

Shiro, Perplexed
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Family - Animal | CS/S28-T01 T: None

L0
C0

Hiroshi, No. 1 Japanese Salaryman
 --No Text--

Family - Salaryman | CS/S28-T02 T: None

L0
C0

Shiro, Cotton Candy Dog
 [A] When your Opp. Levels-up, put this in the WR.

Family - Animal | CS/S28-T03 T: None

L0
C0

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Himawari, Child's Puppy-Eye Attack
 [S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Family - Gem | CS/S28-T04 T: None

L1
C0

Himawari, Full of Energy
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Family:: and/or ::Kindergarten::, reveal it, put it in your hand, and shuffle your LB.

Family - Gem | CS/S28-T05 T: None

L1
C0

Misae, Strong Mother
 --No Text--

Family - Housewife | CS/S28-T06 T: None

L1
C0

Crayon Shin-chan Trial Deck

Shinnosuke, Friendly Siblings
 --No Text--

Family - Kindergarten | CS/S28-T07 T: None

L1
C1

Himawari, Adorable Little Sister
 --No Text--

Family - Gem | CS/S28-T08 T: Soul

L2
C1

Shinnosuke, Kindergartener Who Summons the Storm
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put in your hand. Put the rest in the WR.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times number of your Charas with either ::Family:: and/or ::Kindergarten::.

Family - Kindergarten | CS/S28-T09 T: Soul

L3
C2

Nohara Household Go!
 Choose up to 1 Level 3 or lower Charas in your Opp.'s Front Row and return it to hand, and choose 1 of your Charas with either ::Family:: and/or ::Kindergarten:: and that Chara gains +3000 Pow for the turn.

CS/S28-T10 T: None

L1
C1

Family is Nice to Have
 [C] All your Charas gain +2 Soul.

CS/S28-T11 T: 2 Soul

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

CS/S28-T12 T: 2 Soul

Shinnosuke, Full of Energy
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Family:: and/or ::Kindergarten::, put in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Family - Kindergarten | CS/S28-T13 T: None

L0
C0

Shinnosuke in Pajama
 [S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Family:: and/or ::Kindergarten::, and that Chara gains +1500 Pow for the turn.

Family - Kindergarten | CS/S28-T14 T: None

L0
C0

Shinnosuke, Wannabe Hero
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Family - Kindergarten | CS/S28-T15 T: None

L1
C0

Shinnosuke, Snack Time
 [C] **ASSIST** All your Charas with either ::Family:: and/or ::Kindergarten:: in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [(2)] Choose 1 of your Charas, and that Chara gains +4500 Pow for the turn.

Family - Kindergarten | CS/S28-T16 T: Soul

L1
C1

Shinnosuke Nohara
 [A] When this attacks, if "Butt Alien" is in the CZ, all your Charas gain +2000 Pow for the turn.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Family - Kindergarten | CS/S28-T17 T: Soul

L2
C2

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

CS/S28-T18 T: 2 Soul