

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.

Illustrator: Kariya

Card ID: 142/217

BASIC

Froakie

HP 70

NO. 0656

Bubble Frog Pokémon

HT: 1' WT: 15.4 lbs.

★

Collect

Draw a card.

Water Gun

10

weakness

×2

resistance

retreat

★

Illustrator: Kariya

Card ID: 020/086

It protects its skin by covering its body in delicate bubbles. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings.

BASIC

Froakie

HP 70

NO. 0656

Bubble Frog Pokémon

HT: 1' WT: 15.4 lbs.

★

Collect

Draw a card.

Water Gun

10

weakness

×2

resistance

retreat

★

Illustrator: Kariya

Card ID: 020/086

It protects its skin by covering its body in delicate bubbles. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings.

BASIC

Froakie

HP 60

NO. 0656

Bubble Frog Pokémon

HT: 1' WT: 15.4 lbs.

Flock

Search your deck for up to 2 Froakie and put them onto your Bench. Then, shuffle your deck.

Flop

10

weakness

×2

resistance

retreat

★

Illustrator: Yuka Morii

Card ID: 056/167

It secretes flexible bubbles from its chest and back. The bubbles reduce the damage it would otherwise take when attacked.

BASIC

Froakie

HP 60

NO. 0656

Bubble Frog Pokémon

HT: 1' WT: 15.4 lbs.

Flock

Search your deck for up to 2 Froakie and put them onto your Bench. Then, shuffle your deck.

Flop

10

weakness

×2

resistance

retreat

★

Illustrator: Yuka Morii

Card ID: 056/167

It secretes flexible bubbles from its chest and back. The bubbles reduce the damage it would otherwise take when attacked.

STAGE 1

Frogadier

HP 100

Evolves from Froakie

NO. 0657

Bubble Frog Pokémon

HT: 2' WT: 24 lbs.

Summoning Jutsu

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

Aqua Edge

50

weakness

×2

resistance

retreat

★

Illustrator: Nefel

Card ID: 021/086

Its swiftness is unparalleled. It can scale a tower of more than 2,000 feet in a minute's time.

STAGE 1

Frogadier

HP 100

Evolves from Froakie

NO. 0657

Bubble Frog Pokémon

HT: 2' WT: 24 lbs.

Summoning Jutsu

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

Aqua Edge

50

weakness

×2

resistance

retreat

★

Illustrator: Nefel

Card ID: 021/086

Its swiftness is unparalleled. It can scale a tower of more than 2,000 feet in a minute's time.

STAGE 1

Frogadier

HP 90

Evolves from Froakie

NO. 0657

Bubble Frog Pokémon

HT: 2' WT: 24 lbs.

Numbing Water

20

Flip a coin. If heads, your opponent's Active Pokémon is now Paralyzed.

weakness

×2

resistance

retreat

★

Illustrator: Hitoshi Ariga

Card ID: 057/167

It can throw bubble-covered pebbles with precise control, hitting empty cans up to a hundred feet away.

STAGE 2

Greninja **EX**

HP 310

Evolves from Frogadier

As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Shinobi Blade

170

You may search your deck for a card and put it into your hand. Then, shuffle your deck.

Mirage Barrage

Discard 2 Energy from this Pokémon. This attack does 120 damage to 2 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness

×2

resistance

retreat

★

Illustrator: Shon Graphies

Card ID: 106/167

Pokémon EX rule

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

STAGE 2 Mega Greninja **EX** HP 350

Evolves from Frogadier

The Mega-Evolved Form of Greninja

Ability **Mortal Shuriken**

Once during your turn, if this Pokémon is in the Active Spot, you may discard a Basic Energy card from your hand in order to use this Ability. Place 6 damage counters on 1 of your opponent's Pokémon.

Ninja Spinner 120+

You may put a Basic Energy attached to this Pokémon into your hand and have this attack do 80 more damage.

weakness: Fire x2 resistance: none retreat: none

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shiro Sasano

CR11 022/086

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STAGE 2 Mega Greninja **EX** HP 350

Evolves from Frogadier

The Mega-Evolved Form of Greninja

Ability **Mortal Shuriken**

Once during your turn, if this Pokémon is in the Active Spot, you may discard a Basic Energy card from your hand in order to use this Ability. Place 6 damage counters on 1 of your opponent's Pokémon.

