

### Giorno, Seeker of Truth

[S] [(1)] Choose 1 of your Opp.'s Front Row Charas with Cost 0 or lower and return it to their hand.  
[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, search your LB for up to 1 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-001 T: None

L0  
C0

### Giorno, Seeker of Truth

[S] [(1)] Choose 1 of your Opp.'s Front Row Charas with Cost 0 or lower and return it to their hand.  
[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, search your LB for up to 1 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-001SSP T: None

L0  
C0

### Mista, The Road that Seemed Dark

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

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

Golden Wind - Stand User | JJ/S66-002 T: None

L0  
C0

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### Mista, The Road that Seemed Dark

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

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

Golden Wind - Stand User | JJ/S66-002SP T: None

L0  
C0

### Giorno, Where to Be Ready

[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] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Golden Wind - Stand User | JJ/S66-003 T: Soul

L3  
C2

### Giorno, Where to Be Ready

[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] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Golden Wind - Stand User | JJ/S66-003SP T: Soul

L3  
C2

## Jojo's Bizarre Adventure - Golden Wind Booster Pack

### Gold E Requiem, Achieving

[A] [Discard a card from hand to the WR] When this is played from hand to the Stage or by the [S] effect of "Girono, What Fate Has Chosen" to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
[A] **CX COMBO** When this attacks, if "Truth" of this World is in your CZ, this gains the following ability for the turn. "[A] [(3) At the beginning of your Encore Step, may pay. If so, perform the following twice. 'Deal 1 Damage to your Opp..'" (DC can occur)

Golden Wind - Stand | JJ/S66-004 T: Soul

L3  
C2

### Giorno, Embodiment of Justice

[A] When this card's Damage is not Cancelled, this gains +3000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Golden Wind:: Charas, Rest it, and move it to an empty Slot in the Back Row.

Golden Wind - Stand User | JJ/S66-005 T: None

L0  
C0

### Fugo, Quiet Passion

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

[A] **CX COMBO** When this attacks, if "Prevailing Death" is in your CZ and you have another ::Golden Wind:: Chara, put the top 2 cards of your LB into the WR, and choose up to 1 Level X or lower ::Golden Wind:: Chara in your WR and return it to hand. X equals the sum of the Levels of the cards put into WR by this effect.

Golden Wind - Stand User | JJ/S66-006 T: None

L1  
C0

### Fugo, Quiet Passion

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] **CX COMBO** When this attacks, if "Prevailing Death" is in your CZ and you have another ::Golden Wind:: Chara, put the top 2 cards of your LB into the WR, and choose up to 1 Level X or lower ::Golden Wind:: Chara in your WR and return it to hand. X equals the sum of the Levels of the cards put into WR by this effect.

Golden Wind - Stand User | JJ/S66-006SP T: None

L1  
C0

### Giorno, What Fate Has Chosen

[C] **ASSIST** All of your ::Golden Wind:: Charas in front of this gain +500 Pow and [A] **ENCORE** (2)].

[A] When this is placed from hand to the Stage, you may choose a "Gold E Requiem, Achieving" in your WR and put it face-up under this as Marker.

[S] [(2) Discard a Chara from your hand to the WR] If you are Level 3 or higher, choose a "Gold E Requiem, Achieving" that is under this as Marker and put it in any Slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

Golden Wind - Stand User | JJ/S66-007 T: Soul

L1  
C1

### Giorno, What Fate Has Chosen

[C] **ASSIST** All of your ::Golden Wind:: Charas in front of this gain +500 Pow and [A] **ENCORE** (2)].

[A] When this is placed from hand to the Stage, you may choose a "Gold E Requiem, Achieving" in your WR and put it face-up under this as Marker.

[S] [(2) Discard a Chara from your hand to the WR] If you are Level 3 or higher, choose a "Gold E Requiem, Achieving" that is under this as Marker and put it in any Slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

Golden Wind - Stand User | JJ/S66-007J T: Soul

L1  
C1

### Mista, Overlapping Gunshots

[C] If "Mista, The Road that Seemed Dark" is in your Clock, this gets -1 Level in your hand.

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

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Golden Wind - Stand User | JJ/S66-008 T: Soul

L3  
C2

### Mista, Overlapping Gunshots

[C] If "Mista, The Road that Seemed Dark" is in your Clock, this gets -1 Level in your hand.

