

Otome, Perfect Onee-chan
 [C] This cannot be chosen as target of Opp.'s effects.
 [A] When this attacks, reveal the top card of your LB.
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Magic - Student Council | DC/WE08-01 T: None

L0
C0

Mahiru, Returned Girlfriend
 [A] [(1) Discard a "Heyo Brother" from hand to the WR] When this attacks, may pay. If so, search your LB for up to 2 Charas with either ::Simple Example:: and/or ::Chairman::, reveal them, and put them in your hand. Shuffle your LB.
 [A] [(1) When this is placed from the Stage to the WR, may pay. If so, send this to Memory.

Simple Example | DC/WE08-02 T: None

L1
C0

Aisia, Girl who Forgot the World
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] When this is placed from the Stage to Memory, put this in the Stock.

Magic - Toy | DC/WE08-03 T: None

L0
C0

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Sakura, Rumored Transfer Student
 [A] When this attacks, reveal the top card of your LB. If it's a ::Magic:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Sweets | DC/WE08-04 T: None

L1
C0

Heyo Brother
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

DC/WE08-05 T: 2 Soul

L1
C0

Kotori in the Choir
 [C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
 [A] [Discard a card from hand to the WR] When "Songstress at the Wedding Ceremony" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Music - Magic | DC/WE08-06 T: None

L1
C0

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Akane, A Bit of Memories
 [C] If you have 2 or more other Charas without Traits, this gains +1000 Pow.

DC/WE08-07 T: None

L0
C0

Koko, Light Music Club
 --No Text--

Music - Headphones | DC/WE08-08 T: None

L1
C0

Nanaka, Courage to be Truthful
 [C] If there are 5 or more cards in your Stock, all your other Charas gain +1 Level and +500 Pow.
 [A] When "Not a Dream" is placed to your CZ, you may put the top card of your LB in your Stock.

Music - Magic | DC/WE08-09 T: Soul

L2
C1

Yume, Little Sister who isn't True to Herself
 [A] [(1) When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Magic | DC/WE08-10 T: Soul

L2
C1

Minatsu, Student of Kazami Academy
 [C] **BODYGUARD**
 [A] When tis attacks, if "Banana Food's End" is in the CZ, you may choose up to 2 Charas in your WR and return them to your hand. If so, discard a card from your hand to the WR.

Mecha - Banana | DC/WE08-11 T: Soul

L3
C2

Erica, Young Student Council President
 [C] **ASSIST** All your Charas in front of this gain +X Pow, where X = 500 times Level of that Chara.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Student Council - Royalty | DC/WE08-12 T: Soul

L2
C1

"Hidden Mode" Nemu
 [S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Magic - Judgment | DC/WE08-13 T: Soul

L2
C2

Maya, Dressed Up
 [C] All your other Charas gain +500 Pow during your Opp.'s turn.
 [S] [Discard a Climax from hand to the WR, Rest 2 of your Charas] Search your LB for up to 1 Chara with **CHANGE**, reveal it, and put it in your hand. Shuffle your LB.

Chairman - Glasses | DC/WE08-14 T: None

L0
C0

Mayuki, Easily Embarrassed
 [A] When this attacks, if "A Romantic Kiss" is in the CZ, reveal the top card of your LB. If it's a ::Student Council:: Chara, put it in your hand. (Otherwise put it back where it was)

Student Council - Sports | DC/WE08-15 T: None

L1
C1

Mako & Moe in Swimsuits
 --No Text--

Music - Nabe | DC/WE08-16 T: None

L0
C0

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

Play - Student Council | DC/WE08-17 T: Soul

L2
C1

A Romantic Kiss
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

DC/WE08-18 T: 2 Soul

L1
C0

Aisia, Freeloader of Yoshino Household
 [S] [(2)] Choose 1 of your other Charas. That Chara gains +1 Soul for the turn, and this gains +1 Soul for the turn.

Magic - Toy | DC/WE08-19 T: None

L0
C0

Mahiru, Example Lover
 [S] [Send this to Memory] Choose 1 of your ::Sweets:: Charas, and that Chara gains +4000 Pow and +2 Soul for the turn.

Simple Example | DC/WE08-20 T: Soul

L2
C1

Not a Dream
 [C] All your Charas gain +2 Soul.

DC/WE08-21 T: 2 Soul

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Miaki Sawai
 [A] When this is placed from hand to the Stage, choose 1 of your ::Chairman:: Charas, and that Chara gains +1000 Pow for the turn.

