

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.

ILLU. Kikyoasa
NO. 142/217 ★

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 ★

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

ILLU. Sean Graphics
NO. 062/088 ★

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 ★

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

ILLU. kodama
NO. 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 ***

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

ILLU. nagimiso
NO. 055/159 ★

BASIC **N's Darumaka** HP 80



*** **Rolling Tackle** 20

*** **Flare** 50

weakness ♣ ×2 | resistance | retreat ***

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

ILLU. Gemi
NO. 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 ★

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

ILLU. AKIRA EGAWA
NO. 155/217 ★

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 ★

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

ILLU. AKIRA EGAWA
NO. 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.

ILLU. Kikyoasa
NO. 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.

ILLU. Kikyoasa
NO. 098/159 ★



Pokémon Tool

TRAINER

Babiri Berry



If the Pokémon this card is attached to is damaged by an attack from your opponent's ♀ Pokémon, it takes 60 less damage (after applying Weakness and Resistance), and discard this card.

Illus. Studio Bora Inc.

163/191

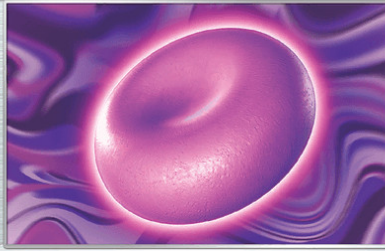
You may attach any number of Pokémon Tools to your Pokémon during your turn. You may attach only 1 Pokémon Tool to each Pokémon, and it stays attached.

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Pokémon Tool

TRAINER

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

095/131

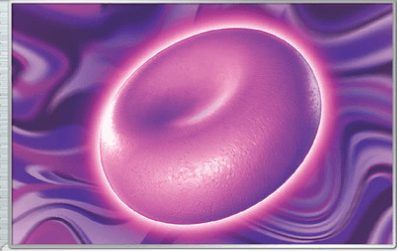
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Illus. Shan Graphics

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

143/159

You may play only 1 Supporter card during your turn.

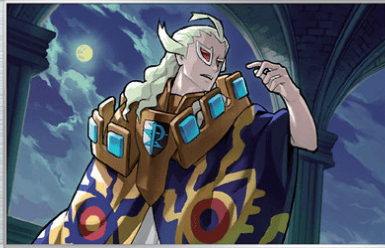
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire

114/132

You may play only 1 Supporter card during your turn.

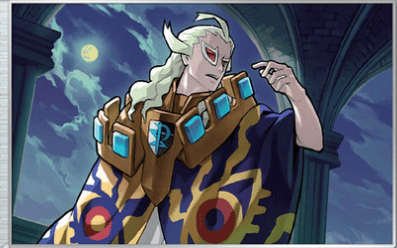
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114/132

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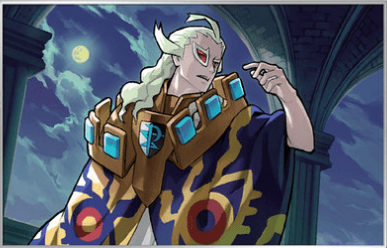
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Illus. NC Empire

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

144/162

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

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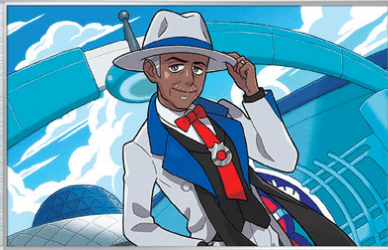
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Supporter

TRAINER

Cyrano



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

Illus. 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.

Illus. Akira Komayama

170/191

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

119/132

You may play only 1 Supporter card during your turn.

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TRAINER

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Illus. 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.

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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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Stadium

TRAINER

N's Castle

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

Illus. AYUMI ODASHIMA

1

JG

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

1

JG

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

1

JG

153/159

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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

JG

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

H

ASC

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

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.)

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J

PCR

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.)

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J

PCR

081/088

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

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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.

Illus. Toyote Beach

H

TW

163/167

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

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SECRETARY

You can't have more than 1 ACE SPEC card in your deck.

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.

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082/086

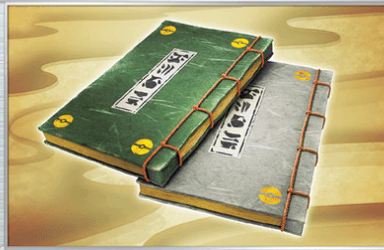
You may play any number of Item cards during your turn.

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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. Toyste Beach

083/086

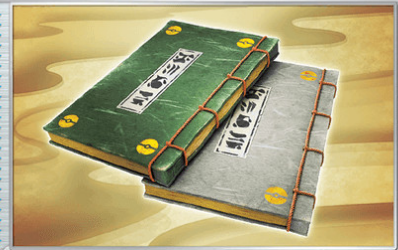
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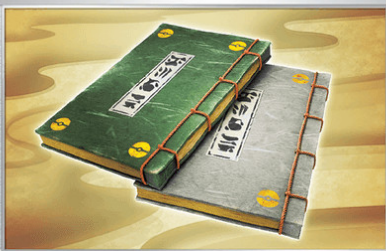
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083/086

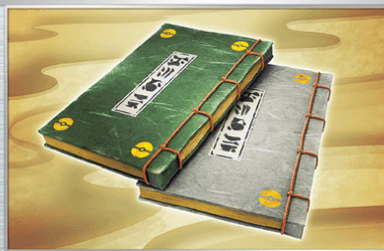
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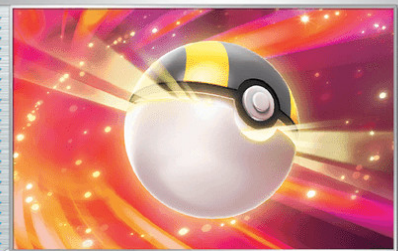
You may play any number of Item cards during your turn.

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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.

Illus. Ayaka Yoshida

131/132

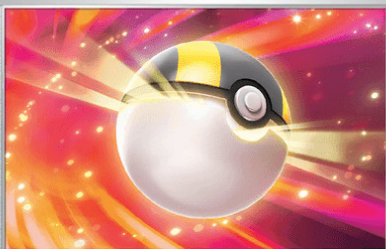
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Ultra Ball



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Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

Illus. Ayaka Yoshida

131/132

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

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Basic Energy

ENERGY

Basic Energy



MEEN 007

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Basic Energy

ENERGY

Basic Energy



MEEN 007

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