

BASIC

Fezandipiti **ex**

HP 210

NO. 1015 Retainer Pokémon. HT: 3'3" WT: 26.9 lbs.

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

Illustration: Ichijyo

ASC 142/217

Pokémon EX rule

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

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**

Your opponent's Active Pokémon is now Confused.

60

weakness ×2

resistance -30

retreat

Illustration: Kodama

TM 095/167

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

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**

This attack does 30 damage for each Basic Energy card in your opponent's discard pile.

30×

★★★ **Flamebody Cannon**

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.)

90

weakness ×2

resistance

retreat

Illustration: nagimiso

JG 027/159

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

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

Illustration: Gemi

JG 026/159

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

BASIC

N's Reshiram

HP 130

NO. 0543 Vast White Pokémon. HT: 10'6" WT: 727.5 lbs.

★★★ **Powerful Rage**

This attack does 20 damage for each damage counter on this Pokémon.

20×

★★★ **Virtuous Flame**

170

weakness

resistance

retreat

Illustration: nika

JG 116/159

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

BASIC

N's Zekrom

HP 130

NO. 0544 Deep Black Pokémon. HT: 9'6" WT: 760.6 lbs.

★★★ **Shred**

This attack's damage isn't affected by any effects on your opponent's Active Pokémon.

70

★★★ **Rampaging Thunder**

250

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

weakness

resistance

retreat

Illustration: AKIRA EGAWA

ASC 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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resistance

retreat

Illustration: AKIRA EGAWA

ASC 155/217

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

STAGE 1

N's Zoroark **ex**

HP 280

Evolves from N's Zorua

NO. 0544 Deep Black Pokémon. HT: 9'6" WT: 760.6 lbs.

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

Illustration: Kikyo

JG 008/159

Pokémon EX rule

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

STAGE 1

N's Zoroark **ex**

HP 280

Evolves from N's Zorua

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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.

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Choose 1 of your Benched N's Pokémon's attacks and use it as this attack.

weakness ×2

resistance

retreat

Illustration: Kikyo

JG 008/159

Pokémon EX rule

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



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.

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.

Pokémon Tool

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Binding Mochi

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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.

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.

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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Supporter

TRAINER

Boss's Orders

Ghetsis

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illus. NC Empire

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.

illus. NC Empire

MEG

114/132

You may play only 1 Supporter card during your turn.

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.

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.

Stadium

TRAINER

N's Castle



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

Illus. AYUMI ODASHIMA
J JGm 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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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
J JGm 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.

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J JGm 153/159

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Illus. Toyote Beach
J JGm 153/159

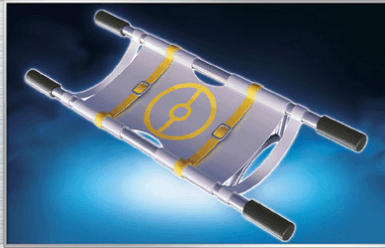
You may play any number of Item cards during your turn.

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Item

TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

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H 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
H 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.)

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J POKm 081/088

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J POKm 081/088

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The image shows a 'Special Red Card' from the game. The card is red with a white circular arrow icon. It is set against a background of yellow and orange light rays. The card is titled 'Special Red Card' in a large, bold, black font. Below the card, there is a text box explaining its use: '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.' At the bottom left, there is a small logo for 'Studio Bara Inc.' and a 'CRiE' logo. At the bottom right, there is a copyright notice: '©2016 Bandai Inc. / Nintendo / Creatures / GAMES EYE'.

