

# Card Types

The collection includes:



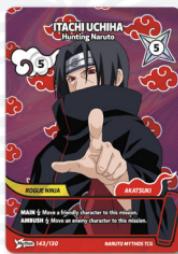
## ★ COMMON CARDS

55 Common cards,  
available in normal, fullart and  
holographic versions.



## ★ UNCOMMON CARDS

48 Uncommon cards,  
available in normal, fullart and  
holographic versions.



## ★ RARE ART CARDS

27 Rare ART cards  
holographic and micro-engraved.



## ★ SECRET CARDS

10 Secret cards  
holographic and gold, available in  
normal and variant versions.



## ★ LEGENDARY CARD

1 Legendary card  
with 22K gold foil.

## ★ MISSION CARDS

10 Mission cards.

# Checklist

001	<input type="checkbox"/> HIRUZEN SARUTOBI - The Professor
002	<input type="checkbox"/> HIRUZEN SARUTOBI - Third Hokage
003	<input type="checkbox"/> TSUNADE - Master Medical Ninja
004	<input type="checkbox"/> TSUNADE - Mitotic Regeneration
005	<input type="checkbox"/> SHIZUNE - Assistant to Tsunade
006	<input type="checkbox"/> SHIZUNE - Prepared Needle Shot
007	<input type="checkbox"/> JIRAIYA - Toad sage
008	<input type="checkbox"/> JIRAIYA - Earth Style: Dark Swamp
009	<input type="checkbox"/> NARUTO UZUMAKI - Genin of Leaf Village
010	<input type="checkbox"/> NARUTO UZUMAKI - Substitution Jutsu
011	<input type="checkbox"/> SAKURA HARUNO - Genin of Team 7
012	<input type="checkbox"/> SAKURA HARUNO - Chakra Prowess
013	<input type="checkbox"/> SASUKE UCHIHA - Last of the Uchiha Clan
014	<input type="checkbox"/> SASUKE UCHIHA - Sharingan
015	<input type="checkbox"/> KAKASHI HATAKE - Teacher of Team 7
016	<input type="checkbox"/> KAKASHI HATAKE - Sharingan
017	<input type="checkbox"/> CHOJI AKIMICHI - Expansion Jutsu
018	<input type="checkbox"/> CHOJI AKIMICHI - Human Boulder
019	<input type="checkbox"/> INO YAMANAKA - Genin of Team 10
020	<input type="checkbox"/> INO YAMANAKA - Mind Transfer Jutsu
021	<input type="checkbox"/> SHIKAMARU NARA - Genin of Team 10
022	<input type="checkbox"/> SHIKAMARU NARA - Shadow
023	<input type="checkbox"/> ASUMA SARUTOBI - Teacher of Team 10
024	<input type="checkbox"/> ASUMA SARUTOBI - Chakra Blade
025	<input type="checkbox"/> KIBA INUZUKA - Genin of Team 8
026	<input type="checkbox"/> KIBA INUZUKA - All-Fours Jutsu
027	<input type="checkbox"/> AKAMARU - Ninja Hound
028	<input type="checkbox"/> AKAMARU - Man Beast Clone
029	<input type="checkbox"/> AKAMARU - Two-Headed Wolf
030	<input type="checkbox"/> HINATA HYUGA - Gentle Fist
031	<input type="checkbox"/> HINATA HYUGA - Byakugan
032	<input type="checkbox"/> SHINO ABURAME - Parasitic Insects
033	<input type="checkbox"/> SHINO ABURAME - Insect Clones
034	<input type="checkbox"/> KURENAI YUHI - Teacher of Team 8
035	<input type="checkbox"/> KURENAI YUHI - Tree Bind: Death
036	<input type="checkbox"/> NEJI HYUGA - Gentle Fist
037	<input type="checkbox"/> NEJI HYUGA - Eight Trigrams: Palm Rotation
038	<input type="checkbox"/> ROCK LEE - Training in Ferocious Fist
039	<input type="checkbox"/> ROCK LEE - Primary Lotus
040	<input type="checkbox"/> TENTEN - Genin of Team Guy
041	<input type="checkbox"/> TENTEN - Weapon Specialist
042	<input type="checkbox"/> MIGHT GUY - Teacher of Team Guy
043	<input type="checkbox"/> MIGHT GUY - Ferocious Fist
044	<input type="checkbox"/> ANKO MITARASHI - Chunin Exams Proctor
045	<input type="checkbox"/> ANKO MITARASHI - Striking Shadow Snake
046	<input type="checkbox"/> EBISU - Elite Trainer
047	<input type="checkbox"/> IRUKA UMINO - Academy Instructor
048	<input type="checkbox"/> HAYATE GEKKO - Skilled Shinobi
049	<input type="checkbox"/> GENMA SHIRANUI - Elite Guard
050	<input type="checkbox"/> OROCHIMARU - Undercover
051	<input type="checkbox"/> OROCHIMARU - Substitution Jutsu
052	<input type="checkbox"/> KABUTO YAKUSHI - Infiltrator
053	<input type="checkbox"/> KABUTO YAKUSHI - Yin Healing

