





No./100	100				
GGST/SX06-001	 <p>REVERSE 1 0 CLASH</p> <p>Go ahead, try me.</p> <p>CONT If all of your characters are <Guilty Gear>, this card gets +2000 power. AUTO CX COMBO When this card attacks, if "Clash of Immortals" is in your climax area, and all of your characters are <Guilty Gear>, you may choose 1 <Guilty Gear> character in your waiting room, and return it to your hand.</p> <p>4000 Nagoriyuki: Vampire Samurai Guilty Gear Gear</p>	<p>(RR) 1/0 Nagoriyuki: Vampire Samurai</p> <p>CONT - If all of your characters are <Guilty Gear>, this card gets +2000 power.</p> <p>AUTO - {CX COMBO} - When this card attacks, if Clash of Immortals (Choice CX - 023) is in your climax area, and all of your characters are <Guilty Gear>, you may choose 1 <Guilty Gear> character in your waiting room, and return it to your hand.</p>	 <p>REVERSE 1 0 CLASH</p> <p>Let us duel.</p> <p>CONT If all of your characters are <Guilty Gear>, this card gets +2000 power. AUTO CX COMBO When this card attacks, if "Clash of Immortals" is in your climax area, and all of your characters are <Guilty Gear>, you may choose 1 <Guilty Gear> character in your waiting room, and return it to your hand.</p> <p>4000 Nagoriyuki: Vampire Samurai Guilty Gear Gear</p> <p>SP</p>		
GGST/SX06-002	 <p>REVERSE 3 2 CLASH</p> <p>Totsugeki!</p> <p>AUTO When this card is placed on the stage from your hand, you may put the top card of your clock into your waiting room. AUTO CX COMBO [(2) Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] When this card attacks, if "Jellyfish Pirates" is in your climax area, you may pay the cost. If you do, choose 1 of your characters, and that character gets +1000 power and the following ability until end of turn: "AUTO - This ability activates up to 1 time per turn. When damage dealt by this card is canceled, you may deal 2 damage to your opponent 2 times." (Damage may be canceled.)</p> <p>10000 May: Cheerful Pirate Guilty Gear Pirate</p>	<p>(RR) 3/2 May: Cheerful Pirate</p> <p>AUTO - When this card is placed on the stage from your hand, you may put the top card of your clock into your waiting room.</p> <p>AUTO - {CX COMBO} [(2) Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] When this card attacks, if Jellyfish Pirates (Choice CX (024)) is in your climax area, you may pay the cost. If you do, choose 1 of your characters, and that character gets +1000 power and the following ability until end of turn: "AUTO - This ability activates up to 1 time per turn. When damage dealt by this card is canceled, you may deal 2 damage to your opponent 2 times." (Damage may be canceled.)</p>	 <p>REVERSE 3 2 CLASH</p> <p>Totsugeki!</p> <p>AUTO When this card is placed on the stage from your hand, you may put the top card of your clock into your waiting room. AUTO CX COMBO [(2) Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] When this card attacks, if "Jellyfish Pirates" is in your climax area, you may pay the cost. If you do, choose 1 of your characters, and that character gets +1000 power and the following ability until end of turn: "AUTO - This ability activates up to 1 time per turn. When damage dealt by this card is canceled, you may deal 2 damage to your opponent 2 times." (Damage may be canceled.)</p> <p>10000 May: Cheerful Pirate Guilty Gear Pirate</p> <p>OFR</p>		

GGST/SX06-003



(R) 0/0 May: First Mate of Jellyfish Pirates

AUTO - When your character's trigger check reveals a climax, choose 1 of your characters, and that character gets +1000 power until end of turn.

ACT - BRAINSTORM - [(1) Rest this card] Flip over 4 cards from the top of your deck, and put them into your waiting room. For each climax revealed among those cards, search your deck for up to 1 <Guilty Gear> character, reveal it to your opponent, put it into your hand, and shuffle your deck.



SP

GGST/SX06-004



(R) 2/1 Goldlewis: Secretary of Defense

CONT - If you have 2 or more other <Guilty Gear> characters, this card gets +5000 power and +1 soul.

AUTO - (CX COMBO) - This ability activates up to 1 time per turn. When damage dealt by this card is canceled, if **Overdrive: Down With The System (Shot CX - 025)** is in your climax area, and you have 2 or more other <Guilty Gear> characters, choose up to 1 <Guilty Gear> character in your waiting room, return it to your hand, choose up to 1 <Guilty Gear> character in your waiting room, put it into your stock, and this card gets +4000 power until the end of your opponent's next turn.



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GGST/SX06-005



(R) 2/1 Chipp: Ninja President

CONT - During this card's battle, all players cannot play BACKUP from their hands.

AUTO - [Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 "Chipp: Ninja President" in your waiting room, and put it in any position of your stage.

AUTO - When this card attacks, if the character facing this card is level 3 or higher, this card gets +6000 power and +2 soul until end of turn.



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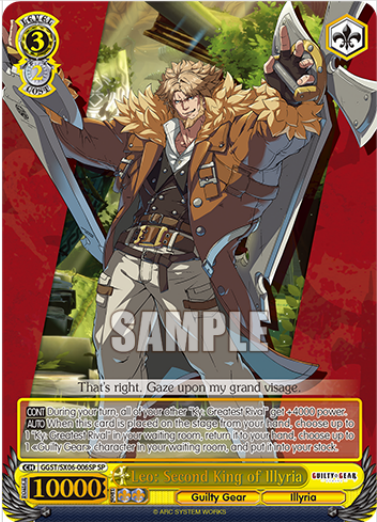
GGST/SX06-006



(R) 3/2 Leo: Second King of Illyria

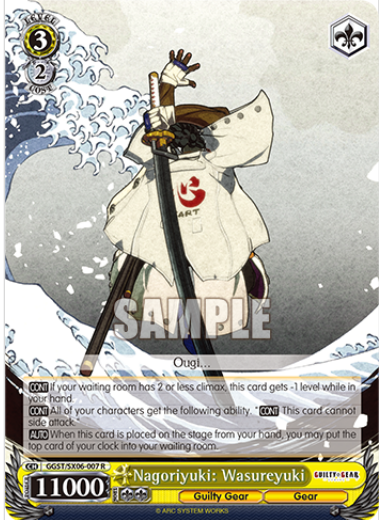
CONT - During your turn, all of your other 3/2 Ky: Greatest Rival (T18) get +4000 power.

AUTO - When this card is placed on the stage from your hand, choose up to 1 3/2 Ky: Greatest Rival (T18) in your waiting room, return it to hand, choose up to 1 <Guilty Gear> character in your waiting room, and put it into your stock.



SP

GGST/SX06-007

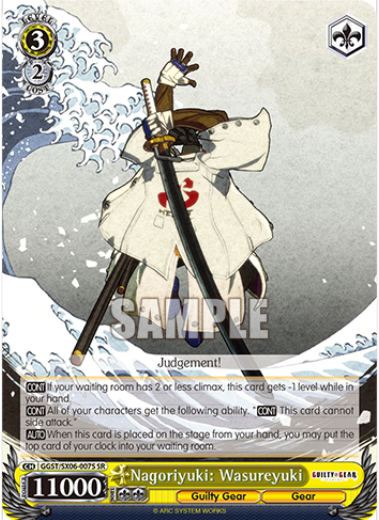


(R) 3/2 Nagoriyuki: Wasureyuki

CONT - If your waiting room has 2 or less climax, this card gets -1 level while in your hand.

CONT - All of your characters get the following ability: "**CONT** - This card cannot side attack."

AUTO - When this card is placed on the stage from your hand, you may put the top card of your clock into your waiting room.



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GGST/SX06-008



(U) 0/0 Goldlewis: Pillar of a Nation

CONT - EXPERIENCE - This card gets +2500 power for each <Guilty Gear> character in your level.

AUTO - When this card is placed on the stage from your hand, you may choose 1 card in your hand, and put it into your stock.

GGST/SX06-009



(U) 0/0 Leo: Overworked King

CONT - During your turn, this card gets +1000 power.

AUTO - When this card's battle opponent becomes reversed, choose 1 of your other <Guilty Gear> characters, rest it, and move it to an open position of your back stage.



SR

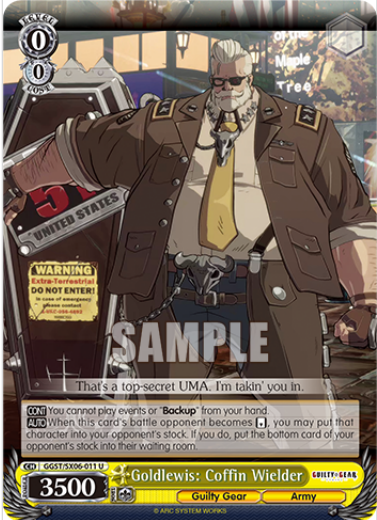
GGST/SX06-010



(U) 0/0 Nagoriyuki: Nightless

AUTO - [Put 1 climax from your hand into your waiting room & Put 1 other character from your stage into your waiting room]
When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 climax in your waiting room, and return it to your hand.

GGST/SX06-011



(C) Goldlewis: Coffin Wielder

CONT - You cannot play events or BACKUP from your hand.