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

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Golden Wind - Stand User | JJ/S66-008J T: Soul

L3  
C2

### Fugo, Violent Appearance

[A] When this is placed from hand to the Stage, search your LB for up to 1 "Purple Smoke, Ferocious Smoke", place it face-up under this as Marker, and Shuffle your LB.

[S] [Discard a Chara from hand to the WR] If you are Level 1 or higher, choose 1 "Purple Smoke, Ferocious Smoke" that is under this as Marker and place it to any Slot on the Stage. At the end of the turn, you may put that Chara under this face-up as Marker.

[S] [(1) Put the top card of your LB in your Clock, Rest this] Choose a Level 1 or lower Chara in your WR and return it to your hand.

Golden Wind - Stand User | JJ/S66-009 T: None

L0  
C0

### Mista, What Faces Death

[C] Your other ::Golden Wind:: Charas gain +500 Pow.

[S] [Reveal a "Six Bullets, 6 People 1 Team" from your hand and put it under this face-up as Marker] Draw a card, and choose a card from your hand and put it in the WR.

[S] [Rest this] If you are Level 1 or higher, choose up to 5 "Six Bullets, 6 People 1 Team" under this as Markers and place them to separate slots on the Stage.

Golden Wind - Stand User | JJ/S66-010 T: None

L0  
C0

### Polnareff, Guardian of Hope

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

[S] [(1) Put this in the WR] Choose a "Room in a Tortoise" in your WR and return it to hand.

Golden Wind - Stand User | JJ/S66-011 T: None

L0  
C0

### Polnareff, Guardian of Hope

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

[S] [(1) Put this in the WR] Choose a "Room in a Tortoise" in your WR and return it to hand.

Golden Wind - Stand User | JJ/S66-011J T: None

L0  
C0

**Kouichi & Reverb (Act 3), Strange Survey Request**  
[C] Chara Opposite this cannot move to another Slot.  
[A] When this is placed from hand to the Stage, this gains +1 Level and +1000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-012 T: None

L0

C0

**Kouichi & Reverb (Act 3), Strange Survey Request**  
[C] Chara Opposite this cannot move to another Slot.  
[A] When this is placed from hand to the Stage, this gains +1 Level and +1000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-012J T: None

L0

C0

**Gold E, Excessive Runaway Life**  
[C] All of your Opp.'s Charas gain the following ability. "[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, this gains +2500 Pow for the turn."

Golden Wind - Stand | JJ/S66-013 T: None

L0

C0

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**Six Bullets, 6 People 1 Team**  
[C] You may have up to 6 copies of cards with the same name as this in your Deck.  
[C] For each of your other "Six Bullets, 6 People 1 Team", this gains +1 Soul.

Golden Wind - Stand | JJ/S66-014a T: None

L1

C0

**Six Bullets, 6 People 1 Team**  
[C] You may have up to 6 copies of cards with the same name as this in your Deck.  
[C] For each of your other "Six Bullets, 6 People 1 Team", this gains +1 Soul.

Golden Wind - Stand | JJ/S66-014b T: None

L1

C0

**Six Bullets, 6 People 1 Team**  
[C] You may have up to 6 copies of cards with the same name as this in your Deck.  
[C] For each of your other "Six Bullets, 6 People 1 Team", this gains +1 Soul.

Golden Wind - Stand | JJ/S66-014c T: None

L1

C0

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**Six Bullets, 6 People 1 Team**  
[C] You may have up to 6 copies of cards with the same name as this in your Deck.  
[C] For each of your other "Six Bullets, 6 People 1 Team", this gains +1 Soul.

Golden Wind - Stand | JJ/S66-014d T: None

L1

C0

**Six Bullets, 6 People 1 Team**  
[C] You may have up to 6 copies of cards with the same name as this in your Deck.  
[C] For each of your other "Six Bullets, 6 People 1 Team", this gains +1 Soul.

Golden Wind - Stand | JJ/S66-014e T: None

L1

C0

**Six Bullets, 6 People 1 Team**  
[C] You may have up to 6 copies of cards with the same name as this in your Deck.  
[C] For each of your other "Six Bullets, 6 People 1 Team", this gains +1 Soul.

Golden Wind - Stand | JJ/S66-014f T: None

L1

C0

**Purple Smoke, Ferocious Smoke**  
[A] When this is placed from the Hand to the Stage or by the [S] ability of "Fugo, Violent Appearance", this gains +X Pow for the turn. X equals the number of your ::Golden Wind:: Charas times 500.