Ninja Spinner 120+

You may put a Basic Energy attached to this Pokémon into your hand and have this attack do 80 more damage.

weakness: Fire x2 resistance: none retreat: none

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shiro Sasano

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STAGE 2 Mega Greninja **EX** HP 350

Evolves from Frogadier

The Mega-Evolved Form of Greninja

Ability **Mortal Shuriken**

Once during your turn, if this Pokémon is in the Active Spot, you may discard a Basic Energy card from your hand in order to use this Ability. Place 6 damage counters on 1 of your opponent's Pokémon.

Ninja Spinner 120+

You may put a Basic Energy attached to this Pokémon into your hand and have this attack do 80 more damage.

weakness: Fire x2 resistance: none retreat: none

Mega Evolution EX rule When your Mega Evolution Pokémon EX is Knocked Out, your opponent takes 3 Prize cards.

Illus. Shiro Sasano

CR11 022/086

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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: Fire x2 resistance: none retreat: none

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

Illus. Shiro Sasano

CR11 062/088

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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: Fire x2 resistance: none retreat: none

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

Illus. Shiro Sasano

CR11 098/159

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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: Fire x2 resistance: none retreat: none

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

Illus. Shiro Sasano

CR11 098/159

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weakness: Fire x2 resistance: none retreat: none

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

Illus. Shiro Sasano

CR11 098/159

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BASIC N's Zorua HP 70

NO. 0570. Tricky Fox Pokémon. HT: 2'4". WT: 27.6 lbs.

Scratch 20

weakness: Fire x2 resistance: none retreat: none

Illus. Shiro Sasano

CR11 097/159

It changes into the forms of others to surprise them. Apparently, it often transforms into a silent child.

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BASIC N's Zorua HP 70

NO. 0570. Tricky Fox Pokémon. HT: 2'4". WT: 27.6 lbs.

Scratch 20

weakness: Fire x2 resistance: none retreat: none

Illus. Shiro Sasano

CR11 097/159

It changes into the forms of others to surprise them. Apparently, it often transforms into a silent child.

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BASIC N's Zorua **HP 70** 



NO. 0570. Tricky Fox Pokémon. HT: 2'4". WT: 27.6 lbs.

Scratch 20

weakness  x2 | resistance | retreat 

illus. Jiro Sasumo
J  097/159

It changes into the forms of others to surprise them. Apparently, it often transforms into a silent child.

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BASIC Patrat **HP 70** 



NO. 0504. Scout Pokémon. HT: 1'8". WT: 25.6 lbs.

Ability Watchful Eye
Damage counters on each Pokémon (both yours and your opponent's) can't be moved to other Pokémon.

Bite 10

weakness  x2 | resistance | retreat 

illus. Souichirou Gunjima
J  070/086

Using food stored in cheek pouches, they can keep watch for days. They use their tails to communicate with others.

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BASIC Tatsugiri **HP 70** 



NO. 0978. Mimicry Pokémon. HT: 1'. WT: 17.6 lbs.

Ability Attract Customers
Once during your turn, if this Pokémon is in the Active Spot, you may look at the top 6 cards of your deck, reveal a Supporter card you find there, and put it into your hand. Shuffle the other cards back into your deck.

Surf 50

weakness  | resistance | retreat 

illus. Jerky
H  131/167

Tatsugiri is an extremely cunning Pokémon. It feigns weakness to lure in prey, then orders its partner to attack.

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BASIC Totodile **HP 70** 



NO. 0158. Big Jaw Pokémon. HT: 2'. WT: 20.9 lbs.

Big Bite 10
During your opponent's next turn, the Defending Pokémon can't retreat.

weakness  x2 | resistance | retreat 

illus. MINAMINAMI Take
H  039/162

It is small but rough and tough. It won't hesitate to take a bite out of anything that moves.

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Supporter **TRAINER**
AZ's Tranquility



Switch your Active Pokémon with 1 of your Benched Pokémon. If you moved a Pokémon **ex** to your Bench in this way, heal 80 damage from that Pokémon.

illus. GIDORA
J  076/086

You may play only 1 Supporter card during your turn.

