

















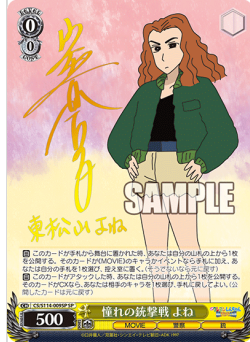









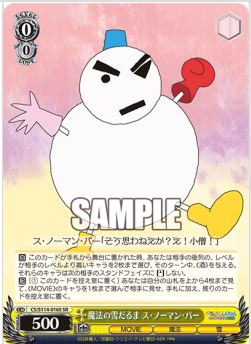




No./100:	100				
CS/S114-001		<p>(RR) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>ACT - [Rest 2 of your characters] Choose 1 of your characters, this turn, it gets +1 Soul.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>		SR	
CS/S114-002		<p>(RR) 0/0 Himawari (MOVIE/Family/Gem)</p> <p>CONT - If all of your characters are <MOVIE> or <Family>, this gets +1000 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SP	
CS/S114-003		<p>(RR) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this card's damage is cancelled, you may return this to hand.</p> <p>AUTO - {CX Combo} This ability can only be activated up to once per turn. When this card's damage is cancelled, if you have the +2 Soul CX (023) in your CX Area, choose up to 2 <MOVIE> or <Family> characters in your Waiting Room, placed them in Stock in any order, then perform the following effect up to 3 times, "Draw 1 card, then discard 1 card."</p>		MVR	







CS/S114-004		<p>(R) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Put 1 <MOVIE> or <Family> character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>		MVR	
CS/S114-005		<p>(R) 0/0 Makao & Joma (MOVIE/Magic/Ballet)</p> <p>AUTO - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <MOVIE> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>			SPa & SPb
CS/S114-006		<p>(R) 0/0 Toppema (Movie/Magic/Doll)</p> <p>CONT - If you do not have another <MOVIE> character, this does not Stand during your Stand Phase.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {1/0 Event - 022} in your Waiting Room, add it to hand.</p>		SP	






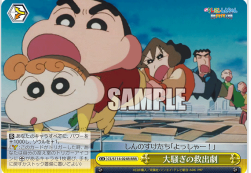




CS/S114-007		<p>(R) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Send 1 of your other <MOVIE> or <Family> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p> <p>AUTO - {CX Combo} [(4) Discard 2 {copies of this}, Discard 2 cards, Send the Choice CX (024) from your CX Area to Waiting Room] At the start of your Attack Phase, if you have no other front row characters, you may pay cost. If you do, deal 2 damage to your opponent 5 times, and until the end of your opponent's next turn, this gets +9000 power.</p>		MVR
CS/S114-008		<p>(R) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, this turn, this gets +2000 power and the following ability, "AUTO - At the start of the Encore Step, deal 2 damage to your opponent, then send this to Waiting Room."</p>		SR
CS/S114-009		<p>(U) 0/0 Yone (MOVIE/Police/Gun)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <MOVIE> character or an Event, add it to hand and discard 1 card.</p> <p>AUTO - When this attacks, reveal the top card of your deck. If that card is a CX, choose 1 of your opponent's characters, you may return it to hand.</p>		SP





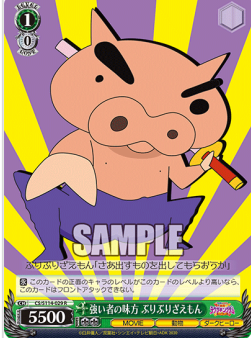

CS/S114-010		<p>(U) 0/0 Goshogake (MOVIE/Hotspring)</p> <p>AUTO - When this is placed on stage from hand, if you have another <MOVIE> character, this turn, this gets +2000 power.</p> <p>AUTO - (2) When this is placed on stage from hand, you may pay cost. If you do, heal 1.</p>		SP	
CS/S114-011		<p>(R) 1/0 Pretty Misaesu (MOVIE/Family/Magic)</p> <p>CONT - For each of your other back row <MOVIE> or <Family> characters, this gets +1500 power.</p> <p>AUTO - [Discard 1 card] While this is in your Waiting Room, when {0/0 Misae - 051} is sent from Stage to Waiting Room, you may pay cost. If you do, place this on stage in any slot.</p>		SP	
CS/S114-012		<p>(U) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swaps the two characters. X equals the Level of the character chosen by you -1.</p>		MVR	