Mecha - Banana | DC/WE08-22 T: None

L1
C0

Erica, Enjoying the Date
 [C] If you have 3 or more other ::Student Council:: Charas, this gains +1000 Pow.

Student Council - Royalty | DC/WE08-23 T: Soul

L1
C1

Banana Food's End
 [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.

DC/WE08-24 T: 2 Soul

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Maya Sawai, Top Student Chairman
 --No Text--

Chairman - Glasses | DC/WE08-25 T: None

L0
C0

Songstress at the Wedding Ceremony
 [C] All your Charas gain +1000 Pow and +1 Soul.

DC/WE08-26 T: Treasure

Dream of a Lost Child
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

DC/WE08-27 T: 2 Soul

Otome in Swimsuit
 [A] When this attacks, all your Charas gain +500 Pow for the turn.

Student Council - Swimsuit | DC/WE08-28 T: None

L0
C0

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

Magic - Swimsuit | DC/WE08-29 T: None

L0
C0

Yume & Sakura in Swimsuits
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If its Level is 1 or higher, this gains +1 Soul for the turn. (Climax Cards are considered to be Level 0)

Magic - Swimsuit | DC/WE08-30 T: Soul

L1
C1

Izumiko in Swimsuit
 [A] When this attacks, reveal the top card of your LB. If it's a Climax card, choose up to 2 of Opp.'s Charas and return them to the hand.

Alien - Swimsuit | DC/WE08-31 T: Soul

L2
C1

Nanaka in Swimsuit
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If its Level is 1 or higher, put it in your Stock. (Climax Cards are considered to be Level 0)

Music - Swimsuit | DC/WE08-32 T: Soul

L1
C2

Kotori in Swimsuit
 [C] If you have at least 1 other ::Teacher:: Chara in play, this gains "[A] ENCORE [Discard a Chara from your hand to the WR]"

Music - Swimsuit | DC/WE08-33 T: Soul

L2
C2

Koko in Swimsuit
 [S] [Rest 2 of your ::Music:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Swimsuit | DC/WE08-34 T: None

L0
C0

Nanaka & Yume in Swimsuits
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If its Level is 1 or higher, this gains +2000 Pow for the turn. (Climax Cards are considered to be Level 0)

Music - Swimsuit | DC/WE08-35 T: None

L0
C0

Tamaki in Swimsuit
 [A] When this is placed from hand to the Stage, look at the top 2 cards of Opp.'s LB. You may choose up to 1 of them and put it on the bottom of the LB. Put the rest on top of the LB in any order.

Miko - Swimsuit | DC/WE08-36 T: None

L1
C0

Watermelon Smashing
 Reveal the top card of your LB. If it's a Climax card, put the top 2 cards of your LB in your Stock.

DC/WE08-37 T: None

L1
C0

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

Magic - Swimsuit | DC/WE08-38 T: Soul

L1
C1

Miharu in Swimsuit
 [S] [Rest this] Choose 1 ::Doll:: Chara in your WR and return it to your hand. Discard a card from your hand to the WR.

Banana - Swimsuit | DC/WE08-39 T: None

L0
C0

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Yume in Swimsuit
 [A] When this is placed from hand to the Stage, look at the top 4 cards of your LB and put them back in any order.
 [A] When this attacks, if "Bath with Cat" is in the CZ, choose a Chara in your WR and return it to your hand.

Magic - Swimsuit | DC/WE08-40 T: Soul

L3
C2

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

DC/WE08-41 T: 2 Soul

Anzu, Little Devil
 [A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of the LB.

Magic - Swimsuit | DC/WE08-42 T: None

L0
C0

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Alice in Swimsuit
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara whose Level is equal to or lower than your Level, you may put it in any Slot on the Stage.

Doll - Swimsuit | DC/WE08-43 T: Soul

L1
C1

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

Chairman - Swimsuit | DC/WE08-44 T: Soul

L2
C1

Playing in the Creek!
 Draw up to 2 cards, and put 2 cards from your hand on top of the LB.

DC/WE08-45 T: None

L1
C0

Aisia in Santa Suit
 [A] [Discard 3 Level 1 or higher Charas from hand to the WR] This ability may be played up to once per turn. When this attacks, if "Selfish Aisia" is in the CZ, may pay. If so, choose 1 of your Reversed Charas and Stand it.

