

Sakura, School President

[A] **BOND**/"Yoshiyuki Sakurai" [(1)]
 [S] [(1) Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +1 Soul for the turn.

Magic | DC/W01-001 T: None

L0
C0

Otome Asakura

[A] When this is played and placed to the Stage, choose 1 of your Standing Charas and Rest it.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Student Council | DC/W01-002 T: Soul

L1
C1

Nemu & Sakura

[C] All your other Charas gain +500 Pow during your turn.
 [A] When this attacks, all your Charas gain +500 Pow for the turn.

Magic | DC/W01-003 T: None

L0
C0

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Asumi Kiryuu

[C] **ALARM** If this is on top of your Clock and your Level is 2 or higher, all your YELLOW Charas gain +1 Soul.

DC/W01-004 T: Soul

L2
C2

Yoriko Sagisawa

[C] **ASSIST** All your Charas in front of this gain +1 Soul.
 [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Animal - Maid | DC/W01-005 T: Soul

L2
C1

Yume & Otome

--No Text--

Magic - Student Council | DC/W01-006 T: None

L1
C0

Da Capo / Da Capo II Booster Pack

Yume & Otome

--No Text--

Magic - Student Council | DC/W01-006R T: None

L1
C0

Misaki Sagisawa

[C] During your turn, this gains +1000 Pow.

DC/W01-007 T: None

L0
C0

Izumiko, Easy Suits

[C] This cannot be chosen as target of Opp.'s effects.
 [A] When this is Front Attacked, your Opp. discards a card from hand to the WR.

Alien - Salmon | DC/W01-008 T: Soul

L1
C1

Yoshiyuki Sakurai

[C] If you don't have a ::Magic:: Chara, you cannot play this from hand.
 [C] All your other ::Magic:: Charas gain +500 Pow.
 [S] [(4)] Choose an Opp.'s Front Row Chara whose Level is 2 or lower and return it to hand.

Magic - Sweets | DC/W01-009 T: None

L1
C0

Otome in Miko Outfit

[A] When this attacks, if "Day of Nullified Existence" is in the CZ, you may choose an Opp.'s Chara and return it to hand.
 [S] [(1)] This gains +1 Soul for the turn.

Magic - Miko | DC/W01-010 T: Soul

L2
C2

Sakura in Swimsuits

[C] **BODYGUARD**
 [A] When this attacks, if "Dreams of Magicians" is in the CZ, you may choose an Opp.'s Front Row Chara and return it to hand.
 [S] [(6)] Return all of Opp.'s Front Row Charas to hand.

Magic - Swimsuit | DC/W01-011 T: Soul

L3
C2

Utamaru

[C] All your other "Sakura in Swimsuits" gain +1000 Pow.
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Animal | DC/W01-012 T: None

L0
C0

Harimao

--No Text--

Animal | DC/W01-013 T: None

L0
C0

Izumiko Murasaki

[S] [(3)] Choose 1 of Opp.'s Front Row Charas whose Level is 1 or lower and return it to hand.

Alien - Animal | DC/W01-014 T: None

L0
C0

Sakura Yoshino

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Teacher - Magic | DC/W01-015 T: Soul

L1
C1

Kasumi Kiryuu

[A] When this becomes Reversed, if its Battle Opp. is Level 1 or lower, you may return that Chara to hand.
 [A] [(1)] When this attacks, if "I... Must Go..." is in the CZ, may pay. If so, choose 1 of Opp.'s Charas and return it to the hand.

Spirit | DC/W01-016 T: Soul

L1
C1

Otome, Talented and Pretty Student Council President

--No Text--

Magic - Student Council | DC/W01-017 T: Soul

L2
C1

Erase Memory

Your Opp. discards a card from hand to the WR.

DC/W01-018 T: None

L2

C1

Resolution

Choose 1 of your ::Magic:: Charas, and that Chara gains +2000 Pow and +2 Soul for the turn. At the end of the turn, send that Chara to Memory.

DC/W01-019 T: None

L1

C0

Cat-Eared Maid

[Counter] Choose 1 of your Charas, and that Chara gains +1500 Pow and +1 Soul for the turn.

DC/W01-020 T: None

L1

C1

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The Person inside the Mascot

Choose 1 of your Opp.'s Charas, and that Chara gets -2 Level for the turn.

DC/W01-021 T: None

L1

C1

Cooking of Asakura Sisters

Choose 1 of your Charas, and that Chara gains +6000 Pow for the turn.