CS/S114-013		<p>(U) 2/1 Mata Tami (MOVIE/Transform)</p> <p>AUTO - When this is placed on stage from hand, choose up to 4 {3/2 Shinnosuke - 015} from your Waiting Room, and put them on the bottom of your deck in any order.</p> <p>ACT - FUSION [Put 1 {RR 0/0 Shinnosuke Brainstorm - 001} underneath this card Face-up as a Marker] Search your deck for up to 1 {3/2 Shinnosuke - 015}, place it on stage in this card's slot, then put this card and all Markers underneath it underneath that card Face-up as Markers in any order, then shuffle your deck afterwards.</p>		SP	
CS/S114-014		<p>(U) 2/1 Ibusuke (MOVIE/Hotspring)</p> <p>AUTO - [Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, heal 1.</p> <p>ACT - BACKUP +2500</p>		SP	
CS/S114-015		<p>(U) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - (1) During your Main Phase, when this is placed on stage from hand or deck, you may pay cost. If you do, search your deck for up to 1 {copy of this}, place it on stage in any slot, and shuffle your deck afterwards.</p>		MVR	







CS/S114-016		(C) 0/0 Su Norman Parr (MOVIE/Magic/Snow) AUTO - When this is placed on stage from hand, choose up to 2 of your opponent's Back Row characters whose Level is higher than your opponent's Level, this turn, they get <Alcohol>, and during your opponent's next Stand Phase, those characters does not Stand. ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <MOVIE> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		SR	
CS/S114-017		(C) 1/0 Shinnosuke (MOVIE/Family/Kindergarten) CONT - During your turn, this gets +4000 power. AUTO - When this attacks, choose 1 of your other characters, this turn, it gets +X power. X equals that character's Soul times 1000. <i>*Note: Has a Soul Trigger</i>		MVR	
CS/S114-018		(C) 1/0 Shinnosuke (MOVIE/Family/Kindergarten) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 character with the same card name as a character on your stage, show it to your opponent, add it to hand, and shuffle your deck afterwards. AUTO - When this is Reversed, look at up to 4 cards from the top of your deck, choose up to 1 CX with 2 Soul Triggers from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.		MVR	







CS/S114-019		<p>(C) 1/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - ASSIST Level x 500 to <MOVIE> or <Family> characters.</p> <p>AUTO - When you trigger a CX with 2 Soul Triggers, look at the top card of your opponent's deck, and put it on top or bottom of their deck.</p>		SR	
CS/S114-020		<p>(C) 2/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - For each of your other back row <MOVIE> or <Family> characters, this gets +2500 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Salvage Split Soul CX (025) in your CX Area, and you have 4 or more other <MOVIE> or <Family> characters, choose up to 1 <MOVIE> or <Family> character in your Waiting Room, add it to hand, then until the end of your opponent's next turn, this gets +1500 power and "AUTO - ENCORE [Discard 1 <MOVIE> or <Family> character]"</p>		MVR	
CS/S114-021		<p>(C) 2/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <MOVIE> or <Family> characters times 1000.</p> <p>ACT - [(1) Discard 1 card, send this to Waiting Room] Choose 1 character in your Waiting Room whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.</p>		MVR	







CS/S114-022		<p>(R) 1/0 Event</p> <p>If you don't have a <MOVIE> or <Family> character, this cannot be played from hand.</p> <p>Choose 1 of the following 2 effects and resolve it,</p> <p>a) "Mill 4, choose up to 1 Level X or lower <MOVIE> or <Family> character from your Waiting Room, add it to hand. X equals the number of Soul Triggers milled."</p> <p>b) "[Discard 3 cards] You may pay cost. If you do, deal 3 damage to your opponent."</p>		SR
CS/S114-023		<p>(CR) +2 Soul CX</p>		RRR
CS/S114-024		<p>(CR) Choice CX</p>		RRR
CS/S114-025		<p>(CR) Salvage Split Soul CX</p> <p>CX Salvages a character with a Soul Trigger on CX Placement</p>		RRR
CS/S114-026		<p>(RR) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - When this is Reversed, if you have 2 or less Memory, you may send this to Memory.</p>		SP