<b>H</b>	<b>C</b>	054	<input type="checkbox"/> KABUTO YAKUSHI - Nirvana Temple Jutsu	<b>H</b>	<b>UC</b>	107	<input type="checkbox"/> SASUKE UCHIHA	
<b>H</b>	<b>UC</b>	055	<input type="checkbox"/> KIMIMARO - Camelia Dance	<b>H</b>	<b>C</b>	108	<input type="checkbox"/> NARUTO UZUMAKI	
<b>H</b>	<b>C</b>	056	<input type="checkbox"/> KIMIMARO - Shikotsumyaku	<b>H</b>	<b>UC</b>	109	<input type="checkbox"/> SAKURA HARUNO	
<b>H</b>	<b>UC</b>	057	<input type="checkbox"/> JIROBO - Bearer of the Curse Mark	<b>H</b>	<b>C</b>	110	<input type="checkbox"/> INO YAMANAKA	
<b>H</b>	<b>C</b>	058	<input type="checkbox"/> JIROBO - Earth Style Barrier	<b>H</b>	<b>UC</b>	111	<input type="checkbox"/> SHIKAMARU NARA	
<b>H</b>	<b>UC</b>	059	<input type="checkbox"/> KUDOMARU - Bearer of the Curse Mark	<b>H</b>	<b>C</b>	112	<input type="checkbox"/> CHOJI AKIMICHI	
<b>H</b>	<b>C</b>	060	<input type="checkbox"/> KUDOMARU - Spiral Spider Web	<b>H</b>	<b>UC</b>	113	<input type="checkbox"/> KIBA INUZUKA	
<b>H</b>	<b>UC</b>	061	<input type="checkbox"/> SAKON - Bearer of the Curse Mark	<b>H</b>	<b>C</b>	114	<input type="checkbox"/> HINATA HYUGA	
<b>H</b>	<b>C</b>	062	<input type="checkbox"/> SAKON - Black Seal	<b>H</b>	<b>UC</b>	115	<input type="checkbox"/> SHINO ABURAME	
<b>H</b>	<b>C</b>	063	<input type="checkbox"/> UKON - Molecular possession	<b>H</b>	<b>UC</b>	116	<input type="checkbox"/> NEJI HYUGA	
<b>H</b>	<b>C</b>	064	<input type="checkbox"/> TAYUYA - Bearer of the Curse Mark	<b>H</b>	<b>C</b>	117	<input type="checkbox"/> ROCK LEE	
<b>H</b>	<b>UC</b>	065	<input type="checkbox"/> TAYUYA - Demon Flute	<b>H</b>	<b>UC</b>	118	<input type="checkbox"/> TENTEN	
<b>H</b>	<b>C</b>	066	<input type="checkbox"/> RAGE OGRES - Summoning	<b>H</b>	<b>UC</b>	119	<input type="checkbox"/> KANKURO	
<b>H</b>	<b>UC</b>	067	<input type="checkbox"/> RASHOMON - Summoning	<b>H</b>	<b>UC</b>	120	<input type="checkbox"/> GAARA	
<b>H</b>	<b>C</b>	068	<input type="checkbox"/> DOSU KINUTA - Superhuman Hearing	<b>H</b>	<b>C</b>	121	<input type="checkbox"/> TEMARI	
<b>H</b>	<b>UC</b>	069	<input type="checkbox"/> DOSU KINUTA - Resonating Echo Speaker	<b>H</b>	<b>UC</b>	122	<input type="checkbox"/> JIROBO	
<b>H</b>	<b>C</b>	070	<input type="checkbox"/> ZAKU ABUMI - Overconfident Shinobi	<b>H</b>	<b>C</b>	123	<input type="checkbox"/> KIMIMARO	
<b>H</b>	<b>UC</b>	071	<input type="checkbox"/> ZAKU ABUMI - Slicing Sound Wave	<b>H</b>	<b>UC</b>	124	<input type="checkbox"/> KUDOMARU	
