

[C] If there are 4 or more cards in your hand, this gains +1500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

$$\frac{L1}{C1}$$

[A] [Discard a Chara from hand] When this is placed from hand to the Stage, may pay. If you don't, put this in the WR.

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

[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.

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

[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 it in your hand. Put the rest in the WR.

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

L3
C2

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

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

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

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

[C] If there are 2 or more cards in your Opp.'s Stock, this gains +1000 Pow.

LO
CO

--No Text--

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

[A] **ENCORE** [Discard a Chara from your hand to the WR]

L1
C0

--No Text--

L1
C0

--No Text--

$$\frac{L2}{C1}$$

Choose a Chara in your WR and return it to your hand.

$$\frac{L1}{C1}$$

[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.

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--No Text--

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

[A] At the start of your Climax Phase, reveal the top card of your LB. If it's a Climax card, Send this to Memory. (Put the revealed card back.)

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

[A] [(2)] When "Confronting Pirates" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Cost 0 or lower Chara and put it on bottom of the LB.

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

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

$$\frac{L2}{C1}$$

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

1-

Confronting Pirates

[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.

GG/S23-T14 T: 2 Soul

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GG/S23-T14 T: 2 Soul

<p>Confronting Pirates</p> <p>[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.</p> <p>GG/S23-T14 T: 2 Soul</p>		
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Three identical empty rectangular boxes are provided for drawing. Each box is a simple rectangle with a black border, intended for the student to draw a picture related to their writing.