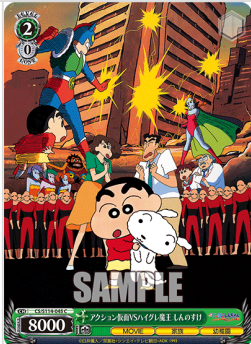



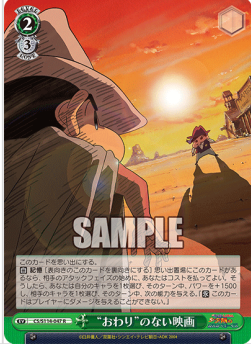

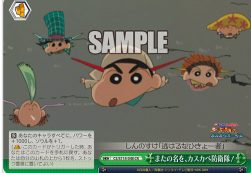

CS/S114-027		<p>(RR) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this is placed on stage from hand, you may Heal up to 1, then this turn, this gets +3000 power.</p> <p>AUTO - {CX Combo} [(2) Discard 1 <MOVIE> or <Kindergarten> character] When this attacks, if you have the Bar CX (048) in your CX Area, and you have 4 or more other <MOVIE> or <Kindergarten> characters, you may pay cost. If you do, deal 2 damage to your opponent, then look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room.</p>		MVR	
CS/S114-028		<p>(R) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - If you have 2 or more other <MOVIE> or <Family> characters, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Bar CX (049) in your CX Area, look at up to 2 cards from the top of your deck, choose up to 2 <MOVIE> or <Family> character from among them, show them to your opponent, add them to hand, send the rest to Waiting Room.</p>		MVR	
CS/S114-029		<p>(R) 1/0 Buriburizaemon (MOVIE/Animal/Dark Hero)</p> <p>CONT - If the Level of the character across from this is higher than this card's level, this cannot Front Attack.</p> <p><i>*Note: Has 2 Souls</i></p>		SP	









CS/S114-033		<p>(U) 0/0 Bo (MOVIE/Kindergarten/Mystery)</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.</p> <p>ACT - BRAINSTORM (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect: "Choose 1 character from your Waiting Room, add it to hand, and discard 1 card."</p>		SP	
CS/S114-034		<p>1/0 Tsubaki (MOVIE)</p> <p>AUTO - {CX Combo} [(1) Send this to Memory, Send the Bar CX (048) from your CX Area to Waiting Room] At the start of your Encore Step, if you have another <MOVIE> character, you may pay cost. If you do, deal 1 damage to your opponent.</p> <p>AUTO - MEMORY [Send this to Waiting Room] While this is in your Memory, at the end of your turn, you may pay cost. If you do, draw 1 card, then discard 1 card.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1500 power.</p>		SP	
CS/S114-035		<p>(U) 1/0 Bo (MOVIE/Kindergarten/Mystery)</p> <p>AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, mill 4, choose up to 1 Level X or lower <MOVIE> or <Kindergarten> character from your Waiting Room, add it to hand. X equals the number of Soul Triggers milled.</p>		SR	

CS/S114-036		<p>(U) 2/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +4000 power.</p> <p>ACT - [(1) Discard 1 card, Rest this] Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p>		SR	
CS/S114-037		<p>(U) 2/1 Ririko & Mimiko (MOVIE/Assistant/Science)</p> <p>AUTO - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "AUTO - When this card's battle opponent is Reversed, send it to Memory."</p> <p>ACT - BACKUP +3000</p>		SR	
CS/S114-038		<p>(U) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - MEMORY - If you have 2 ore more {RR 0/0 Shinnosuke Riki - 026} in your Memory, this gets -1 Level in hand.</p> <p>CONT - If you have 2 or more other <MOVIE> or <Family> characters, this gets +3000 power.</p> <p>AUTO - When this is sent from Stage to Waiting Room, you may return this back to your hand. If you do, choose up to 1 <MOVIE> or <Family> character in your Waiting Room, send it to Stock.</p>		MVR	







CS/S114-039		<p>(C) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.</p> <p>ACT - [Discard 2 cards, Send this to Waiting Room] Choose 1 character in your Waiting Room whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.</p>		SR	
CS/S114-040		<p>(C) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 Cost 0 or lower character in your Waiting Room, and place them on stage in separate slots.</p>		SR	
CS/S114-041		<p>(C) 0/0 Paradise King (MOVIE/King)</p> <p>AUTO - [Discard 1 <MOVIE> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <MOVIE> character from your Clock, add it to hand, and put the top card of your deck into Clock.</p>		SR	







<p>CS/S114-042</p>		<p>(C) 0/0 Nene (MOVIE/Kindergarten/Doll)</p> <p>CONT - If you have no other characters, this gets +1 Level and +1500 power.</p> <p>AUTO - When this is placed on stage from hand, you may send the top card of your opponent's Stock to Waiting Room. If you do, choose 1 card in your opponent's Waiting Room, send it to your opponent's Stock.</p>		<p>SR</p>	
<p>CS/S114-043</p>		<p>(C) 0/0 Tamiko (MOVIE/Time)</p> <p>AUTO - (2) At the start of your Encore Step, you may pay cost. If you do, choose 1 of your other characters and this card, send them to Memory. At the start of your next Draw Phase, place those characters in your Memory on stage in separate slots.</p>		<p>SP</p>	
<p>CS/S114-044</p>		<p>(C) 1/0 Oiroke (MOVIE/Weapon)</p> <p>AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.</p> <p>ACT - [Discard 1 card, Send this to the bottom of your deck] Choose 1 character in your Waiting Room, add it to hand.</p>		<p>SP</p>	




