

Giorno, Inheritor of the Lineage

[A] When this attacks, choose 1 of your ::Golden Wind:: Charas, and that Chara gains +1500 Pow for the turn.
[A] [(2)] When this is placed from Stage to the WR, may pay. If so, search your LB for up to 1 ::Golden Wind:: Chara, reveal it, put it in your hand, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-P01 T: None

L0
C0

Narancia, Bad at Studying

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of your LB.

Golden Wind - Stand User | JJ/S66-T01 T: None

L0
C0

Fugo, Kind Teacher

[A] When your other ::Golden Wind:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)
[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, draw up to 1 card.

Golden Wind - Stand User | JJ/S66-T02 T: None

L0
C0

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Giorno, Gang Introduction

[C] If all your Charas are ::Golden Wind::, this gains +1000 Pow.
[A] [Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Golden Wind:: Chara in your WR and return it to your hand.

Golden Wind - Stand User | JJ/S66-T03 T: None

L0
C0

Giorno, Gang Introduction

[C] If all your Charas are ::Golden Wind::, this gains +1000 Pow.
[A] [Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Golden Wind:: Chara in your WR and return it to your hand.

Golden Wind - Stand User | JJ/S66-T03SP T: None

L0
C0

Abbacchio, Gang Baptism

[C] For each of your other ::Golden Wind:: Charas, this gains +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Golden Wind - Stand User | JJ/S66-T04 T: None

L1
C1

Jojo's Bizarre Adventure - Golden Wind Trial Deck

Mista, Accurate Shot

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Golden Wind - Stand User | JJ/S66-T05 T: Soul

L2
C1

Golden Wind, Gold E

[C] All your other "Giorno, Golden Intentions" gain +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[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.

Golden Wind - Stand | JJ/S66-T06 T: Soul

L3
C2

Golden Wind, Gold E

[C] All your other "Giorno, Golden Intentions" gain +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[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.

Golden Wind - Stand | JJ/S66-T06S T: Soul

L3
C2

Giorno, Golden Intentions

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** When "Golden Wind" is placed in your CZ and this in in your Front Row, search your LB for up to 1 ::Golden Wind:: Chara, reveal it to your Opp., put it in your hand, choose up to 1 Chara named "Golden Wind, Gold E" in your hand, place it to any Slot on the Stage, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-T07 T: Soul

L3
C2

Giorno, Golden Intentions

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] **CX COMBO** When "Golden Wind" is placed in your CZ and this in in your Front Row, search your LB for up to 1 ::Golden Wind:: Chara, reveal it to your Opp., put it in your hand, choose up to 1 Chara named "Golden Wind, Gold E" in your hand, place it to any Slot on the Stage, and shuffle your LB.

Golden Wind - Stand User | JJ/S66-T07S T: Soul

L3
C2

Overflowing Vitality

Choose up to 1 Chara in your WR, return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

JJ/S66-T08 T: None

L1
C1

Golden Wind

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

JJ/S66-T09 T: Soul Bounce

Golden Wind

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

JJ/S66-T09J T: Soul Bounce

The Last Bullet

[C] All your Charas gain +2 Soul.

JJ/S66-T10 T: 2 Soul

Bucciarati, Ready to Kill

[C] All your other "Giorno, Future Companion" gain +1000 Pow.
[A] **BOND**/"Giorno, Future Companion" [(1)]

Golden Wind - Stand User | JJ/S66-T11 T: None

L0
C0

Abbacchio, Interested in the Newcomer

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

Golden Wind - Stand User | JJ/S66-T12 T: None

L0
C0

Mista, Mood Maker

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Golden Wind:: Charas among those cards.

Golden Wind - Stand User | JJ/S66-T13 T: None

L0
C0

Fugo, Suddenly Intense

[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-T14 T: None

L1

C0

Zipper Man

[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Zipper Man" in your Memory and put it in any Slot on the Stage.

Golden Wind - Stand | JJ/S66-T15 T: None

L1

C0

Zipper Man

[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Zipper Man" in your Memory and put it in any Slot on the Stage.

Golden Wind - Stand | JJ/S66-T15J T: None

L1

C0

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Narancia, Pure and Innocent

[A] When this attacks, if you have 2 or more other ::Golden Wind:: Charas, this gains +2000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-T16 T: None

L1

C0

Bucciarati, Unseen Attack

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

Golden Wind - Stand User | JJ/S66-T17 T: Soul

L1

C1

Bucciarati, Sudden Attack

[C] During your turn, if you have another "Zipper Man", this gains +4000 Pow.
[A] [Discard a card from Hand to the WR] When this is played from Hand to the Stage, you may pay cost. If so, search your LB for up to 1 "Zipper Man", and place it to any slot on the Stage. Then, shuffle your LB, and that card gains +2000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-T18 T: Soul

L2

C1

Jojo's Bizarre Adventure - Golden Wind Trial Deck

Bucciarati, Sudden Attack

[C] During your turn, if you have another "Zipper Man", this gains +4000 Pow.
[A] [Discard a card from Hand to the WR] When this is played from Hand to the Stage, you may pay cost. If so, search your LB for up to 1 "Zipper Man", and place it to any slot on the Stage. Then, shuffle your LB, and that card gains +2000 Pow for the turn.

Golden Wind - Stand User | JJ/S66-T18J T: Soul

L2

C1

Giorno, Future Companion

--No Text--

Golden Wind - Stand User | JJ/S66-T19 T: Soul

L2

C1

Approved Introduction

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

JJ/S66-T20 T: Soul Gate