

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** 90
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: Kikyo
NO. 0987 Paradox Pokémon. HT: 4'7" WT: 8.8 lbs.
H JIG 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: Kodama
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 JIG 078/162 ★

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: Kodama
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 JIG 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: Nagisao
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 JIG 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 JIG 026/159 ★

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. 0644 Deep Black Pokémon. HT: 9'6" WT: 760.6 lbs.
H ASC 155/217 ★

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*** **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. 0644 Deep Black Pokémon. HT: 9'6" WT: 760.6 lbs.
H ASC 155/217 ★

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 ***

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

Illustration by: Kikyo
NO. 0987 Paradox Pokémon. HT: 4'7" WT: 8.8 lbs.
H JIG 098/159 ★

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 ***

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

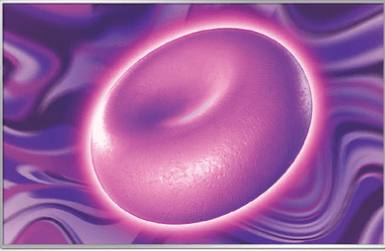
Illustration by: Kikyo
NO. 0987 Paradox Pokémon. HT: 4'7" WT: 8.8 lbs.
H JIG 098/159 ★



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. Sean Graphics
H 095/131

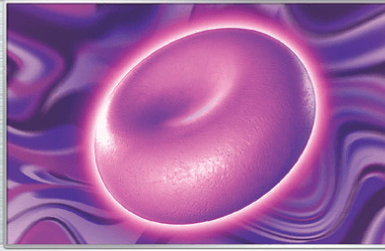
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Pokémon Tool

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Binding Mochi



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Illus. Sean Graphics
H 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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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
H 143/159

You may play only 1 Supporter card during your turn.

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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
H 143/159

You may play only 1 Supporter card during your turn.

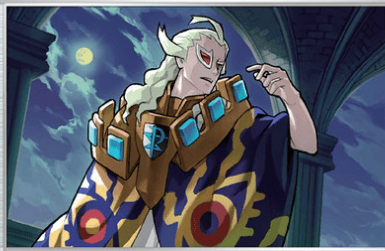
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire
H 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
H 114/132

You may play only 1 Supporter card during your turn.

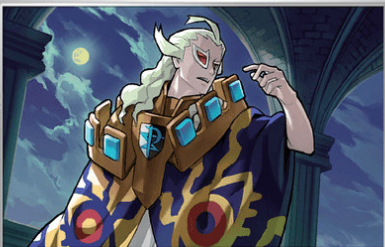
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire
H 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.

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.

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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 JIGM 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



N's Pokémon in play (both yours and your opponent's) have no Retreat Cost.

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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 JIGM 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

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Illus. Toyote Beach

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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 JIGM 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 ASCM 196/217

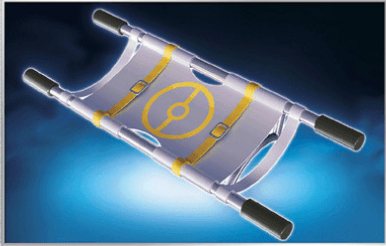
You may play any number of Item cards during your turn.

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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 ASCM 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 Bora Inc.

1 POKM 081/088

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

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