DC/W01-022 T: None

L2

C0

Day of Nullified Existence

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

DC/W01-023 T: Soul Bounce

Da Capo / Da Capo II Booster Pack

Day of Nullified Existence

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

DC/W01-023S T: Soul Bounce

Dreams of Magicians

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

DC/W01-024 T: 2 Soul

I... Must Go...

[C] All your Charas gain +2 Soul.

DC/W01-025 T: 2 Soul

Nanaka in New Year Outfit

[C] All your other "Koko Tsukishima" gain +1000 Pow.
[A] **BOND**/"Koko Tsukishima" [(1)]

Music - Yukata | DC/W01-026 T: None

L0

C0

Koko in New Year Outfit

[A] When this attacks, if "Passing Warmth" is in the CZ, put the top card of your LB in your Stock, and this gains +3000 Pow for the turn.
[S] [Rest this] Put the top card of your LB in your Stock.

Music - Yukata | DC/W01-027 T: None

L2

C1

Tamaki Konomiya

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Miko | DC/W01-028 T: None

L0

C0

Akane in Pajama

[A] When you use the **BACKUP** of this, if you have a Chara wither either "Koko" or "Anzu" in name, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

DC/W01-029 T: Soul

L1

C1

Koko Tsukishima

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

Music | DC/W01-030 T: Soul

L1

C1

Koko Tsukishima

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

Music | DC/W01-030R T: Soul

L1

C1

Kotori, School Idol

[C] **ALARM** If this is on top of your Clock and your Level is 2 or higher, all your GREEN Charas gain +1500 Pow.

Magic - Music | DC/W01-031 T: Soul

L1

C1

Kanae Kudou

[C] If you don't have a "Kudou in School Uniform", you cannot play this from hand.

Yukata | DC/W01-032 T: None

L0

C0

Mii-Kun & Tomo-Chan

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.
[S] [Rest this] All your other ::Music:: Charas gain +500 Pow for the turn.

Music | DC/W01-033 T: Soul

L1

C1

Nanaka in Ski Wear

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara, reveal it, and put it in your hand. Shuffle your LB.

[S] [(2)] This gains +5000 Pow for the turn.

Music - Sports | DC/W01-034 T: Soul

L1

C1

Junichi Asakura

--No Text--

Magic - Sweets | DC/W01-035 T: Soul

L2

C2

Kotori in Casual Outfit

[C] BODYGUARD

[A] When this is played and placed to the Stage, look at your Opp.'s hand.

[A] When this attacks, if "Songstress at the Wedding Ceremony" is in the CZ, put the top card of your LB in your Stock, and this gains +3000 Pow for the turn.

Magic - Music | DC/W01-036 T: Soul

L3

C2

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Wataru Itabashi

[S] [Rest this] Put the top card of your LB in your Clock.

Music | DC/W01-037 T: None

L0

C0

Akana Hanasaki

[S] [(1)] This gains +2000 Pow for the turn.

DC/W01-038 T: None

L0

C0

Kudou in School Uniform

--No Text--

DC/W01-039 T: None

L0

C1

Da Capo / Da Capo II Booster Pack

Trio Girls Known as "Snow, Moon and Flower"

--No Text--

Music - Magic | DC/W01-040 T: Soul

L1

C1

Koko & Nanaka

[S] [(1)] Choose 1 of your Opp.'s Front Row Charas. That Chara gets -1000 Pow for the turn.

Music - Magic | DC/W01-041 T: Soul

L2

C2

Tamaki, Ideal Japanese Woman

[A] When this is played and placed to the Stage, look at up to 3 cards from top of your Opp.'s LB and put them back in any order you choose.

[A] When this attacks, if "For My Important One..." is in CZ, put the top card of your LB in your Stock, and this gains +3000 Pow for the turn.

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

Magic - Miko | DC/W01-042 T: Soul

L2

C2

Ear Cleaning

Choose 1 of your Charas and Stand it. Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

DC/W01-043 T: None

L2

C0

Miss Kazami Academy Contest

Put the top card of your LB in your Stock. Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

DC/W01-044 T: None

L1

C0

Allies and Important Person

[Counter] Choose 1 of your Charas, and that Chara gains +3500 Pow for the turn.

DC/W01-045 T: None

L2

C1

Nemu's Bento Box

Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -4500 Pow for the turn.

DC/W01-046 T: None

L2

C1

Transfer Student

Look at the top card of your Stock. If it's a Level 1 or lower Chara, you may put it in any Slot on the Stage.

DC/W01-047 T: None

L1

C0

Passing Warmth

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

DC/W01-048 T: Stock

Passing Warmth

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

DC/W01-048S T: Stock

Songstress at the Wedding Ceremony

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

DC/W01-049 T: 2 Soul

For My Important One...