Golden Wind - Stand | JJ/S66-015 T: None

L1

C0

**Fugo, Deadly Smoke**  
[C] If all your Charas are ::Golden Wind::, this gains +1000 Pow.  
[A] [Discard 2 cards from hand to the WR] On your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, Deal 2 Damage to your Opp.. (DC can occur)

Golden Wind - Stand User | JJ/S66-016 T: Soul

L3

C2

**Fugo, Deadly Smoke**  
[C] If all your Charas are ::Golden Wind::, this gains +1000 Pow.  
[A] [Discard 2 cards from hand to the WR] On your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, Deal 2 Damage to your Opp.. (DC can occur)

Golden Wind - Stand User | JJ/S66-016J T: Soul

L3

C2

**Chariot Requiem, Performing Quietly**  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 2 of your Opp.'s Charas, Stand and swap them, and those Charas gain +6000 Pow for the turn.

Golden Wind - Stand | JJ/S66-017 T: None

L1

C0

**Gold E, New Power**  
--No Text--

Golden Wind - Stand | JJ/S66-018 T: None

L1

C0

**Giorno, Will to Live**  
[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Golden Wind - Stand User | JJ/S66-019 T: Soul

L2

C1

**Giorno, New Power**  
[C] If there is a Marker under this, this gains +7500 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Gold E, New Pow" in your WR and put it face-up under this as Marker.

Golden Wind - Stand User | JJ/S66-020 T: Soul

L2

C1

**Purple Smoke, Surprisingly Beautiful**  
[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.

Golden Wind - Stand | JJ/S66-021 T: Soul

L2

C1

**Six Bullets, Willing Stand**  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Road" to "Readiness" is in your C2, choose up to 1 ::Golden Wind:: Chara in your WR, put it in your Stock, search your LB for up to 1 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Golden Wind - Stand | JJ/S66-022 T: Soul

L2

C1

**Ladybug Brooch**  
[Counter] Search your LB for up to 1 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this is placed into the WR from the stage, place this Rested in the Slot it was originally in."

JJ/S66-023 T: None

L1

C2

**"Arrow" of Hope**  
Choose 1 of your Charas and place it in your Stock. If you do, reveal the top card of your LB. If the revealed card has 1 or more Traits in common with the Chara placed in Stock, place the revealed card to any slot on the Stage. (Otherwise put it back)

JJ/S66-024 T: None

L2

C0

**"Truth" of this World**  
[C] All your Charas gain +1000 Pow and +1 Soul.

JJ/S66-025 T: Soul Bounce

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**"Truth" of this World**  
[C] All your Charas gain +1000 Pow and +1 Soul.

JJ/S66-025J T: Soul Bounce

**"Road" to "Readiness"**  
[C] All your Charas gain +1000 Pow and +1 Soul.

JJ/S66-026 T: Soul Shot

**"Road" to "Readiness"**  
[C] All your Charas gain +1000 Pow and +1 Soul.

JJ/S66-026J T: Soul Shot

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

JJ/S66-027 T: Soul Bounce

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

JJ/S66-027J T: Soul Bounce

**Formaggio & Tiny Feet, Fear of Shrinking**  
[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.  
[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 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-028 T: None

L0

C0

**Formaggio & Tiny Feet, Fear of Shrinking**  
[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.  
[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 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-028J T: None

L0

C0

**Melone & Babyhead, Important Compatibility Diagnosis**  
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(1) Rest 2 of your Charas] Put the top 2 cards of your LB in the WR, choose a Level X or lower ::Golden Wind:: Chara in your WR and return it to your hand. X = sum of Levels of those cards. (Climax cards are considered Level 0 for this effect)

Golden Wind - Stand User | JJ/S66-029 T: None

L0

C0

**Melone & Babyhead, Important Compatibility Diagnosis**  
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(1) Rest 2 of your Charas] Put the top 2 cards of your LB in the WR, choose a Level X or lower ::Golden Wind:: Chara in your WR and return it to your hand. X = sum of Levels of those cards. (Climax cards are considered Level 0 for this effect)

Golden Wind - Stand User | JJ/S66-029J T: None

L0

C0

**Prosciutto, Great Teachings**  
[S] **RECOLLECTION** For each "Prosciutto, Great Teachings" in your Memory, this gains +2000 Pow.  
[A] When this is Reversed in Battle, if you have 2 or less cards in Memory, you may send this to Memory.

