













<p><b>No./111:</b></p>	<p><b>111</b></p>	<p><b>(RR) 0/0 Marisa (Gensokyo/Forest of Magic)</b></p>			
<p>THP/S130-001</p>		<p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Gensokyo&gt; character, this turn, this gets +2000 power.</p> <p><b>AUTO</b> - [(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. If you sent a CX to your Clock for the Cost of this effect, you may put 1 card from the top of your deck into Stock.</p>			<p>SR &amp; LNR</p>
<p>THP/S130-002</p>		<p><b>(RR) 3/2 Mokou (Gensokyo/Bamboo Forest of the Lost)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Gensokyo&gt; characters, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have another &lt;Gensokyo&gt; character, heal up to 1, and this turn, it this gets +2000 power.</p> <p><b>AUTO</b> - When this is Reversed, if you have 2 or more other &lt;Gensokyo&gt; characters, reveal the top card of your deck. If it's a &lt;Gensokyo&gt; character, you may return this to hand.</p>			<p>SR &amp; SSP</p>
<p>THP/S130-003</p>		<p><b>(RR) 3/2 Marisa (Gensokyo/Forest of Magic)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, perform the following effect twice, "[Discard 1 &lt;Gensokyo&gt; character] You may pay cost. If you do, draw 1 card]"</p> <p><b>AUTO - {CX Combo}</b> [(2) Discard 2 cards, Send 1 of your other &lt;Gensokyo&gt; characters on stage to Waiting Room] When this attacks, if you have the <b>Choice CX (025)</b> in your CX Area, and you have 2 or more other &lt;Gensokyo&gt; cahacters, you may pay cost. If you do, declare any number, then deal X damage to your opponent twice. X is equal to the number you declared.</p>			<p>SR &amp; SEC</p>
<p>THP/S130-004</p>		<p><b>(R) 0/0 Alice (Gensokyo/Forest of Magic)</b></p> <p><b>AUTO</b> - [Return this to hand] When a CX with a Choice Trigger is placed in your CX Area, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room, then choose 1 of your characters, this turn, it gets +1000 power.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat the following effect, "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>			<p>SR &amp; SP</p>

THP/S130-005



(R) 0/0 Keine (Gensokyo/Human Village)

**AUTO** - When this is placed on stage from hand, choose 1 of your opponent's Back Row characters whose Level is higher than your opponent's Level, during your opponent's next Stand Phase, that character does not Stand.

**ACT** - [Discard 1 card, Send this to Waiting Room] Choose 1 <Gensokyo> character from your Waiting Room, add it to hand.



SR

THP/S130-006



(R) 0/0 Miko (Gensokyo/Saint)

**AUTO** - [Put 1 card 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 other <Gensokyo> characters.

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.



SR

THP/S130-007



(R) 0/0 Marisa (Gensokyo/Forest of Magic)

**CONT** - During your turn, if all of your characters are <Gensokyo>, this gets +2000 power.

**AUTO** - {CX Combo} At the start of your Encore Step, if you have the Choice CX (026) in your CX Area, and this is in your front row, and you have 6 or less hand, and you have another <Gensokyo> character, mill 2, then choose up to 1 Level X or lower <Gensokyo> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.



SR & SP

THP/S130-008



(R) 1/0 Junko (Gensokyo/Divine Spirit)

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

**AUTO** - When a CX with a Choice Trigger is placed in your CX Area, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gains the following ability, "**AUTO** - When this attacks, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock."



SR

THP/S130-009



(R) 2/1 Mokou (Gensokyo/Bamboo Forest of the Lost)

CONT - All of your other <Gensokyo> characters get +1000 power.

AUTO - When this is placed on stage from hand, if you have 4 or more other <Gensokyo> characters, choose 1 <Gensokyo> character in your Waiting Room, you may send it to Stock.

ACT - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in any order.



SR & LNR

THP/S130-010



(R) 3/2 Kaguya (Gensokyo/Eientei)

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - {CX Combo} At the end of this card's attack, if you have the Wind CX (027) in your CX Area, and you have 6 or less hand, and you have another <Gensokyo> character, until the end of your opponent's next turn, this gains the following 2 abilities,

- "CONT - The character across from this gets -2 souls."

- "CONT - During this card's battle, you do not receive damage from your opponent character's AUTO effects."



SR

THP/S130-011



(U) 0/0 Patchouli (Gensokyo/Scarlet Devil Mansion)

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



SR

THP/S130-012



(U) 0/0 Tewi (Gensokyo/Eientei)

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

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



SR

THP/S130-013



(U) 1/0 Reisen (Gensokyo/Eientei)

CONT - During your turn, this gets +3000 power.

AUTO - {CX Combo} When this attacks, if you have the Wind CX (028) in your CX Area, and you have 2 or more other <Gensokyo> characters, until the end of your opponent's next turn, this gains the following 2 abilities,

"AUTO - {1 Per Turn} When this card's damage is cancelled, choose 1 of your opponent's characters, this turn, it gets -2000 power."

"AUTO - When this is Front Attacked, you may return this to hand."



SR & SP

THP/S130-014



(U) 1/0 Marisa (Gensokyo/Forest of Magic)

AUTO - (2) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX that has the same name as a CX in your Waiting Room, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - When this attacks, if you have another <Gensokyo> character, this turn, this gets +1500 power.



SR

THP/S130-015



(U) 1/0 Mokou (Gensokyo/Bamboo Forest of the Lost)

AUTO - When your other <Gensokyo> character attacks, this turn, this gets +X power. X equals the number of your other <Gensokyo> characters times 500.

AUTO - ENCORE [Put the top card of your deck into Clock or discard 1 character]



SR

THP/S130-016



(U) 1/1 Okina (Gensokyo/Secret God)

CONT - ASSIST Level x 500 to <Gensokyo> characters.

AUTO - When a CX with a Door Trigger is placed in your CX Area, if you do not have another {copy of this}, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this attacks, reveal the top card of your deck. If it's a <Gensokyo> character, send it to Stock."



SR

THP/S130-017



(U) 2/0 Nitori (Gensokyo/Youkai Mountain)

CONT - During your turn, if you have 2 or more other <Gensokyo> characters, this gets +2000 power.

AUTO - When this attacks, if you have a CX with a Choice Trigger in your CX Area, and you have another <Gensokyo> character, reveal the top card of your deck. If its a <Gensokyo> character, add it to hand.



