

BASIC Budew HP 30



NO. 0406. Bud Pokémon. HT: 8". WT: 2.6 lbs.

Ability **Itchy Pollen** 10
During your opponent's next turn, they can't play any Item cards from their hand.

weakness ♣ ×2 resistance retreat

illus. Yoriyuki Ikegami
H ASCM 016/217

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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

illus. Ichigayao
H ASCM 142/217

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

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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.

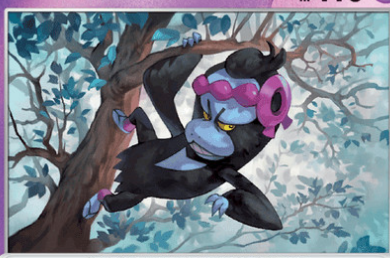
weakness ♣ ×2 resistance retreat

illus. Shon Graphics
H JTCM 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

illus. Iadama
H JTCM 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

*** **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 ***

illus. nagimiso
H JTCM 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



*** **Rolling Tackle** 20

*** **Flare** 50

weakness ♣ ×2 resistance retreat

illus. Gami
H JTCM 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 ***

illus. AKIRA EGAWA
H ASCM 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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weakness resistance retreat ***

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H ASCM 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 ***

illus. Ichigayao
H JTCM 098/159

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

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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. atago

MEG

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).

illus. Shan Graphics

MEG

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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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).

illus. GOSSAN

MEG

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

MEG

114/132

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114/132

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illus. NC Empire

MEG

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

MEG

144/162

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

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144/162

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144/162

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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.

Illustration: Akira Komayama

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.

Illustration: Akira Komayama

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.

Illustration: Kantore

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.

Illustration: Atsushi Furusawa

119/132

You may play only 1 Supporter card during your turn.

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TRAINER

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Illustration: Atsushi Furusawa

119/132

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Illustration: 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.

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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 Boro Inc.

1 PK 081/088

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

Item

TRAINER

Poké Pad



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Illustration: Studio Boro 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

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. Toyote Beach

083/086

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

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Item

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Illus. Toyote 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

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131/132

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Illus. Ayaka Yoshida

131/132

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Basic Energy

ENERGY

Basic  Energy

MEEN 015

Illus. YOSHIROTTEN

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Basic Energy

ENERGY

Basic  Energy

MEEN 015

Illus. YOSHIROTTEN

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