

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.

ASC

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.

PO

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

★

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

ASC

095/167

STAGE 1

N's Darmanitan

HP 140

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

★ ★ ★

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

ASC

027/159

BASIC

N's Darumaka

HP 80

★ ★

Rolling Tackle

20

★ ★ ★

Flare

50

weakness

×2

resistance

retreat

★ ★

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

ASC

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

★ ★

According to myth, if people ignore truth and let themselves become consumed by greed, Reshiram will arrive to burn their kingdoms down.

ASC

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

★ ★

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

ASC

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

resistance

retreat

★ ★

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

ASC

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.

ASC

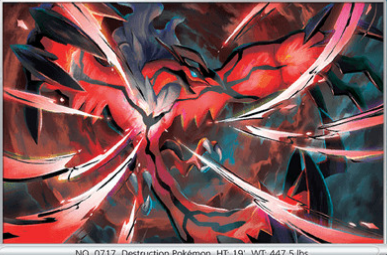
098/159



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

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

weakness

×2

resistance

-30

retreat

illus. atago

MEG

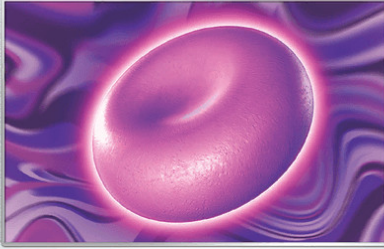
088/132

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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

MEG

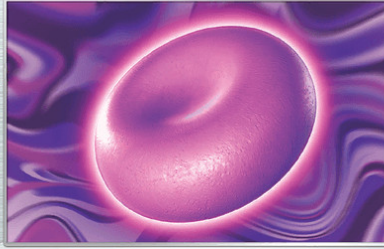
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Pokémon Tool

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illus. Shan Graphics

MEG

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

MEG

143/159

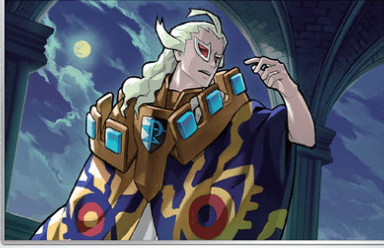
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Supporter

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

MEG

114/132

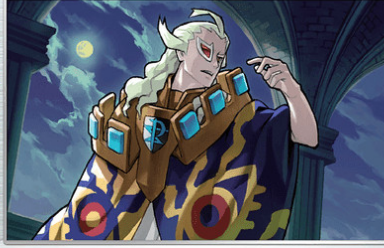
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MEG

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.

You may play only 1 Supporter card during your turn.

illus. NC Empire

MEG

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

MEG

144/162

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Illustrator: AYUMI ODASHIMA

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Illustrator: AYUMI ODASHIMA

144/162

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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.

Illustrator: Teira Akitsu

145/162

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.

Illustrator: Akira Komoyama

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.

Illustrator: Akira Komoyama

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.

Illustrator: Atsushi Furusawa

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.

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119/132

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Illustrator: 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

1 JG 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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TRAINER

N's Castle



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Illus. AYUMI ODASHIMA

1 JG 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

1 JG 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.

Illus. Toyote Beach

1 JG 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.

Illus. Toyote Beach

1 JG 153/159

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

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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

1 ASC 196/217

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.

1 PK 081/088

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.

1 PK 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.

1 CR 082/086

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

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A Basic Energy card from Magic: The Gathering. The card has a blue and white color scheme. The top left corner features the text "Basic Energy" in a stylized font. The top right corner features the word "ENERGY" in a bold, sans-serif font. The center of the card displays a large, glowing blue mana symbol (a circle with a smaller circle inside) surrounded by a bright, sparkling aura. The bottom left corner shows the "MEE" logo and the number "007". The bottom right corner features a small circular icon with a blue and white design.

