

Gai, Leader's Style

[A] [(1)] When this attacks, if "Commencing Attacks" is in the CZ, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose 1 of your Charas and return it to your hand."
[A] [Clock] **SHIFT Level 1**

Funeral Parlor - Weapon | GC/S16-001 T: None

L1
C0

Gai, Leader's Style

[A] [(1)] When this attacks, if "Commencing Attacks" is in the CZ, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose 1 of your Charas and return it to your hand."
[A] [Clock] **SHIFT Level 1**

Funeral Parlor - Weapon | GC/S16-001R T: None

L1
C0

Gai, Important Decisions

[S] [(1) Rest 1 of your Charas] Reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Funeral Parlor - Weapon | GC/S16-002 T: Soul

L2
C1

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Gai, Important Decisions

[S] [(1) Rest 1 of your Charas] Reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Funeral Parlor - Weapon | GC/S16-002S T: Soul

L2
C1

"First Infected" Mana

[A] **BOND/"Gai, Accepting Fate"** [Put the top card of your LB in your Clock]
[A] [Clock] **SHIFT Level 0**

GC/S16-003 T: None

L0
C0

Mana Ouma

[C] During your turn, this gains +2000 Pow.
[A] [Clock] **SHIFT Level 1**

GC/S16-004 T: None

L1
C0

Guilty Crown Booster Pack

Gai, Accepting Fate

[C] All your other Charas gain +1000 Pow during your turn.
[A] This ability may be activated up to once per turn. When you use **SHIFT**, this gains "[C] **ASSIST** All your Charas in front of this gain +500 Pow" until the next end of your Opp.'s turn.

Funeral Parlor - Weapon | GC/S16-005 T: Soul

L1
C1

Gai, Oath of United Front

[C] If there are 6 or more cards in your Stock, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When your other ::Funeral Parlor:: Chara attacks, this gains +1000 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-006 T: Soul

L2
C2

Gai, Oath of United Front

[C] If there are 6 or more cards in your Stock, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When your other ::Funeral Parlor:: Chara attacks, this gains +1000 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-006S T: Soul

L2
C2

Gai Tsutsugami

[A] When this attacks, if "Embrace of Re-meeting" is in the CZ, this gains +2000 Pow and "[C] Chara Opposite this gets -1 Soul" until the next end of your Opp.'s turn.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] [Clock] **SHIFT Level 3**

Funeral Parlor - Weapon | GC/S16-007 T: Soul

L3
C2

Gai Tsutsugami

[A] When this attacks, if "Embrace of Re-meeting" is in the CZ, this gains +2000 Pow and "[C] Chara Opposite this gets -1 Soul" until the next end of your Opp.'s turn.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] [Clock] **SHIFT Level 3**

Funeral Parlor - Weapon | GC/S16-007SP T: Soul

L3
C2

Kenji Kido

[C] This gains +1000 Pow during your turn.

Funeral Parlor - Weapon | GC/S16-008 T: None

L0
C0

Gai, Infiltrating Investigation

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, put the top card of your Stock in the WR. (Put the revealed card back where it was)

Funeral Parlor - Weapon | GC/S16-009 T: None

L0
C0

Shu, Lost Pain

[A] **CHANGE** [(3) Discard a card from hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Shu, New Resolution" in your WR and put it in the Slot this was in.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-010 T: None

L1
C0

Algo Tsukishima

[C] During your turn, if there are 4 or more cards in your Stock, this gains +1500 Pow.
[A] [Clock] **SHIFT Level 2**

Funeral Parlor - Weapon | GC/S16-011 T: Soul

L2
C1

Shu, New Resolution

[C] For each Marker under this, this gains +1000 Pow.
[A] When this attacks, if "Awakened 'Pow of Kings'" is in the CZ, choose 1 of your other Charas. Put the top X cards of your LB under this as Marker, where X = the Level of the Chosen Chara.