AUTO - When this card's battle opponent becomes reversed, you may put that character into your opponent's stock. If you do, put the bottom card of your opponent's stock into their waiting room.



SR

GGST/SX06-012



(U) Chipp: Incredible Memory

CONT - During your turn, this card gets +2000 power.

AUTO - [(1)] During your main phase, when this card is placed on the stage from your hand or deck, you may pay the cost. If you do, search your deck for up to 1 "Chipp: Incredible Memory", put it in any position of your stage, and shuffle your deck.



SR

GGST/SX06-013



(U) 2/1 May: Spunky Girl

AUTO - [(2)] When you use this card's **BACKUP**, if you have 4 or more <Guilty Gear> characters, you may pay the cost. If you do, choose 1 of your opponent's characters with level higher than your opponent's level, and put it into their waiting room.

ACT - **BACKUP** - [(1)] Put this card from your hand into your waiting room] +2500



SR

GGST/SX06-014






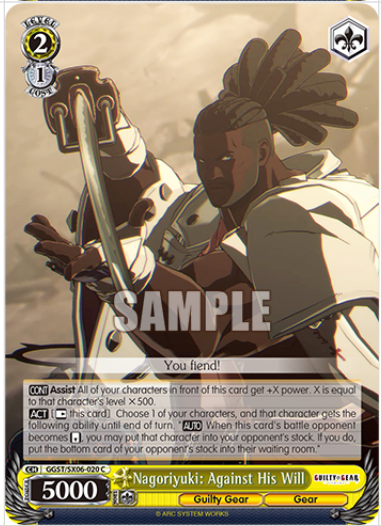
(C) 0/0 Chipp: High Speed Battle

CONT - All of your other <Guilty Gear> characters get +500 power.

ACT - [Rest this card] If your memory has 1 or less card, choose 1 <Guilty Gear> character in your waiting room, and put it into your memory.

GGST/SX06-015		<p>(C) 0/0 Chipp: Calm and Collected Ninja</p> <p>AUTO - This ability activates up to 3 times per turn. When your other character is placed on the stage from your waiting room, choose 1 of your characters, and that character gets +1000 power until end of turn.</p> <p>ACT - BRAINSTORM - [(1) Rest 2 of your characters] Flip over 4 cards from the top of your deck, and put them into your waiting room. For each climax revealed among those cards, search your deck for up to 1 <Guilty Gear> character, reveal it to your opponent, put it into your hand, and shuffle your deck.</p>		
GGST/SX06-016		<p>(C) Leo: Stance Cancel</p> <p>CONT - During your turn, this gets +5500 power and the following ability: "AUTO - When this card's battle opponent becomes reversed, look at the top card of your deck, and put it on the top of your deck or into your waiting room."</p> <p>AUTO - [Put this card into your waiting room] At the beginning of your opponent's draw phase, you may pay the cost. If you do, choose 1 1/0 Leo: Brynhildr Stance (018) in your waiting room, put it in the stage position that this card was in, and that character gets +2500 power until end of turn.</p>		

GGST/SX06-017		<p>(C) 1/0 May & April: Johnny's Crew</p> <p>CONT - This card cannot be chosen by your opponent's effects.</p> <p>CONT - During your turn, this card gets +1000 power for each of your other <Guilty Gear> characters.</p> <p>AUTO - When this card becomes reversed in battle or at the end of this card's attack, if your memory has 1 or less card, you may put this card into your memory.</p>			
GGST/SX06-018		<p>(C) 1/0 Leo: Brynhildr Stance</p> <p>AUTO - [(1)] At the beginning of the encore step, if you do not have another rested character in your center stage, you may pay the cost. If you do, rest this card.</p> <p>AUTO - CHANGE - [Put this card into your waiting room] At the beginning of your climax phase, you may pay the cost. If you do, choose 1 1/0 Leo: Stance Cancel (016) in your waiting room, and put it in the stage position that this card was in.</p>			

GGST/SX06-019		<p>(C) 1/0 Goldlewis: Wall of Protection</p> <p>AUTO - When this card is placed on the stage from your hand, choose 1 character in your opponent's center stage, and that character gets +1500 power until the end of your opponent's next turn.</p> <p>AUTO - When this card attacks, if all of your characters are <Guilty Gear>, look at up to 2 cards from the top of your deck, choose 1 card from among them, put it on the top of your deck, and put the rest into your waiting room.</p>			
GGST/SX06-020		<p>(C) 2/1 Nagoriyuki: Against His Will</p> <p>CONT - ASSIST - Level x 500 power to characters in front of this card.</p> <p>ACT - [Rest this card] Choose 1 of your characters, and that character gets the following ability until end of turn: "AUTO - When this card's battle opponent becomes reversed, you may put that character into your opponent's stock. If you do, put the bottom card if your opponent's stock into their waiting room."</p>			

GGST/SX06-021



(U) 1/1 Rude Awakening

Choose 1 face up card in your level, return it to your hand, put this card into your level, choose 1 of your <Guilty Gear> characters, and that character gets +3000 power until end of turn.

AUTO - EXPERIENCE - [(4) Put 2 cards from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character attacks, if your level is 3 or higher, you may pay the cost. If you do, choose 1 of your characters in battle, and STAND it.



SR

GGST/SX06-022



(C) 1/0 Presidential Meeting

BRAINSTORM - Flip over 3 cards from the top of your deck, and put them into your waiting room. Choose 1 level X or lower <Guilty Gear> character in your waiting room, and return it to your hand. X is equal to the number of <Guilty Gear> characters among those cards.








SR

GGST/SX06-023



(CC) Clash of Immortals - Choice CX

Combos with 1/0 Nagoriyuki (001).

GGST/SX06-024		(CR) Jellyfish Pirates - Choice CX Combos with 3/2 May (002).		RRR
GGST/SX06-025		(CC) Overdrive: Down With the System - Shot CX Combos with 2/1 Goldlewis (004).		
GGST/SX06-026		(RR) 0/0 Ramlethal: Brigadier of Illyria AUTO - When your climax is placed on your climax area, choose 1 of your characters, and that character gets +1000 power until end of turn, if your memory has 1 or less card, you may choose 1 0/0 Ramlethal: Brigadier of Illyria or 1 1/0 Lucifero: Ramlethal's Familiar (038) in your waiting room, and put it into your memory. ACT - BRAINSTORM - [(1) Rest this card] Flip over 4 cards from the top of your deck, and put them into your waiting room. For each climax revealed among those cards, choose up to 1 character in your waiting room, and return it to your hand.		OFR

GGST/SX06-027



(RR) 0/0 Millia: Master Assassin

CONT - During your turn, if all of your characters are <Guilty Gear>, this card gets +2000 power.

AUTO - At the beginning of your opponent's attack phase, if there is a character facing this card, you may move this card to an open position of your center stage.



SP

GGST/SX06-028



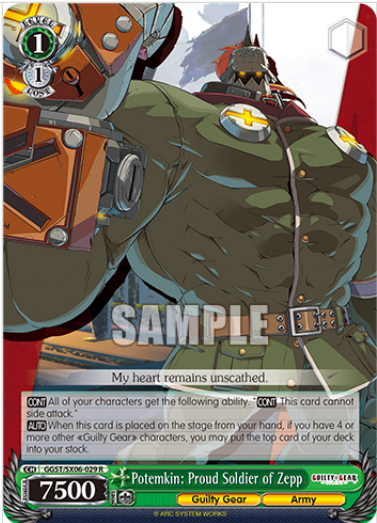
(RR) 1/0 Giovanna: Special Operations Unit Officer

CONT - MEMORY - During your turn, if there is a card in your memory, this card gets +3000 power.

CONT - MEMORY - If your memory has 2 or more cards, this card gets +500 power and the following ability: **AUTO** - When this card attacks, reveal the top card of your deck. If that card is level 1 or higher, put it into your stock. (Climax are regarded as level 0.)



GGST/SX06-029



(R) 1/1 Potemkin: Proud Soldier of Zepp

CONT - All of your characters get the following ability: "CONT - This card cannot side attack."

AUTO - When this card is placed on the stage from your hand, if you have 4 or more other <Guilty Gear> characters, you may put the top card of your deck into your stock.



SR

GGST/SX06-030



(R) 2/1 Giovanna: Ventania

CONT - MEMORY During your turn, if your memory has 2 or more cards, this card gets +6000 power.

AUTO - [(1) Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, your opponent chooses 1 climax in their waiting room, returns all cards from their waiting room except that card to their deck, and shuffles their deck.



SR

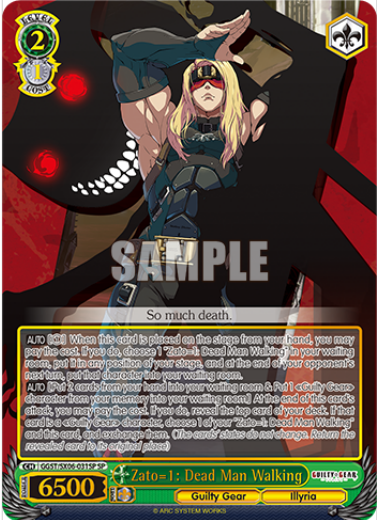
GGST/SX06-031



(R) 2/1 Zato-1: Dead Man Walking

AUTO - [(1)] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 **2/1 Zato-1: Dead Man Walking** in your waiting room, put it in any position of your stage, and at the end of your opponent's next turn, put that character into your waiting room.

