

BASIC

Bloodmoon Ursaluna<sup>EX</sup>

HP 260

Ability

Seasoned Skill

Blood Moon used by this Pokémon costs ★ less for each Prize card your opponent has taken.

★★★★★ Blood Moon

240

During your next turn, this Pokémon can't attack.

weakness

×2

resistance

retreat

★★★

Illustration

CG Works

141/167

★★

Pokémon EX rule

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

BASIC

Ditto

HP 60

Ability

Transformative Start

Once during your first turn, if this Pokémon is in the Active Spot, you may search your deck and choose a Basic Pokémon you find there, except any Ditto. If you do, discard this Pokémon and all attached cards, and put the chosen Pokémon in its place. Then, shuffle your deck.

★

Splup

10

weakness

×2

resistance

retreat

★

Illustration

Kiyotaka Oshiyama

132/165

★

Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

BASIC

Fan Rotom

HP 70

Ability

Fan Call

Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

★

Assault Landing

70

If there is no Stadium in play, this attack does nothing.

weakness

×2

resistance

-30

retreat

★

Illustration

Toshinao Aoki

118/142

●

There are several appliances that Rotom can inspire, but the first one to be developed was the electric fan.

BASIC

Fan Rotom

HP 70

Ability

Fan Call

Once during your first turn, you may search your deck for up to 3 ★ Pokémon with 100 HP or less, reveal them, and put them into your hand. Then, shuffle your deck. You can't use more than 1 Fan Call Ability during your turn.

★

Assault Landing

70

If there is no Stadium in play, this attack does nothing.

weakness

×2

resistance

-30

retreat

★

Illustration

Toshinao Aoki

118/142

●

There are several appliances that Rotom can inspire, but the first one to be developed was the electric fan.

BASIC

Fezandipiti<sup>EX</sup>

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

★

Illustration

Gutierrez

038/064

★★★

Pokémon EX rule

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

BASIC

Hoothoot

HP 80

Ability

Insomnia

This Pokémon can't be Asleep.

★★

Tackle

20

weakness

×2

resistance

-30

retreat

★

Illustration

Nakamura Ippon

077/131

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Hoothoot

HP 70

★

Triple Stab

10×

Flip 3 coins. This attack does 10 damage for each heads.

weakness

×2

resistance

-30

retreat

★

Illustration

Yukihiko Toda

114/142

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Hoothoot

HP 70

★

Triple Stab

10×

Flip 3 coins. This attack does 10 damage for each heads.

weakness

×2

resistance

-30

retreat

★

Illustration

Yukihiko Toda

114/142

●

Since it tells time precisely, some countries consider it to be a deity of wisdom, versed in the ways of the world.

BASIC

Iron Leaves<sup>EX</sup>

HP 220

Ability

Rapid Vernier

When you play this Pokémon from your hand onto your Bench during your turn, you may switch it with your Active Pokémon. If you do, you may move any amount of Energy from your other Pokémon to this Pokémon.

★★★

Prism Edge

180

During your next turn, this Pokémon can't attack.

weakness

×2

resistance

retreat

★

Illustration

Saban Graphics

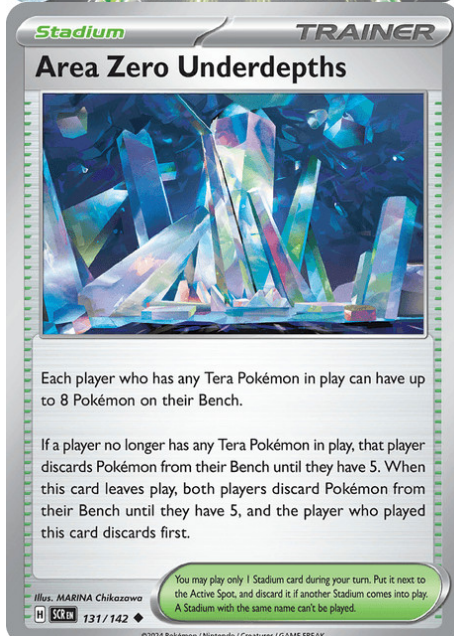
025/162

★★★

Pokémon EX rule

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





**Item** **TRAINER**

# Earthen Vessel

**Ancient**



You can use this card only if you discard another card from your hand.