Funeral Parlor - Weapon | GC/S16-012 T: Soul

L2
C2

Oogumo

[C] During your turn, your other Chara in the Front Row Center Slot gains +500 Pow.
[C] **ASSIST** All your Charas in front of this gain +1 Level.

Funeral Parlor - Weapon | GC/S16-013 T: None

L0
C0

"Funeral Parlor" Shibungi

[C] During your turn, all your other Charas gain +500 Pow.
[S] [Rest 2 of your Charas] Look at the top card of your LB and put it either on top or bottom of your LB.

Funeral Parlor - Weapon | GC/S16-014 T: None

L0
C0

"Funeral Parlor" Algo
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 --No Text--

Funeral Parlor - Weapon | GC/S16-015 T: None

L0
C0

Gai, Command Tower of the Funeral Parlor
 [C] All your other "Shu, Hidden Potential" gain +1000 Pow.
 [A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-016 T: None

L0
C0

Gai, Young Leader
 --No Text--

Funeral Parlor - Weapon | GC/S16-017 T: None

L0
C0

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Shu, Hidden Potential
 --No Text--

Funeral Parlor - Weapon | GC/S16-018 T: None

L1
C0

"Funeral Parlor" Oogumo
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Funeral Parlor - Weapon | GC/S16-019 T: Soul

L1
C1

"Funeral Parlor" Gai
 XXXXX

Funeral Parlor - Weapon | GC/S16-020 T: Soul

L2
C2

Guilty Crown Booster Pack

Lost Christmas
 Choose 1 Level 2 or lower Chara in your Opp.'s Front Row and put it in Stock.

GC/S16-021 T: None

L2
C1

Danger of Collapse
 [Counter] You cannot play this from hand if you don't have any ::Funeral Parlor:: Chara. Choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

GC/S16-022 T: None

L2
C1

Commencing Attacks
 [A] When this is placed from hand to the Climax Zome, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

GC/S16-023 T: 2 Soul

Embrace of Re-meeting
 [C] All your Charas gain +1000 Pow and +1 Soul.

GC/S16-024 T: Soul Shot

Awakened "Power of Kings"
 [C] All your Charas gain +1000 Pow and +1 Soul.

GC/S16-025 T: Soul Bounce

Hare, Charming Beach
 [C] All your other Charas gain +500 Pow.
 [A] At the beginning of your MP, look at the top card of your LB and put it either on top or bottom of the LB.

Swimsuit | GC/S16-026 T: None

L1
C0

Hare, Charming Beach
 [C] All your other Charas gain +500 Pow.
 [A] At the beginning of your MP, look at the top card of your LB and put it either on top or bottom of the LB.

Swimsuit | GC/S16-026S T: None

L1
C0

Shu Ouma
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [S] [(1) Rest 2 of your Charas] Reveal the top card of your LB. If it's Level 1 or higher, this gains +1000 Pow and the following ability for the turn. [A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put that Chara in Clock. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Funeral Parlor - Weapon | GC/S16-027 T: Soul

L3
C2

Shu Ouma
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [S] [(1) Rest 2 of your Charas] Reveal the top card of your LB. If it's Level 1 or higher, this gains +1000 Pow and the following ability for the turn. [A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put that Chara in Clock. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Funeral Parlor - Weapon | GC/S16-027SP T: Soul

L3
C2

Shu, Hanging His Head
 [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, perform the following action once: "Choose a card in your Clock and return it to your hand, and then put the top card of your LB in your Clock".