AUTO - [Put 2 cards from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] At the end of this card's attack, you may pay the cost. If you do, reveal the top card of your deck. If that card is a <Guilty Gear> character, choose 1 of your **2/1 Zato-1: Dead Man Walking** and this card, and exchange them. (The card's status do not change. Return the revealed card to its original place.)



SP

GGST/SX06-032



(R) 3/2 Millia: Winger

CONT - If 0/0 **Millia: Master Assassin (027)** is in your clock, this card gets -1 level while in your hand.

AUTO - When this card is placed on the stage from your hand, look at up to 3 cards from the top of your deck, choose up to 1 card from among them, put it into your hand, and put the rest into your waiting room.

AUTO - (CX COMBO) - When this card attacks, if **Overdrive: Winger (Bar CX - 049)** is in your climax area, choose up to 1 character in your waiting room, return it to your hand, and this card gets +1000 power and the following ability until end of turn: "AUTO - When this card's battle opponent becomes reversed, you may put that character on the top of your opponent's deck."



SR

GGST/SX06-033



(R) 3/2 Ramlethal Valentine

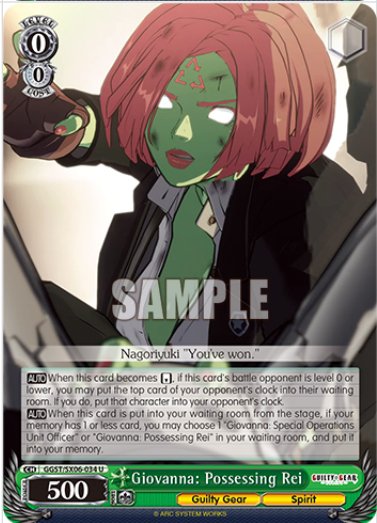
AUTO - When this card attacks, reveal the top card of your deck. If that card is an event or a <Guilty Gear> character, you may deal 1 damage to your opponent. (Damage may be canceled. Return the revealed card to its original place.)

AUTO - [CX COMBO] - [Put 1 <Guilty Gear> character from your memory into your waiting room] When **Overdrive: Calvados (Bar CX - 048)** is placed on your climax area, if this card is in your center stage, you may pay the cost. If you do, this card gets +3000 power until end of turn, and perform the following action 2 times: "Declare your deck or your waiting room. Search the zone you declared for up to 1 1/0 **Lucifero: Ramlethal's Familiar (038)**, and put it on any position of your stage. If you declared your deck, shuffle your deck."



SP

GGST/SX06-034



(U) 0/0 Giovanna: Possessing Rei

AUTO - When this card becomes reversed, if this card's battle opponent is level 0 or lower, you may put the top card of your opponent's clock into their waiting room. If you do, put that character into your opponent's clock.

AUTO - When this card is put into your waiting room from the stage, if your memory has 1 or less card, you may choose 1 1/0 **Giovanna: Special Operations Unit Officer (023)** or 0/0 **Giovanna: Possessing Rei** in your waiting room, and put it into your memory.

GGST/SX06-035



(U) 0/0 Millia: Impending Doom

AUTO - When this card is placed on stage from your hand, you may choose 1 card in your clock, and return it to your hand. If you do, choose 1 card in your hand, and put it into your clock.

ACT - [Put 1 card from your hand into your waiting room & Put this card into your waiting room] Choose 1 <Guilty Gear> character in your waiting room, and return it to your hand.

GGST/SX06-036



(U) 0/0 Zato-1: Cursed Entity

AUTO - When this card is placed on stage from your hand, if your memory has 1 or less card, you may choose 1 <Guilty Gear> character in your waiting room, and put it into your memory.

AUTO - At the beginning of your opponent's draw phase, reveal the top card of your deck. If that card is level 1 or higher, you may return this card to your hand. (Climax are regarded as level 0).



SR

GGST/SX06-037



(U) Vernon: World Changer

AUTO - [(2) Put 1 card from your hand into your waiting room] When this card is put into your waiting room from the stage, you may pay the cost. If you do, look at up to 6 cards from the top of your deck, choose up to 2 <Guilty Gear> characters from among them, reveal them to your opponent, put them into your hand, and put the rest into your waiting room.

GGST/SX06-038



(U) 1/0 Lucifero: Ramlethal's Familiar

AUTO - At the beginning of your attack phase, if there is a climax in your climax area, this card gets +2500 power and +1 soul until end of turn.

AUTO - (CX COMBO) - [(2) Put 1 card from your hand into your waiting room] When this card attacks, if **Overdrive: Calvados** (Bar CX - 048) is in your climax area, and 3/2 **Ramlethal Valentine** (033) is in the middle position of your center stage, you may pay the cost. If you do, deal 3 damage to your opponent, and this card gets +6000 power until end of turn.



SR

GGST/SX06-039



(U) 3/2 Potemkin: Heavenly Potemkin Buster

CONT - This card gets +1000 power for each of your other <Guilty Gear> characters.

AUTO - **(CX COMBO)** - [(3) Put 1 card from your hand into your waiting room & Put 1 **Overdrive: Heavenly Potemkin Buster (Bar CX - 050)** from your climax area into your waiting room] When this card's battle opponent becomes reversed, you may pay the cost. If you do, choose up to 3 cards in your opponent's waiting room, put them on the top of their deck in any order, and deal 4 damage to your opponent.



SR

GGST/SX06-040



(C) 0/0 Zato-1: Shadow Wielder

CONT - During your turn, all your other 3/2 Millia: Winger (032) get +2000 power.

CONT - ASSIST +500 to <Guilty Gear> characters in front of this card.

AUTO - At the beginning of your main phase, you may choose the bottom card of your clock and 1 <Guilty Gear> character in your waiting room, and exchange them.

GGST/SX06-041		(C) 0/0 Potemkin: In The Nick of Time CONT - All of your opponent's characters get "AUTO - ENCORE [(2)]"			
GGST/SX06-042		(C) Giovanna: Beast Shaman AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Guilty Gear> character, put it into your hand, and put it into your waiting room. ACT - BACKUP +2000			

GGST/SX06-043	<p>Millia: Bureau Director (043)</p> <p>Here's where I judge you.</p> <p>CONT - During your turn, if you have another "Zato=1: Bureau Administrator" in your center stage, this card gets +4000 power.</p> <p>BOND "Zato=1: Bureau Administrator" (0) When this card is played and placed on the stage, you may pay the cost. If you do, choose 1 "Zato=1: Bureau Administrator" in your waiting room, and return it to your hand.</p> <p>3000</p> <p>Guilty Gear Illyria</p>	<p>(C) 1/0 Millia: Bureau Director</p> <p>CONT - During your turn, if you have another 1/0 Zato-1: Bureau Administrator (044) in your center stage, this card gets +4000 power.</p> <p>AUTO - BOND to 1/0 Zato-1: Bureau Administrator (044) [(1)]</p>		
GGST/SX06-044	<p>Zato=1: Bureau Administrator (044)</p> <p>Let us begin.</p> <p>CONT During your turn, if you have another "Millia: Bureau Director" in your center stage, this card gets +4000 power.</p> <p>BOND "Millia: Winger" "Millia: Bureau Director" [Put 1 card from your hand into your waiting room.] When this card is played and placed on the stage, you may pay the cost. If you do, choose 1 "Millia: Winger" or "Millia: Bureau Director" in your waiting room, and return it to your hand.</p> <p>3500</p> <p>Guilty Gear Illyria</p>	<p>(C) 1/0 Zato-1: Bureau Administrator</p> <p>CONT - During your turn, if you have another 1/0 Millia: Bureau Director (043) in your center stage, this card gets +4000 power.</p> <p>AUTO - BOND to 3/2 Millia: Winger (032) or 1/0 Millia: Bureau Director (043) [Put 1 card from your hand into your waiting room]</p>		

GGST/SX06-044

GGST/SX06-045



(C) 2/1 Ramlethal: Reassuring Smile

CONT - ASSIST +1500 to <Guilty Gear> characters in front of this card.







ACT - [(2) Rest this card] Put the top card of your clock into your waiting room.

GGST/SX06-046



(C) 2/1 Potemkin: Overwhelming Power

CONT - All of your other 2/1 Potemkin: Overwhelming Power get +3000 power.

GGST/SX06-047	 <p>Shocking Revelation</p>	<p>(SR) 1/1 Shocking Revelation</p> <p>Choose 1 face up card in your level, return it to your hand, put this card into your level, choose 1 of your <Guilty Gear> characters, and that character gets +3000 power until end of turn.</p> <p>AUTO - EXPERIENCE [(4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your opponent's character attacks, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you draw 1 card, choose 1 card in your hand, and put it into your waiting room.</p>	 <p>Shocking Revelation</p>	SR	
GGST/SX06-048	 <p>Overdrive: Calvados</p>	<p>(CR) Overdrive: Calvados - Bar CX</p> <p>Combos with 3/2 Ramlethal (033) and 1/0 Lucifer (038).</p>			
GGST/SX06-049	 <p>Overdrive: Winger</p>	<p>(CR) Overdrive: Winger - Bar CX</p> <p>Combos with 3/2 Millia (032).</p>	 <p>Overdrive: Winger</p>	RRR	
GGST/SX06-050	 <p>Overdrive: Heavenly Potemkin Buster</p>	<p>(CC) Overdrive: Heavenly Potemkin Buster - Bar CX</p> <p>Combos with 3/2 Potemkin (039).</p>			

GGST/SX06-051



(RR) 0/0 I-No: Time Travelling Musician

AUTO - When this card is placed on the stage from your hand, look at up to 2 cards from the top of your deck, and put them on the top of your deck in any order.