[C] All your Charas gain +2 Soul.

DC/W01-050 T: 2 Soul

Yume in Good Spirits

[A] [(1)] When this attacks, if "Welcome Back" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

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

Magic | DC/W01-051 T: Soul

L1
C1

Nemu and Yume, Homemade Bento Boxes

[S] [(3)] Put this in the WR] Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it in the WR.

Magic - Bento Box | DC/W01-052 T: None

L1
C0

Miharu Amakase

[C] All your other Charas with "Nemu" in name gains +500 Pow.

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

Banana | DC/W01-053 T: None

L0
C0

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Minatsu in Y-Shirt

[C] All your other "Anzu Yukimura" gain +1000 Pow.

[C] **ASSIST** All your Charas in front of this gain the following ability. "[A] [(1)] When this becomes Reversed, if the Level of the Chara Battling this is equal to or lower than the Level of this, may pay. If so, Reverse that Chara."

Mecha - Banana | DC/W01-054 T: Soul

L1
C1

Nanako, Manga Artist

[A] When your other battling Chara becomes Reversed, choose 1 of your Charas, and that Chara gets +1000 Pow for the turn.

[S] [(3)] Choose 1 Chara in your WR and return it to your hand.

Glasses - Manga | DC/W01-055 T: Soul

L2
C2

Nemu Asakura

[C] **BODYGUARD**

[A] When this attacks, if "Dream of a Lost Child" is in the CZ, choose a Chara in your WR and return it to your hand.

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

Magic | DC/W01-056 T: Soul

L3
C2

Da Capo / Da Capo II Booster Pack

Nemu Asakura

[C] **BODYGUARD**

[A] When this attacks, if "Dream of a Lost Child" is in the CZ, choose a Chara in your WR and return it to your hand.

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

Magic | DC/W01-056R T: Soul

L3
C2

Nanako Saitama

[C] **ALARM** If this is on top of your Clock and your Level is 2 or higher, all your RED Charas gain the following ability. "[A] When this becomes Reversed, if the Level of the Chara Battling this is equal to or lower than the Level of this, you may Reverse that Chara."

Glasses - Manga | DC/W01-057 T: None

L0
C0

Koyomi Shirakawa

[C] All your other Charas with "Miharu" in name gain +500 Pow.

[A] **BOND**/"Robot Miharu" [(1)]

Teacher - Glasses | DC/W01-058 T: None

L0
C0

Robot Miharu

[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

[A] [(1)] When this attacks, if "Miharu's Music Box" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

Mecha - Banana | DC/W01-059 T: Soul

L1
C1

Miharu & Nemu

--No Text--

Magic - Banana | DC/W01-060 T: Soul

L2
C2

Maika Mizukoshi

[A] [(1)] When this is played and placed to the Stage, may pay. If so, search your LB for up to 1 ::Mecha:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Teacher - Glasses | DC/W01-061 T: Soul

L2
C1

Myu

[A] When this becomes Reversed, if the Level of the Chara Battling this is 0 or lower, you may Reverse that Chara.

[A] When this becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Mecha - Maid | DC/W01-062 T: None

L0
C0

Minatsu, HM-A06 Type

[C] If you have another ::Banana:: Chara, this gains +1500 Pow.

[S] [(2)] Rest this] Choose a Chara in your WR and return it to your hand.

Mecha - Banana | DC/W01-063 T: None

L0
C0

Nemu in Yukata

--No Text--

Magic - Yukata | DC/W01-064 T: None

L0
C0

Yume in Gymnastic Clothing

--No Text--

Magic | DC/W01-065 T: Soul

L1
C1

Yuzu & Shin

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] When this becomes Reversed, if the Level of the Chara Battling this is 1 or lower, you may Reverse that Chara.

DC/W01-066 T: None

L1
C0

Yume in Pajama

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

Magic - Pajama | DC/W01-067 T: Soul

L2
C1

Minatsu Awakens!

Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

DC/W01-068 T: None

L2
C2

Irreplaceable Allies

Choose up to 2 Charas in your WR and return them to your hand.

DC/W01-069 T: None

L2
C2

A Counter Well Done

Deal 5 damage to your Opp.. (DC can occur)

DC/W01-070 T: None

L3
C3

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Nanako and Goat

Choose an Opp.'s Chara whose Level is 1 or lower and put it in the WR.

DC/W01-071 T: None

L2
C1

Banana Parfait

Choose up to 2 cards in your Opp.'s WR and send them to Memory. Send this to Memory.