<b>H</b>	<b>C</b>	072	<input type="checkbox"/> KIN TSUCHI - Kunoichi	<b>H</b>	<b>C</b>	125	<input type="checkbox"/> TAYUYA	
<b>H</b>	<b>UC</b>	073	<input type="checkbox"/> KIN TSUCHI - Bell Sound Clone	<b>H</b>	<b>C</b>	126	<input type="checkbox"/> OROCHIMARU	
<b>H</b>	<b>C</b>	074	<input type="checkbox"/> GAARA - Genin of the Sand Village	<b>H</b>	<b>C</b>	127	<input type="checkbox"/> SAKON	
<b>H</b>	<b>UC</b>	075	<input type="checkbox"/> GAARA - Sand Shield	<b>H</b>	<b>C</b>	128	<input type="checkbox"/> ITACHI UCHIHA	
<b>H</b>	<b>C</b>	076	<input type="checkbox"/> ONE-TAIL - Partial transformation	<b>H</b>	<b>UC</b>	129	<input type="checkbox"/> NINE-TAILED FOX	
<b>H</b>	<b>UC</b>	077	<input type="checkbox"/> KANKURO - Chakra Threads	<b>H</b>	<b>C</b>	130	<input type="checkbox"/> ONE-TAIL	
<b>H</b>	<b>C</b>	078	<input type="checkbox"/> KANKURO - Puppet Master Jutsu	<b>H</b>	<b>UC</b>	131	<input type="checkbox"/> TSUNADE - Fifth Hokage	
<b>H</b>	<b>UC</b>	079	<input type="checkbox"/> TEMARI - Kunoichi	<b>H</b>	<b>C</b>	132	<input type="checkbox"/> JIRAIYA - Toad Mouth Trap	
<b>H</b>	<b>C</b>	080	<input type="checkbox"/> TEMARI - Cyclone Scythe Jutsu	<b>H</b>	<b>UC</b>	133	<input type="checkbox"/> NARUTO UZUMAKI - Rasengan	
<b>H</b>	<b>UC</b>	081	<input type="checkbox"/> BAKI - Council Agent	<b>H</b>	<b>C</b>	134	<input type="checkbox"/> NINE-TAILED FOX - Destruction	
<b>H</b>	<b>C</b>	082	<input type="checkbox"/> BAKI - Wind Sword	<b>H</b>	<b>UC</b>	135	<input type="checkbox"/> SAKURA HARUNO - The Leaf Medical	
<b>H</b>	<b>C</b>	083	<input type="checkbox"/> RASA - Fourth Kazekage	<b>H</b>	<b>UC</b>	136	<input type="checkbox"/> SASUKE UCHIHA - Heaven Curse Mark	
<b>H</b>	<b>UC</b>	084	<input type="checkbox"/> YASHAMARU - Gaara's Caretaker	<b>H</b>	<b>C</b>	137	<input type="checkbox"/> KAKASHI HATAKE - Lightning Blade	
<b>H</b>	<b>C</b>	085	<input type="checkbox"/> YASHAMARU - Sacrificial Mission	<b>H</b>	<b>UC</b>	138	<input type="checkbox"/> OROCHIMARU - Reanimation	
<b>H</b>	<b>UC</b>	086	<input type="checkbox"/> ZABUZA MOMOCHI - The Executioner's B.	<b>H</b>	<b>C</b>	139	<input type="checkbox"/> GAARA - Sand Burial	
<b>H</b>	<b>C</b>	087	<input type="checkbox"/> ZABUZA MOMOCHI - Water Prison Jutsu	<b>H</b>	<b>UC</b>	140	<input type="checkbox"/> ITACHI UCHIHA - Tsukuyomi	
<b>H</b>	<b>UC</b>	088	<input type="checkbox"/> HAKU - Orphan from the Land of Water	<b>H</b>	<b>C</b>		<input type="checkbox"/> NARUTO UZUMAKI - The greatest Hokage	
<b>H</b>	<b>C</b>	089	<input type="checkbox"/> HAKU - Crystal Ice Mirrors	<b>H</b>	<b>UC</b>	1	<input type="checkbox"/> Call for support	