AUTO - [(1) Put the top card of your deck into your clock] When this card is placed on the stage from your hand, you may pay the cost. If you do, search your deck for up to 1 level 1 or lower character, reveal it to your opponent, put it into your hand, and shuffle your deck.



SP

GGST/SX06-052



(RR) 2/2 Baiken: Avenging Swordsman

CONT - If all of your characters are <Guilty Gear>, this card gets +3500 power and **"AUTO - ENCORE [Put 1 <Guilty Gear> character from your hand into your waiting room]"**.

AUTO - **<CX COMBO>** - [Put 1 **Resolve of Steel (Standby CX - 077)** from your climax area into your waiting room] At the beginning of your attack phase, you may pay the cost. If you do, stand this card.

ACT - [Put this card at the bottom of your deck] Choose 1 character in your waiting room, return it to your hand, choose 1 of your characters, and that character gets +2000 power until end of turn.



SP

GGST/SX06-053



(RR) 3/2 Sol: Savior of the World

AUTO - When this card is placed on the stage from your hand, if you have another <Guilty Gear> character, you may put the top card of your clock into your waiting room.

AUTO - (CX COMBO) - [(1) Put 1 card from your hand into your waiting room] When this card attacks, if **0% Possible (Door CX - 078)** is in your climax area, and you have 2 or more other <Guilty Gear> characters, you may pay the cost. If you do, deal 4 damage to your opponent.

AUTO - [(2) Put 1 card from your hand into your waiting room] When this card's battle opponent becomes reversed, you may pay the cost. If you do, put the top card of your opponent's deck into their clock.



OFR & SEC

GGST/SX06-054



(R) 0/0 Anji: Fan Dancer

ACT [Rest this card] Choose 1 of your characters, and that character gets +1000 power until end of turn.

ACT - BRAINSTORM - [(1)] Flip over 4 cards from the top of your deck, and put them into your waiting room. For each climax revealed among those cards, perform the following action: "Look at up to 3 cards from the top of your deck, choose up to 1 card from among them, put it into your hand, put the rest into your waiting room, choose 1 card in your hand, and put it into your waiting room."



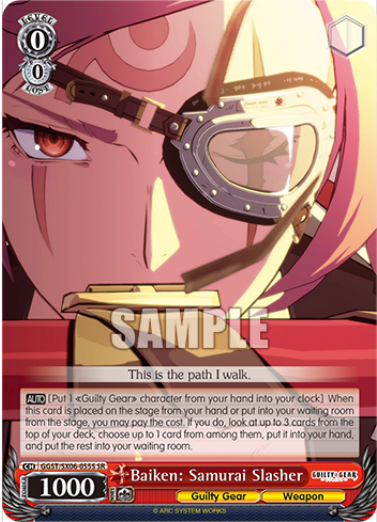
SP

GGST/SX06-055



(R) 0/0 Baiken: Samurai Slasher

AUTO - [Put 1 <Guilty Gear> character from your hand into your clock] When this card is placed on the stage from your hand or put into your waiting room from stage, you may pay the cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card from among them, put it into your hand, and put the rest into your waiting room.



SR

GGST/SX06-056



(R) 1/1 Sol: Hastily Summoned

CONT - If you have 2 or more other <Guilty Gear> characters, this card gets +2000 power.

AUTO - ENCORE [Put 1 character from your hand into your waiting room] When this card is put into your waiting room from the stage, you may pay the cost. If you do, return this card to its previous stage position as [card icon].



SR

GGST/SX06-057



(R) 2/1 Jack-O' Valentine

CONT - ASSIST +2000 power to all your level 3 or higher characters in front of this card.

ACT - [Rest this card] Choose 1 of your characters, and that character gets +1000 power until end of turn. If your memory has 1 or less card, choose up to 1 <Guilty Gear> character in your waiting room, and put it into your memory.



SP

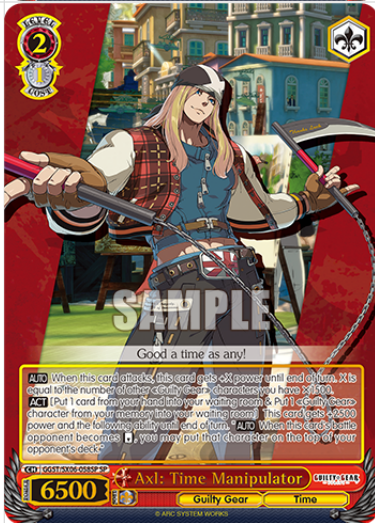
GGST/SX06-058



(R) 2/1 Axl: Time Manipulator

AUTO - When this card attacks, this card gets +X power until end of turn. X is equal to the number of other <Guilty Gear> characters you have times 1500.

ACT - [Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] This card gets +2500 power and the following ability until end of turn. **AUTO** - When this card's battle opponent becomes reversed, you may put that character on top of your opponent's deck."



SP

GGST/SX06-059



(R) 3/2 I-No: Crushing Power

AUTO - {CX COMBO} - When this card is placed on stage from your hand or by the ACT effect of 2/1 Happy Chaos: Tome of Origin (091), you may choose 1 Freedom (Door CX - 080) in your waiting room, and return it to your hand.

AUTO - {CX COMBO} - When this card attacks, if Freedom (Door CX - 080) is in your climax area, and you have 2 or more other <Guilty Gear> characters, choose 1 of the following effect, and perform it:

- a) "This card gets +1500 power until the end of your opponent's next turn, and you may return all cards in your opponent's waiting room to their deck. If you do, your opponent shuffles their deck."
- b) "[(2)] You may pay the cost. If you do, deal 2 damage to your opponent."



SR

GGST/SX06-060



(U) 0/0 Jack-O': By His Side

AUTO - When this card is placed on the stage from your hand, reveal the top card of your deck. If that card is an event or a <Guilty Gear> character, put it into your hand, choose 1 card in your hand, and put it into your waiting room.

AUTO - [Put 1 <Guilty Gear> character from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, reveal the top 2 cards of your deck, your opponent chooses 1 event or character from among them, you put it into your hand, and put the rest into your waiting room.

GGST/SX06-061



(U) 0/0 Sol: Prototype Gear

CONT - ASSIST - All of your characters in front of this card get the following ability: "CONT - This card cannot be chosen by your opponent's effects."

AUTO - When your character's trigger check reveals a card with a soul icon in its trigger icon, choose 1 of your <Guilty Gear> characters, and that character gets +1500 power until end of turn.



SR

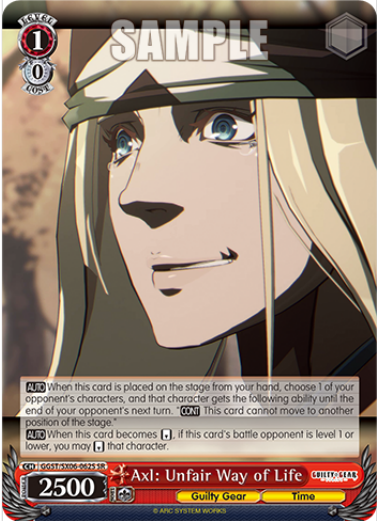
GGST/SX06-062



(U) 1/0 Axl: Unfair Way of Life

AUTO - When this card is placed on the stage from your hand, choose 1 of your opponent's characters, and that character gets the following ability until the end of your opponent's next turn: "CONT - This card cannot move to another position on stage."

AUTO - When this card becomes reversed, if this card's battle opponent is level 1 or lower, you may reverse that character.



SR

GGST/SX06-063



(C) Baiken & Delilah: Together

CONT - If all your characters are <Guilty Gear>, this card gets +2000 power.

AUTO - [(1) Put 1 climax from your hand into your waiting room]
When this card is placed on stage from your hand, you may pay the cost. if you do, choose 1 climax in your waiting room, and return it to your hand.