Funeral Parlor - Weapon | GC/S16-028 T: None

L0
C0

Kanon in the Academy
 [A] [(1)] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

Glasses - Chairman | GC/S16-029 T: None

L1
C0

Inori, Staring into Distance
 [A] When this attacks, if "Smile of the Goddess" is in the CZ, this gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Funeral Parlor | GC/S16-030 T: None

L1
C1

Inori, Staring into Distance
 [A] When this attacks, if "Smile of the Goddess" is in the CZ, this gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Funeral Parlor | GC/S16-030R T: None

L1
C1

Shu, Looking at the Sky
 [A] When this attacks, put the top card of your Stock in your WR.
 [A] When this attacks, if "King's Talent" is in the CZ, return the top card of your Stock to your hand, and this gains +2000 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-031 T: Soul

L2
C1

Shu, Looking at the Sky
 [A] When this attacks, put the top card of your Stock in your WR.
 [A] When this attacks, if "King's Talent" is in the CZ, return the top card of your Stock to your hand, and this gains +2000 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-031S T: Soul

L2
C1

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Hare, Kind Words
 [A] [(1)] When this attacks, if "My Favorite King" is in the CZ, may pay. If so, all your other Charas gain +4500 Pow for the turn.

GC/S16-032 T: Soul

L2
C2

Hare Menjou
 [A] **BOND!** "Shu, Looking at the Sky" [(1)]

GC/S16-033 T: None

L0
C0

Jun Samukawa
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.
 [A] [Clock] **SHIFT Level 0**

GC/S16-034 T: None

L0
C0

Guilty Crown Booster Pack

Kanon Kusama
 [S] [Reveal the top card of your LB] This ability may be used up to once per turn. If the card revealed for the cost is Level 1 or higher, this gains +1500 Pow for the turn. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Glasses - Chairman | GC/S16-035 T: None

L0
C0

Shu, Something to Protect
 [S] [(1)] This gains +2000 Pow for the turn.

Funeral Parlor - Weapon | GC/S16-036 T: None

L1
C1

Inori in Uniform
 [S] [(1)] Reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Funeral Parlor | GC/S16-037 T: Soul

L2
C1

Hare, Watching Over
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [(1) Rest this] Choose 1 of your other Charas, and that Chara gains +1000 Pow for the turn.

GC/S16-038 T: None

L0
C0

Souta Tamadate
 [C] If there are 3 or more cards in your Stock, this gains +1000 Pow.

GC/S16-039 T: None

L0
C0

Shu in the Academy
 [C] If you have 1 or fewer other Charas, this gains +1500 Pow.

GC/S16-040 T: None

L0
C0

Inori, Sudden Freeloader
 --No Text--

Music - Funeral Parlor | GC/S16-041 T: None

L0
C0

Yahiro Samukawa
 [C] All your other Charas gain the following ability.
 "[C] This cannot Side Attack."

Student Council | GC/S16-042 T: None

L1
C0

Arisa Kuhouin
 --No Text--

Student Council | GC/S16-043 T: None

L1
C1

Arisa, Charming Beach
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Student Council - Swimsuit | GC/S16-044 T: Soul

L2
C1

Inori in Casual Clothing
 --No Text--

Music - Funeral Parlor | GC/S16-045 T: Soul

L2
C2

Concert Stage of the Day After Festival
 Look at the top card of your LB and put it either on top of the LB or in the WR. Put this in Stock.

GC/S16-046 T: None

L1
C0

Genome Resonance Gauge
 Choose 1 of your Opp.'s Charas. That Chara gets -4000 Pow for the turn.

GC/S16-047 T: None

L2
C2

King's Talent
 [C] All your Charas gain +1000 Pow and +1 Soul

GC/S16-048 T: Treasure

Smile of the Goddess
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

GC/S16-049 T: 2 Soul

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

GC/S16-050 T: Stock

Inori, Kind Feelings
 [A] [(1)] When this attacks, if "Trial of Courage" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.
 [A] When this is Reversed during Battle, your Opp. may choose a Chara in your WR and put it on top of the LB.

Music - Funeral Parlor | GC/S16-051 T: None

L1
C0

Inori, Kind Feelings
 [A] [(1)] When this attacks, if "Trial of Courage" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.
 [A] When this is Reversed during Battle, your Opp. may choose a Chara in your WR and put it on top of the LB.