<b>H</b>	<b>UC</b>	090	<input type="checkbox"/> ITACHI UCHIHA - Akatsuki	<b>H</b>	<b>C</b>	2	<input type="checkbox"/> Chunin Exam	
<b>H</b>	<b>C</b>	091	<input type="checkbox"/> ITACHI UCHIHA - Mangekyo Sharingan	<b>H</b>	<b>UC</b>	3	<input type="checkbox"/> Find the traitor	
<b>H</b>	<b>UC</b>	092	<input type="checkbox"/> KISAME HOSHIGAKI - The Rogue Ninja	<b>H</b>	<b>C</b>	4	<input type="checkbox"/> Assassination	
<b>H</b>	<b>C</b>	093	<input type="checkbox"/> KISAME HOSHIGAKI - Samehada	<b>H</b>	<b>UC</b>	5	<input type="checkbox"/> Bring it back	
<b>H</b>	<b>UC</b>	094	<input type="checkbox"/> GAMABUNTAN - Chief Toad	<b>H</b>	<b>C</b>	6	<input type="checkbox"/> Rescue a friend	
<b>H</b>	<b>C</b>	095	<input type="checkbox"/> GAMAHIRO - Armed Toad	<b>H</b>	<b>C</b>	7	<input type="checkbox"/> I have to go	
<b>H</b>	<b>UC</b>	096	<input type="checkbox"/> GAMAKICHI - Eldest Son of Gamabunta	<b>H</b>	<b>C</b>	8	<input type="checkbox"/> Set a trap	
<b>H</b>	<b>C</b>	097	<input type="checkbox"/> GAMATATSU - Youngest Son of Gamabunta	<b>H</b>	<b>C</b>	9	<input type="checkbox"/> Protect the Leader	
<b>H</b>	<b>UC</b>	098	<input type="checkbox"/> KATSUYU - Giant Slug	<b>H</b>	<b>C</b>	10	<input type="checkbox"/> Chakra Training	
<b>H</b>	<b>C</b>	099	<input type="checkbox"/> PAKKUN - Kakashi's Ninja Hound	<b>H</b>	<b>C</b>	141	<input type="checkbox"/> NARUTO UZUMAKI - Challenging Sasuke	
<b>H</b>	<b>C</b>	100	<input type="checkbox"/> NINJA HOUND CORPS - Ninja Hounds	<b>H</b>	<b>C</b>	142	<input type="checkbox"/> SASUKE UCHIHA - Challenging Naruto	
<b>H</b>	<b>C</b>	101	<input type="checkbox"/> TONTON - Tsunade's Ninja Pig	<b>H</b>	<b>C</b>	143	<input type="checkbox"/> ITACHI UCHIHA - Hunting Naruto	
<b>H</b>	<b>C</b>	102	<input type="checkbox"/> MANDA - Summoned by Orochimaru	<b>H</b>	<b>UC</b>	144	<input type="checkbox"/> KISAME HOSHIGAKI - Chakra Absorb	
<b>H</b>	<b>C</b>	103	<input type="checkbox"/> GIANT SPIDER - Rain of Spiders	<b>H</b>	<b>UC</b>	145	<input type="checkbox"/> NARUTO UZUMAKI - Original Team 7	
<b>H</b>	<b>UC</b>	104	<input type="checkbox"/> TSUNADE	<b>H</b>	<b>UC</b>	146	<input type="checkbox"/> SASUKE UCHIHA - Original Team 7	
<b>H</b>	<b>C</b>	105	<input type="checkbox"/> JIRAIYA	<b>H</b>	<b>UC</b>	147	<input type="checkbox"/> SAKURA HARUNO - Original Team 7	
<b>H</b>	<b>UC</b>	106	<input type="checkbox"/> KAKASHI HATAKE	<b>H</b>	<b>UC</b>	148	<input type="checkbox"/> KAKASHI HATAKE - Original Team 7	