Golden Wind - Stand User | JJ/S66-030 T: None

L1

C0

**Prosciutto, Great Teachings**  
[S] **RECOLLECTION** For each "Prosciutto, Great Teachings" in your Memory, this gains +2000 Pow.  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may send this to Memory.

Golden Wind - Stand User | JJ/S66-030J T: None

L1

C0

**Pesci & Fisher Man, Great Teachings**  
[C] This cannot Side Attack.  
[C] **RECOLLECTION** For each "Prosciutto, Great Teachings" in your Memory, this gains +1500 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Great Death" is in your CZ, put up to 1 card from the top of your LB into Stock, choose up to 1 "Prosciutto & The Thankful Death, Weight of Readiness" in your WR and return it to hand.

Golden Wind - Stand User | JJ/S66-031 T: None

L1

C0

**Pesci & Fisher Man, Great Teachings**  
[C] This cannot Side Attack.  
[C] **RECOLLECTION** For each "Prosciutto, Great Teachings" in your Memory, this gains +1500 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Great Death" is in your CZ, put up to 1 card from the top of your LB into Stock, choose up to 1 "Prosciutto & The Thankful Death, Weight of Readiness" in your WR and return it to hand.

Golden Wind - Stand User | JJ/S66-031J T: None

L1

C0

**Ghiaccio & White Ice, Cryogenic World**  
[C] For each of your other ::Golden Wind:: Charas, this gains +500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Golden Wind - Stand User | JJ/S66-032 T: None

L1

C1

**Ghiaccio & White Ice, Cryogenic World**  
[C] For each of your other ::Golden Wind:: Charas, this gains +500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Golden Wind - Stand User | JJ/S66-032J T: None

L1

C1

Illuso & Mirror Man, Inside-Out World

[A] [(5) Discard 2 cards from hand to the WR] At the beginning of a Counter Step during your Opp.'s turn, may pay. If so, choose a Level 1 or Higher Battling Opp. of this card, and put it on the bottom of your Opp.'s LB.

Golden Wind - Stand User | JJ/S66-033 T: Soul

L2

C1

Illuso & Mirror Man, Inside-Out World

[A] [(5) Discard 2 cards from hand to the WR] At the beginning of a Counter Step during your Opp.'s turn, may pay. If so, choose a Level 1 or Higher Battling Opp. of this card, and put it on the bottom of your Opp.'s LB.

Golden Wind - Stand User | JJ/S66-033J T: Soul

L2

C1

Risotto, Inevitable Assassination

[C] This cannot be chosen as target of Opp.'s effects.  
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.  
[A] [(1) Discard 2 Charas from your hand to the WR] When this attacks, may pay. If so, look at up to 3 cards from the top of your Opp.'s LB, put up to 3 of them in the WR, put the remaining cards on top of their LB, and they shuffle their LB.

Golden Wind - Stand User | JJ/S66-034 T: Soul

L3

C2

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Risotto, Inevitable Assassination

[C] This cannot be chosen as target of Opp.'s effects.  
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Golden Wind:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.  
[A] [(1) Discard 2 Charas from your hand to the WR] When this attacks, may pay. If so, look at up to 3 cards from the top of your Opp.'s LB, put up to 3 of them in the WR, put the remaining cards on top of their LB, and they shuffle their LB.

Golden Wind - Stand User | JJ/S66-034J T: Soul

L3

C2

Illuso, The Man in the Mirror

[C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".

Golden Wind - Stand User | JJ/S66-035 T: None

L0

C0

Babyhead, Crystal of Two People

[C] Your other ::Golden Wind:: Charas gain +500 Pow.  
[S] [(3) Put one of your Charas in the WR, Rest this] Choose 1 Event or Climax in your WR and return it to hand.

Golden Wind - Stand | JJ/S66-036 T: None

L0

C0

Jojo's Bizarre Adventure - Golden Wind Booster Pack

Risotto & Metallic, Holding a Traitor

[A] **CX COMBO** When "Magnetic Ruler" is placed in the CZ, choose 1 of your Opp.'s Charas, and for the turn that Chara gets -1000 Pow.  
[S] [Rest this] Choose 1 ::Golden Wind:: Chara in your WR and put it in Stock.