SR

THP/S130-018



(C) 0/0 Wriggle (Gensokyo/Firefly)

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 <Gensokyo> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

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.



SR

THP/S130-019



(C) 0/0 Seija (Gensokyo/Amanojaku)

AUTO - [Discard 1 <Gensokyo> character] When this is placed on stage from hand, if you have another <Gensokyo> character, you may pay cost. If you do, choose 2 of your opponent's characters, Stand and swap them.

AUTO - When this is Reversed, if the battle opponent's level is 0 or lower, you may Reverse that character.



SR

THP/S130-020



(C) 1/0 Reisen (Gensokyo/Eientei)

AUTO - When this is placed on stage from hand, if you have 2 or more other <Gensokyo> characters, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "CONT - This cannot return to hand, move to other slots or be sent to Memory."

AUTO - When a CX with a Wind Trigger is placed in your CX Area, this turn, this gets +2500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1."



SR

THP/S130-021



(C) 1/0 Mystic Lorelei & Kyouko (Gensokyo/Music)

CONT - This card can be played without meeting Color requirement.

CONT - During your turn, if you have 2 or more other <Gensokyo> characters, this gets +2000 power and the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."



SR

THP/S130-022



(C) 1/1 Joyful Forgetful Chapter Little Umbrella (Gensokyo/Myouren Temple)

AUTO - When you use this card's BACKUP, if you have a <Gensokyo> character, you or your opponent mills 3.

ACT - BACKUP +2000



SR

THP/S130-023



(C) 2/1 Moon Brain Eirin (Gensokyo/Eientei)

CONT - If you have 4 or more <Gensokyo> characters, this gets -1 Level in hand.

CONT - During your turn, for each of your other <Gensokyo> characters, this gets +1000 power.

AUTO - {CX Combo} When the Wind CX (027) is placed in your CX Area, if this is in your front row, and you have another <Gensokyo> character, choose 2 of your opponent's characters, Stand and Swap them, then choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "CONT - This cannot move to other slots."



SR

THP/S130-024



(U) 2/1 Event















If you have 1 or less <Gensokyo> characters, this cannot be played from hand.

This turn, all of the player's characters gain <Gensokyo> trait.

Choose up to 2 of your opponent's front row characters, return them to hand.



SR

THP/S130-025		(CR) Choice CX		RRR	
THP/S130-026		(CR) Choice CX		RRR	
THP/S130-027		(CR) Wind CX		RRR	
THP/S130-028		(CR) Wind CX		RRR	
THP/S130-029		(RR) 0/0 Koishi (Gensokyo/Palace of the Earth Spirits) CONT - This cannot be targeted by your opponent's effects. AUTO - At the start of your Attack Phase, reveal the top card of your deck. If that card is a <Gensokyo> character, choose 1 of your characters, this turn, it gets +1000 power. 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.	 	SR & SEC	
THP/S130-030		(RR) 1/0 Satori (Gensokyo/Palace of the Earth Spirits) AUTO - When this attacks, if you have a CX with a Bar Trigger in your CX Area, and you have another <Gensokyo> character, look at up to 2 cards from the top of your deck, and put them back on top in any order, and this turn, this gets +2000 power. AUTO - {CX Combo} [Discard 1 card] At the end of this card's attack, if you have the Bar CX (056) in your CX Area, and you have another <Gensokyo> character, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 2 <Gensokyo> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.	 	SR & SSP	

THP/S130-031



(R) 0/0 Rin (Gensokyo/Palace of the Earth Spirits)

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 from your Waiting Room, add it to hand.

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.



SR

THP/S130-032



(R) 0/0 Komachi (Gensokyo/Sanzu River)

AUTO - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.

ACT - [Send this to Waiting Room] Choose 1 of your <Gensokyo> characters, this turn, it gets +1 soul.



SR

THP/S130-033



(R) 0/0 Yuuka (Gensokyo/Garden of the Sun)

AUTO - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Gensokyo> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



SR

THP/S130-034



(R) 1/0 Eiki Shiki (Gensokyo/Higan)

AUTO - [Discard 1 CX] When this is placed on stage from hand or sent from stage to Waiting Room, you may pay cost. If you do, choose 1 <Gensokyo> character in your Waiting Room, add it to hand.

AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.



SR & SP

THP/S130-035



(R) 1/1 Parsee (Gensokyo/Old Hell)

**AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.

**ACT** - [Send this to the bottom of your deck] Choose 1 of your opponent's characters, return it to hand.



SR

THP/S130-036



(R) 2/1 Sanae (Gensokyo/Moriya Shrine)

**CONT** - ASSIST +1000.

**AUTO** - [Discard 1 CX] At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets +4 souls.

**ACT** - [(1) Send this to Waiting Room] If you are level 3 or higher, choose 1 {U 3/2 Sanae - 041} in your Waiting Room, place it on stage in this card's former slot.



SR & SP

THP/S130-037



(R) 3/2 Aya (Gensokyo/Youkai Mountain)

**CONT** - If you or your opponent has 2 or less CXes in their Waiting Room, this gets -1 Level in hand.

**AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power, then draw up to 1 card or choose up to 1 of your opponent's characters and return it to hand.

**AUTO - ALARM** [(1) Discard 1 card] If this is the top card of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.



SR & SSP

THP/S130-038



(R) 3/2 Koishi (Gensokyo/Palace of the Earth Spirits)

**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 Bar CX (057) in your CX Area, and you have 4 or more other <Gensokyo> characters, you may pay cost. If you do, deal 4 damage to your opponent, and this turn, this gains the following ability, "CONT - During this card's battle, your opponent cannot play Events or BACKUPS from hand."



SR & LNR

THP/S130-039



(U) 0/0 Satori (Gensokyo/Palace of the Earth Spirits)

**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.

**ACT** - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Gensokyo> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR & LNR

THP/S130-040



(U) 1/0 Suwako (Gensokyo/Moriya Shrine)

**AUTO** - At the start of your CX Phase, choose 1 of your <Gensokyo> characters, this turn, it gets +1000 power.

**ACT** - [(1) Send this to Waiting Room] If you are level 2 or higher, choose 1 {R 2/1 Sanae - 036} in your Waiting Room, place it on stage in this card's former slot.

