

**Princess Hitei, Supervisor of the Inspection Station of**  
[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] [(1)] Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Princess Hitei, Togame's Rival", reveal it, and put it in your hand. Shuffle your LB.

Fan - Yukata | KG/SE07-01 T: None

**L0**  
**C0**

**Ginkaku Uneri, Lord of the Geku Castle**  
[A] [Put the top card of your LB in your Clock] When you use the **BACKUP** of this, may pay. If so, chose 1 of your Charas. That Chara gains +1500 Pow for the turn.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Weapon - Yukata | KG/SE07-02 T: None

**L1**  
**C0**

**"Japan's Strongest Swordsman" Hakuhei Sabi**  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, this gains +1000 Pow and +1 Soul for the turn.

Weapon - Yukata | KG/SE07-03 T: None

**L1**  
**C1**

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Emonzaemon, Masked Man**  
[A] [Discard a card from hand to the WR] When this attacks, may pay. If so, this gains +3500 Pow for the turn.

Ninja - Mask | KG/SE07-04 T: Soul

**L2**  
**C1**

**Kanara Azekura, Captain of the Armored Pirates**  
[C] If you have no other Charas, this gains +2000 Pow.

Weapon | KG/SE07-05 T: None

**L0**  
**C0**

**"Capable Subordinate of Princess Hitei" Emonzaemon**  
[C] This gains +1000 Pow during your turn.

Ninja - Mask | KG/SE07-06 T: None

**L0**  
**C0**

Katanagatari Extra Pack

**"Shinou Isshouryuu" Zanki Kiguchi**  
[C] This cannot Side Attack.  
[S] [Rest this] Choose 1 of your ::Weapon:: Charas, and that Chara gains +1000 Pow for the turn.

Weapon - Shogi | KG/SE07-07 T: None

**L0**  
**C0**

**"Immortal" Rinne Higaki**  
[A] When your Opp. Levels Up, put this in the WR.

Immortal | KG/SE07-08 T: None

**L0**  
**C0**

**Princess Hitei, Togame's Rival**  
[A] [Discard a "Princess Hitei's Tricks" from your hand] When this is placed from the Stage to the WR, may pay. If so, choose a "Strength of Decline" Princess Hitei' in your WR and put it Rested in the Slot this was in.

Fan - Yukata | KG/SE07-09 T: None

**L1**  
**C0**

**Meisai Tsuruga, Sentouryuu**  
[C] During your turn, for each other "Meisai Tsuruga, Sentouryuu" you have, this gains +2000 Pow.

Weapon - Miko | KG/SE07-10 T: None

**L1**  
**C0**

**Hyorigou, Mechanic Doll**  
[C] If there are any Markers under this, this gains +1000 Pow.  
[C] If there are 2 or more Markers under this, this doesn't Stand during your Stand Phase.  
[A] At the end of your turn, if there are 1 or fewer Markers under this, put the top card of your LB under this as Marker.

Doll - Weapon | KG/SE07-11 T: None

**L1**  
**C0**

**"Strength of Decline" Princess Hitei**  
[C] For each Marker under this, this gains +1000 Pow.  
[A] [(3)] When this becomes Reversed, may pay. If so, put the top card of your LB under this as Marker, and Rest this.

Fan - Yukata | KG/SE07-12 T: Soul

**L2**  
**C2**

**"Family That Becomes Sheath" Konayuki Itezora**  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Weapon:: Chara, this gains "[C] This cannot Front Attack" for the turn. (Put the revealed card back where it was)

Snow - Weapon | KG/SE07-13 T: Soul

**L2**  
**C2**

**Princess Hitei's Tricks**  
[C] All your Charas gain +1000 Pow and +1 Soul.

KG/SE07-14 T: Soul Bounce

**Hades Koumori**  
[S] [(2)] Put this in Clock] Choose a Cost 0 or lower Chara in your Clock and put it in the Slot this was in.

Ninja - Weapon | KG/SE07-15 T: None

**L0**  
**C0**

**Chainbound Kuizame**  
[C] If you have 2 or more other ::Ninja:: Charas, this gains +1000 Pow.

Ninja - Weapon | KG/SE07-16 T: None

**L0**  
**C0**

**Reverse-Talk Shirasagi**  
[A] [(2)] At the beginning of your Opp.'s Attack Phase, if your Opp. doesn't have a Climax card in his or her CZ, may pay. If so, look at your Opp.'s hand and choose up to 1 Climax card and put it in Opp.'s CZ.

Ninja | KG/SE07-17 T: None

**L1**  
**C0**

**Houou, Maniwa**  
[C] For each other ::Weapon:: Chara your have, this gains +500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Fortune Reading | KG/SE07-18 T: Soul

**L2**  
**C2**

### Read Kawauso

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Ninja:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)

Ninja | KG/SE07-19 T: None

L0  
C0

### Longevity Umigame

[A] When you Level Up, put this in the WR.  
[S] [(1)] This gains +2000 Pow for the turn.

Ninja - Weapon | KG/SE07-20 T: None

L0  
C0

### Maniwa Bug Group, Maniwa Ninja Troops

[A] **ALARM** If this is on top of your Clock, and you have 4 or more ::Ninja:: Charas, at the beginning of your Climax phase, you may put the top card of your LB in your Stock.

Ninja - Bug | KG/SE07-21 T: None

L1  
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

### Propagate Penguin

[A] [(4)] When this is placed from hand to the Stage, may pay. If so, choose a card in your WR and return it to your LB. Shuffle your LB.  
[S] [Rest this] Choose 1 of your ::Ninja:: Charas, and that Chara gains +2000 Pow for the turn.