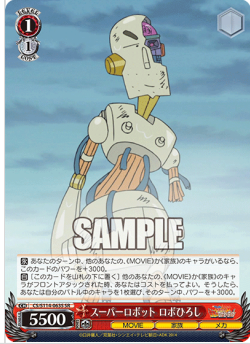
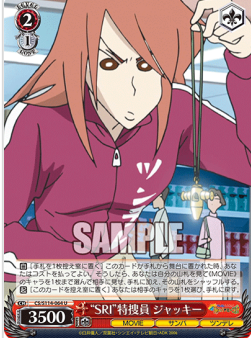
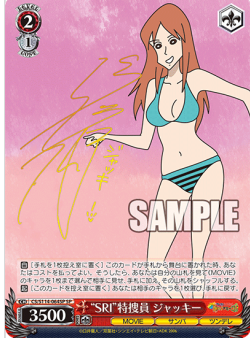
CS/S114-045		(C) 2/0 Shinnosuke (MOVIE/Family/Kindergarten)		MVR	
CS/S114-046		(C) 2/1 Saki (MOVIE/Kindergarten) AUTO - When this is placed on stage from hand, all players resolve the following effect: "If you have 5 or more Memory, choose 4 cards from your Memory, and send all other cards to Waiting Room." AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 2000.		SP	
CS/S114-047		(R) 2/3 Event Send this to Memory. AUTO - MEMORY [Flip this face-up card face-down] If this is in your Memory, at the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +1500 power, then choose 1 of your opponent's characters, this turn, it gains the following ability, " CONT - This cannot deal damage to players."		SR	
CS/S114-048		(CR) Bar CX		RRR	

CS/S114-049		(CR) Bar CX		RRR	
CS/S114-050		(CR) +2 Soul CX		RRR	
CS/S114-051		(RR) 0/0 Misae (MOVIE/Family/Housewife) AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000. AUTO - When this is Reversed, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <MOVIE> or <Family> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		SP	
CS/S114-052		(RR) 3/2 Shinnosuke (MOVIE/Family/Kindergarten) CONT - If this is in the Front Row, all of your <MOVIE> or <Family> characters get +1500 power. AUTO - {CX Combo} [(2) Send the Standby CX (073) from your CX Area to Waiting Room] At the start of your Attack Phase, if this is in your front row, you may pay cost. If you do, Stand this, then choose 1 {copy of this} in your Waiting Room, place it on stage in any slot. AUTO - [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent.		MVR	

CS/S114-053		(RR) 3/2 Hiroshi & Robo-Hiroshi (MOVIE/Family/Mecha)		SR	
CS/S114-054		(R) 0/0 Misae (MOVIE/Family/Housewife)		SR	
CS/S114-055		(R) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)		MVR	

CS/S114-056		<p>(R) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this attacks, choose 1 of your <MOVIE> or <Family> characters, this turn, it gets +1500 power.</p> <p>AUTO - {CX COMBO} When this attacks, if you have the Door CX (075) in the CX Area, and you have 2 or more other <MOVIE> or <Family> characters, mill 2, then choose up to 1 Level X or lower <MOVIE> or <Family> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>		MVR	
CS/S114-057		<p>(R) 2/2 Shiro & Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - For each of your other back row <MOVIE> or <Family> characters, this gets +2000 power.</p> <p>CONT - All of your other <MOVIE> or <Family> characters get +1000 power.</p>			
CS/S114-058		<p>(R) 2/2 Hiroshi (MOVIE/Family/Salaryman)</p> <p>CONT - If you have another {0/0 Misae - 054}, this gets +3500 power and "AUTO - ENCORE [Discard 1 <MOVIE> or <Family> character]"</p> <p>AUTO - {CX Combo} [Send the Standby CX (074) from your Climax Area to Waiting Room] At the start of your Attack Phase, if you have 2 or more other <MOVIE> or <Family> characters, you may pay cost. If you do, Stand this, and until the end of your opponent's next turn, this gets +1000 power.</p>		SR	

CS/S114-059		<p>(R) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.</p>		MVR	
CS/S114-060		<p>(U) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - At the start of your CX Phase, choose 1 of your <MOVIE> or <Family> characters, this turn, it gets +1000 power.</p> <p>ACT - [(1) Rest this] Choose 1 of your <MOVIE> or <Family> characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."</p>		MVR	
CS/S114-061		<p>(U) 0/0 Shinnosuke & Himawari (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.</p> <p>AUTO - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <MOVIE> or <Family> character in your Waiting Room, add it to hand.</p>		SR	