Magic - Toy | DC/WE08-46 T: Soul

L2
C2

Otome, Doll
 [A] When this attacks, reveal the top card of your LB. If it's a ::Student Council:: Chara, this gains +1 Soul for the turn. (Put the revealed card back where it was)

Student Council - Yukata | DC/WE08-47 T: None

L0
C0

Mahiru, Sending Souls
 [C] This cannot be chosen as target of Opp.'s effects.
 [A] When this is placed from the Stage to the WR, send this to Memory.

Simple Example | DC/WE08-48 T: Soul

L1
C1

Luxurious Worry
 Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. Opp. may not use "[A] **ENCORE**" for the turn. (This includes the "[A] **ENCORE** [(3)]" provided by the rules.)

DC/WE08-49 T: None

L1
C0

Selfish Aisia
 [C] All your Charas gain +2 Soul.

DC/WE08-50 T: 2 Soul

Akane, Going on a Trip
 [A] When this attacks, if "Let's Eat Together" is in the CZ, choose 1 of your other Charas. That Chara gains +3000 Pow for the turn, and this gains +3000 Pow for the turn.

DC/WE08-51 T: Soul

L2
C1

Nanaka, Songstress
 [A] When this attacks, reveal the top card of your LB. If it's a ::Music:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

Music - Magic | DC/WE08-52 T: None

L1
C0

Koko, Halloween
 --No Text--

Music - Pumpkin | DC/WE08-53 T: None

L0
C0

Let's Eat Together
 [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.

DC/WE08-54 T: 2 Soul

Erica in Swimsuit
 [C] For each of your other Charas with "[A] ENCORE [Discard a Chara from your hand to the WR]", this gains +500 Pow.
 [A] When this attacks, if "Erica, Sleepwalking" is in the CZ, choose a Chara in your WR and return it to your hand.

Student Council - Swimsuit | DC/WE08-55 T: Soul

L2
C2

Minatsu, Tossing Beans
 [C] If you have another Chara with "Anzu" in the name, this gains "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB".
 [C] If you have another Chara with "::Chairman::", this gains +1000 Pow.

Mecha - Banana | DC/WE08-56 T: Soul

L1
C1

Yume, Moon Watching
 [A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top of the LB or in the WR.

Magic - Dumpling | DC/WE08-57 T: None

L0
C0

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

DC/WE08-58 T: Salvage

L1
C0

Anzu, Wishing upon a Star
 [A] When this is placed from hand to the Stage, look at the top 2 cards of your LB. Put the back in any order.

Yukata - Play | DC/WE08-59 T: None

L1
C0

Maya, Volunteer Miko
 [A] When "Chairman's Miko Outfit" is placed in the CZ, reveal the top card of your LB. If it's a "::Mecha::" Chara, put it in Stock. (Otherwise put it back where it was)
 [S] [(1) Rest this] Reveal the top card of your LB. If it's a "::Mecha::" Chara, put it in your hand. (Otherwise put it back where it was)

Chairman - Miko | DC/WE08-60 T: None

L1
C0

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Mayuki in the Hydrangea Field
 [C] All your other "::Student Council::" Charas gain "[A] ENCORE [Discard a Chara from your hand to the WR]".

Student Council - Umbrella | DC/WE08-61 T: None

L0
C0

Sorry. And, thank you
 You cannot play this from hand if you don't have a "::Student Council::" Chara.
 Choose a card in your Clock and return it to your hand. Send this to Memory.

DC/WE08-62 T: None

L2
C2

Chairman's Miko Outfit
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

DC/WE08-63 T: 2 Soul

L1
C0

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

Magic - Teacher | DC/WE08-64 T: Soul

L1
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/WE08-65 T: None

L1
C0

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

DC/WE08-66 T: None

L0
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/WE08-67 T: None

L1
C0

Robot Miharu
 [A] When the Battle Opp. of this becomes Reversed, you may put it 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/WE08-68 T: Soul

L1
C1

Miharu & Nemu
 --No Text--

Magic - Banana | DC/WE08-69 T: Soul

L2
C2

White Christmas
 Choose up to 2 Charas in your WR and return them to your hand, then discard a card from your hand to the WR. Send this card to Memory.

DC/WE08-70 T: None

L1
C2

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

DC/WE08-71 T: None

L2
C5

Doll Play
 Draw up to 2 cards.

DC/WE08-72 T: None

L2
C2