

BASIC Budew HP 30



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

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** 100
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. Ichigayoo
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 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. kodama
H JGCM 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



NO. 0555. Blazing Pokémon. HT: 4'3". WT: 204.8 lbs.

*** **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 JGCM 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



NO. 0554. Zen Charm Pokémon. HT: 2". WT: 82.7 lbs.

* **Rolling Tackle** 20

🔥🔥 * **Flare** 50

weakness ♣ ×2 resistance retreat **

illus. Gemi
H JGCM 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 Darumaka HP 80



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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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During your next turn, this Pokémon can't use attacks.

weakness resistance retreat **

illus. AKIRA EGAWA
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. Ichigayoo
H JGCM 098/159

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

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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 11F 144/162

Supporter

TRAINER

Cyrano

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

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama
H 55P 170/191

Supporter

TRAINER

Cyrano

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

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama
H 55P 170/191

Supporter

TRAINER

Cyrano

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

You may play only 1 Supporter card during your turn.

Illus. Akira Komayama
H 55P 170/191

Supporter

TRAINER

Judge

Each player shuffles their hand into their deck and draws 4 cards.

You may play only 1 Supporter card during your turn.

Illus. Kantaro
J 076/088

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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa
D 119/132

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.

You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa
D 119/132

Supporter

TRAINER

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Illus. Atsushi Furusawa
D 119/132

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TRAINER

Lillie's Determination

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You may play only 1 Supporter card during your turn.

Illus. Atsushi Furusawa
D 119/132

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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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.

Illus. AYUMI ODASHIMA
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.

Illus. Toyote Beach
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.

Illus. Toyote Beach
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.

Illus. Toyote Beach
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.

Illus. Toyote Beach
196/217

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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.

Illus. Toyote Beach
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.)

Illus. Studio Boro Inc.
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.)

Illus. Studio Boro Inc.
081/088

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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 **MEG** 131/132

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A Basic Energy card from the Pokémon TCG. The card has a teal background with a large, glowing, circular energy symbol in the center. The symbol is a teal ring with a black interior and a small teal circle at the top. The card is framed by a grey border. At the top left, it says "Basic Energy" in a stylized font. At the top right, it says "ENERGY" in a bold, sans-serif font. In the bottom left corner, there is a small logo that says "MEEN" and the number "007". In the bottom right corner, there is a small circular icon of the energy symbol.