**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, search your deck for up to 1 <Gensokyo> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

THP/S130-041



(U) 3/2 Sanae (Gensokyo/Moriya Shrine)

**AUTO** - When this is placed on stage from hand or by the ACT effect of {2/1 Sanae - 036}, heal up to 1, and this turn, this gets +1500 power.

**AUTO** - [Discard 1 <Gensokyo> character] When the character across from this attacks, if you have another <Gensokyo> character, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, send them to Waiting Room, and place the rest on top of your deck in any order.



SR & LNR

THP/S130-042



(C) 0/0 Kanako (Gensokyo/Moriya Shrine)

**CONT** - All of your other <Gensokyo> characters get +500 power.

**ACT** - [Send this to Waiting Room] If you are level 1 or higher, choose 1 {1/0 Suwako - 040} in your Waiting Room, place it on stage in this card's former slot.



SR

THP/S130-043



(C) 0/0 Kisume (Gensokyo/Tsurube Otoshi)

**AUTO** - At the start of your CX Phase, choose 1 of your {0/0 Yamame Vanilla - 045}, this turn, it gets +3000 power and +1 soul and the following ability, "**AUTO** - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.

**ACT** - [(1) Rest this] Choose 1 {0/0 Yamame Vanilla - 045} in your Waiting Room, place it on stage in any slot.



SR

THP/S130-044



(C) 0/0 Momiji (Gensokyo/Youkai Mountain)

**AUTO** - When this attacks, look at the bottom card of your deck, and look at the bottom card of your opponent's deck.

**AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Gensokyo> characters times 1000.



SR

THP/S130-045



(C) 0/0 Yamame Vanilla



SR

THP/S130-046



(C) 0/0 Hatate (Gensokyo/Youkai Mountain)

**CONT** - All of your opponent's characters get "**AUTO - ENCORE (2)**".



SR

THP/S130-047



(C) 1/0 Hina (Gensokyo/Nagashi-bina)

ACT - BACKUP +X. X equals the number of your <Gensokyo> characters times 500.



SR

THP/S130-048



(C) 1/0 Aya (Gensokyo/Youkai Mountain)

CONT - During your turn, all of your other level 0 or lower characters get +2000 power.

AUTO - {CX Combo} (1) When the Stocksoul CX (058) is placed in your CX Area, if you have another <Gensokyo> cahracter, you may pay cost. If you do, choose up to 2 level 0 or lower <Gensokyo> characters in your Waiting Room, place them on stage in separate slots.



SR

THP/S130-049



(C) 1/0 Yuugi (Gensokyo/Old Hell)

AUTO - When this is placed on stage from hand, you may mill 3.

ACT - [(1) Send this to Waiting Room] Choose up to 2 {TD 1/0 Ibuki Suika - T16} in your Waiting Room, place them on stage in separate slots.



SR

THP/S130-050



(C) 1/1 Koishi (Gensokyo/Palace of the Earth Spirits)

CONT - During your turn, if all of your characters are <Gensokyo>, this gets +5000 power and the following ability, "CONT - During this card's battle, your opponent cannot play Events or BACKUPS from hand."

AUTO - ENCORE [Discard 1 Green card]



SR

THP/S130-051



(C) 2/1 Medicine (Gensokyo/Hill of the Nameless)

**CONT** - During your turn, if you have 2 or more other <Gensokyo> characters, this gets +6000 power.

**AUTO** - When this attacks, reveal the top card of your deck. If it's a <Gensokyo> character, this turn, all of your opponent's front row characters gets -2500 power.



SR

THP/S130-052



(C) 2/1 Satori (Gensokyo/Palace of the Earth Spirits)

**AUTO** - When this is placed on stage from hand, randomly choose 1 card from your opponent's hand, reveal it, send it to Memory, at the end of your opponent's next turn, your opponent returns it to their hand.



SR

THP/S130-053



(C) 2/1 Aki Minoriko & Aki Shizuha (Gensokyo/Autumn)

**AUTO** - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this attacks, if you have another <Gensokyo> character, and the Level of the character across from this is 3 or higher, this turn, this gets +4500 power."



SR

THP/S130-054














(C) 3/2 Utsuho (Gensokyo/Palace of the Earth Spirits)

**AUTO** - When this is placed on stage from hand, choose up to 2 of your <Gensokyo> characters, this turn, they get +1500 power.

**AUTO** - [(2) Discard 1 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, deal 4 damage to your opponent.



SR

THP/S130-055		<p><b>(U) 1/1 Event</b></p> <p><b>COUNTER</b> - If you have 2 or less &lt;Gensokyo&gt; characters, this cannot be played from hand. This card can be played without meeting Color requirement.</p> <p>[Rest 1 of your Standing characters] You may pay cost. If you do, discard your whole hand, then draw X cards. X is equal the number of cards discarded by this effect +1.</p> <p>Choose 1 of your characters, until the end of the next turn, it gains the following ability, "<b>CONT</b> - Increase the maximum number of cards in your hand by +1."</p>		SR	
THP/S130-056		<p><b>(CR) Bar CX</b></p>		RRR	
THP/S130-057		<p><b>(CR) StockSoul CX</b></p>		RRR	
THP/S130-058		<p><b>(CR) StockSoul CX</b></p>		RRR	
THP/S130-059		<p><b>(RR) 0/0 Sakuya (Gensokyo/Scarlet Devil Mansion)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1000 power.</p> <p><b>AUTO</b> - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p>			SR & SSP

THP/S130-060



(RR) 0/0 Flandre (Gensokyo/Scarlet Devil Mansion)

CONT - If all of your characters are <Gensokyo>, this gets +1500 power.

AUTO - At the start of your CX Phase, until the end of your opponent's next turn, this gains 1 of the following 2 abilities of your choice,

- a) "AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot with a character in the slot across from it."
- b) "AUTO - [(1) Send this to Waiting Room] When your other <Gensokyo> character is Front Attacked, you may pay cost. If you do, return that character to hand."



SR & SEC

THP/S130-061



(RR) 1/0 Reimu (Gensokyo/Hakurei Shrine)

CONT - During your turn, if all of your characters are <Gensokyo>, this gets +4000 power.