CS/S114-062		<p>(U) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.</p> <p>ACT - [(1) Send this to Waiting Room] Choose 1 <MOVIE> or <Family> character in your hand whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.</p>		MVR	
CS/S114-063		<p>(U) 1/1 Robo-Hiroshi (MOVIE/Family/Mecha)</p> <p>CONT - During your turn, if you have another <MOVIE> or <Family> character, this gets +3000 power.</p> <p>AUTO - [Send this to the bottom of your deck] When your other <MOVIE> or <Family> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +3000 power.</p>		SR	
CS/S114-064		<p>(U) 2/1 Jackie (MOVIE/Samba/Tsundere)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <MOVIE> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.</p>		SP	

CS/S114-065		<p>(U) 2/1 Fubukimaru (MOVIE/Weapon/Japanese Clothes)</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <MOVIE> characters, choose 1 <MOVIE> character in your Waiting Room, you may send it to Stock.</p> <p>AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.</p>		SP	
CS/S114-066		<p>(C) 0/0 Hiroshi (MOVIE/Family/Salaryman)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.</p> <p>AUTO - [Return this to hand] When a CX is placed in your CX Area, you may pay cost. If you do, draw 1 card, then discard 1 card.</p>		SR	
CS/S114-067		<p>(C) 0/0 Shiro (MOVIE/Family/Animal)</p> <p>CONT - ASSIST +1000 to Level 0 or lower characters.</p> <p>AUTO - [Send this to Waiting Room] When your other <MOVIE> or <Family> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested.</p>		SR	

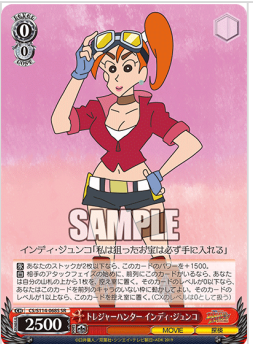
CS/S114-068



(C) 0/0 Junko Indie (MOVIE/Exploration)

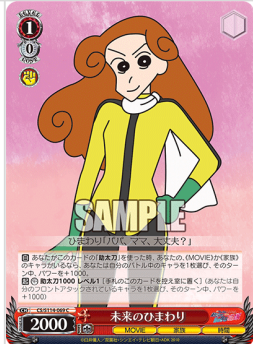
CONT - If you have 2 or less Stock, this gets +1500 power.

AUTO - At the start of your opponent's Attack Phase, you may mill 1. If that card is Level 0 or lower, you may move this to an empty slot in your Front Row. If that card is Level 1 or higher, send this to Waiting Room.



SR

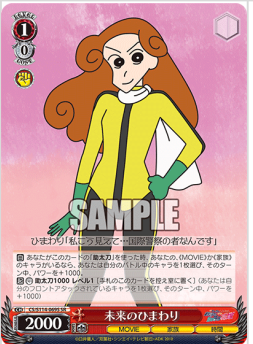
CS/S114-069



(C) 1/0 Future Himawari (MOVIE/Family/Time)

AUTO - When you use this card's BACKUP, if you have an <MOVIE> or <Family> character, choose 1 of your battling characters, this turn, it gets +1000 power.

ACT - BACKUP +1000



SR

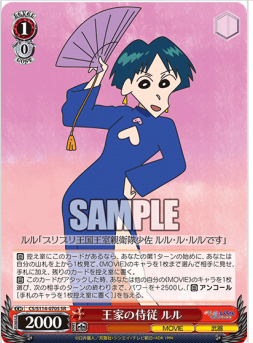
CS/S114-070













(C) 1/0 Lulu (MOVIE/Weapon)







AUTO - While this is in your Waiting Room, at the start of your First Turn, look at up to 1 card from the top of your deck, choose up to 1 <MOVIE> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.







AUTO - When this attacks, choose 1 of your other <MOVIE> characters, until the end of your opponent's next turn, it gets +2500 power and "**AUTO** - **ENCORE** [Discard 1 character]".





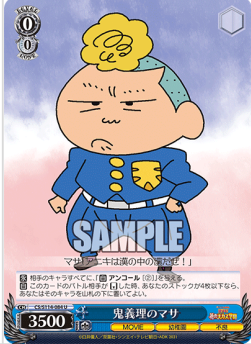



SR




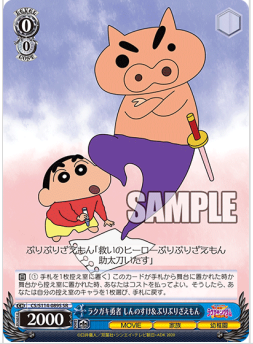
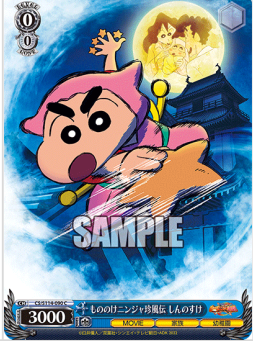