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Pokémon Tool **TRAINER**
Air Balloon



The Retreat Cost of the Pokémon this card is attached to is **★★** less.

illus. Studio Bora Inc.
D  181/217

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**
Air Balloon



The Retreat Cost of the Pokémon this card is attached to is **★★** less.

illus. Studio Bora Inc.
D  181/217

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**
Boss's Orders Ghetsis



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

illus. NC Empire
D  114/132

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  114/132

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 144/162

You may play any number of Item cards 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 144/162

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

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

Item

TRAINER

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Illus. AYUMI ODASHIMA
H 144/162

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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

Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yui Nishida
I 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yui Nishida
I 087/094

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Great Haul Net



Choose 1 or both:

- Shuffle up to 3 ⚡ Pokémon from your discard pile into your deck.
- Shuffle up to 3 Basic ⚡ Energy cards from your discard pile into your deck.

Illus. Toyote Beach
J 078/086

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

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Supporter

TRAINER

Hilda



Search your deck for an Evolution Pokémon and an Energy card, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. yui
I 084/086

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
I 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
MEG 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
MEG 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
MEG 119/132

You may play only 1 Supporter card 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
H 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.
J POR 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.
J POR 081/088

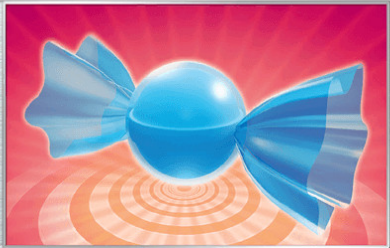
You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Boro Inc.
J MEG 125/132

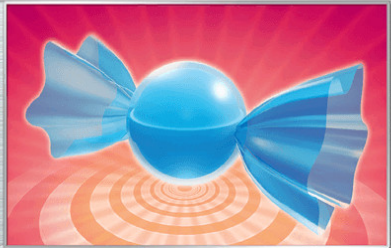
You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Boro Inc.
J MEG 125/132

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.
J CHL 082/086

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

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Item **TRAINER**

Special Red Card



The image shows a red card with a white circular arrow icon, indicating a shuffle or reset action. The card is set against a background of bright yellow and orange light rays emanating from behind it. The card is slightly tilted and has a 3D effect with a shadow.

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 Bora Inc.
J **CR101** 082 / 086 ◆

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Stadium **TRAINER**

Surfing Beach



Once during each player's turn, that player may switch their Active  Pokémon with 1 of their Benched  Pokémon.

Illus. AYUMI ODASHIMA

0 **MEG** **EN** 129/132 ♦

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**

Surfing Beach

Once during each player's turn, that player may switch their Active  Pokémon with 1 of their Benched  Pokémon.

Illus. AYUMI ODASHIMA

129/132

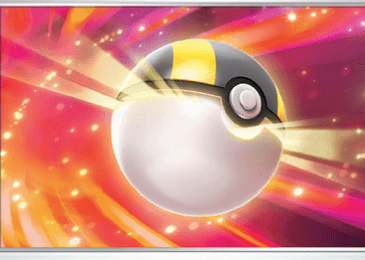
You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

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Item

TRAINER

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

MEG 011 131/132

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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

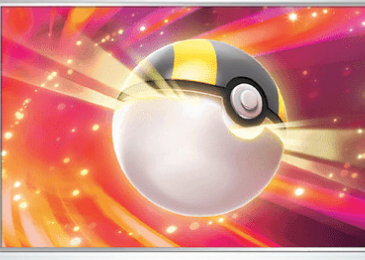
1 **MEG** **131/132**

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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

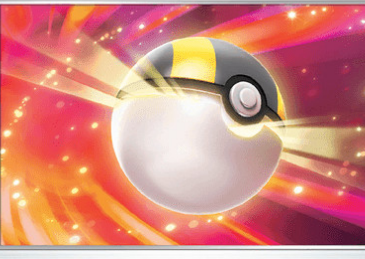
1 **MEG** **EN** 131/132 ●

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.

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

illus. Ayaka Yoshida

1 **MEGAWATT** 131/132 ●

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Supporter **TRAINER**

Wally's Compassion



Heal all damage from 1 of your Mega Evolution Pokémon **EX**.
If you healed any damage in this way, put all Energy attached to that Pokémon into your hand.

Illus. Iori Suzuki

MEG 132 / 132 ◆

You may play only 1 Supporter card during your turn.

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