AUTO - {CX Combo} At the end of this card's attack, if you have the Door CX (083) in your CX Area, reveal the top card of your deck, then choose up to 1 Level X or lower <Gensokyo> character from your Waiting Room, and add it to hand or send it to Stock, and if the revealed card was {R 0/0 Reimu - 064} or a level 1 or higher card, until the end of your opponent's next turn, this gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand." X equals the Level of the revealed card.



SR & SP

THP/S130-062



(RR) 3/2 Remilia (Gensokyo/Scarlet Devil Mansion)

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - {CX Combo} When this attacks, if you have the Standby CX (084) in your CX Area, and you have 2 or more other <Gensokyo> characters, 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, and this turn, this gains the following ability, "AUTO - [(3) Discard 1 card, Send 1 CX from your CX Area to Waiting Room] At the end of this card's attack, you may pay cost. If you do, deal 1 damage to your opponent twice."



SR & SSP

THP/S130-063



(RR) 3/2 Reimu (Gensokyo/Hakurei Shrine)

AUTO - {CX Combo} At the start of your Attack Phase, if you have the Door CX (085) in your CX Area, and you have another {R 0/0 Reimu - 064}, and no other front row characters, this turn, this gains the following ability, "AUTO - [(4) Discard 1 {copy of this}, Discard 4 cards] At the end of this card's attack, you may pay cost. If you do, deal 1 damage to your opponent twice, then deal 2 damage to your opponent twice, then deal 3 damage to your opponent twice, the deal 4 damage to your opponent."



SR & SEC

THP/S130-064



(R) 0/0 Reimu (Gensokyo/Hakurei Shrine)

ACT - {1 Per Turn} [Discard 1 {3/2 Reimu - 063}] Look at up to 4 cards from the top of your deck, choose up to 1 <Gensokyo> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose 1 of your characters, this turn, it gets +1000 power.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Door Trigger among them, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose up to 1 <Gensokyo> character from your Waiting Room, and add it to hand.



SR & LNR

THP/S130-065



(R) 0/0 Remilia (Gensokyo/Scarlet Devil Mansion)

AUTO - When this is placed on stage from hand, mill 2, and this turn, this gets +X power. X equals the number of <Gensokyo> characters milled times 1000.

AUTO - [Send 1 of your other characters on stage to Waiting Room] When a CX is placed in your CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Gensokyo> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR & LNR

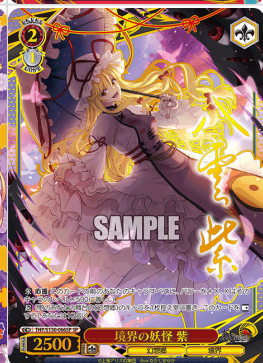
THP/S130-066



(R) 2/1 Yukari (Gensokyo/Boundary)

CONT - ASSIST Level x 500.

ACT - [Send 1 of your other <Gensokyo> characters on stage to Waiting Room, Rest this] Draw 1 card.



SR & SP

THP/S130-067



(R) 2/1 Rumia (Gensokyo/Darkness)

CONT - This card can be played without meeting Color requirement.

AUTO - (2) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,

a) "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock."

b) "Your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck."



SR & SP

THP/S130-068



(R) 3/2 Sakuya (Gensokyo/Scarlet Devil Mansion)

CONT - ASSIST +2000.

AUTO - When this is placed on stage from hand, you may Heal 1.

ACT - [(2) Discard 2 cards, Rest this] Deal 2 damage to your opponent.



SR & LNR

THP/S130-069



(R) 3/2 Flandre (Gensokyo/Scarlet Devil Mansion)

CONT - If you have 2 or more other <Gensokyo> characters, 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."

AUTO - {CX Combo} [(1) Send the Standby CX (086) from your CX Area to Waiting Room] At the start of your Encore Step, if you have 5 or less hand, and you have 3 or more other <Gensokyo> characters, you may pay cost. If you do, send all of your opponent's back row characters to Waiting Room.



SR & LNR

THP/S130-070



(U) 0/0 Koakuma (Gensokyo/Scarlet Devil Mansion)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Gensokyo> character or an Event, add it to hand and discard 1 card.

AUTO - [Discard 1 <Gensokyo> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.



SR

THP/S130-071



(U) 0/0 Kokoro (Gensokyo/Menreiki)

CONT - During your turn, this gets +3000 power.

AUTO - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room.



SR & SP

THP/S130-072



**(U) 1/0 Tenshi (Gensokyo/Heaven)**

**CONT** - During your turn, if you have another <Gensokyo> character, this gets +4500 power.

**AUTO - {CX Combo} {1 Per Turn}** When this card's damage is cancelled, if you have the **+2 Soul CX (087)** in your CX Area, and you have 6 or less hand, and you have 2 or more other <Gensokyo> characters, choose up to 2 <Gensokyo> characters in your Waiting Room, add them to hand.

*\*Note: Has a Soul Trigger.*



SR & SP

THP/S130-073



**(U) 1/1 Suika (Gensokyo/Youkai Mountain)**

**CONT** - If all of your characters are <Gensokyo>, this gains the following 2 abilities,

- "**CONT** - During your turn, this gets +3000 power."

- "**AUTO - ENCORE** [Discard 1 character]"

**AUTO** - When this card's battle opponent is Reversed, if you have a CX with a Door Trigger in your CX Area, and you have another <Gensokyo> character, look at up to 4 cards from the top of your deck, choose up to 1 card from among them, add it to hand, send the rest to Waiting Room, then discard 1 card.



SR

THP/S130-074



**(U) 2/1 Reimu (Gensokyo/Hakurei Shrine)**

**AUTO** - When the damage dealt by the AUTO effect gained by your other **{RR 3/2 Reimu - 063}**'s CX Combo is not cancelled, choose 1 card in your Waiting Room, place it underneath this face-down as a Marker.

**AUTO** - At the start of your Encore Step, place all Marker underneath this to Waiting Room, and if you sent 7 or more Markers, deal 1 damage to your opponent 12 times.

**ACT** - [Send 2 of your other <Gensokyo> characters on stage to Waiting Room. Rest this] Draw up to 2 cards.



SR

THP/S130-075



**(U) 2/1 Meiling (Gensokyo/Scarlet Devil Mansion)**

**CONT** - If you have 4 or more other <Gensokyo> characters, this gets +6000 power.

**AUTO** - When this is placed on stage from hand, if you have 2 or more other <Gensokyo> characters, you may draw 2 cards. If you do, discard 2 cards.