GGST/SX06-064



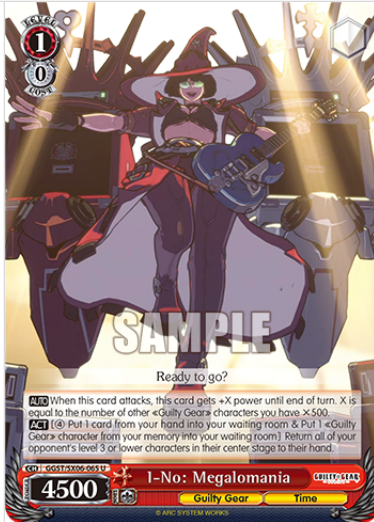


(U) 1/0 Anji: Charismatic Dance


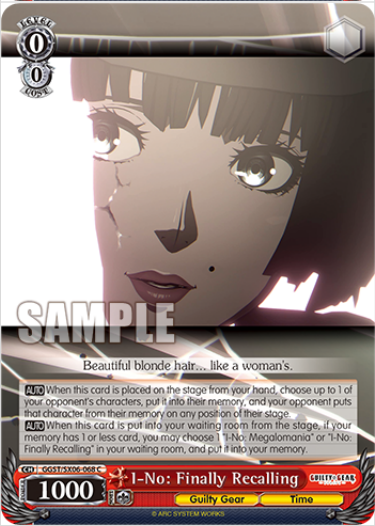
AUTO - When this card is placed on the stage from your hand, this card gets +X power until end of turn. X is equal to the number of <Guilty Gear> characters you have times 500.



AUTO - During this card's battle, when the damage you received is canceled, you may return this card to your hand.





SR

GGST/SX06-065	 <p>Ready to go?</p> <p>When this card attacks, this card gets +X power until end of turn. X is equal to the number of other <Guilty Gear> characters you have x500.</p> <p>ACT [(4) Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] Return all of your opponent's level 3 or lower characters in their center stage to their hand.</p> <p>GGST/SX06-065 U</p> <p>4500</p> <p>I-No: Megalomania</p> <p>Guilty Gear Time</p>	<p>(U) 1/0 I-No: Megalomania</p> <p>AUTO - When this card attacks, this card gets +X power until end of turn. X is equal to the number of other <Guilty Gear> characters you have times 500.</p> <p>ACT - [(4) Put 1 card from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room] Return all of your opponent's level 3 or lower characters in their center stage to their hand.</p>			
GGST/SX06-066	 <p>You won't get awaaaay!</p> <p>If you do not have another <Guilty Gear> character, this card cannot [C] during your stand phase.</p> <p>ACT [(4) Put 1 card from your hand into your waiting room & Put 1 "Overdrive: Forever Elysion Driver" from your climax area into your waiting room] When this card attacks, if you have 2 or more other <Guilty Gear> characters, you may pay the cost. If you do, search your deck for up to 2 <Guilty Gear> characters, reveal them to your opponent, put them into your hand, and shuffle your deck.</p> <p>GGST/SX06-066 U</p> <p>5500</p> <p>Jack-O': Forever Elysion Driver</p> <p>Guilty Gear Bounty Hunter</p>	<p>(U) 1/0 Jack-O': Forever Elysion Driver</p> <p>CONT - If you do not have another <Guilty Gear> character, this card cannot stand during your stand phase.</p> <p>AUTO - (CX COMBO) - [Put 1 card from your hand into your waiting room & Put 1 Overdrive: Forever Elysion Driver (Standby CX - 079) from your climax area into your waiting room] When this card attack, if you have 2 or more other <Guilty Gear> characters, you may pay the cost. If you do, search your deck for up to 2 <Guilty Gear> characters, reveal them to your opponent, put them into your hand, and shuffle your deck.</p>	 <p>This'll be a squeeze!</p> <p>If you do not have another <Guilty Gear> character, this card cannot [C] during your stand phase.</p> <p>ACT [(4) Put 1 card from your hand into your waiting room & Put 1 "Overdrive: Forever Elysion Driver" from your climax area into your waiting room] When this card attacks, if you have 2 or more other <Guilty Gear> characters, you may pay the cost. If you do, search your deck for up to 2 <Guilty Gear> characters, reveal them to your opponent, put them into your hand, and shuffle your deck.</p> <p>GGST/SX06-066 U</p> <p>5500</p> <p>Jack-O': Forever Elysion Driver</p> <p>Guilty Gear Bounty Hunter</p>	SR	

GGST/SX06-067		<p>(C) 0/0 Jack-o: Right to Save the World</p> <p>AUTO - When your other character's battle opponent becomes reversed, choose 1 of your <Guilty Gear> chracaters, and that character gets +500 power until end of turn.</p> <p>ACT - [Put 1 card from your hand into your waiting room & Rest this card] Choose 1 level 0 or lower character in your waiting room, and put it in any position of your stage.</p>			
GGST/SX06-068		<p>(C) 0/0 I-No: Finally Recalling</p> <p>AUTO - When this card is placed on the stage from your hand, choose up to 1 of your opponent's characters, put it into their memory, and your opponent puts that character from their memory on any position on their stage.</p> <p>AUTO - When this card is put into your waiting room from the stage, if your memory has 1 or less card, you may choose 1 1/0 I-No: Megalomania (065) or 0/0 I-No: Finally Recalling in your waiting room, and put it into your memory.</p>			

GGST/SX06-069	 <p>Axl: Disaster Relief (0/0) - Guilty Gear Time</p> <p>AUTO - When this card is put into your waiting room from the stage, if your memory has 1 or less card, you may choose 1 <Time Manipulator> or <Axl: Disaster Relief> in your waiting room, and put it into your memory.</p> <p>ACT - [(1) Put this card into your waiting room] Look at up to 4 cards from the top of your deck, choose up to 1 <Guilty Gear> character from among them, reveal it to your opponent, put it into your hand, and put the rest into your waiting room.</p>	<p>(C) 0/0 Axl: Disaster Relief</p> <p>AUTO - When this card is put into your waiting room from the stage, if your memory has 1 or less card, you may choose 1 <Time Manipulator> or <Axl: Disaster Relief> in your waiting room, and put it into your memory.</p> <p>ACT - [(1) Put this card into your waiting room] Look at up to 4 cards from the top of your deck, choose up to 1 <Guilty Gear> character from among them, reveal it to your opponent, put it into your hand, and put the rest into your waiting room.</p>		
GGST/SX06-070	 <p>Axl: Going Easy (0/0) - Guilty Gear Time</p> <p>AUTO - [(1) Put the top card of your deck into your clock & Return this card to your hand] At the beginning of your opponent's attack phase, you may pay the cost. If you do, choose 1 of your <Guilty Gear> characters, and return it to your hand.</p>	<p>(C) 0/0 Axl: Going Easy</p> <p>AUTO - [(1) Put the top card of your deck into your clock & Return this card to your hand] At the beginning of your opponent's attack phase, you may pay the cost. If you do, choose 1 of your <Guilty Gear> characters, and return it to your hand.</p>		

GGST/SX06-071	 <p>NEW! 0 0 LEVEL</p> <p>What are you, girl?</p> <p>2500</p> <p>Anji: In Pursuit GUILTY GEAR</p> <p>Guilty Gear Fan</p> <p><small>© 2005 SYSTEM SOFTWARE</small></p>	<p>(C) 0/0 Anji: In Pursuit</p> <p>AUTO - [(1) Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 of your opponent's characters, and return it to their hand.</p>			
GGST/SX06-072	 <p>NEW! 1 0 LEVEL</p> <p>What are you, girl?</p> <p>4000</p> <p>Baiken: Campfire Conversation GUILTY GEAR</p> <p>Guilty Gear Weapon</p> <p><small>© 2005 SYSTEM SOFTWARE</small></p>	<p>(C) 1/0 Baiken: Campfire Conversation</p> <p>CONT - During your turn, if you have 2 or more other <Guilty Gear> characters, this card gets +2000 power.</p> <p>AUTO - When this card attacks, if the character facing this card is level 2, this card gets +6000 power until end of turn.</p>			

GGST/SX06-073



(C) 2/1 Anji & Baiken: Common Understanding

AUTO - When you use this card's BACKUP, choose 1 of your characters in battle, and that character gets the following ability until end of turn: "AUTO - When this card's battle opponent becomes reversed, put that character into your opponent's memory."

ACT - BACKUP - [(1) Put this card from your hand into your waiting room] +3000

GGST/SX06-074



(C) Sol: Ordinary Merchant

CONT - This card gets +1000 power for each of your other <Guilty Gear> characters.

GGST/SX06-075



(R) 2/2 Outrage MK.II

COUNTER - If you do not have a <Guilty Gear> character, this card cannot be played from your hand. Choose up to 2 of your <Guilty Gear> characters, and they get the following ability until end of turn: "CONT - This card cannot become reversed."



SR

GGST/SX06-076



(U) 1/1 Removing the Corruption

Choose 1 face up card in your level, return it to your hand, put this card into your level, choose 1 of your <Guilty Gear> characters, and that character gets +3000 power until end of turn.

AUTO - EXPERIENCE - [(4) Put 2 cards from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character attacks, if you are level 3 or higher, you may pay the cost. If you do, choose 1 of your characters in battle, and STAND it.









SR

GGST/SX06-077



(CR) Resolve of Steel - Standby CX

Combos with 2/2 Baiken (052).

