

Wooser Begins
 [C] If you have no other Charas, this gains +1 Level and +1500 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Mystery - Animal | Woo/SE19-001 T: None

L0
C0

Wooser, Beginning of the End
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [(2) Rest this] At the start of your Encore Step, if this is Standing, may pay. If so, draw a card.

Mystery - Music | Woo/SE19-002 T: None

L0
C0

Wooser, Otawamure
 [A] When this attacks, choose 1 of your other Charas. That Chara gains +1500 Pow for the turn.

Mystery - Sports | Woo/SE19-003 T: None

L0
C0

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Wooser, Teaching of Three Arrows
 [A] When your other ::Mystery:: Chara attacks, this gains +1000 Pow for the turn.
 [A] When this attacks, reveal the top card of your LB. If it's not a ::Mystery:: Chara, this gets -2000 Pow for the turn. (Put the revealed card back)

Mystery - Void | Woo/SE19-004 T: None

L0
C0

Wooser, One Click of Doom
 [A] When this becomes Reversed in battle, put the top card of your LB in your Clock.

Mystery - Net | Woo/SE19-005 T: None

L0
C0

Wooser, Proof of Manliness
 [C] **ASSIST** During your turn, all your Charas in front of this gain +500 Pow.
 [S] [Rest this] If there's no Marker under this, put the top card of your LB under this as Marker.
 [S] [Rest this] Put a Marker from under this in Stock.

Mystery - Animal | Woo/SE19-006 T: None

L1
C0

Wooser Extra Pack

Wooser, Thoroughly Burnt White
 [A] When this becomes Reversed, reveal the top card of your LB. If it's a Climax card, put this in Stock. (Put the revealed card back)

Mystery - Blood | Woo/SE19-007 T: None

L1
C0

Wooser on Icy Island
 [A] When this attacks, if "Notification of Cancellation of Christmas" is in CZ, reveal the top card of your LB. If it's a ::Mystery:: Chara put it in your hand. (Otherwise put it back)

Mystery - Ice | Woo/SE19-008 T: None

L1
C0

Wooser on April 2nd
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Mystery - Weapon | Woo/SE19-009 T: None

L1
C1

Wooser, Emperor
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this from hand to the WR]

Mystery - Doll | Woo/SE19-010 T: Soul

L2
C1

Wooser, Principal King of Darkness
 [C] All your other ::Mystery:: Charas gain +1000 Pow.
 [A] **CHANGE** [(2) 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 "His Royal Highness Wooser" in your WR and put it in the Slot this was in.

Mystery - Royalty | Woo/SE19-011 T: Soul

L2
C1

Wooser, Summoned Hero
 [C] If you have 3 or fewer Charas, you cannot play this from your hand.

Mystery - Weak | Woo/SE19-012 T: Soul

L2
C1

His Royal Highness Wooser
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] When this Side Attacks, choose 1 of your other Charas. That Chara gains +3000 Pow for the turn.

Mystery - Royalty | Woo/SE19-013 T: Soul

L3
C2

Wooser, Want to Destroy the World
 [A] At the start of your Attack Phase, put all other Charas in the WR. This gains +12000 Pow and "[A] This ability activates up to once per turn. When the Damage Dealt by this is Cancelled, you may deal X damage to your Opp.. X = Soul of this" until the next end of your Opp.'s turn. (DC can occur)

Mystery - Awaken | Woo/SE19-014 T: Soul

L3
C2

Respect of Three Girls
 Look at up to 4 cards from top of your LB and choose up to 1 ::Mystery:: Chara among them, reveal it, and put it in your hand. Put the rest in the WR.
 Choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn. Put this in Clock.

Woo/SE19-015 T: None

L1
C0

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

Woo/SE19-016 T: 2 Soul

Do You Believe in God?
 [C] All your Charas gain +1000 Pow and +1 Soul.

Woo/SE19-017 T: Soul Bounce

Act 1 Complete
 [C] All your Chara gains +2 Soul.

Woo/SE19-018 T: 2 Soul

Wooser, Investigating
 [A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, ask your Opp. how many Climax cards he or she has in hand. If you think your Opp. is lying, may pay. If so, your Opp. reveals his or her hand; if your Opp. indeed lied, you put the top card of your Opp.'s LB in the Level Zone.
 *This card cannot be used in official and sanctioned tournaments.

Mystery - Police | Woo/SE19-J01 T: None

L0
C0

Wooser, Go on a Trip
 [A] When this becomes Reversed in Battle, go on a trip. If your Opp. comes looking for you, return immediately. Otherwise, come back after a little bit. (Buying stuff and going to bathroom counts.)
 *This card cannot be used in official and sanctioned tournaments.

Mystery - Letter | Woo/SE19-J02 T: None

L1
C1

Wooser, Full-Spirited Kowtow
 [C] When Damage taken by you is not cancelled, you may beg your Opp.. If your Opp. accepts, instead cancel that Damage, and at the end of the game, you give your Opp. a shoulder massage.
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 *This card cannot be used in official and sanctioned tournaments.

Mystery - Kowtow | Woo/SE19-J03 T: Soul

L2
C1

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Wooser, Shopping
 [S] [(2) Buy a pack from the store] Choose a Chara in that pack and put it in any slot on the Stage.
 *This card cannot be used in official and sanctioned tournaments.

Mystery - Animal | Woo/SE19-J04 T: Soul

L2
C1

Wooser, White Day Present
 [C] Chara Opposite this gets -1 Soul.
 [A] When this is placed onto the Stage by any method other than being played (and its cost paid) from hand, send this to Memory.
 [A] [Discard 5 cards from hand to the WR] When this is played and placed to the Stage, may pay. If so, put this in your Opp.'s Level Zone.
 *This card cannot be used in official and sanctioned tournaments.

Mystery - Love | Woo/SE19-J05 T: Soul

L3
C14

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Wooser Extra Pack

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