**AUTO** - When this is placed on stage from hand, if you have 4 or more other <Gensokyo> characters, choose 1 <Gensokyo> character in your Waiting Room, you may send it to Stock.



SR

THP/S130-076



**(U) 2/2 Flandre (Gensokyo/Scarlet Devil Mansion)**

**CONT** - During your turn, if you have 2 or more other <Gensokyo> characters, this gets +3000 power and the following ability, "**CONT** - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room."

**AUTO - ENCORE** [Discard 1 <Gensokyo> character]



SR

THP/S130-077



**(C) 0/0 Iku (Gensokyo/Messenger from the Dragon's Palace)**

**CONT** - During your turn, if you have another front row {**U 1/0 Tenshi - 072**}, this gets +6000 power and +1 soul.

**ACT** - [Send this Standing card to Waiting Room] If you are level 1 or higher, choose 1 {**U 1/0 Tenshi - 072**} in your Waiting Room, place it on stage in this card's former slot.

*\*Note: Has a Soul Trigger.*



SR

THP/S130-078



**(C) 0/0 Meiling (Gensokyo/Scarlet Devil Mansion)**

**AUTO** - When this is placed on stage from hand or attacks, you may mill 3.



SR

THP/S130-079













**(C) 0/0 Sakuya (Gensokyo/Scarlet Devil Mansion)**















**AUTO** - When this is placed on stage from hand, choose 1 of your other <Gensokyo> characters, this turn, it gets +1000 power.

**AUTO - {CX Combo}** [Return this to hand, Send 1 CX from your CX Area to Waiting Room] When the **Standby CX (088)** is placed in your CX Area, you may pay cost. If you do, draw 1 card.



SR

<p>THP/S130-080</p> 	<p><b>(C) 1/0 Patchouli (Gensokyo/Scarlet Devil Mansion)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 7 cards from the top of your deck, choose up to 1 &lt;Gensokyo&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gets +1500 power.</p>		<p>SR</p>	
<p>THP/S130-081</p> 	<p><b>(C) 1/1 Remilia (Gensokyo/Scarlet Devil Mansion)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Gensokyo&gt; characters, this gets +1500 power and the following ability, "<b>AUTO</b> - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room."</p> <p><b>AUTO - ENCORE</b> [Discard 1 character]</p>		<p>SR</p>	
<p>THP/S130-082</p> 	<p><b>(U) 3/5 Event</b></p> <p>[Discard 1 {<b>copy of this</b>}] You may pay cost. If you do, deal 6 damage to your opponent twice.</p>		<p>SR</p>	
<p>THP/S130-083</p> 	<p><b>(CR) Door CX</b></p>		<p>RRR</p>	
<p>THP/S130-084</p> 	<p><b>(CR) Standby CX</b></p>		<p>RRR</p>	

THP/S130-085		(CR) Door CX		
THP/S130-086		(CR) Standby CX		
THP/S130-087		(CR) +2 Soul CX		
THP/S130-088		(CR) Standby CX		
THP/S130-089		<p>(RR) 0/0 Youmu (Gensokyo/Hakugyokurou)</p> <p><b>AUTO</b> - [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> <p><b>AUTO</b> - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room.</p>	 	SR & SP
THP/S130-090		<p>(RR) 3/2 Yuyuko (Gensokyo/Hakugyokurou)</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO</b> - {CX Combo} When this attacks, if you have the <b>Pants CX (109)</b> in your CX Area, and you have 2 or more other &lt;Gensokyo&gt; characters, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose up to 1 {U 3/2 Youmu - 102} in your Waiting Room, place it on stage in any slot, and this turn, you cannot attack 4 or more times."</p> <p>b) "[(1) Discard 1 card] You may pay cost. If you do, deal 2 damage to your opponent, and until the end of your opponent's next turn, this gets +1000 power."</p>	 	SR & SSP

THP/S130-091



(R) 0/0 Cirno (Gensokyo/Misty Lake)

CONT - You may have as many copies of this card in your deck as you like.

CONT - You cannot play Events or BACKUPS from hand.

CONT - For each of your other {copies of this}, this gets +1000 power.



SR & SP

THP/S130-092



(R) 0/0 Alice (Gensokyo/Forest of Magic)

CONT - The character across from this gets "AUTO - ENCORE (2)".

AUTO - At the start of your opponent's Attack Phase, if all of your characters are <Gensokyo>, you may mill 1. If that card is a level 2 or lower character, this turn, this gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."



SR & LNR

THP/S130-093



(R) 1/0 Youmu (Gensokyo/Hakugyokurou)

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

AUTO - {CX Combo} When the Pants CX (110) is placed in your CX Area, and you have 2 or more other <Gensokyo> characters, this turn, this gains the following 2 abilities,

"AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."

"AUTO - At the end of this card's attack, 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."



SR & LNR

THP/S130-094



(R) 1/1 Yuyuko (Gensokyo/Hakugyokurou)

CONT - ASSIST Level x 500 to <Gensokyo> characters.

AUTO - {CX Combo} [(1) Send 1 of your other characters on stage to Waiting Room, Rest 2 of your <Gensokyo> characters] During your CX Phase, when the **Pants CX (109)** is placed in your CX Area, if you are level 2 or higher, and all of your characters are <Gensokyo>, you may pay cost. If you do, choose up to 1 {RR 3/2 Yuyuko - 090} from your hand, place it on stage in any slot.

AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.



SR & LNR

THP/S130-095



(U) 0/0 Joon & Shion (Gensokyo/Possession)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Gensokyo> characters times 1000.

AUTO - (1) When you trigger a CX with a Pants Trigger, if you have another <Gensokyo> character, you may pay cost. If you do, put the top card of your deck into Stock, then you draw up to 1 card. If you drew 1, discard 1 card.



SR

THP/S130-096



(U) 0/0 Daiyousei (Gensokyo/Misty Lake)

ACT - [(1) Send this to Waiting Room] Search your deck for up to 2 {R 0/0 Cirno - 091}, place them on stage in separate slots, and shuffle your deck afterwards.

ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, search your deck for up to 1 <Gensokyo> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

THP/S130-097



(U) 0/0 Yukari (Gensokyo/Boundary)

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

AUTO - [Return this to hand] When a CX with a Pants Trigger is placed in your CX Area, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +2500 power.