Music - Funeral Parlor | GC/S16-051R T: None

L1
C0

Guilty Crown Booster Pack

Inori, Shu's Partner
 [A] **CHANGE** [(2) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose an "Inori Yuzuriha" in your WR and put it in the Slot this was in.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Funeral Parlor | GC/S16-052 T: Soul

L2
C1

Inori, Sleeping Alongside Him
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Funeral Parlor:: Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-053 T: Soul

L1
C1

Inori, Sleeping Alongside Him
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Funeral Parlor:: Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-053S T: Soul

L1
C1

Inori, Clearing Troubles
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [A] This ability may activate up to once per turn. When you use **SHIFT**, this gains the following ability until the next end of your Opp.'s turn. "[C] All your other Charas gain +500 Pow."

GC/S16-054 T: Soul

L2
C1

Inori, Painful Scream
 [A] This ability may activate up to once per turn. When your other Chara with **SHIFT** is placed from hand to the Stage, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Funeral Parlor | GC/S16-055 T: Soul

L2
C2

Inori, Painful Scream
 [A] This ability may activate up to once per turn. When your other Chara with **SHIFT** is placed from hand to the Stage, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Funeral Parlor | GC/S16-055S T: Soul

L2
C2

Mana, Childhood
 [A] [(1) Put 1 of your Charas on the Stage in the WR] When this attacks, if "Memories of That Summer" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.

GC/S16-056 T: Soul

L2
C2

Inori Yuzuriha
 [A] When this is placed from hand or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] [Discard a card from hand to the WR] When this attacks, if "Euterpe" is in the CZ, may pay. If so, choose up to 2 Charas in your WR and return them to your hand, and this gains +1000 Pow for the turn.

Music - Funeral Parlor | GC/S16-057 T: Soul

L3
C2

Inori Yuzuriha
 [A] When this is placed from hand or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] [Discard a card from hand to the WR] When this attacks, if "Euterpe" is in the CZ, may pay. If so, choose up to 2 Charas in your WR and return them to your hand, and this gains +1000 Pow for the turn.

Music - Funeral Parlor | GC/S16-057SP T: Soul

L3
C2

Funell, Auto-Insect
 [A] **BOND**"Inori, Sleeping Alongside Him" [Put the top card of your LB in your Clock]

Mecha - Funeral Parlor | GC/S16-058 T: None

L0
C0

Haruka Ouma
 [C] If there are 3 or fewer cards in your Opp.'s Stock, this gains +1000 Pow.

Science | GC/S16-059 T: None

L0
C0

Makoto Waltz Segai
 [S] [(1)] Put the top card of your Opp.'s LB in the WR, and then choose a card in your Opp.'s WR and put it on top of the LB.

Army | GC/S16-060 T: None

L0
C0

Daryl, Arrogant
 [A] When this is placed from hand to the Stage, choose 1 of your non-RED Charas, and that Chara gains +1000 Pow for the turn.

Army - Operator | GC/S16-061 T: None

L0
C0

EGOIST Inori
 [C] If you have 2 or more other Charas with **ASSIST**, this gains +1000 Pow.
 [A] [Clock] **SHIFT Level 1**

Music - Funeral Parlor | GC/S16-062 T: None

L1
C1

Shu, Childhood
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

GC/S16-063 T: Soul

L2
C1

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Inori, Voice of Souls
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Funeral Parlor:: Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-064 T: None

L0
C0

Funell
 [A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [A] [Clock] **SHIFT Level 0**

Mecha - Funeral Parlor | GC/S16-065 T: None

L0
C0

Inori, Words of Farewell
 [A] When this becomes Reversed, if the Level of the Battle Opp. is 0 or lower, you may Reverse that Chara.

Music - Funeral Parlor | GC/S16-066 T: None

L0
C0

Guilty Crown Booster Pack

Shu, Normal High School Student
 --No Text--

GC/S16-067 T: None

L0
C0

Gai, Childhood
 [C] If you have other Charas with "Shu" in the name, this gains +1 Level and +1000 Pow.