RARITY: **C** COMMON, **UC** UNCOMMON, **R** RARE, **UR** RARE ART, **Secret**, **Legendary**, **Gold**, **Gold 22k**  
 FINISHING: **H** HOLO, **H** HOLO SPECIAL, **H** HOLO EMBOSSED, **G** GOLD, **G** GOLD 22K

MYTHOS TCG

10+

# NARUTO

## KONOHA SHIDŌ

1<sup>°</sup>  
EDITION



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## Collection guide

# A world of challenges, emotions, and collecting

Entering the universe of NARUTO Mythos Trading Card Game Konoha Shidō means living an adventure that combines strategy, collecting, and passion. It's not only about building a winning deck, but about being transported into the beloved world of ninjas, where you can relive Naruto's adventures in an immersive way, just like in the anime itself.

The collection is structured across multiple levels of power and rarity: from Common and Uncommon, also available in the Holo variant, to the Rare cards, which, when placed side by side, create spectacular images, up to the Rare ART, enriched with micro-engravings that turn them into authentic little jewels. Mysterious as ninjas, the Secret cards captivate with their sophisticated and precious design, embodying a charm that makes them among the most sought-after.

At the top of the collection lies the unique and legendary Gold 22K, crafted in real gold a cult object, extremely rare, and the ultimate symbol of prestige and desire for every collector.

A rich and unmissable collection, in which every card is a fragment of legend.

## Card numbering

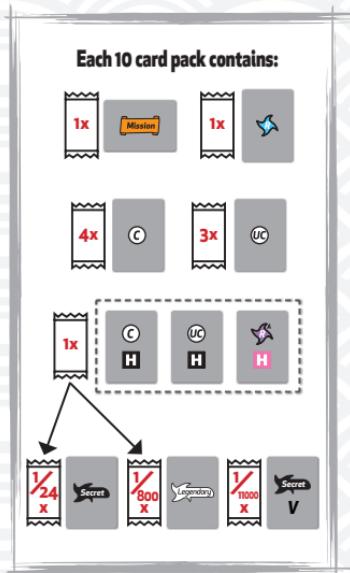
The Booster Pack collection of NARUTO Mythos Trading Card Game Konoha Shidō consists of 151 cards, divided into different rarity categories and types that enrich both gameplay and collecting.

The cards are subdivided as follows:

- **Common (55) + Uncommon (48):** progressive numbering 1/130 → 103/130. A holographic variant also exists. Each booster pack contains 4 C, 3 UC and one Holo version among C, UC or Rare ART\*.
- **Rare (27):** 104/130 → 130/130 all holographic cards, powerful and appealing, which often combine to form a single illustration when placed side by side. You'll find one in every pack.
- **Rare ART\* (27):** variants of the Rare cards featuring micro-engravings; they keep the same numbering as their corresponding Rare but with an "A" suffix after the fraction (e.g., 104/130 A). In each booster pack, you can find one Rare ART, one C, or one UC card.
- **Secret (10):** numbered beyond the collection, 131/130 → 140/130. You'll find one every 24 packs.
- **Mission (10):** widescreen-oriented cards, with their own independent progressive numbering 1, 2, 3 ... 10. You'll find one in every pack.
- **Legendary (1):** limited-edition card, numbered like a work of art n/2000 (e.g., 1/2000 ... 2000/2000). You'll find one every 800 packs.

There are also cards outside the main collection, available inside special packs, blisters, official events, and organized play tournaments. These special cards are called Mythos and are divided into two categories:

- **Mythos Exclusive Unreleased:** completely new cards that continue the progressive numbering starting from 141/130.
- **Mythos variant:** variants of cards already belonging to the main collection, which retain the numbering of their previous card.



# Common and Uncommon

The Common and Uncommon cards form the foundation of the NARUTO Mythos TCG collection. Each card of these types is available in three versions: standard, fullart, and holographic. The fullart version highlights the complete artwork for a more immersive and collectible visual experience, while the holographic version adds dynamic diagonal rainbow effects, offering players a refined and striking aesthetic option.

## NORMAL VERSION



**C**  
COMMON

## FULLART VERSION



## HOLOGRAPHIC VERSION



## TSUNADE

Mitotic Regeneration



**UC**  
UNCOMMON

## TSUNADE

Mitotic Regeneration



## TSUNADE

Mitotic Regeneration



The Common cards feature the most iconic characters and actions, essential for understanding the rules and building the first decks, while the Uncommon cards introduce more refined variations, with effects and combinations that enrich strategy and diversify gameplay. Together, they represent the heart of the collection: accessible, versatile, and always rewarding to find, perfect both for those who are new to the game and for those who aim to complete their collection with every holographic version.

## Rare



 RARE

The Rare Cards take the NARUTO Mythos TCG collection to a higher level, standing out for their rainbow holographic effect combined with a 3D finish that enhances graphic details, where the image dominates in all its expressive power. The Rares are powerful cards, yet more difficult to obtain, designed to embody value and rarity, and are essential for building a winning deck. They are created in compositions that, once collected and placed side by side, form continuous and evocative scenes, turning the binder into a visually rich and captivating journey with every new card added. These cards unite the charm of gameplay with the joy of collecting, offering players the thrill of preserving images that grow and reveal themselves page after page.