SR

THP/S130-098



(U) 2/1 Letty (Gensokyo/Winter)

AUTO - [(1) Discard 1 <Gensokyo> character, send 1 character from your stage to Waiting Room] 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 your opponent's deck.

ACT - BACKUP +2500



SR

THP/S130-099



(U) 2/1 Ran (Gensokyo/Shikigami)

CONT - During your turn, all of your other <Gensokyo> characters get +2000 power.

AUTO - When this is placed on stage from hand, choose 1 {C 2/1 Chen - 107} from your Waiting Room, you may place it underneath this card face-up as a Marker.

ACT - [Discard 1 card] Choose 1 {C 2/1 Chen - 107} underneath this as a Marker, place it on stage in any slot. At the end of the turn, you may place that character underneath this card face-up as a Marker.



SR

THP/S130-100



(U) 2/1 Cirno (Gensokyo/Misty Lake)

AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Gensokyo> characters times 1500.

AUTO - {CX Combo} At the end of this card's attack, if you have the **Pants CX (111)** in your CX Area, and you have another <Gensokyo> character, mill 2, then choose up to 1 Level X or lower <Gensokyo> character from your Waiting Room, and add it to hand, then choose up to 1 <Gensokyo> character in your Waiting Room, send it to Stock. X equals the sum of Levels of cards milled by this effect.



SR

THP/S130-101



(U) 3/2 Alice (Gensokyo/Forest of Magic)

CONT - If you or your opponent has a Level 3 or higher character, and you have 2 or more other <Gensokyo> characters, this gets -1 Level in hand.

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - [Send 1 of your other <Gensokyo> characters on stage to Waiting Room] 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 swap them. X equals the Level of the character chosen by you -1.



SR

THP/S130-102



**(U) 3/2 Youmu (Gensokyo/Hakugyokurou)**

**AUTO** - When this is placed on stage from hand or by the **AUTO** effect of {RR 3/2 Yuyuko - 090}, choose 1 of the following 2 effects and resolve it,

- a) "You may heal 1."
- b) "Choose 1 <Gensokyo> character in your Waiting Room, add it to hand."

**AUTO** - [(3) Discard 2 cards] When this attacks, if you have another {RR 3/2 Yuyuko - 090}, you may pay cost. If you do, deal 1 damage to your opponent twice, and this turn, this gets +2000 power.

*\*Note: Has only 1 Soul.*



SR

THP/S130-103



**(C) 1/0 Ariya (Gensokyo/Asama Purifying Mountain)**

**AUTO** - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "**CONT** - This cannot move to other slots."

**AUTO** - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send that character to the bottom of your opponent's deck.



SR

THP/S130-104



**(C) 1/0 Yuuma (Gensokyo/???)**

**CONT** - If there is a Marker underneath this, this gets +2500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Gensokyo> character in your Waiting Room, add it to hand, then discard 1 card."

**AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Gensokyo> character or an Event, you may put it underneath this card Face-up as a Marker.



SR

THP/S130-105



**(C) 1/0 Prismriver Sisters (Gensokyo/Music)**






**AUTO** - When this is placed on stage from hand, this turn, this gets +3500 power and the following ability, "**AUTO** - At the end of the turn, send this to Waiting Room."

**AUTO** - When this attacks, choose 1 of your other <Gensokyo> characters, this turn, it gets +2000 power.



SR

THP/S130-106		<p><b>(C) 1/1 Lily (Gensokyo/Spring)</b></p> <p><b>CONT</b> - During your turn, for each Marker underneath this, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose up to 3 {<b>C 0/0 Cirno - 091</b>} in your Waiting Room, place them underneath this face-up as Markers in any order.</p> <p><b>AUTO</b> - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.</p>		SR	
THP/S130-107		<p><b>(C) 2/1 Chen (Gensokyo/Shikigami)</b></p> <p><b>CONT</b> - During your turn, if you have another {<b>U 2/1 Ran - 099</b>}, this gets +4000 power and the following ability, "<b>AUTO</b> - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck.</p>		SR	
THP/S130-108		<p><b>(R) 1/1 Event</b></p> <p>If you don't have a &lt;Gensokyo&gt; character, this cannot be played from hand. This card can be played without meeting Color requirement.</p> <p>Choose 1 &lt;Gensokyo&gt; character in your Waiting Room, add it to hand. Send this to Memory.</p> <p><b>AUTO - MEMORY</b> [Reveal 1 CX from your hand] If this is in your Memory, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +1000 power.</p>		SR	
THP/S130-109		<p><b>(CR) Pants CX</b></p>		RRR	
THP/S130-110		<p><b>(CR) Pants CX</b></p>		RRR	

THP/S130-111		<b>(CR) Pants CX</b>		RRR	
THP/S130-P01 Bushiroad Card Game Fest PR		<b>(PR) 3/2 Reimu (Gensokyo/Hakurei Shrine)</b> <b>AUTO</b> - When this is placed on stage from hand, you may Heal 1. <b>AUTO - {CX Combo}</b> [(1) Discard 1 card] When this attacks, if you have the <b>Level 1 or Lower StockSoul CX (T22)</b> in your CX Area, and you have another <Gensokyo> character, you may pay cost. If you do, this turn, this gets +1 Soul and the following ability, " <b>AUTO - {2 Per Turn}</b> When this card's damage is cancelled, you may deal 2 damage to your opponent."			
<p style="text-align: center;"><b>Demo Deck Cards: P02 - P16</b></p> <p style="text-align: center;"><i>Several Stores in Japan will be hosting Beginner's Workshops, which will provide smaller low power Demo Decks of Touhou to help teach Weiss.</i></p>					
THP/S130-P02		<b>(PR) 0/0 Mamizou (Gensokyo/Human Village)</b> <b>AUTO</b> - When this attacks, choose 1 of your characters, this turn, it gets +1000 power.			
THP/S130-P03		<b>(PR) 0/0 Flandre (Gensokyo/Scarlet Devil Mansion)</b>			

THP/S130-P04



(PR) 2/1 Aya (Gensokyo/Youkai Mountain)

CONT - All of your other characters get +1000 power.

THP/S130-P05



(PR) 3/2 Marisa (Gensokyo/Forest of Magic)

AUTO - {CX Combo} When this attacks, if you have the +2 Soul CX (P06) in your CX Area, you may deal 6 damage to your opponent.

