

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** 200+
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 Shon Graphics
No. 142/217

BASIC **Mega Kangaskhan ex** HP 300

The Mega-Evolved form of Kangaskhan



Ability **Run Errand**
Once during your turn, if this Pokémon is in the Active Spot, you may use this Ability. Draw 2 cards. You can't use more than 1 Run Errand Ability each turn.

*** **Rapid-Fire Combo** 200+
Flip a coin until you get tails. This attack does 50 more damage for each heads.

weakness ♣ ×2 | resistance | retreat ***

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

Illustration by Shon Graphics
No. 104/132

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.

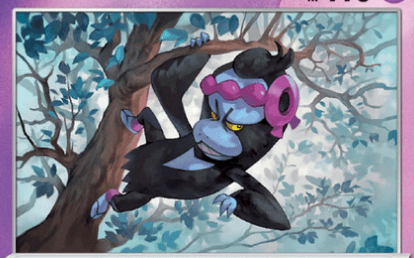
*** **Tuck Tail** 60
Put this Pokémon and all attached cards into your hand.

weakness ♣ ×2 | resistance | retreat ★

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

Illustration by Shon Graphics
No. 062/088

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 ★

Illustration by KADAMA
No. 095/167

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

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 ***

Illustration by AKIRA EGAWA
No. 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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Illustration by AKIRA EGAWA
No. 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



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 KADAMA
No. 098/159

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Evolves from N's Zorua



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weakness ♣ ×2 | resistance | retreat ***

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No. 098/159

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Night Joker
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weakness ♣ × 2 | resistance | retreat ★★

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

ILLU. JIRO SASUMO
NO. 057/159

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BASIC N's Zorua HP 70

NO. 057/159 Tricky Fox Pokémon. HT: 2'4" WT: 27.6 lbs.

Scratch 20

weakness ♣ × 2 | resistance | retreat ★

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BASIC Pecharunt **EX** HP 190

Ability Subjugating Chains
Once during your turn, you may switch 1 of your Benched ♣ Pokémon, except any Pecharunt EX, with your Active Pokémon. If you do, the new Active Pokémon is now Poisoned. You can't use more than 1 Subjugating Chains Ability each turn.

Irritated Outburst 60×
This attack does 60 damage for each Prize card your opponent has taken.

weakness ♣ × 2 | resistance | retreat ★

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

ILLU. SHAN GRAPHICS
NO. 039/064

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BASIC Yveltal HP 110

NO. 071/132 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

ILLU. OKAGI
NO. 088/132

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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).

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.

ILLU. SHAN GRAPHICS
NO. 095/131

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ILLU. SHAN GRAPHICS
NO. 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

H 143/159

You may play only 1 Supporter card during your turn.

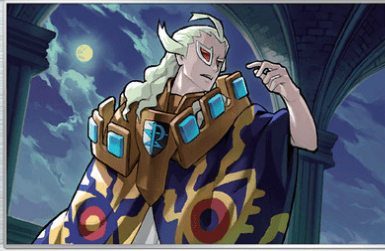
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Supporter

TRAINER

Boss's Orders

Ghetsis



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

Illus. NC Empire

I 114/132

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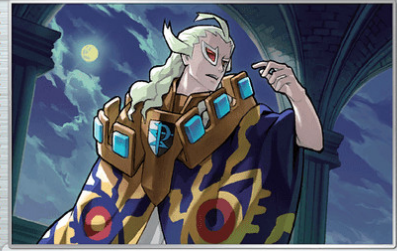
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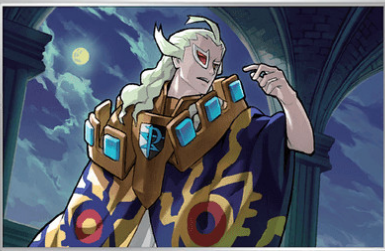
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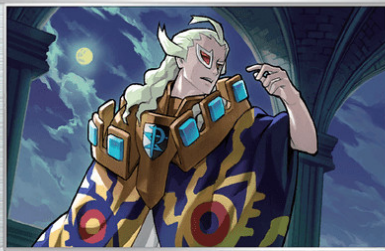
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Item

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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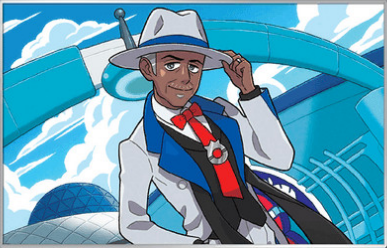
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Supporter

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

Judge



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

Illus. Kantaro

076/088

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076/088

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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

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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

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



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Illus. AYUMI ODASHIMA
J JGm 152/159

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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
J JGm 153/159

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

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TRAINER

N's PP Up



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Illus. Toyote Beach
J JGm 153/159

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J JGm 153/159

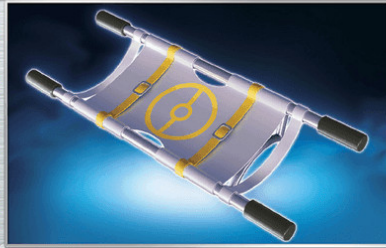
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Item

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

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.)

Illus. Studio Boro Inc.
J POKm 081/088

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