

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

Fire

resistance

✖ 30

Psychic

retreat

★

Illustration credit: Shiro Kobayashi

ASCN 142/217 ★

Pokémon EX rule

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

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

Fire

resistance

✖ 30

Psychic

retreat

★

Illustration credit: Shiro Kobayashi

POB 062/088 ★

Pokémon EX rule

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

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

Psychic

resistance

✖ 30

Psychic

retreat

★

Illustration credit: Shiro Kobayashi

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

Pokémon EX rule

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

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

Psychic

resistance

✖ 30

Psychic

retreat

★

Illustration credit: Shiro Kobayashi

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

Pokémon EX rule

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

STAGE 1

N's Darmanitan

HP 140

Ability

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

Water

resistance

✖ 30

Psychic

retreat

★ ★ ★

Illustration credit: Shiro Kobayashi

NO. 0555 Blazing Pokémon HT: 4'3" WT: 204.8 lbs.

Pokémon EX rule

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

BASIC

N's Darumaka

HP 80

★ ★

Rolling Tackle

20

★ ★ ★

Flare

50

weakness

✖ 2

Water

resistance

✖ 30

Psychic

retreat

★ ★

Illustration credit: Shiro Kobayashi

NO. 0554 Zen Charm Pokémon HT: 2' WT: 82.7 lbs.

Pokémon EX rule

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

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

✖ 2

Water

resistance

✖ 30

Psychic

retreat

★ ★

Illustration credit: Shiro Kobayashi

NO. 0644 Deep Black Pokémon HT: 9'6" WT: 760.6 lbs.

Pokémon EX rule

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

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

✖ 2

Water

resistance

✖ 30

Psychic

retreat

★ ★

Illustration credit: Shiro Kobayashi

NO. 0644 Deep Black Pokémon HT: 9'6" WT: 760.6 lbs.

Pokémon EX rule

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

STAGE 1

N's Zoroark **EX**

HP 280

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

Water

resistance

✖ 30

Psychic

retreat

★ ★

Illustration credit: Shiro Kobayashi

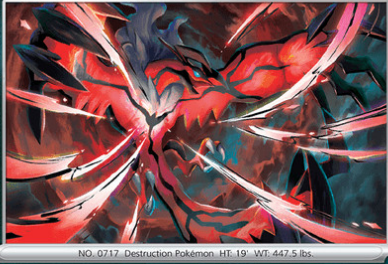
NO. 0644 Deep Black Pokémon HT: 9'6" WT: 760.6 lbs.

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 x2 | resistance -30 | retreat

illus. atago
MEGA 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.

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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.

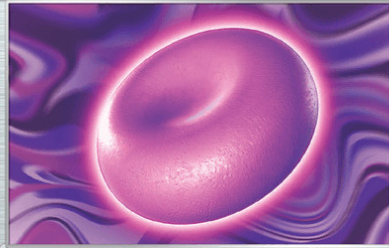
illus. Studio Boro Inc.
H 52 163/191 ◆

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).

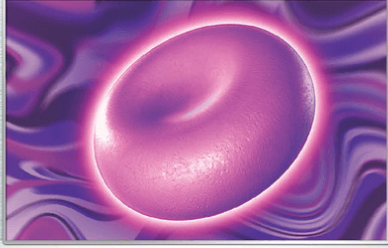
illus. Shan Graphics
H 95 095/131 ◆

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Binding Mochi



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illus. Shan Graphics
H 95 095/131 ◆

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).

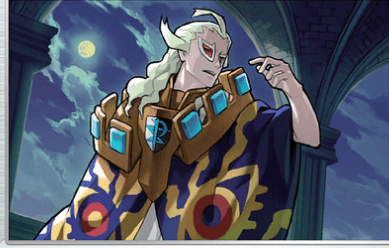
illus. GOSSAN
H 143 143/159 ◆

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.

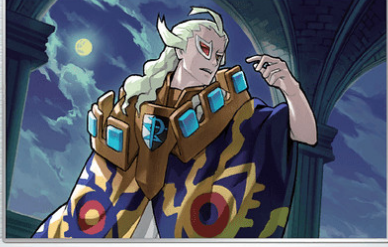
illus. NC Empire
D 114 114/132 ◆

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illus. NC Empire
D 114 114/132 ◆

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Boss's Orders Ghetsis



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illus. NC Empire
D 114 114/132 ◆

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
H 144 144/162 ◆

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.