GC/S16-068 T: None

L1
C0

Daryl Yan
 --No Text--

Army - Operator | GC/S16-069 T: None

L1
C0

Inori, Pure Emotions
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Funeral Parlor | GC/S16-070 T: None

L1
C1

Inori, Web Artist
 [A] When your other Chara becomes Reversed in battle, this gains +1000 Pow for the turn.

Music - Funeral Parlor | GC/S16-071 T: Soul

L2
C1

Truth of Void Genome
 Choose up to 2 Charas in your WR and return them to your hand.

GC/S16-072 T: None

L2
C2

Euterpe
 [A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charcters gain +1 Soul for the turn.

GC/S16-073 T: 2 Soul

Memories of That Summer
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

GC/S16-074 T: 2 Soul

Trial of Courage
 [C] All your Charas gain +1000 Pow and +1 Soul for the turn.

GC/S16-075 T: Salvage

Tsugumi in Swimsuits
 [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 ::Funeral Parlor:: Chara, reveal it, and put it in your hand, Shuffle your LB.

Funeral Parlor - Operator | GC/S16-076 T: None

L0
C0

Ayase Shinomiya
 [C] Chara Opposite this gets -1 Soul.
 [A] [(1) Discard a card from hand to the WR] At the beginning of your Climax Phase, may pay. If so, choose 1 of your Opp.'s Charas, Stand it and move it to another empty Slot on your Opp.'s Stage, and this gains +1000 Pow for the turn.

Funeral Parlor - Wheelchair | GC/S16-077 T: Soul

L3
C2

Ayase Shinomiya
 [C] Chara Opposite this gets -1 Soul.
 [A] [(1) Discard a card from hand to the WR] At the beginning of your Climax Phase, may pay. If so, choose 1 of your Opp.'s Charas, Stand it and move it to another empty Slot on your Opp.'s Stage, and this gains +1000 Pow for the turn.

Funeral Parlor - Wheelchair | GC/S16-077SP T: Soul

L3
C2

Tsugumi, Positive Thinking
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand, and discard a card from hand to the WR. (Otherwise put the card back. Climax card is considered Level 0 for this effect)
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Funeral Parlor - Operator | GC/S16-078 T: None

L0
C0

Tsugumi in Furisode
 [A] When you use the **BACKUP** of this, if you have 2 or more ::Funeral Parlor:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] BACKUP 1000, Level 1 [(Discard this card from your hand to the WR)]

Funeral Parlor - Operator | GC/S16-079 T: None

L1
C0

Tsugumi in Furisode
 [A] When you use the **BACKUP** of this, if you have 2 or more ::Funeral Parlor:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Funeral Parlor - Operator | GC/S16-079S T: None

L1
C0

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Ayase, Maiden in Love
 [A] When "Regained Self-Confidence" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Ayase Shinomiya", reveal it, and put it in your hand. Shuffle your LB.
 [A] [Clock] **SHIFT Level 1**

Funeral Parlor - Wheelchair | GC/S16-080 T: None

L1
C0

Ayase, Maiden in Love
 [A] When "Regained Self-Confidence" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Ayase Shinomiya", reveal it, and put it in your hand. Shuffle your LB.
 [A] [Clock] **SHIFT Level 1**

Funeral Parlor - Wheelchair | GC/S16-080R T: None

L1
C0

Tsugumi, Operator
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Charas.
 [A] This ability may be activated up to 2 times per turn. When your other ::Funeral Parlor:: Chara is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

Funeral Parlor - Operator | GC/S16-081 T: Soul

L2
C1

Guilty Crown Booster Pack

Tsugumi, Operator
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Charas.
 [A] This ability may be activated up to 2 times per turn. When your other ::Funeral Parlor:: Chara is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

Funeral Parlor - Operator | GC/S16-081SP T: Soul

L2
C1

Ayase, Hates Losing
 [A] When this attacks, if "Sortie" is in the CZ, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Funeral Parlor - Wheelchair | GC/S16-082 T: Soul

L2
C1

Ayase, Hates Losing
 [A] When this attacks, if "Sortie" is in the CZ, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Funeral Parlor - Wheelchair | GC/S16-082S T: Soul

L2
C1

Ayase, Wheelchair girl
 [A] **BOND/"Gai, Leader's Style"** [(1)]

Funeral Parlor - Wheelchair | GC/S16-083 T: None

L0
C0

Tsugumi, Moodmaker
 [C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1500 Pow.