Search your deck for up to 2 Basic Energy cards, reveal them, and put them into your hand. Then, shuffle your deck.

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

Illus.: AYUMI ODASHIMA

**G** PAR 01 163/182 ◆

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Item

TRAINER

# Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

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

Illus. Toyote Beach

SV 181/198

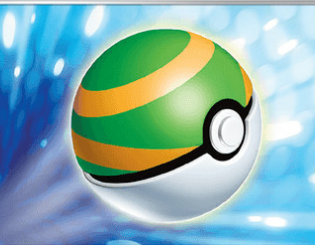
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The image shows a 'Nest Ball' item card from the Pokémon Trading Card Game. The card has a blue and white border. At the top, it says 'Item' and 'TRAINER'. The title 'Nest Ball' is prominently displayed. The central illustration shows a green and white Poké Ball with two orange bands, floating in a blue, watery environment with light rays. Below the illustration, the text reads: 'Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.' At the bottom, a blue speech bubble contains the text: 'You may play any number of Item cards during your turn.' The bottom left corner features the artist credit 'Illus. Toyote Beach' and the card number 'SV 181/198' next to a diamond symbol. The bottom right corner has the copyright notice '© 2013 Pokémon / Nintendo / Creatures / GAMESER'.

Item

TRAINER

# Nest Ball



Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.

Illustration: Toyote Beach

SV In 181/198

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

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This image shows a Pokémon TCG card for the 'Nest Ball' Trainer card. The card is from the 'SV In' set, specifically card number 181/198. It features a large illustration of a Nest Ball, which is a green and yellow striped ball with a black and white circular detail. The card's text describes its effect: 'Search your deck for a Basic Pokémon and put it onto your Bench. Then, shuffle your deck.' A yellow callout box at the bottom right states, 'You may play any number of Item cards during your turn.' The card is set against a background of a blue sky with white clouds.

**Item** **TRAINER**

# Night Stretcher



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

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

Illus. Toyote Beoch

**H** **SF** **EN** 061/064 ◆

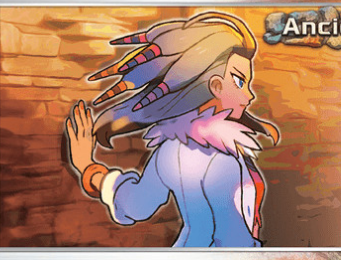
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Supporter

TRAINER

# Professor Sada's Vitality

Ancient



Choose up to 2 of your Ancient Pokémon and attach a Basic Energy card from your discard pile to each of them. If you attached any Energy in this way, draw 3 cards.

Illustration by Megumi Mizutani

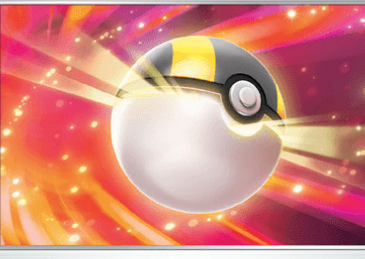
G PAR on 170/182 ♦

You may play only 1 Supporter card 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*

**G** **SV1W** **196/198** ◆

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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.

SV196

196/198

Illustration by Ayako Yoshida

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

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.

SV196

196/198

Illustration by Ayako Yoshida

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

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.

SV196

196/198

Illustration by Ayako Yoshida

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

Basic Energy

ENERGY

Basic  Energy 



SV006

006

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Basic Energy

ENERGY

Basic  Energy 



SV006

006

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Basic Energy

ENERGY

Basic  Energy 



SV006

006

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Basic Energy

ENERGY

Basic  Energy 



SV001

001

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Basic Energy

ENERGY

Basic  Energy 



SV001

001

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Basic Energy

ENERGY

Basic  Energy 



SV001

001

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