Illustrator: AYUMI ODASHIMA

HP

144/162

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Illustrator: AYUMI ODASHIMA

HP

144/162

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Item

TRAINER

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Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

Illustrator: AYUMI ODASHIMA

HP

144/162

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Supporter

TRAINER

Ciphermaniac's Codebreaking

Search your deck for 2 cards, shuffle your deck, then put those cards on top of it in any order.

Illustrator: Taira Akitsu

HP

145/162

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.

Illustrator: Akira Komayama

HP

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.

Illustrator: Atsushi Furusawa

MEGA

119/132

You may play only 1 Supporter card during your turn.

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Supporter

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Illustrator: Atsushi Furusawa

MEGA

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.

Illustration: AYUMI ODASHIMA

1 JG 152/159

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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.

Stadium

TRAINER

N's Castle



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

Illustration: AYUMI ODASHIMA

1 JG 152/159

©2025 Pokémon / Nintendo / Creatures / GAME FREAK

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.

Item

TRAINER

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illustration: Toyote Beach

1 JG 153/159

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

Item

TRAINER

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illustration: Toyote Beach

1 JG 153/159

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

Item

TRAINER

N's PP Up



Attach a Basic Energy card from your discard pile to 1 of your Benched N's Pokémon.

Illustration: Toyote Beach

1 JG 153/159

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

Item

TRAINER

Night Stretcher



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

Illustration: Toyote Beach

1 ASC 196/217

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

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.)

Illustration: Studio Boro Inc.

1 PK 081/088

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Item

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Poké Pad



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Illustration: Studio Boro Inc.

1 PK 081/088

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

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.

Illustration: Toyote Beach

1 TW 163/167

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

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

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.

Illus. Studio Boro Inc.

082/086

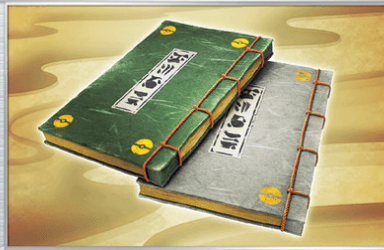
You may play any number of Item cards during your turn.

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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

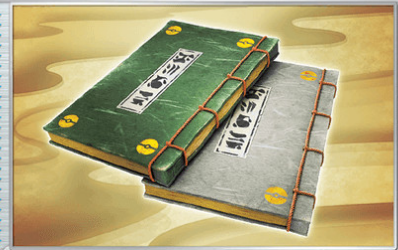
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083/086

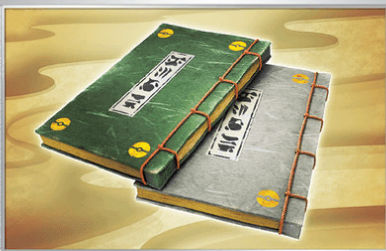
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Illus. Toyste Beach

083/086

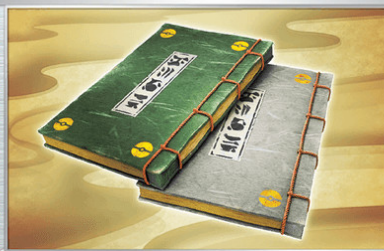
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Illus. Toyste Beach

083/086

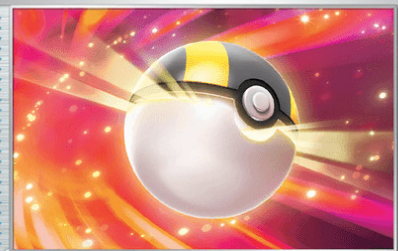
You may play any number of Item cards during your turn.

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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

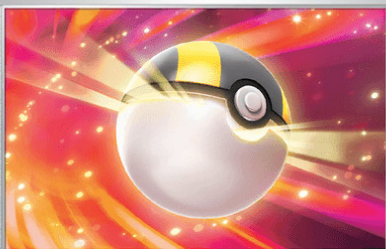
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Item

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

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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