CS/S114-071		<p>(C) 1/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - If you have 2 or more other <MOVIE> or <Family> characters, this gets +1500 power and "AUTO - ENCORE [Discard 1 character]"</p>		MVR	
CS/S114-072		<p>(U) 1/2 Event</p> <p>COUNTER - If you have 3 or less <MOVIE> or <Family> characters, this cannot be played from hand.</p> <p>If you have separately a character with "Shinnosuke" in its name, a character with "Himawari" in its name, a character with "Misae" in its name, a characters with "Hiroshi" in its name, and a characters with "Shiro" in its name in your Waiting Room, choose 1 battling character, this turn, it gains the following ability, "CONT - This cannot deal damage to players."</p>		MVR	
CS/S114-073		(CR) Standby CX		RRR	
CS/S114-074		(CR) Standby CX		SP	
CS/S114-075		(CR) Standby CX		RRR	







CS/S114-076		<p>(RR) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - {CX Combo} When the Pants CX (098) is placed in your CX Area, if this is in your front row, and you have 3 or more other <MOVIE> or <Kindergarten> characters, look at up to 3 cards from the top of your deck, choose up to 1 <MOVIE> or <Kindergarten> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then this turn, this gets +1000 power and the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p>		MVR	
CS/S114-077		<p>(RR) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - If you have 4 or more <MOVIE> or <Family> characters, this gets -1 Level in hand.</p> <p>CONT - For each of your opponent's back row characters, this gets +1500 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <MOVIE> or <Family> character in your Clock, add it to hand.</p>		MVR	
CS/S114-078		<p>(R) 0/0 Shinnosuke & Chinzo (MOVIE/Kindergarten/Ninja)</p> <p>CONT - If you have another {0/0 Shinnosuke Vanilla - 090}, this gets +2000 power and +1 Soul.</p> <p>CONT - All of your other {0/0 Shinnosuke Vanilla - 090} gets +1000 power.</p> <p>AUTO - [Discard 1 <MOVIE> or <Kindergarten> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Shinnosuke Vanilla - 090}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR	







CS/S114-079		<p>(R) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>ACT - [(1) Rest 2 of your characters] Mill 4, choose up to 1 Level X or lower <MOVIE> or <Kindergarten> character from your Waiting Room, add it to hand. X equals the number of Soul Triggers milled.</p>		MVR
CS/S114-080		<p>(R) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - {CX Combo} When the Level 1 or Lower Stock Soul CX (099) is placed in your CX Area, if you have 2 or more other <MOVIE> or <Family> characters, choose 1 of your characters, until the end of your opponent's next turn, it gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."</p> <p>ACT - [(1) Discard 1 card, Rest this] Choose 1 character in your Waiting Room, add it to hand.</p>		MVR
CS/S114-081		<p>(R) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - This card can be played without meeting Color requirement.</p> <p>AUTO - When this is placed on stage from hand, you may perform the following effect, "Your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck."</p>		MVR









CS/S114-082	 <p>(U) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Discard 1 card] When this is placed on Stage from hand, you may pay cost. if you do, choose 1 character in your Waiting Room, send it to Memory. At the start of your next turn, add that character in your Memory to hand.</p>	 <p>MVR</p>	
CS/S114-083	 <p>(U) 0/0 Masao (MOVIE/Kindergarten/Crybaby)</p> <p>AUTO - [(1) Put the top card of your deck into Clock, Return this to hand] At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your other characters, and return it to hand.</p>	 <p>SP</p>	
CS/S114-084	 <p>(U) 0/0 Masa (MOVIE/Kindergarten/Detective)</p> <p>CONT - All of your opponent's characters get “AUTO - ENCORE (2)”.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have 4 or less Stock, you may send that character to the bottom of your opponent's deck.</p>	 <p>SR</p>	



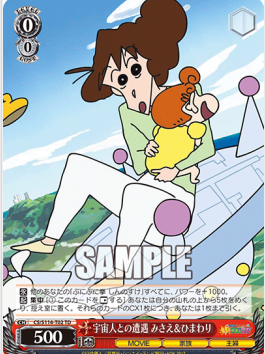
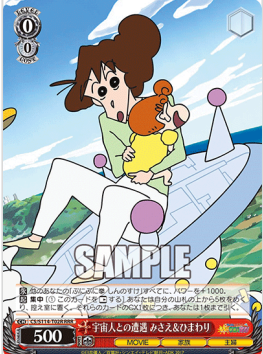