Ninja | KG/SE07-22 T: Soul

L1  
C1

### Infect Kyouken

[A] [(4)] Put the top card of your LB in your Clock. Send this to Memory] When this becomes Reversed while Battling, may pay. If so, choose a Level 2 or lower ::Weapon:: Chara in your WR and put it Rested in the Slot this was in.

Ninja - Spirit | KG/SE07-23 T: Soul

L1  
C1

### God houou

[A] When this attacks, if "Ninjutsu: Danzaizen" is in the CZ, choose up to 1 ::Ninja:: Chara in your WR and put it in your Stock, and this gains +3000 Pow for the turn.

Ninja - Weapon | KG/SE07-24 T: Soul

L2  
C1

## Katanagatari Extra Pack

### Rewind Oshidori

[C] **EXPERIENCE** If "Maniwa Bug Group, Maniwa Ninja Troops" is in your Level Zone, this gains +1000 Pow and "[S] [(1)] This gains +1000 Pow for the turn".

Ninja - Love | KG/SE07-25 T: Soul

L2  
C2

### Ninjutsu: Danzaizen

[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.

KG/SE07-26 T: 2 Soul

### Togame, Encounter with Shichika

[C] All your other ::Weapon:: Charas gain +500 Pow.  
[A] When this is placed from hand to the Stage, choose another Chara of yours with "Shichika" in the name. That Chara gains +1000 Pow for the turn.

Yukata | KG/SE07-27 T: None

L0  
C0

### Princess Yousha

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

Yukata | KG/SE07-28 T: None

L1  
C1

### Togame, Last Directive

[C] **ASSIST** All your Charas in front of this gain +X Pow, where X = 500 times Level of that Chara.  
[A] [Send this to Memory] When "End of Travels" is placed in your CZ, may pay. If so, choose a "Kyouto Yasuri" in your hand and put it in the Slot this as in.

Yukata | KG/SE07-29 T: Soul

L2  
C1

### "First Move 'Suzuran'" Shichika Yasuri

[A] [(1)] When this attacks, if "Shichika Hachiretsu (Kai)" is in the CZ, may pay. If so, choose a ::Weapon:: Chara in your WR and return it to your hand, and this gains +4000 Pow for the turn.

Weapon | KG/SE07-30 T: Soul

L2  
C1

### Togame & Shichika, Travel of Trials

[A] When this is placed from hand to the Stage, choose 1 of your Standing ::Yukata:: Charas and Rest it.  
[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 ::Weapon:: Chara in your WR and return it to your hand.

Yukata - Weapon | KG/SE07-31 T: Soul

L2  
C2

### Kyouto "Yasuri"

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(5)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 5 damage to your Opp..

Weapon - Yukata | KG/SE07-32 T: Soul

L3  
C2

### Nanami Yasuri

[A] When this is placed from hand to the Stage, you may choose a ::Weapon:: Chara in your WR and return it to your hand.  
[A] [(4)] When this attacks, if "Gleash: Nanami versus Shichika" is in the CZ, may pay. If so, put all Level 2 or lower Charas in your Opp.'s Front Row in the WR.  
[A] At the start of your Draw Phase, put the top card of your Stock in the WR. If so, this gains +2500 Pow for the turn.

Weapon - Yukata | KG/SE07-33 T: Soul

L3  
C2

### Togame, Brain Work Specialist

[A] When this is place from hand to the Stage, choose 1 of your ::Weapon:: Charas, and that Chara gains +500 Pow for the turn.  
[A] **BOND/"First Move 'Suzuran'" Shichika Yasuri** [(1)]

Yukata | KG/SE07-34 T: None

L0  
C0

### "Lord of the Yasuri Household" Nanami

[C] If you have no other Charas, this gains +2000 Pow.  
[S] [(2) Rest this] Choose a ::Weapon:: Chara in your WR and return it to your hand.

Weapon - Yukata | KG/SE07-35 T: None

L0  
C0

### Togame, Ingenious Strategist

--No Text--

Yukata | KG/SE07-36 T: None

L0  
C0

"7th Master of Kyoutouryuu" Shichika Yasuri  
[A] When this is placed from hand to the Stage, if you don't have "Togame, Encounter with Shichika", Rest this.

Weapon | KG/SE07-37 T: None

L0  
C0

Nanami Yasuri, Weak yet Genius  
[C] For each Marker under this, this gains +1 Level and +2000 Pow.  
[A] [(1)] When this is Front Attacked, if the Level of the Battle Opp. of this is higher or equal to the Level of this, may pay. If so, put the top card of your LB under this as Marker.

Weapon - Yukata | KG/SE07-38 T: None

L1  
C0

"Togame's Blade" Shichika Yasuri  
[S] [(1) Rest 1 of your Charas with "Togame" in the name] This gains +2000 Pow and "[C] During battle involving this Chara, your Opp. may not play **BACKUP** from hand" for the turn.

Weapon | KG/SE07-39 T: None

L1  
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Togame, Focused  
[A] [Put the top card of your LB in your Clock] When this attacks, if "Cheerio-" is in the CZ, may pay. If so, choose 1 ::Weapon:: Chara in your WR and return it to your hand, and this gains +2000 Pow for the turn.

Yukata | KG/SE07-40 T: None

L1  
C0

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

Yukata - Weapon | KG/SE07-41 T: Soul

L2  
C1

Cheerio-!  
[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.

KG/SE07-42 T: 2 Soul

Katanagatari Extra Pack

Shichika Hachiretsu (Kai)  
[C] All your Charas gain +2 Soul.

KG/SE07-43 T: 2 Soul

Clash: Nanami versus Shichika  
[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.

KG/SE07-44 T: 2 Soul

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

KG/SE07-45 T: Salvage