Golden Wind - Stand User | JJ/S66-037 T: Soul

L2

C1

Formaggio, Clever Assassin

[A] [(1) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp.'s Level and put it in the WR, and your Opp. chooses up to 1 Level 0 or lower Chara in his or her WR and put it in the Slot that Chara was in.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Golden Wind - Stand User | JJ/S66-038 T: Soul

L2

C1

Prosciutto & The Thankful Death, Weight of Readiness

[A] When this is placed from hand to the Stage, all of your Opp.'s Charas get -X Pow. X equals the Level of that Chara times 1000.  
[A] **CX COMBO** [(2) Discard 2 cards from hand to the WR] When this attacks, if "A Great Death" is in your CZ, may pay. If so, deal 4 Damage to your Opp., choose 1 of your Opp.'s Charas, for the turn, that Chara gets -3000 Pow. (DC can occur)

Golden Wind - Stand User | JJ/S66-039 T: Soul

L3

C2

Pesci & Fisher Man, Mammone

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.  
[A] When this is placed from Stage to the WR, if you have 2 or less cards in your Memory, you may choose a "Prosciutto, Great Teachings" from your WR and send it to Memory.

Golden Wind - Stand User | JJ/S66-040 T: None

L0

C0

Zucchero & Tender Machine, Aiming for Hidden Things

[A] [Discard a ::Golden Wind:: Chara 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 "Sale & Arts&Crafts, Aiming for Hidden Things", show it to your Opp., put it in your hand, and shuffle your LB.  
[A] [Discard a card from hand to the WR] When this is placed in WR from the Stage, may pay. If so, choose a "Sale & Arts&Crafts, Aiming for Hidden Things" in your WR, and place it Rested to any slot on the Stage.

Golden Wind - Stand User | JJ/S66-041 T: None

L0

C0

Zucchero & Tender Machine, Aiming for Hidden Things

[A] [Discard a ::Golden Wind:: Chara 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 "Sale & Arts&Crafts, Aiming for Hidden Things", show it to your Opp., put it in your hand, and shuffle your LB.  
[A] [Discard a card from hand to the WR] When this is placed in WR from the Stage, may pay. If so, choose a "Sale & Arts&Crafts, Aiming for Hidden Things" in your WR, and place it Rested to any slot on the Stage.

Golden Wind - Stand User | JJ/S66-041J T: None

L0

C0

Sale & Arts&Crafts, Aiming for Hidden Things

--No Text--

Golden Wind - Stand User | JJ/S66-042 T: None

L1

C0

Sale & Arts&Crafts, Aiming for Hidden Things

--No Text--

Golden Wind - Stand User | JJ/S66-042J T: None

L1

C0

Ghiaccio & White Ice Gently Crying, Cry Quietly

[A] [(1) Discard 2 cards from hand to the WR] When this is Reversed in Battle, may pay. If so, Rest this card, and Reverse the Battle Opp. of this card.

Golden Wind - Stand User | JJ/S66-043 T: Soul

L2

C2

Sorbe & Gelato's Disappearance

Rest 1 of your Standing ::Golden Wind:: Charas. If so, choose up to 2 of your Opp.'s Charas, and for the turn those Charas get -1500 Pow.

JJ/S66-044 T: None

L2

C0

Magnetic Ruler

[A] When this is placed from your hand to your CZ, choose up to 1 Chara in your WR whose Level is equal to or lower than your Level and return it to hand, and select up to 2 Charas and those Charas receive +1 Soul for the turn.

JJ/S66-045 T: 2 Soul

Magnetic Ruler

[A] When this is placed from your hand to your CZ, choose up to 1 Chara in your WR whose Level is equal to or lower than your Level and return it to hand, and select up to 2 Charas and those Charas receive +1 Soul for the turn.

JJ/S66-045J T: 2 Soul

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

\_\_\_\_\_

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

\_\_\_\_\_

[C] If this is in the Front Row, all of your ::Golden Wind:: Charas gain +1500 Pow.

[A] **CX COMBO** [(2) Discard 2 cards from hand to the WR] When this card is placed to the Stage by the effect of "Eternal Peak", may pay. If so, Stand this card. (This ability can be activated from the Standby Icon on "Eternal Climax" when it is revealed as Trigger on a Trigger Check as well)

	L3
	C2

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[C] If this is in the Front Row, all of your ::Golden Wind:: Charas gain +1500 Pow.

[A] **CX COMBO** (2) Discard 2 cards from hand to the WR| When this card is placed to the Stage by the effect of "Eternal Peak", may pay. If so, Stand this card. (This ability can be activated from the Standby Icon on "Eternal Climax" when it is revealed as Trigger on a Trigger Check as well)

	<b>L3</b>
	<b>C2</b>

[A] When this is placed from hand to the Stage or by the [S] effect of "Diavolo, Emperor's Pride" to the Stage, you may put the top card of your Clock into the WR.