GGST/SX06-078		(CR) 0% Possible - Drive CX <i>Combos with 3/2 Sal (053).</i>		RRR	
GGST/SX06-079		(CC) Overdrive: Forever Elysion Driver - Standby CX <i>Combos with 1/0 Jack-O' (066).</i>			
GGST/SX06-080		(CC) Freedom - Door CX <i>Combos with 3/2 I-No (059).</i>			
GGST/SX06-081		(RR) 1/0 Ky: Sword of Justice CONT - If you have 2 or more other <Guilty Gear> characters, this card gets +1000 power. AUTO - {CX COMBO} When this card attacks, if Overdrive: Ride the Lightning (Pants CX - 099) is in your climax area, and you have 2 or more other <Guilty Gear> characters, choose 1 of the following effects, and perform it: a) "Look at up to 4 cards from the top of your deck, choose up to 1 <Guilty Gear> character from among them, reveal it to your opponent, put it into your hand, and put the rest into your waiting room." b) "Choose 1 level 2 or higher <Guilty Gear> character in your waiting room, and return it to your hand."		OFR	

GGST/SX06-082



(RR) 3/2 Faust: Nutty Doctor

CONT - If you have 4 or more <Guilty Gear> chracters, this card gets -1 level while in your hand.

CONT - During your turn, if all of your characters are <Guilty Gear>, this card gets +2000 power.

AUTO - [Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, put the top card of your clock into your stock.



SP

GGST/SX06-083



(R) 0/0 Happy Chaos: Unpredictable Menace

AUTO - [Return this card to your hand] When your climax is placed on your climax area, you may pay the cost. If you do, choose 1 of your characters, and that character gets +2000 power until end of turn.

AUTO - [(1)] At the beginning of your opponent's attack phase, you may pay the cost. If you do, move this card to an open position of your back stage.



SP

GGST/SX06-084



(R) 0/0 Faust: Beginning Operation

AUTO - [CX COMBO] - When G-Canceler Field (Pants CX - 100) is placed on your climax area, if you have another <Guilty Gear> character, look at the top card of your deck, choose up to 1 <Guilty Gear> character, reveal it to your opponent, put it into your hand, and put the rest into your waiting room.

AUTO - When your climax is placed on your climax area, choose 1 of your characters, and that character gets +2000 power until end of turn.



SR

GGST/SX06-085



(R) 2/1 Testament: Beautiful Gear

AUTO - When this card is placed on the stage from your hand, you may choose 1 character in your waiting room, and return it to your hand. If you returned a character to your hand, choose 1 card in your hand, and put it into your waiting room.

ACT - [(2) Put 2 cards from your hand into your waiting room & Put 1 <Guilty Gear> character from your memory into your waiting room & Rest this card] Deal 1 damage to your opponent 2 times.



SP

GGST/SX06-086



(R) 3/2 Ky: Mighty King

AUTO - When this card is placed on the stage from your hand, choose up to 1 character with level equal to or lower than your level in your hand, put it in any position of your stage, and this card gets +2000 power until end of turn.

AUTO - [(4) Put 2 cards from your hand into your waiting room] This ability activates up to 1 time per turn. When this card's battle opponent becomes reversed, you may pay the cost. If you do, stand this card.



SP

GGST/SX06-087



(U) 0/0 Ky: Blood of Juno

CONT - During your opponent's turn, if your opponent has 3 or less characters, this card gets +1 level and +1500 power.

AUTO - [Put 1 card from your hand into your waiting room] When this card is put into your waiting room from the stage, you may pay the cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 level 1 or higher card from among them, reveal it to your opponent, put it into your hand, and put the rest into your waiting room.



SR

GGST/SX06-088



(U) 0/0 Testament: Elegant Grim Reaper

CONT - If your stock has 2 or less cards, this card gets +1500 power.

AUTO - [(1) Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, search your deck for up to 1 <Guilty Gear> character, reveal it to your opponent, put it into your hand, and shuffle your deck.



SR

GGST/SX06-089



(U) 1/0 Faust: Bone-Crushing Excitement

CONT - ASSIST +500 power to characters in front of this card.

ACT - [Put 1 <Guilty Gear> character from your memory into your waiting room & Rest this card] Reveal the top card of your deck.




- If that card is a climax, choose 1 card in your opponent's waiting room, and put it on top of their deck.

- If that card is a level 0 or lower character, all of your characters get +1000 power until end of turn.

- If that card is level 1, choose 1 of your characters, and that character gets +4000 power until end of turn.

- If that card is level 2, put the top card of your deck into your clock.

- If that card is level 3 or higher, put the bottom card of your deck into your stock.

GGST/SX06-090	<div><p>LEVEL 1 0 COST</p><p>SAMPLE</p><p>I'm not really a direct combat guy.</p><p>AUTO - [(2) Put 1 <Guilty Gear> character from your memory into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 cost 1 or lower character in your opponent's back stage, and put it into their waiting room.</p><p>GGST/SX06-090 1P</p><p>4500</p><p>Happy Chaos: Trigger Happy GUILTY GEAR</p><p>Guilty Gear Magic</p></div>	<p>(U) 1/0 Happy Chaos: Trigger Happy</p> <p>AUTO - [(2) Put 1 <Guilty Gear> character from your memory into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 cost 1 or lower character in your opponent's back stage, and put it into their waiting room.</p>			
GGST/SX06-091	<div><p>LEVEL 2 1 COST</p><p>SAMPLE</p><p>The real Tome...</p><p>CONT - This card can be played from your hand without fulfilling color requirements.</p><p>AUTO - [Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, search your deck for up to 1 "Asuka: Gear Maker", reveal it to your opponent, put it into your hand, and shuffle your deck.</p><p>ACT - [Put this card and 1 "Asuka: Gear Maker" from your stage into your waiting room] Choose 1 3/2 I-No: Crushing Power (059) in your waiting room, and put it in the stage position this card was in.</p><p>GGST/SX06-091 1P</p><p>500</p><p>Happy Chaos: Tome of Origin GUILTY GEAR</p><p>Guilty Gear Magic</p></div>	<p>(U) 2/1 Happy Chaos: Tome of Origin</p> <p>CONT - This card can be played from your hand without fulfilling color requirements.</p> <p>AUTO - [Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, search your deck for up to 1 1/0 Asuka: Gear Maker (T15), reveal it to your opponent, put it into your hand, and shuffle your deck.</p> <p>ACT - [Put this card and 1 1/0 Asuka: Gear Maker (T15) from your stage into your waiting room] Choose 1 3/2 I-No: Crushing Power (059) in your waiting room, and put it in the stage position this card was in.</p>	<div><p>LEVEL 2 1 COST</p><p>SAMPLE</p><p>... is right here.</p><p>CONT This card can be played from your hand without fulfilling color requirements.</p><p>AUTO [Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, search your deck for up to 1 "Asuka: Gear Maker", reveal it to your opponent, put it into your hand, and shuffle your deck.</p><p>ACT [Put this card and 1 "Asuka: Gear Maker" from your stage into your waiting room] Choose 1 "I-No: Crushing Power" in your waiting room, and put it in the stage position that this card was in.</p><p>GGST/SX06-091 1P</p><p>500</p><p>Happy Chaos: Tome of Origin GUILTY GEAR</p><p>Guilty Gear Magic</p></div>	SR	

GGST/SX06-092



(C) 0/0 Ky: Righteous Ruler

CONT - All of your other <Guilty Gear> characters get +500 power.

AUTO - [Put 1 climax from your hand into your waiting room]
When your character's trigger check reveals a climax with Pants in its trigger icon, you may pay the cost. If you do, look at up to 2 cards from the top of your deck, choose up to 1 card from among them, put it into your hand, and put the rest into your waiting room.

GGST/SX06-093



(C) 0/0 Faust: Creepy Eyes

AUTO - When this card is placed on the stage from your hand, choose 1 character in your opponent's center stage, and that character gets -500 power and <Afro> until end of turn.

AUTO - When this card is put into your waiting room from stage, if you have 1 or less card in your memory, you may choose 1 **1/0 Faust: Bone-crushing Excitement (089)** or **0/0 Faust: Creepy Eyes** in your waiting room, and put it into your memory.

GGST/SX06-094

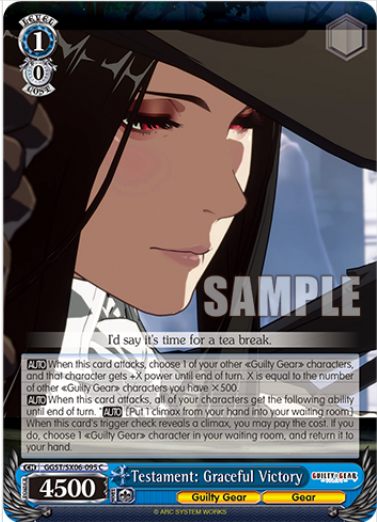


(C) 1/1 Happy Chaos: Restorer of Humanity

AUTO - When this card is placed on the stage from your hand, if your memory has 1 or less card, you may choose 1 <Guilty Gear> character in your waiting room, and put it into your memory.

AUTO - When this card becomes reversed, if the level of this card's battle opponent is higher than your opponent's level, you may put that character on the bottom of your opponent's deck.

GGST/SX06-095



(C) 1/0 Testament: Graceful Victory

AUTO - When this card attacks, choose 1 of your other <Guilty Gear> characters, and that character gets +X power until end of turn. X is equal to the number of other <Guilty Gear> characters you have times 500.

AUTO - When this card attacks, all of your characters get the following ability until end of turn: "AUTO - [Put 1 card from your hand into your waiting room] When this card's trigger check reveals a climax, you may pay the cost. If you do, choose 1 <Guilty Gear> character in your waiting room, and return it to your hand."

