

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.

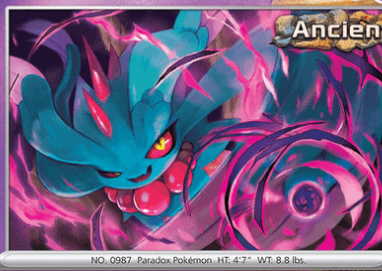
*** **Cruel Arrow**
This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ♣ ×2 | resistance | retreat ★

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

Illustration by Shon Graphics
NO. 0987 Paradox Pokémon. HT: 4'7" WT: 8.8 lbs.
H 142/217

BASIC **Flutter Mane** HP 90



Ability **Midnight Fluttering**
As long as this Pokémon is in the Active Spot, your opponent's Active Pokémon has no Abilities, except for Midnight Fluttering.

*** **Hex Hurl** 90
Put 2 damage counters on your opponent's Benched Pokémon in any way you like.

weakness ♣ ×2 | resistance | retreat ★

Illustration by Kadam
This Pokémon has characteristics similar to those of Flutter Mane, a creature mentioned in a certain book.
NO. 0987 Paradox Pokémon. HT: 4'7" WT: 8.8 lbs.
H 078/162

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 Shon Graphics
NO. 062/088
H 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 ★

Illustration by Kadam
Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.
NO. 1015 Retainer Pokémon. HT: 3'3" WT: 26.9 lbs.
H 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 ★

Illustration by Kadam
Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.
NO. 1015 Retainer Pokémon. HT: 3'3" WT: 26.9 lbs.
H 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 ★ ★ ★

Illustration by nagimiso
This Pokémon's power level rises along with the temperature of its fire, which can reach 2,500 degrees Fahrenheit.
NO. 0555 Blazing Pokémon. HT: 4'3" WT: 204.8 lbs.
H 027/159

BASIC **N's Darumaka** HP 80



*** **Rolling Tackle** 20

♣ ♣ ★ **Flare** 50

weakness ♣ ×2 | resistance | retreat ★ ★

Illustration by Gemi
This popular symbol of good fortune will never fall over in its sleep, no matter how it's pushed or pulled.
NO. 0554 Zen Charm Pokémon. HT: 2' WT: 82.7 lbs.
H 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 | resistance | retreat ★ ★

Illustration by nika
According to myth, if people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.
NO. 0543 Vast White Pokémon. HT: 10'6" WT: 727.5 lbs.
H 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 | resistance | retreat ★ ★

Illustration by AKIRA EGAWA
When the interior part of its tail spins like a motor, Zekrom can generate many bolts of lightning to blast its surroundings.
NO. 0544 Deep Black Pokémon. HT: 9'6" WT: 760.6 lbs.
H 155/217



BASIC **Purrloin** **HP 60**



NO. 0509. Devious Pokémon. HT: 1'4" WT: 22.3 lbs.

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

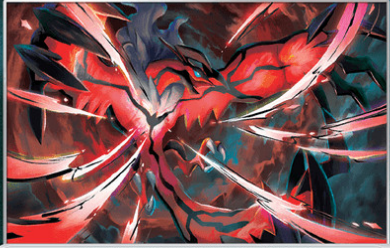
weakness ×2 | resistance | retreat

illus. Yoo Nishido
H PREN 055/086

They steal from people for fun, but their victims can't help but forgive them. Their deceptively cute act is perfect.

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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 ×2 | resistance -30 | retreat

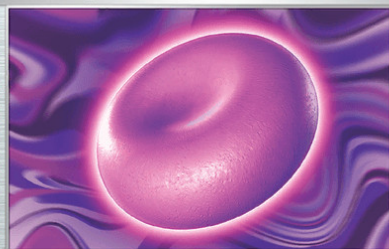
illus. okagi
H MEGN 088/132

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**

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).

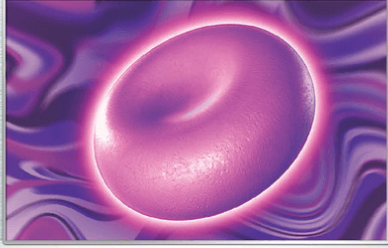
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

illus. Shan Graphics
H PREN 095/131

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Pokémon Tool **TRAINER**

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illus. Shan Graphics
H PREN 095/131

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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).

