



4



Shizuka Hinomoto Secrets

When played, reveal 1 card from the top of your deck. If the card is Shizuka or Tomoe, place it in your hand, if not, discard the card.

Illustration: 原田将太郎

395

30 / 10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

4



Shizuka 2P Counterattack

When Shizuka is in play, Shizuka 2P gains +10 attack and +10 defence.

Illustration: えいむ

395

30 / 10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3



Shizuka Ninjitsu: Soul Fire

When played, you may discard X stamina from Shizuka. Deal X x20 damage to an opponents character.

Illustration: えいむ

395

20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

1



Shizuka Shadow Stitch

At the beginning of your turn discard 1 stamina from Shizuka. If Shizuka has more stamina than a character, they can't attack unless they discard 1 stamina.

Illustration: 原田将太郎

396

20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

1



Shizuka Hinomoto Bond

Deactivate Tomoe when played.
①: Place Tomoe's active stamina into her stamina pile.

Illustration: えいむ

397

30

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3



Shizuka Ninjitsu: Wind Slash

When Shizuka attacks, characters at short range that block her must discard 1 stamina.

Illustration: 原田将太郎

398

30 / 10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3



Shizuka Makibishi Toss

Your opponent is not able to use abilities that allow their characters to deactivate during their main phase.

Illustration: 原田将太郎

399

10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

5



Shizuka Ninjitsu: Utsusemi

When playing this card you may place it either as stamina or as the active stamina card. If Shizuka's active stamina card is destroyed and this card becomes the active stamina, you may discard this card instead.

Illustration: 原田将太郎

400

10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

4



Shizuka Chain Sickle

Characters that are at short range that block Shizuka, receive no damage and are activated.

Illustration: 原田将太郎

401

50 / 10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3

Shizuka High Cut

Deactivate Shizuka when played.

Illustration: 原田将太郎

402 ★★ 40 / 20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

1

Shizuka head Blow

When becoming the active stamina due to damage, discard 1 card and draw 1 card.

Illustration: 原田将太郎

403 ★★ — / 20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

2

Shizuka Injured Body

When becoming the active stamina due to damage, draw 1 card.

Illustration: 原田将太郎

404 ★★ — / 20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3

Shizuka Back Attack

When played, draw 1 card.

Illustration: 原田将太郎

405 ★★ — / 20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3

Shizuka Charge

When played, deactivate Shizuka and move her to short range.

Illustration: 原田将太郎

406 ★★ 30 / 10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

5

Shizuka Kicking

When Shizuka is at short range, activate any character that blocks her.

Illustration: 原田将太郎

407 ★★ 30 / 10

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

5

Shizuka Weigh Down

If this card is your life card at the beginning of the game, your opponent takes the first turn. All damage dealt by your opponents characters, other than attacking, is reduced by 10.

Illustration: えいわ

408 ★★ — / 20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

3

Shizuka Turned Around

When played, activate Shizuka and draw 1 card.

Illustration: 原田将太郎

409 ★★ — / 20

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN

2

Shizuka Leap

When played, move Shizuka to any range.

Illustration: 原田将太郎

410 ★ 10 / 30

© HobbyJAPAN MegaHouse 2009 MADE IN JAPAN