CS/S114-085		<p>(U) 1/0 Fake Nanako (MOVIE/Older Sister)</p> <p>CONT - When this is placed on stage from hand, if you have another <MOVIE> character, this turn, this gets +2000 power.</p> <p>AUTO - [(1) Send this to Waiting Room] When your other <MOVIE> character is Front Attacked, you may pay cost. If you do, return that character to hand.</p>		SP	
CS/S114-086		<p>(R) 1/0 Kazama (MOVIE/Kindergarten/Honor Student)</p> <p>AUTO - When this is placed on stage from hand, if you have another <MOVIE> or <Kindergarten> character, look at up to 3 cards from the top of your deck, choose up to 1 {1/0 Shinnosuke - 076} from among them, place it on stage in any slot, and send the rest to Waiting Room.</p>		SR	
CS/S114-087		<p>(U) 2/1 Shinnosuke & Buriburizaemon (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to the bottom of their deck.</p> <p>ACT - BACKUP +2500</p>		SR	



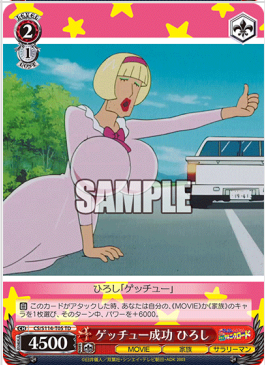
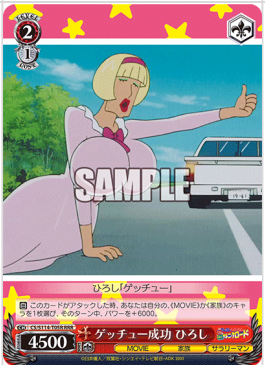

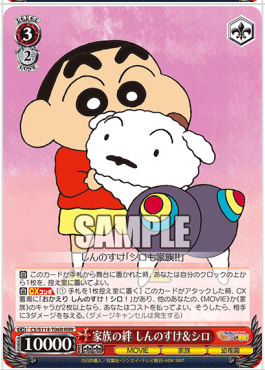
CS/S114-088		(R) 3/2 Shinnosuke (MOVIE/Family/Kindergarten) AUTO - {CX Combo} [(3) Discard 2 <MOVIE> or <Family> characters] This ability can only be activated up to once per turn. At the end of this card's attack, if you have the Pants CX (100) in your CX Area, you may pay cost. If you do, deal 1 damage to your opponent, Stand this, then choose 1 card in your opponent's Waiting Room, place it on top of their deck.		MVR	
CS/S114-089		(C) 0/0 Buriburizaemon & Shinnosuke (MOVIE/Family/Kindergarten) AUTO - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.		SR	
CS/S114-090		(C) 0/0 Shinnosuke Vanilla		MVR	


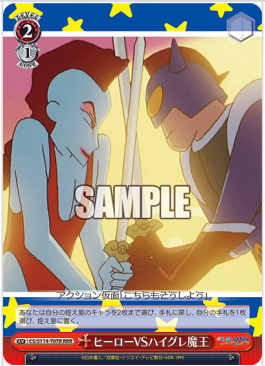






<p>CS/S114-091</p>		<p>(C) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - All of your other {copies of this} and {1/0 Lemon - 092} gets +2500 power.</p>		<p>SR</p>	
<p>CS/S114-092</p>		<p>(C) 1/0 Lemon (MOVIE/Spy/Potato)</p> <p>CONT - All of your other {1/0 Shinnosuke - 091} and {copies of this} gets +2500 power</p>		<p>SP</p>	
<p>CS/S114-093</p>		<p>(C) 1/1 Chinzo (MOVIE/Ninja/Animal)</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck.</p> <p>AUTO - ENCORE [Discard 1 character]</p>		<p>SP</p>	

CS/S114-094		<p>(C) 2/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - ASSIST +2000 to Level 3 or higher characters.</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +2000 power.</p>		SR	
CS/S114-095		<p>(C) 2/1 Nene (MOVIE/Kindergarten/Doll)</p> <p>CONT - For each Marker underneath this card, this gets +1500 power.</p> <p>AUTO - When this is placed on stage from hand, choose up to 4 {0/0 Masao - 083} in your Waiting Room, place them underneath this card face down as Markers in any order.</p>		SP	
CS/S114-096		<p>(C) 2/1 Ran (MOVIE/Kenpo)</p> <p>AUTO - When this attacks, if you have 2 or more other <MOVIE> players, choose 1 of the following 2 effects and resolve it,</p> <p>a) "This turn, this gets +6000 power."</p> <p>b) "Choose 1 of your other <MOVIE> characters, until the end of your opponent's next turn, it gets +3000 power."</p>		SP	