[A] [4] Discard 3 ::Golden Wind:: Charas from hand to the WR) When this is Front Attacked, may pay. If so, end the Attack and continue to the next Attack Declaration step. (Erase and skip past the Trigger, Counter, Damage, and Battle Steps of the original Attack)

	L3
	C2

[A] When this is placed from hand to the Stage or by the [S] effect of "Diavolo, Emperor's Pride" to the Stage, you may put the top card of your Clock into the WR. [A] [(4) Discard 3 ::Golden Wind:: Charas from hand to the WR] When this is Front Attacked, may pay. If so, end the Attack and continue to the next Attack Declaration step. (Erase and skip past the Trigger, Counter, Damage, and Battle Steps of the original Attack)

	L3
	C2

## Jojo's Bizarre Adventure - Golden Wind Booster Pack

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.

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

**L0**  
**C0**

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.

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

	$\frac{L_0}{C_0}$
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[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

	L0
	C0

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

**L0**  
**C0**

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

**L0**  
**C0**

[A] **CX COMBO** ([1] Return this to hand) When "Cioccolata & Secco" is placed in your CZ, may pay. If so, choose 1 of your other ::Golden Wind:: Charas and Stand them.

	<b>L0</b>
	<b>C0</b>

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] **CX COMBO** [(1) Return this to hand] When "Cioccolata & Secco" is placed in your CZ, may pay. If so, choose 1 of your other ::Golden Wind:: Charas and Stand them.

**L0**  
**C0**

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose an "Emperor Crimson, The Extinguished World" in your WR and put it face-up under this as Marker.  
 [S] ([2] Discard a Chara from your hand to the WR) If you are Level 3 or higher, choose 1 "Emperor Crimson, The Extinguished World" that is under this as Marker and put it in any Slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

L2  
C1

[C] If you have 2 or more ::Golden Wind:: Charas, this gains +2000 Pow

[A] **CX COMBO** When this attacks, if "Cioccolata & Secco" is in your CZ, you may choose 3 Charas in your WR and return them to hand. If so, discard 3 cards from your hand to the WR.

	L2
	C2

[C] If you have 2 or more ::Golden Wind:: Charas, this gains +2000 Pow.  
 [A] **X COMBO** When this attacks, if "Cioccolata & Secco" is in your CZ, you may choose 3 Charas in your WR and return them to hand. If so, discard 3 cards from your hand to the WR.

L2  
C2

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

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

**L0**  
**C0**

[S] [(1) Rest this] Look at the top 2 cards of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered Level 0 for this effect)  
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Golden Wind:: Chara in your WR and return it to hand.

	<b>L0</b>
	<b>C0</b>

[A] When you use the **BACKUP** of this, if you have a ::Golden Wind:: Chara, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

$$\frac{L1}{C0}$$

[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] When the Battling Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

L1  
C0

[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

**L2**  
**C2**

[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

$$\frac{L2}{C2}$$

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.  
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

**LO**  
**CO**

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, Look at the top X cards of your LB, choose up to 1 Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in your WR. X equals the number of your Opp.'s Charas.

$$\frac{L0}{C0}$$

[C] Your other "Secco & Sanctuary, Rewarded Time" gain +1 Soul.  
[S] [Rest this] Choose 1 of your ::Golden Wind:: Charas, and for the turn that Chara gains +2000 Pow.

$$\frac{L1}{C0}$$

[A] **CHANGE** [Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Doppio, Front and Back" in your WR and place it to the Slot this was in. (If this card was not on Stage at the beginning of the Climax Phase, this does not activate)

$$\frac{L1}{C0}$$

[A] **CX COMBO** When this attacks, if "10 Seconds into the Future" is in your CZ, until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is Front Attacked, you may return this to your hand."  
[A] **CHANGE** [Put this in your WR] At the beginning of your Climax Phase, may pay. If so, choose a "Diavolo, Front and Back" in your WR and place it in the Slot this was in. (If this card was not on Stage at the beginning of the Climax Phase, this does not activate)

L1  
C0

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X equals the number of your ::Golden Wind:: Charas times 500.

[A] [(2) Discard a card from hand to the WR] When this is sent to the WR from Stage, may pay. If so, choose 1 "Notorious Chase, Insatiable Tracker" from your WR and place it Rested to any slot on the Stage.