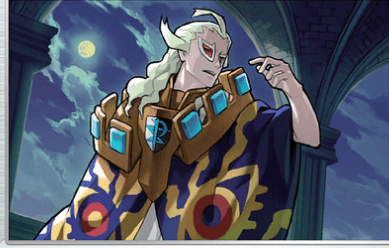
You may play only 1 Supporter card during your turn.

illus. GOSSAN
H JIGM 143/159

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Supporter **TRAINER**

Boss's Orders Ghetsis



Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

You may play only 1 Supporter card during your turn.

illus. NC Empire
H MEGN 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.

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illus. NC Empire
H MEGN 114/132

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illus. NC Empire
H MEGN 114/132

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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.

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

illus. AYUMI ODASHIMA
H ITEM 144/162

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TRAINER

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

Illus. AYUMI ODASHIMA

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TRAINER

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama

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TRAINER

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama

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TRAINER

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.

Illus. Toyste Beach

162 ★

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

TRAINER

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

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TRAINER

A full-page illustration of a young girl with long blonde braids and a large white hat, holding a camera, standing in a grassy field under a blue sky.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

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TRAINER

A large illustration of a blonde anime girl with green eyes, wearing a white dress and a large white hat, standing in a grassy field with mountains in the background. She has long blonde hair styled in two braids. She is holding a small black object in her hands. The background shows a blue sky with white clouds, green hills, and a body of water. The illustration is framed by a decorative border on the left side.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa

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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

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

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

152/159

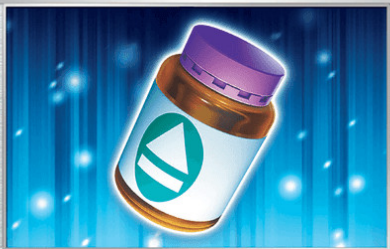
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Item

TRAINER

N's PP Up



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

Illus. Toyote Beach

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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.

Illus. Toyote Beach

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Illus. Toyote Beach

153/159

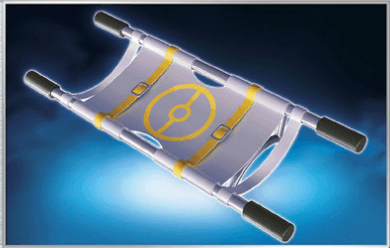
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Item

TRAINER

Night Stretcher



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

Illus. Toyote Beach

196/217

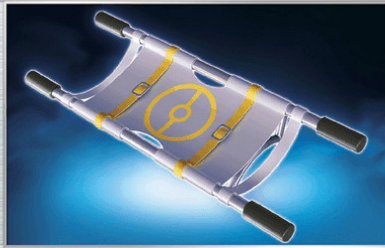
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Night Stretcher



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Illus. Toyote Beach

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

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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.)

Illus. Studio Boro Inc.

081/088

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

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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.

Illus. Studio Boro Inc.

082/086

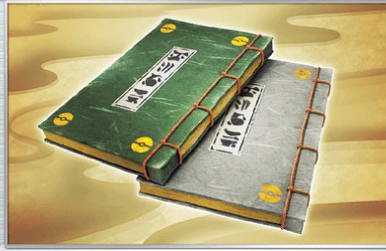
You may play any number of Item cards during your turn.

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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.)

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. Toyste Beach

083/086

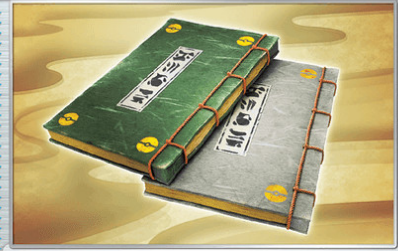
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Illus. Toyste Beach

083/086

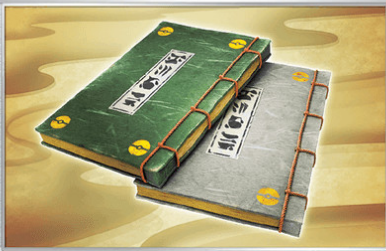
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Illus. Toyste Beach

083/086

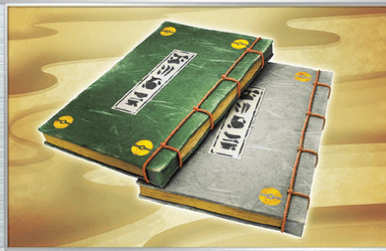
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Illus. Toyste Beach

083/086

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.

Illus. Ayaka Yoshida

MEGA 131/132

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.

Illus. Ayaka Yoshida

MEGA 131/132

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Illus. Ayaka Yoshida

MEGA 131/132

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

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Basic Energy

ENERGY

Basic Energy



MEGA 007

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