Illustration: Toyote Beach

1 ASC 196/217

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

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.)

Illustration: Studio Bora Inc.

1 PK 081/088

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

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.)

Illustration: Studio Bora Inc.

1 PK 081/088

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

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.

Illustration: Toyote Beach

1 TW 163/167

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You can't have more than 1 ACE SPEC card in your deck.

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

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.

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.

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

Illus. Toyste Beach

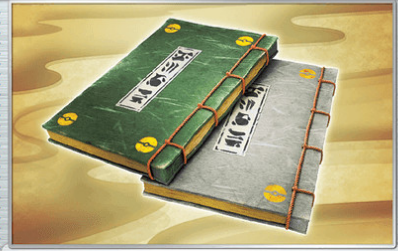
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Item

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Illus. Toyste Beach

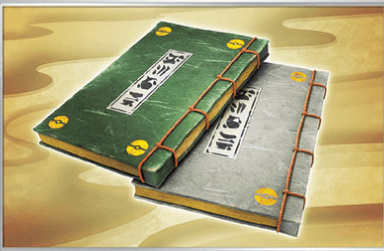
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Illus. Toyste Beach

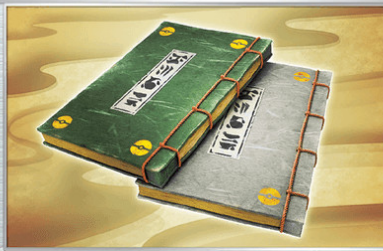
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You may play any number of Item cards during your turn.

Illus. Toyste Beach

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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

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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

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Basic Energy

ENERGY

## Basic Energy



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Basic Energy

ENERGY

## Basic Energy



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