**L1**  
**C0**

--No Text--

$$\frac{L1}{C0}$$

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Golden Wind:: Charas.

[A] [(1) Discard a card from hand to the WR] When a Climax is placed to your Opp.'s CZ, if your Opp. has a Climax in their WR with the same name as the placed Climax, your Opp. puts the top card of their LB in their WR, and deal X Damage to your Opp.. X equals the Level of the card moved to the Opp.'s WR. (Climax cards are considered Level 0 for this effect. DC can occur.)

**L2**  
**C1**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Golden Wind:: Charas.

[A] ([1] Discard a card from hand to the WR] When a Climax is placed to your Opp's CZ, if your Opp. has a Climax in their WR with the same name as the placed Climax, your Opp. puts the top card of their LB in their WR, and deal X Damage to your Opp.. X equals the Level of the card moved to the Opp.'s WR. (Climax cards are considered Level 0 for this effect. DC can occur.)

**L2**  
**C1**

[Counter] Return all of the cards in your WR to your LB and shuffle your LB.

$$\frac{L1}{C2}$$

Send this to Memory.  
**[A] RECOLLECTION** When you Level Up, if this is in your Memory, put this in your WR.  
**[A] RECOLLECTION** At he beginning of your MP, if this is in your Memory, choose up to 2 ::Golden Wind:: Charas in your WR and put them to Stock in any order, the rest of your Charas gain ::Passione:: until the end of the turn, and put this in your WR.

**L1**  
**C0**

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

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

J.I/S66-071 T: Salvage



### Abbacchio, Information Tracker

[C] Your other ::Golden Wind:: Charas gain +1000 Pow.  
[A] When this is placed from hand to the Stage, you may choose a "Moody Jazz, Tracking Video" in your WR and put it face-up under this as Marker.  
[S] [Discard 2 ::Golden Wind:: Charas from your hand to the WR] Choose a "Moody Jazz, Tracking Video" that is under this as Marker and put it in any slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

Golden Wind - Stand User | JJ/S66-080J T: Soul

L2  
C1

### Narancia, Hunter in the Sky

[A] When this is placed from hand to the Stage, put the top 5 cards of your LB in the WR, and deal X Damage to your Opp..  
X = # of Climaxes among them. (DC can occur)  
[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-081 T: Soul

L3  
C2

### Narancia, Hunter in the Sky

[A] When this is placed from hand to the Stage, put the top 5 cards of your LB in the WR, and deal X Damage to your Opp..  
X = # of Climaxes among them. (DC can occur)  
[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-081J T: Soul

L3  
C2

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### Moody Jazz, Willingness to Go to the Truth

[A] **CX COMBO** When your Opp. Levels-Up, Replay.  
[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 Cost 0 or lower Chara in your WR, and put those Charas in separate Slots on the Stage.  
[REPLAY] You may choose a "Under the Sky that is About to Fall" in your CZ and return it to hand.

Golden Wind - Stand | JJ/S66-082 T: None

L0  
C0

### Spicy Lady, Awakening Power

[A] [(1) Discard a ::Golden Wind:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in the WR.

Golden Wind - Stand | JJ/S66-083 T: None

L0  
C0

### Zipper Man, Things to Open

[A] When this attacks, choose 1 of your other ::Golden Wind:: Charas, and that Chara gains +X Pow for the turn. X equals the number of your other ::Golden Wind:: Charas times 500.

Golden Wind - Stand | JJ/S66-084 T: None

L1  
C0

## Jojo's Bizarre Adventure - Golden Wind Booster Pack

### Spicy Lady, Unbreakable Softness

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[A] **CX COMBO** When this attacks, if "Willingness to Awaken" is in your CZ, reveal the top card of your LB. If the revealed card is a ::Golden Wind:: Chara put it in your hand. (Otherwise put it back)

Golden Wind - Stand | JJ/S66-085 T: None

L1  
C0

### Bucciarati, Resisting Fate

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and Send it to Memory, and at the start of Encore Step, your Opp. puts that Chara from his or her Memory in any Slot on the Stage.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Golden Wind - Stand User | JJ/S66-086 T: Soul

L2  
C1

### Trish, Willing to Resist

[A] When this is placed from hand to the Stage, draw up to 1 card, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] In battles involving this Chara, you cannot play Events or **BACKUP**."  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose up to 2 card from your Opp.'s WR, return them to their LB, and your Opp. shuffles their LB.