## Rare art

The Rare ART cards are a special variant of the Rare cards, designed to enhance the character's identity to the fullest and transform them into authentic collectible portraits.

Two details make them unmistakable: the holographic effect, which gives brilliance and depth, and the micro-engraving, which sculpts the surface with refined textures and raised details perceptible to the touch. They also feature the letter "A" placed next to the numbering at the bottom.

Thanks to this combination, each Rare ART becomes a distinctive and prestigious piece, capable of enriching any binder with a touch of elegance and uniqueness.

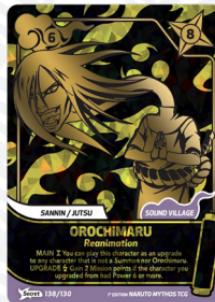


 RARE ART

## Secret

The ten Secret cards embody the highest expression of rarity: prestigious cards that combine an abstract triangle holographic effect with a special exclusive golden finish. This unique treatment gives them an unique brilliance, with reflections that enhance every detail of the illustration, making them instantly recognizable.

Their limited print run and low pull rate turn them into true collector's jewels, symbols of prestige and absolute rarity. Owning one means adding to your deck an iconic piece, capable of capturing attention and standing out for its power, allure, and exclusivity. Some Secret cards also exist in a Variant version, produced in only 2,000 individually numbered copies. Featuring vivid color accents and a premium serigraphic embossed texture, these variants add depth, brilliance, and a refined tactile feel. Variant Secret Cards represent the peak of collectability: a rare treasures made to impress and complete any true collection.

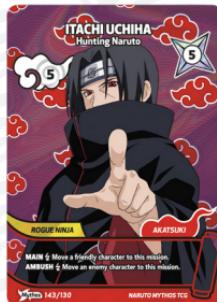


 SECRET

## Mythos

Mythos cards are cards out of collection and cannot be purchased individually. They are available only through special products such as Special Packs, Team Sets, or Team Boxes. These cards are distributed during exclusive events such as fairs, previews, or official initiatives and also through Organized Play, accessible by registering on the TopDeck platform and participating in tournaments held in authorized stores. During these occasions, players can obtain or win Mythos cards created exclusively for those events.

They share with the Rare ART cards the same visual and prestigious effects: independent illustrations, enriched with a refined holographic effect and elegant micro-engravings. Mythos cards can be completely new or reinterpret iconic cards from the main collection, dedicated to emblematic characters or legendary scenes, always featuring unique artwork and finishes. Each Mythos card is produced with exclusive artwork created specifically for this rarity.



 MYTHOS



### NARUTO Mythos TCG Event Hub

Find local and online NARUTO Mythos TCG tournaments, connect with other players, and join upcoming events.

## Mission

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**Mission** MISSION

Mission Cards represent the narrative and strategic core of every match. Each one recalls the famous ninja missions and is played in progressive order: the first is rank D, followed by C, B, and finally A. From an aesthetic standpoint, Mission Cards stand out for their premium gold finish, with rainbow reflections applied along the edges and character outlines, creating elegant light effects within the image. The surface is enhanced with special varnishes that produce a 3D effect, highlighting details and the depth of the scene. From a collector's perspective, they are distinguished by their evocative design, capable of immersing the player in the atmosphere of the anime, retelling the most iconic moments of the story.

Mission Cards have a unique value: they are essential for playing and for completing the TCG experience, as they directly influence deck-building and the selection of the cards best suited to each player's strategy.

## Legendary

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The Legendary Gold represents the absolute pinnacle of the collection: an exclusive and unrepeatable card, crafted with 22 karat gold foil and enhanced by precision micro-engravings that accentuate its reflections and depth.

Produced in a limited edition of only 2,000 copies, each individually numbered from 1 to 2,000, it stands as a true collector's masterpiece, combining luxury, rarity, and technical craftsmanship.

Unlike all other cards, it does not belong to the standard set numbering, but asserts itself as a symbol of excellence and prestige, destined for only a few fortunate collectors.

More than just a card, the Legendary Gold is an absolute icon of the NARUTO Mythos TCG a treasure of gold and light, capable of transforming any collection into a unique and unparalleled relic.



 LEGENDARY