Funeral Parlor - Operator | GC/S16-084 T: None

L0
C0

Ayase, Female Boss
 [A] **CHANGE** [(2) Discard a card from hand to the Waitin Room, put this in the WR] At the beginning of your Climax Phase, may pay. IF so, choose 1 "Ayase, Reliable Girl" in your WR and put it in the Slot this was in.
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Funeral Parlor - Wheelchair | GC/S16-085 T: None

L1
C1

Ayase, Reliable Girl
 [A] [Return 2 Charas from your WR to your LB. Shuffle your LB] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn. (Climax card is considered to be Level 0 for this effect. Put the revealed card back where it was)
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Funeral Parlor - Wheelchair | GC/S16-086 T: Soul

L2
C2

"Funeral Parlor" Tsugumi
 [C] If there are 4 or more cards in your Stock, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
 [A] When this attacks, if "Needed in Information War" is in the CZ, you may draw a card.

Funeral Parlor - Operator | GC/S16-087 T: Soul

L2
C2

Shu, Sneak Attack
 [A] When this is placed from hand to the Stage, you may reveal your hand. If so, and there are no Level 0 or lower Charas in your hand, search your LB for up to 1 "Shu in the Academy", reveal it, and put it in your hand, and discard a card from hand to the WR. Shuffle your LB.

Funeral Parlor - Weapon | GC/S16-088 T: None

L0
C0

Ayase, Dumbfounded Look
 [C] During your Opp.'s turn, if you have 2 or fewer other Charas, this gains +1500 Pow.

Funeral Parlor - Wheelchair | GC/S16-089 T: None

L0
C0

Tsugumi, Frank Personaliy
 [C] If there are 4 or more cards in your Opp.'s Clock, this gains +1000 Pow.

Funeral Parlor - Operator | GC/S16-090 T: None

L0
C0

"Funeral Parlor: Ayase
 --No Text--

Funeral Parlor - Wheelchair | GC/S16-091 T: None

L0
C0

Ayase, Capable Pilot
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Funeral Parlor - Wheelchair | GC/S16-092 T: None

L1
C0

Tsugumi, Strong-hearted
 [C] If there are Markers under this, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or higher, you may put it under this as Marker. (Otherwise put it back. Climax card is considered to be Level 0)

Funeral Parlor - Operator | GC/S16-093 T: None

L1
C0

Tsugumi, Different Look
 --No Text--

Funeral Parlor - Operator | GC/S16-094 T: None

L1
C1

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Shu, Overfilled Emotions
 --No Text--

Funeral Parlor - Weapon | GC/S16-095 T: Soul

L2
C2

Ayase's Steiner
 Search your LB for up to 1 Climax card, reveal it, and put it in your hand. Shuffle your LB.

GC/S16-096 T: None

L1
C1

Full Force Strike
 Look at up to X cards from the top of your LB and put up to 2 of them in your hand. Put the rest in your WR. X = # of your ::Funeral Parlor:: Charas.

GC/S16-097 T: None

L2
C2

Guilty Crown Booster Pack

Regained Self-Confidence
 [A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

GC/S16-098 T: 2 Soul

Sortie
 [C] All your Charas gain +2 Soul.

GC/S16-099 T: 2 Soul

Needed in Information War
 [C] All your Charas gain +1000 Pow and +1 Soul.

GC/S16-100 T: Draw

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