Golden Wind - Stand User | JJ/S66-087 T: Soul

L3  
C2

### Li'l Bomber, Quick Mechanism

[A] When you use the **BACKUP** of this, if you have a ::Golden Wind:: Chara, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow.  
[S] [Counter] **BACKUP 500, Level 0** [Discard this card from your hand to the WR]

Golden Wind - Stand | JJ/S66-088 T: None

L0  
C0

### Bucciarati, Correct Path

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
[A] [(1)] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Golden Wind - Stand User | JJ/S66-089 T: None

L0  
C0

### Zipper Man, Illusionary Orbit

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Golden Wind - Stand | JJ/S66-090 T: None

L0  
C0

### Narancia, Overwhelming Mental Power

[A] When this is placed from hand to the Stage, you may choose a "Li'l Bomber, Destructive Storm" in your WR and put it face-up under this as Marker.  
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(1) Discard a Chara from your hand to the WR] If you are Level 2 or higher, choose a "Li'l Bomber, Destructive Storm" that is under this as Marker and put it in any Slot on the Stage. At the end of the turn, you may put that Chara face-up under this as Marker.

Golden Wind - Stand User | JJ/S66-091 T: None

L1  
C0

### Abbacchio, Heart of Justice

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -1000 Pow and ::Tea::.  
[A] [Discard a card from hand to the WR] When this is placed in the WR from the Stage, may pay. If so, choose a "Safe Vehicle" "Key" in your WR and return it to hand.

Golden Wind - Stand User | JJ/S66-092 T: None

L1  
C0

### Li'l Bomber, Destructive Storm

[A] **CX COMBO** When "Inspiring Spirit" is placed in your CZ, if this is in your Front Row, reveal the top card of your LB. If that card is a ::Golden Wind:: Chara, perform the following action X times. "Choose 1 of your Opp.'s Charas, and that Chara gets -1000 for the turn". X equals the number of your ::Golden Wind:: Charas. (Put the revealed card back)

Golden Wind - Stand | JJ/S66-093 T: Soul

L2  
C1

### Moody Jazz, Tracking Video

[C] This gets -2 Level while on the Stage.  
[C] Chara Opposite this gains "[C] This cannot Side Attack".

Golden Wind - Stand | JJ/S66-094 T: Soul

L2  
C2

### Safe "Vehicle" "Key"

Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Golden Wind:: Chara in your WR and return it to your hand. X equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

JJ/S66-095 T: None

L1  
C0

### Room in a Tortoise

[Counter] Choose 1 of your Charas and return it to hand.

JJ/S66-096 T: None

L2  
C0



Sound of Farewell

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

JJ/S66-097 T: Draw

Sound of Farewell

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

JJ/S66-097J T: Draw

Willingness to Awaken

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

JJ/S66-098 T: Soul Gate

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Willingness to Awaken

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

JJ/S66-098J T: Soul Gate

Under the Sky that is About to Fall

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

JJ/S66-099 T: 2 Soul

Under the Sky that is About to Fall

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

JJ/S66-099J T: 2 Soul

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Inspiring Spirit

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

JJ/S66-100 T: Soul Gate

Inspiring Spirit

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

JJ/S66-100J T: Soul Gate

Mista, Pioneer of Fate

[A] When this is placed from hand to the Stage, choose 1 of your ::Golden Wind:: Charas, and that Chara gains +1500 Pow for the turn.

Golden Wind - Stand User | JJ/S66-101 T: None

L0  
C0

Giorno, Pioneer of Fate

[C] During your turn, all your other Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-102 T: None

L1  
C0

Fugo, Pioneer of Fate

[C] During your turn, this gains +2000 Pow.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Golden Wind - Stand User | JJ/S66-103 T: None

L1  
C1

Narancia, Pioneer of Fate

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Golden Wind - Stand User | JJ/S66-104 T: None

L0  
C0

Bucciarati, Pioneer of Fate

[A] This ability activates up to once per turn. When you use an [S] Ability, choose 1 of your ::Golden Wind:: Charas, and that Chara gains +1000 Pow for the turn.  
[S] [(1)] Draw a card, and discard a card from your hand to the WR.

Golden Wind - Stand User | JJ/S66-105 T: None

L0  
C0

Abbacchio, Pioneer of Fate

[C] You cannot play Events or **BACKUP** from hand.  
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

Golden Wind - Stand User | JJ/S66-106 T: None

L0  
C0

Trish, Pioneer of Fate

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Golden Wind - Stand User | JJ/S66-107 T: None

L1  
C0