DC/W01-072 T: None

L2
C5

Dream of a Lost Child

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

DC/W01-073 T: 2 Soul

Da Capo / Da Capo II Booster Pack**Dream of a Lost Child**

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

DC/W01-073S T: 2 Soul

Miharu's Music Box

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

DC/W01-074 T: Salvage

Welcome Back

[C] All your Charas gain +2 Soul.

DC/W01-075 T: 2 Soul

Moe Mizukoshi

[C] During your Opp.'s turn, all your other ::Nabe:: Charas gain +1000 Pow.
[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Nabe | DC/W01-076 T: None

L1
C0

Mako Mizukoshi

[C] **BODYGUARD**
[A] [(3)] When this is played and placed to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Music - Nabe | DC/W01-077 T: Soul

L3
C2

Mayuki Kousaka

[A] When you use the **BACKUP** of this, you may choose a "Suginami, Unofficial News Club" in your Clock and put it in your Stock.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Student Council | DC/W01-078 T: None

L1
C0

Anzu Yukimura

[A] [(1)] When this attacks, may pay. If so, draw a card.
[A] When this attacks, if "I Shall Not Forget" is in the CZ, draw a card.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic | DC/W01-079 T: Soul

L2
C1

Alice, Holding Philos

[A] When this attacks, if "Alice's Wish" is in the CZ, draw a card.
[S] [(1)] For the turn, this may Side Attack without the Soul penalty.

Doll | DC/W01-080 T: Soul

L2
C2

Minatsu & Maya

[C] During your Opp.'s turn, this gains +1000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Mecha - Chairman | DC/W01-081 T: None

L1
C0

Minatsu & Maya

[C] During your Opp.'s turn, this gains +1000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Mecha - Chairman | DC/W01-081R T: None

L1
C0

Officer Bridge Yagi

[C] If the Battle Opp. of this has either ::Book:: or ::Manga::, this gains +2000 Pow.
[A] [Put this in the WR] When your other Chara is put from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara in the Rested state in the Slot it was in.

Animal | DC/W01-082 T: None

L0
C0

Seba

[C] During your Opp.'s turn, all your other ::Doll:: Charas gain +500 Pow.
[A] **BOND/"Alice, Holding Philos"** [(1)]

Butler | DC/W01-083 T: None

L0
C0

Suginami

[A] When this becomes Reversed while battling, you may draw a card.

Occult | DC/W01-084 T: None

L1C1

Maya Sawai

--No Text--

Chairman - Glasses | DC/W01-085 T: Soul

L1C1

Minatsu & Anzu & Koko

--No Text--

Mecha - Music | DC/W01-086 T: Soul

L2C1

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Alice Tsukishiro

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

Doll | DC/W01-087 T: None

L0C0

Mako, Music Club

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.

Music - Nabe | DC/W01-088 T: None

L0C0

Mako & Moe

[C] During your Opp.'s turn, this gains +1000 Pow.
[S] [(2) Rest this] Draw a card.

Music - Nabe | DC/W01-089 T: None

L0C0

Da Capo / Da Capo II Booster Pack

Suginami, Unofficial News Club

--No Text--

Occult | DC/W01-090 T: None

L0C0

Anzu in Swimsuits

[A] ALARM At the end of your turn, if this is on top of your Clock and your Level is 2 or higher, put this in your WR.

Magic - Swimsuit | DC/W01-091 T: Soul

L1C1

Sleepy Moe

[A] When this attacks, if "Quality of Memories" is in the CZ, draw a card.
[S] [(3)] Draw 2 cards, and discard a card from hand to the WR.

Music - Nabe | DC/W01-092 T: Soul

L2C1

Horrible at Horror

[Counter] Choose 1 of the battling Charas. That Chara gains the following ability for the turn. "[C] This cannot deal damage to a player."

DC/W01-093 T: None

L2C3

Doll Play

Draw up to 2 cards.

DC/W01-094 T: None

L2C2

Xylophone Fortune Reading

Choose up to 2 cards in your Clock and put them in the WR. Send this to Memory.

DC/W01-095 T: None

L2C2

Group Picture

Draw a card, and discard a card from hand to the WR.

DC/W01-096 T: None

L1C0

Private Lesson

[Counter] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn. Choose 1 of the battling Charas, and that Chara gets -1 Soul for the turn.

DC/W01-097 T: None

L1C2

Alice's Wish

[C] All your Charas gain +2 Soul.

DC/W01-098 T: 2 Soul

I Shall Not Forget

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

DC/W01-099 T: Draw

I Shall Not Forget

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

DC/W01-099S T: Draw

Quality of Memories

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

DC/W01-100 T: 2 Soul