CS/S114-097		(R) 1/1 Event Choose 1 of your Standing <MOVIE> or <Kindergarten> characters and Rest it. If you do, search your deck for up to 2 <MOVIE> or <Kindergarten> characters, show them to your opponent, add them to hand, discard 1 card, and shuffle your deck afterwards, then choose 1 of your characters, this turn, it gets +1000 power.		SR	
CS/S114-098		(CR) Pants CX		RRR	
CS/S114-099		(CR) Level 1 or Lower Stock Soul CX		RRR	
CS/S114-100		(CR) Pants CX		RRR	

No./20:	20			
CS/S114-T01		<p>(TD) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - All of your other {1/0 Himawari Vanilla - T04} gets +1 Soul.</p> <p>AUTO - BOND (1) to {1/0 Himawari Vanilla - T04}.</p>		RRR
CS/S114-T02		<p>(TD) 0/0 Misae & Himawari (MOVIE/Family/Housewife)</p> <p>CONT - All of your other {1/0 Shinnosuke Below} gets +1000 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.</p>		RRR
CS/S114-T03		<p>(TD) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>		RRR

CS/S114-T04		(TD) 1/0 Himawari Vanilla		RRR
CS/S114-T05		(TD) 2/1 Hiroshi (MOVIE/Family/Salaryman) AUTO - When this attacks, choose 1 of your <MOVIE> or <Family> characters, this turn, it gets +6000 power.		RRR
CS/S114-T06		(TD) 3/2 Shinnosuke (MOVIE/Family/Kindergarten) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Door CX (T08) in your CX Area, and you have 2 or more other <MOVIE> or <Family> characters, you may pay cost. If you do, deal 3 damage to your opponent.		RRR

CS/S114-T07		(TD) 2/1 Event Choose up to 2 characters in your Waiting Room, add them to hand, then discard 1 card.		RRR
CS/S114-T08		(TD) Door CX		RRR
CS/S114-T09		(TD) Salvage Splitsoul CX AUTO - When this is placed in your CX Area from hand, choose up to 1 character in your Waiting Room with a Soul Trigger, add it to hand, then choose up to 2 of your characters, this turn, they get +1 Soul.		RRR
CS/S114-T10		(TD) 0/0 Nene (MOVIE/Kindergarten/Doll) AUTO - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +X power. X equals the number of your <MOVIE> or <Kindergarten> characters times 1000.		RRR

CS/S114-T11



(TD) 0/0 Bo (MOVIE/Kindergarten/Mystery)

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

AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.



RRR

CS/S114-T12



(TD) 0/0 Shinnosuke (MOVIE/Family/Kindergarten)

AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.

AUTO - When this card's battle opponent is Reversed, choose 1 of your other <MOVIE> or <Family> characters, Rest it, and move it to an empty Back Row slot.



SP

CS/S114-T13



(TD) 0/0 Kazama (MOVIE/Kindergarten/Honor Student)

AUTO - [(2) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 6 cards from the top of your deck, choose up to 2 <MOVIE> or <Kindergarten> characters from among them, show them to your opponent, add them to hand, send the rest to Waiting Room.



RRR

CS/S114-T14



(TD) 1/0 Buriburizaemon (MOVIE/Animal/Dark Hero)

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - When this is Reversed, reveal the top card of your deck. If that card is Level 2 or higher, you may send this to Stock.



SP

CS/S114-T15



(TD) 1/0 Shinnosuke (MOVIE/Family/Kindergarten)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <MOVIE> or <Family> characters times 500.

AUTO - {CX Combo} When this attacks, if you have the **Pants CX (T15)** in your CX Area, and you have another <MOVIE> or <Family> character, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, search your deck for up to 1 <MOVIE> or <Family> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."



RRR

CS/S114-T16











(TD) 1/1 Masao (MOVIE/Kindergarten/Crybaby)

AUTO - When you use this card's BACKUP, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.

ACT - BACKUP +2000



RRR

CS/S114-T17		<p>(TD) 2/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - ASSIST Level x 500.</p> <p>ACT - [Discard 2 <MOVIE> or <Family> characters, Rest 2 of your characters] Choose up to 1 {Unknown Shinnosuke - ???} from your hand, place it on stage in any slot.</p>	 <p>RRR</p>
CS/S114-T18		<p>(TD) 2/1 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>CONT - For each of your other <MOVIE> or <Family> characters, this gets +2500 power.</p>	 <p>RRR</p>
CS/S114-T19		<p>(TD) 3/2 Shinnosuke (MOVIE/Family/Kindergarten)</p> <p>AUTO - When this is placed on stage from hand, you may deal 1 damage to your opponent.</p>	 <p>RRR</p>
CS/S114-T20		<p>(TD) Pants CX</p>	 <p>RRR</p>