GGST/SX06-096



(C) 2/2 Sibling Succubi of Testament

CONT - If you have 2 or more other <Guilty Gear> characters, this card gets +2000 power.

AUTO - [Put 1 climax from your hand into your waiting room] At the beginning of your opponent's attack phase, you may pay the cost. If you do, choose this and 1 of your other <Guilty Gear> characters, exchange them as **STAND**, if your memory has 1 or less card, choose up to 1 **2/1 Testament - Beautiful Gear (085)** or **2/2 Sibling Succubi of Testament** in your waiting room, and put it into your memory.

GGST/SX06-097



(R) Dragon Install

Choose 1 of your characters with "Ky" in its card name, and that character gets +3000 power and the following ability until end of turn: **"AUTO** - When this card's battle opponent becomes reversed, you may deal 1 damage to your opponent."



SR

GGST/SX06-098	A card featuring a character with long dark hair and a white mask. The card has a 'SAMPLE' watermark. The text on the card includes: 'Choose 1 face up card in your level, return it to your hand, put this card into your level, choose 1 of your <Guilty Gear> characters, and that character gets +3000 power until end of turn. [1/2] Experience (4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character is attacked, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you drew 1 card, choose 1 card in your hand, and put it into your waiting room.' The card is labeled 'No Answer' and 'Guilty Gear'.	(U) 1/1 No Answer Choose 1 face up card in your level, return it to your hand, put this card into your level, choose 1 of your <Guilty Gear> characters, and that character gets +3000 power until the end of turn. AUTO - EXPERIENCE [(4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character is attacked, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you drew 1 card, choose 1 card in your hand, and put it into your waiting room.	A card featuring a character with long dark hair and a white mask. The card has a 'SAMPLE' watermark. The text on the card includes: 'Choose 1 face up card in your level, return it to your hand, put this card into your level, choose 1 of your <Guilty Gear> characters, and that character gets +3000 power until end of turn. [1/2] Experience (4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character is attacked, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you drew 1 card, choose 1 card in your hand, and put it into your waiting room.' The card is labeled 'No Answer' and 'Guilty Gear'.	SR
GGST/SX06-099	A card featuring a character with blonde hair and a blue outfit. The card has a 'SAMPLE' watermark. The text on the card includes: 'All of your characters get +1000 power and +1 soul. When this card triggers, you may choose 1 card in your waiting room, and return it to your hand. [1/2] Experience (4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character is attacked, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you drew 1 card, choose 1 card in your hand, and put it into your waiting room.' The card is labeled 'Overdrive: Ride the Lightning' and 'Guilty Gear'.	(CC) Overdrive: Ride the Lightning - Pants CX Combos with 1/0 Ky (081).	A card featuring a character with blonde hair and a blue outfit. The card has a 'SAMPLE' watermark. The text on the card includes: 'All of your characters get +1000 power and +1 soul. When this card triggers, you may choose 1 card in your waiting room, and return it to your hand. [1/2] Experience (4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character is attacked, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you drew 1 card, choose 1 card in your hand, and put it into your waiting room.' The card is labeled 'Overdrive: Ride the Lightning' and 'Guilty Gear'.	RRR
GGST/SX06-100	A card featuring a character with dark hair and a white mask. The card has a 'SAMPLE' watermark. The text on the card includes: 'All of your characters get +1000 power and +1 soul. When this card triggers, you may choose 1 card in your waiting room, and return it to your hand. [1/2] Experience (4) Put 1 card from your hand into your waiting room & Put this card from face up to face down] If this card is in your level, when your character is attacked, you may pay the cost. If you do, choose 1 of your opponent's characters, that character gets -3 soul until end of turn, and draw up to 1 card. If you drew 1 card, choose 1 card in your hand, and put it into your waiting room.' The card is labeled 'G-Canceler Field' and 'Guilty Gear'.	(CC) G-Canceler Field - Pants CX Combos with 0/0 Faust (084).		

GGST/SX06-101

Box Topper PR

Store Assist PR
(Foil Version)



(PR) 1/0 SD May & Faust

CONT - This card gets +2000 power for each marker underneath this card.

AUTO - When this card is placed on the stage from your hand, this card gets +X power until end of turn. X is equal to the number of <Guilty Gear> chracaters you have times 500.

AUTO - When this card's battle opponent become reversed, you may look at the top card of your deck. If you do, put that card face down underneath this card as a marker.



Foil

GGST/SX06-102

Box Topper PR

Store Assist PR
(Foil Version)



(PR) 1/0 SD Anji & Chipp

CONT - This card gets +500 power for each climax in your waiting room.

AUTO - When this card is frontal attacked, put this card into your waiting room.



Foil

GGST/SX06-103

Box Topper PR

Store Assist PR
(Foil Version)



(PR) 3/2 SD Nagoriyuki & Potemkin

CONT - If you have 2 or more other <Guilty Gear> characters, this card gets +1500 power, and during this card's battle, you cannot receive damage by the AUTO effects of your opponent's characters.

AUTO - When this card is placed on the stage from your hand, all of your characters get +3000 power until end of turn.



Foil

GGST/SX06-104

Box Topper PR

Store Assist PR
(Foil Version)



(PR) 0/0 SD Giovanna & Goldlewis

AUTO - This ability activates up to 1 time per turn. When this card becomes rested from standing, choose 1 of your characters, and that character gets +500 power until end of turn.

AUTO - This ability activates up to 1 time per turn. When this card becomes reversed in battle, choose up to 2 of your other <Guilty Gear> characters, and they get "AUTO - ENCORE [Put 1 character from your hand into your waiting room]" until end of turn.

AUTO - This ability activates up to 1 time per turn. When this card becomes standing from rested, look at the top card of your deck, and put it on the top of your deck or into your waiting room.



Foil

GGST/SX06-105

Box Topper PR

Store Assist PR
(Foil Version)



(PR) 0/0 SD Millia & Zato=1

AUTO - When this is placed on the stage from your hand, look at up to 2 cards from the top of your opponent's deck, and put them on top of their deck in the original order.

ACT - [(1)] Choose 1 character in your opponent's center stage, and that character gets -1000 power until end of turn.



Foil

GGST/SX06-106

Box Topper PR

Supply Set PR
(Foil Version)



(PR) 1/0 SD Ramlethal & Baiken

AUTO - [Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 level 0 or lower character in your waiting room, and put it in any position of your stage.



Foil

GGST/SX06-107

Box Topper PR

Supply Set PR
(Foil Version)



(PR) 1/0 SD Sol, Jack-O' & Axl

AUTO - [(1) Put 1 card from your hand into your waiting room] At the beginning of your climax phase, you may pay the cost. If you do, choose 1 of your opponent's characters, move it to another open position of your opponent's stage, and this card gets +1000 power until end of turn.

AUTO - When this card is frontal attacked, reveal the top card of your deck. If that card is a climax, return all of your characters in your center stage to your hand.

ACT - [Rest this card] Choose 1 of your characters, and that character gets +1 level and +1000 power until end of turn. This card cannot **STAND** during your next stand phase.



Foil

GGST/SX06-108

Box Topper PR

Supply Set PR
(Foil Version)



(PR) 2/1 I-No & Happy Chaos

CONT - If you have 4 or more <Guilty Gear> characters, this card gets -1 level while in your hand.

AUTO - [(2) Put 2 cards from your hand into your waiting room & Rest this card] At the beginning of your attack phase, if this card is in your center stage, you may pay the cost. If you do, deal 2 damage to your opponent 2 times, and put up to 1 card from the top of your clock into your waiting room.



Foil

GGST/SX06-109

Box Topper PR

Supply Set PR
(Foil Version)



(PR) 0/0 SD Ky & Leo

AUTO - [Return 2 characters from your waiting room to your deck & Shuffle your deck] When this card is placed on the stage from your hand, you may pay the cost. If you do, this card's soul does not decrease by side attacking until end of turn.

AUTO - When this card attacks, choose 1 of your <Guilty Gear> characters, and that character gets +1500 power until end of turn.



Foil

GGST/SX06-110

Box Topper PR

Supply Set PR
(Foil Version)



(PR) 1/0 SD Testament

AUTO - When this is placed on the stage from your hand, reveal the top card of your deck, and this card gets +X soul until end of turn. X is equal to the level of the revealed card.

AUTO - When this card's battle opponent becomes reversed, if your stock has 3 or less cards, you may put that character on top of your opponent's deck.



Foil

GGST/SX06-P03

December Shop PR

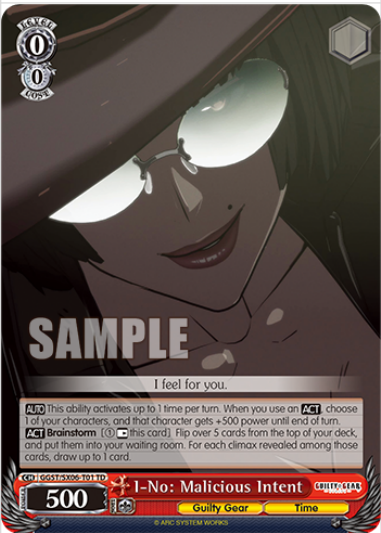




(PR) 3/2 Sol: Brash Warrior

CONT - If your waiting room has 2 or less climax, this gets -1 level while in your hand.