THP/S130-P06



(PR) +2 Soul CX

THP/S130-P07



(PR) 0/0 Remilia (Gensokyo/Scarlet Devil Mansion)

CONT - ASSIST +500.

THP/S130-P08



(PR) 0/0 Yukari (Gensokyo/Boundary)

**AUTO - {CX Combo}** [Discard 1 <Gensokyo> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {**Demo Deck 1/0 Reimu - P11**} or {**Book CX - P16**}, show it to your opponent, add it to hand, and shuffle your deck afterwards.

THP/S130-P09



(PR) 0/0 Kasen (Gensokyo/Hakurei Shrine)

**ACT - {CX Combo} BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each {**+2 Soul CX - P06**} or {**Book CX - P16**} among them, draw up to 1 card.

*\*Note: Has a Soul Trigger*

THP/S130-P10



(PR) 1/0 Youmu (Gensokyo/Hakugyokurou)

**AUTO** - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1500 power.

THP/S130-P11



(PR) 1/0 Reimu (Gensokyo/Hakurei Shrine)

**AUTO - {CX Combo}** [Send the **Book CX (P16)** from your CX Area to Waiting Room] At the start of your Encore Step, if the character across from this is Reversed, you may pay cost. If you do, choose up to 2 {**3/2 Marisa - P05**} or {**2/1 Sanae - P12**} in your Waiting Room, add them to hand.

*The reminder text on the bottom is to tell you to play the card with the CX*

THP/S130-P12



(PR) 2/1 Sanae (Gensokyo/Moriya Shrine)

AUTO - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, this turn, this gets +2000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may deal 1 damage to your opponent."

THP/S130-P13



(PR) 3/2 Yuyuko (Gensokyo/Hakugyokurou)

AUTO - When this is placed on stage from hand, you may Heal 1.

THP/S130-P14



(PR) 3/2 Alice (Gensokyo/Forest of Magic)







AUTO - {CX Combo} When this is placed on stage from hand, choose 1 {+2 Soul CX - P06} or {Book CX - P16} in your Waiting Room, you may add it to hand.

THP/S130-P15



(PR) 2/1 Event

Choose up to 2 {3/2 Demo Deck Marisa - P05}, {3/2 Alice - P14} or {2/1 Sanae - P13} in your Waiting Room, add them to hand, then discard 1 card.

THP/S130-P16		(PR) Book CX			
THP/S130-P17  Touhou-Only Doujin Event (Reitaisai) PR		(PR) 0/0 The 23rd Hakurei Shrine Reitaisai (Gensokyo/Hakurei Shrine)			
<p style="text-align: center;"><b>3 Box PR Pack: P18 - P26</b>  <i>Every 3 Boxes of THP will get you a pack that contains 3 of the following 9 cards (2 non-foil, 1 foil).</i></p>					
THP/S130-P18		<p>(PR) 1/0 Renko (Hifuu Club)</p> <p><b>CONT</b> - This card in all area gains &lt;Gensokyo&gt; trait.</p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 character from your Waiting Room, add it to hand.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your characters, until the end of your opponent's next turn, it gets +1000 power.</p>		Foil	
THP/S130-P19		<p>(PR) 0/0 Maribel (Hifuu Club)</p> <p><b>CONT</b> - This card in all area gains &lt;Gensokyo&gt; trait.</p> <p><b>AUTO</b> - 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."</p> <p><b>AUTO</b> - [Put 1 card 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 other &lt;Gensokyo&gt; characters.</p>		Foil	

THP/S130-P20



(PR) 2/1 Reimu (Hakurei Shrine)

CONT - This card in all area gains <Gensokyo> trait.

AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gains the following ability, "CONT - During this card's battle, your opponent cannot play BACKUPS from hand."

ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.



Foil

THP/S130-P21

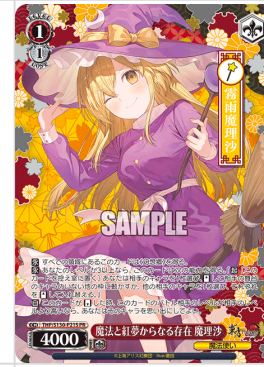


(PR) 1/1 Marisa (Forest of Magic)

CONT - This card in all area gains <Gensokyo> trait.

CONT - If you are Level 3 or higher, this gains the following ability, "ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, Stand it and move it to an opponent's empty slot or choose another 1 of your opponent's characters, Stand and swap them."

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory.



Foil

THP/S130-P22



(PR) 0/0 Mima (Vengeful Spirit)

CONT - This card in all area gains <Gensokyo> trait.

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 placed on stage from hand, choose 1 of your opponent's characters, this turn, it gains the following ability, "CONT - This card cannot return to hand or be sent to Memory."



Foil

THP/S130-P23



(PR) 1/0 Shinki (Makai)

CONT - This card in all area gains <Gensokyo> trait.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Gensokyo> character or an Event, choose 1 of your opponent's front row characters, this turn, it gets -4500 power.



Foil

THP/S130-P24



(PR) 0/0 Reimu (Yukkuri)

CONT - This card in all area gains <Gensokyo> trait.

AUTO - When this is placed on stage from hand, you may say "Yukkuri shiteitte ne!!!"

AUTO - When this is placed on stage from hand, Rest every player's characters.

TL Note: "Yukkuri shiteitte ne!!!" means "You should be taking it easy!!!" or "Take it easy!!!"



Foil

THP/S130-P25



(PR) 3/2 Marisa (Yukkuri)

CONT - This card in all area gains <Gensokyo> trait.

AUTO - When this is placed on stage from hand, you may say "Yukkuri shiteitte ne!!!"

AUTO - When this is placed on stage from hand, all players heals 1, and this turn, this gets +4000 power.

TL Note: "Yukkuri shiteitte ne!!!" means "You should be taking it easy!!!" or "Take it easy!!!"



Foil

THP/S130-P26



(PR) 0/0 Shiki (Yukkuri)

CONT - This card in all area gains <Gensokyo> trait.

AUTO - When this is placed on stage from hand, you may say "Yukkuri shiteitte ne!!!"

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is level 1 or higher, this turn, this gets +3000 power. Otherwise, this turn, this gets -3000 power.

