

### Festival Shiyoko

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Card Game: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Card Game - Hachimaki | CGS/WS01-T01 T: None

L0  
C0

### Flower Viewing Shiyoko

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 :Card Game: Chara in your WR and return it to your hand.

Card Game | CGS/WS01-T02 T: None

L0  
C0

### Unseen Frenemy

[C] This cannot Side Attack.

Card Game - South Town | CGS/WS01-T03 T: None

L0  
C0

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### Merlion Shiyoko SG

[C] For each of your other :Card Game: Charas, this gains +500 Pow.

Card Game - Animal | CGS/WS01-T04 T: None

L1  
C0

### Shirokuro Runner Shiyoko

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your :Card Game: Charas.

Card Game - Sports | CGS/WS01-T05 T: None

L1  
C0

### Year of the Sheep Shiyoko

[C] If you have 2 or more other :Card Game: Charas, this gains +1500 Pow and "[A] ENCORE [Put the top card of your LB in your Clock]".

Card Game - Yukata | CGS/WS01-T06 T: None

L1  
C1

### Card Game Shiyoko Ultimate Starter

### Year of the Monkey Shiyoko

[C] If you have 2 or more other :Card Game: Charas, this gains "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Card Game - Yukata | CGS/WS01-T07 T: Soul

L2  
C1

### Schwarz Shiyoko

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] [(1)] When this attacks, if "The Day It All Began" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and this gains +1500 Pow until the next end of your Opp.'s turn. (DC can occur)

Card Game | CGS/WS01-T08 T: Soul

L3  
C2

### Schwarz Shiyoko

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] [(1)] When this attacks, if "The Day It All Began" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and this gains +1500 Pow until the next end of your Opp.'s turn. (DC can occur)

Card Game | CGS/WS01-T08SP T: Soul

L3  
C2

### Welcome Home

Choose up to 2 Charas in your WR and return them to your hand, and discard a card from your hand to the WR.

CGS/WS01-T09 T: None

L2  
C1

### The Day It All Began

[C] All your Charas gain +1000 Pow and +1 Soul.

CGS/WS01-T10 T: Salvage

### The Day It All Began

[C] All your Charas gain +1000 Pow and +1 Soul.

CGS/WS01-T10SP T: Salvage

### Life-Saving Procedure

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

CGS/WS01-T11 T: 2 Soul

### "First Blood" Angry Shiyoko

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.

[A] When this is placed from hand to the Stage, choose 1 of your other :Card Game: Charas, and that Chara gains +1000 Pow for the turn.

Card Game - Weapon | CGS/WS01-T12 T: None

L0  
C0

### Vocalist Shiyoko

[C] All your other :Card Game: Charas gain +500 Pow.

[S] [Rest this] Choose 1 of your :Card Game: Charas, and that Chara gains +500 Pow for the turn.

Card Game - Music | CGS/WS01-T13 T: None

L0  
C0

### Revolutionary Child of the Card Game Industry Shiyoko

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Card Game | CGS/WS01-T14 T: None

L0  
C0

### Revolutionary Child of the Card Game Industry Shiyoko

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Card Game | CGS/WS01-T14SP T: None

L0  
C0

### Striped Bikini, Shiyoko

[C] If there are 6 or more cards in your hand, this gains +1500 Pow.

Card Game - Swimsuit | CGS/WS01-T15 T: None

L0  
C0

**Amiga Shiyoko**  
 [S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Card Game - Hat | CGS/WS01-T16 T: None

L1  
C0

**Backup Shiyoko**  
 [A] When you use the **BACKUP** of this, if you have a Chara with "Shiyoko" in name, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Card Game - Ninja | CGS/WS01-T17 T: Soul

L2  
C1

**Recording Shiyoko**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] [Rest this] Look at the top card of your LB. (Put the card back where it was)

Card Game - Headphones | CGS/WS01-T18 T: Soul

L2  
C1

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**WeiB Shiyoko**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your other ::Card Game:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Card Game | CGS/WS01-T19 T: Soul

L3  
C2

**WeiB Shiyoko**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your other ::Card Game:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Card Game | CGS/WS01-T19SP T: Soul

L3  
C2

**Manner Lecture**  
 [Counter] Put the top card of your LB in the WR. If it's Level 1 or higher, choose up to 2 of your Charas, and they gain the following ability for the turn. "[C] Chara Opposite this gains +6 Soul and cannot Side Attack." (Climax cards are considered Level 0 for this effect)

CGS/WS01-T20 T: None

L3  
C1

Card Game Shiyoko Ultimate Starter

**Everyone Card Gaming**  
 [C] All your Charas gain +2 Soul.

CGS/WS01-T21 T: 2 Soul