CONT - If you do not have another <Guilty Gear> character, this card cannot stand during your stand phase.

AUTO - When this card is placed on the stage from your hand, look at up to 3 cards from the top of your deck, choose up to 1 card from among them, put it into your hand, and put the rest into your waiting room.

No./19		19		
GGST/SX06-T01		<p>(TD) 0/0 I-No: Malicious Intent</p> <p>[AUTO] This ability activates up to 1 time per turn. When you use an [ACT], choose 1 of your characters, and that character gets +500 power until end of turn.</p> <p>[ACT] Brainstorm [(1) [REST] this card] Flip over 5 cards from the top of your deck, and put them into your waiting room. For each climax revealed among those cards, draw up to 1 card.</p>		RRR
GGST/SX06-T02		<p>(TD) 0/0 Sol: Left Behind</p> <p>[CONT] If your hand has 5 or more cards, this card gets +2000 power.</p> <p>[AUTO] [(1) Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 «Guilty Gear» character in your waiting room, return it to your hand, choose 1 of your other «Guilty Gear» characters, and that character gets +1000 power until end of turn.</p>		

GGST/SX06-T03



(TD) 0/0 Anji & Chipp: Observing From Afar

[CONT] All of your other 《Guilty Gear》 characters get +500 power.

[ACT] **[REST]** this card] Choose 1 of your 《Guilty Gear》 characters, and that character gets +500 power until the end of your opponent's next turn.

GGST/SX06-T04



(TD) 0/0 Jack-O' & Aria: Between Existences

[AUTO] When this card becomes **[REVERSE]** in battle or at the end of this card's attack, if you have 1 or less card in your memory, you may put this card into your memory.

[AUTO] [(1) Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand or when this card becomes **[REVERSE]** in battle, you may pay the cost. If you do, search your deck for up to 1 **«Guilty Gear»** character, reveal it to your opponent, put it into your hand, and shuffle your deck.

GGST/SX06-T05



(TD) 1/0 Sol: Bounty Hunter

[CONT] This card gets +1000 power for each other «Guilty Gear» character in your back stage.

[AUTO] [CXCOMBO] [Put 1 card from your hand into your waiting room] When this card's battle opponent becomes [REVERSE], if "Overdrive: Dragon Install" (T11) is in your climax area, and you have 2 or more other «Guilty Gear» characters, you may pay the cost. If you do, search your deck for up to 2 «Guilty Gear» characters, reveal them to your opponent, put them into your hand, and shuffle your deck.



SR & SP

GGST/SX06-T06



(TD) 1/1 I-No: Staff Interview

GGST/SX06-T08






(TD) 2/1 Jack-O': Bounty Hunter



[AUTO] Encore [Put 1 《Guilty Gear》 character from your hand into your waiting room] (When this card is put into your waiting room from the stage, you may pay the cost. If you do, return this card to its previous stage position as **[REST]**)



RRR

GGST/SX06-T09	The card features Sol in a red coat with a large 'SAMPLE' watermark. It has a level 3 gauge and 2 souls. The text reads: 'I told you, no holding back.' and includes two auto abilities related to placing cards in the waiting room and dealing damage.	<p>(TD) 3/2 Sol: Greatest Rival</p> <p>[AUTO] [Put 1 card from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 climax in your waiting room, return it to your hand, and this card gets +1000 power until end of turn.</p> <p>[AUTO] [(2) Put 2 《Guilty Gear》 characters from your hand into your waiting room & Put 1 《Guilty Gear》 character or "Birthday Memories" (T10) from your memory into your waiting room] When this card attacks, you may pay the cost. If you do, deal 5 damage to your opponent. <i>[Damage may be canceled.]</i></p>	The card features Sol in a red coat with a large 'SAMPLE' watermark. It has a level 3 gauge and 2 souls. The text reads: 'I told you, no holding back.' and includes two auto abilities related to placing cards in the waiting room and dealing damage.	OFR	
GGST/SX06-T10	The card features two characters in a dark setting with a large 'SAMPLE' watermark. It has a level 2 gauge and 0 souls. The text reads: 'And maybe, I can always remain by your side, then.' and includes an ability to be placed in memory and an auto ability to choose a Guilty Gear character.	<p>(TD) 2/0 Birthday Memories</p> <p>If your memory has 1 or less cards, put this card into your memory.</p> <p>Choose 1 of your characters with "Sol" in its card name, and that card gets +2500 power, +1 soul, and the following ability until end of turn. [AUTO] When this card's battle opponent becomes [REVERSE], you may choose 1 《Guilty Gear》 character in your waiting room, and return it to your hand."</p>			
GGST/SX06-T11	The card features a fiery dragon-like creature with a large 'SAMPLE' watermark. It has a level 1 gauge and 0 souls. The text reads: 'Dragon Install!!' and includes an ability to give all characters +1000 power and +1 soul, and an auto ability to choose a character from the waiting room.	<p>(TD) Overdrive: Dragon Install - Door CX</p> <p>Combos with 1/0 Sol (T05).</p>			

GGST/SX06-T12		(TD) Dangerous Duo - 2 Soul CX		
GGST/SX06-T13		(TD) 0/0 Happy Chaos: Gunslinger [CONT] All of your other "I-No: Staff Interview" (T06) get +2000 power. [AUTO] Bond/"I-No: Staff Interview" (T06) [Put 1 card from your hand into your waiting room. When this card is played and placed on the stage, you may pay the cost. If you do, choose 1 "I-No: Staff Interview" in your waiting room, and return it to your hand.]		
GGST/SX06-T14		(TD) 0/0 Ky: First King of Illyria [AUTO] [Put 1 climax from your hand into your waiting room] When this card is placed on the stage from your hand, you may pay the cost. If you do, choose 1 «Guilty Gear» character in your waiting room, and return it to your hand. [AUTO] At the beginning of your opponent's attack phase, you may move this card to an open position of your center stage.		

GGST/SX06-T15		<p>(TD) 1/0 Asuka: Gear Maker</p> <p>[CONT] This card can be played from your hand without fulfilling color requirements.</p> <p>[AUTO] When you use this card's "Backup", if you have a 《Guilty Gear》 character, choose 1 of your characters in battle, and that character gets +1000 power until end of turn.</p> <p>[ACT] [COUNTER] Backup 1000, Level 1 [Put this card from your hand into your waiting room] (Choose 1 of your characters that is being frontal attacked, and that character gets +1000 power until end of turn)</p>			
GGST/SX06-T16		<p>(TD) 1/0 Daryl: Third King of Illyria</p> <p>[AUTO] When this card is placed on the stage from your hand, this card gets +1500 power until end of turn.</p> <p>[AUTO] When this card attacks, choose 1 of your 《Guilty Gear》 characters, and that character gets +1500 power until end of turn.</p>			

GGST/SX06-T17	A card featuring a character with blonde hair and a white coat. The card has a power of 4500 and a cost of 1. It includes an AUTO effect that triggers when a climax is placed on the climax area, granting +X power until the end of the opponent's next turn, where X is equal to the number of «Guilty Gear» characters you have x500.	(TD) 1/0 Ky: Rapid Escalation [AUTO] When your climax is placed on your climax area, this card gets +X power until the end of your opponent's next turn. X is equal to the number of «Guilty Gear» characters you have x500.	A card featuring a character with blonde hair and a white coat. The card has a power of 4500 and a cost of 1. It includes an AUTO effect that triggers when a climax is placed on the climax area, granting +X power until the end of the opponent's next turn, where X is equal to the number of «Guilty Gear» characters you have x500.	SR	
GGST/SX06-T18	A card featuring a character with blonde hair and a white coat. The card has a power of 10000 and a cost of 3. It includes an AUTO effect that triggers when the card is placed on the stage from your hand, allowing you to put the top card of your clock into your waiting room. It also has a CXCX effect that triggers when the card attacks, allowing you to look at up to 2 cards from the top of your opponent's deck and choose up to 1 card from among them to put at the bottom of their deck.	(TD) 3/2 Ky: Greatest Rival [AUTO] When this card is placed on the stage from your hand, you may put the top card of your clock into your waiting room. [CXCX] When this card attacks, if "Kingly Smile" (T19) is in your climax area, look at up to 2 cards from the top of your opponent's deck, choose up to 1 card from among them, put it at the bottom of their deck, put the rest on top of their deck in any order, and this card gets +3000 power until end of turn.	A card featuring a character with blonde hair and a white coat. The card has a power of 10000 and a cost of 3. It includes an AUTO effect that triggers when the card is placed on the stage from your hand, allowing you to put the top card of your clock into your waiting room. It also has a CXCX effect that triggers when the card attacks, allowing you to look at up to 2 cards from the top of your opponent's deck and choose up to 1 card from among them to put at the bottom of their deck.	OFR	
GGST/SX06-T19	A card featuring a character with blonde hair and a white coat. The card has a power of 1000 and a cost of 1. It includes an AUTO effect that triggers when the card is placed on the stage from your hand, allowing you to put the top card of your clock into your waiting room. It also has a CXCX effect that triggers when the card attacks, allowing you to look at up to 2 cards from the top of your opponent's deck and choose up to 1 card from among them to put at the bottom of their deck.	(TD) Kingly Smile - Pants CX			