TL Note: "Yukkuri shiteitte ne!!!" means "You should be taking it easy!!!" or "Take it easy!!!"



Foil

THP/S130-P27

Climax Challenge PR



(PR) 2/1 Reimu (Gensokyo/Hakurei Shrine)

CONT - If you have 4 or more other <Gensokyo> characters, this gets +6000 power.

AUTO - When this is placed on stage from hand, if you have 2 or more other <Gensokyo> characters, you may draw 2 cards. If you do, discard 2 cards.

AUTO - When this is placed on stage from hand, if you have 4 or more other <Gensokyo> characters, choose 1 <Gensokyo> character in your Waiting Room, you may send it to Stock.



PR+

THP/S130-P28

July/August  
Store PR Pack












**(PR) 0/0 Marisa (Gensokyo/Forest of Magic)**

**AUTO** - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.

**AUTO** - (2) When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.



Foil & PR+

No./22:	22				
THP/S130-T01		<p><b>(TD) 0/0 Inaba (Gensokyo/Eientei)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you may send it to Waiting Room.</p> <p><b>ACT - BRAINSTORM</b> [(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>		TDP	
THP/S130-T02		<p><b>(TD) 0/0 Yuyuko (Gensokyo/Hakugyokurou)</b></p> <p><b>AUTO</b> - At the start of your CX Phase, choose 1 of your {0/0 Youmu Vanilla - T05}, this turn, it gets +3000 power, +1 Soul 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> <p><b>AUTO - BOND</b> [Discard 1 card] to {0/0 Youmu Vanilla - T05}.</p>		TDP	
THP/S130-T03		<p><b>(TD) 0/0 Sanae (Gensokyo/Moriya Shrine)</b></p> <p><b>CONT</b> - If you have 3 or less stock, this gets +2000 power.</p> <p><b>AUTO</b> - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.</p>			TDP & TDSP
THP/S130-T04		<p><b>(TD) 0/0 Koishi (Gensokyo/Palace of the Earth Spirits)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your &lt;Gensokyo&gt; characters, this turn, it gets +1500 power.</p> <p><b>AUTO</b> - [(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.</p>		TDP	

THP/S130-T05



(TD) 0/0 Youmu Vanilla



TDP

THP/S130-T06



(TD) 1/0 Marisa (Gensokyo/Forest of Magic)

CONT - During your turn, if all of your characters are <Gensokyo>, this gets +4000 power.

AUTO - {CX Combo} When this attacks, if you have the Choice CX (T11) in your CX Area, and you have another character, reveal up to 3 cards from the top of your deck, choose up to 1 <Gensokyo> character or an Event from among them, add it to hand, and place the rest on top of your deck in any order. If you revealed a CX by this effect, you may draw 1 card. If you do, discard 1 card.

\*Note: Has a Soul Trigger



TDP & TDSP

THP/S130-T07



(TD) 1/0 Satori (Gensokyo/Palace of the Earth Spirits)

CONT - During your turn, this gets +3000 power.

AUTO - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.

\*Note: Has a Soul Trigger



TDP

THP/S130-T08



(TD) 1/0 Cirno (Gensokyo/Misty Lake)

AUTO - When this is placed on stage from hand, choose 1 of your <Gensokyo> characters, this turn, it gets +1500 power.

AUTO - [(1) Send 1 of your other <Gensokyo> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.



TDP

THP/S130-T09



(TD) 2/1 Alice (Gensokyo/Forest of Magic)

CONT - ASSIST Level x 500.

AUTO - When you trigger a card with a Soul Trigger, choose 1 of your <Gensokyo> characters, this turn, it gets +2000 power.



TDP

THP/S130-T10



(TD) 2/1 Fujiwara no Mokou (Gensokyo/Bamboo Forest of the Lost)

CONT - If all of your characters are <Gensokyo>, this gets +4000 power.

AUTO - ENCORE [Discard 1 <Gensokyo> character]



TDP

THP/S130-T11



(TD) Choice CX



TDP

THP/S130-T12



(TD) 0/0 Tenshi (Gensokyo/Heaven)

CONT - During your turn, all of your other <Gensokyo> characters get +500 power.

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.



TDP

THP/S130-T13



(TD) 0/0 Remilia (Gensokyo/Scarlet Devil Mansion)

**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** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.



TDP

THP/S130-T14



(TD) 0/0 Sakuya (Gensokyo/Scarlet Devil Mansion)

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

**AUTO** - When this is sent from Stage to Waiting Room, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Gensokyo> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.



THP/S130-T15



(TD) 1/0 Suika Ibuki (Gensokyo/Youkai Mountain)

**CONT** - You may have as many copies of this card in your deck as you like.

**CONT** - For each of your other {copies of this}, this gets +2000 power.

*\*Note: Has a Soul Trigger*



TDP & TDSP

THP/S130-T16



(TD) 0/0 Remilia (Gensokyo/Scarlet Devil Mansion)

**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** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.



TDP

THP/S130-T17



(TD) 2/1 Aya (Gensokyo/Youkai Mountain)

**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."

**ACT** - BACKUP +3000



TDP

THP/S130-T18



(TD) 3/2 Reimu (Gensokyo/Hakurei Shrine)

**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 Level 1 or Lower StockSoul CX (T22) in your CX Area, and you have another <Gensokyo> character, you may pay cost. If you do, this turn, this gets +1 Soul and the following ability, "**AUTO** - {2 Per Turn} When this card's damage is cancelled, you may deal 2 damage to your opponent."



TDP & TDSP

THP/S130-T19



(TD) 3/2 Flandre (Gensokyo/Scarlet Devil Mansion)

**CONT** - If all of your characters are <Gensokyo>, this gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send that character to the top of your opponent's deck."

**AUTO** - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +2000 power.



TDP

THP/S130-T20



(TD) 3/2 Yukari (Gensokyo/Boundary)

**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 2 <Gensokyo> characters, send them to Waiting Room, and shuffle your deck afterwards.

**AUTO** - During the turn this was placed on stage from hand, when this attacks, mill 2, then deal X damage to your opponent. X is equal to the number of Soul Triggers milled.



TDP

THP/S130-T21



(TD) 1/1 Event

Search your deck for up to 1 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.



TDP

THP/S130-T22



(TD) Level 1 or Lower StockSoul CX



TDP