

Healing by the Waves *Tamaki*

[A] When your "Tamaki" defends, you may put all of this Mem's soul face-up to the Intercept Zone. Then, if 1 or more soul is placed in the Intercept Zone this way, additionally draw a card.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/001 | Intelligence - Benevolent | W:

L2
C0

Under the Blue Sky *Tamaki*

[A] [(2)] When this Mem intercepts, may pay. If so, choose X Level 4 or lower Mems in your DZ and return them to your hand. X is the total number of your "Tamaki" and ::Summer:: Mems with at least 1 soul.

EB01/002 | Intelligence - None | W: Tetra-Heaven/Septpia

L1
C0

Angel of the Remote Island *Nina*

[A] When this Mem enters the Field via Trance, choose a Level 1 Mem in your DZ that is either ::Tritomy:: or ::Summer:: and return it to your hand.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/003 | Contemplate - Electric Music | W:

L3
C0

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Angel of the Remote Island *Nina*

[A] When this Mem enters the Field via Trance, choose a Level 1 Mem in your DZ that is either ::Tritomy:: or ::Summer:: and return it to your hand.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/003RP | Contemplate - Electric Music | W:

L3
C0

Sweet Invitation *Venus*

[A] [(1)] When this Mem intercepts, if your Mem in battle is either yellow or ::Summer::, may pay. If so, choose a card in your Level Zone and stand it.

EB01/004 | Benevolent - None | W: Tetra-Heaven/Septpia

L1
C0

Sweet Invitation *Venus*

[A] [(1)] When this Mem intercepts, if your Mem in battle is either yellow or ::Summer::, may pay. If so, choose a card in your Level Zone and stand it.

EB01/004RP | Benevolent - None | W:

L1
C0

EB01: Tokonatsu Luck Extra Pack

Sun Paradise *Athena*

[A] [Rest a card in Level Zone] At the start of your End Phase, if you have 1 or more Mem with at least 1 soul that is either ::Tetra-Heaven:: or ::Summer::, may pay. If so, draw a card.

EB01/005 | Sacred Heart - None | W:

L1
C0

Sun Paradise *Athena*

[A] [Rest a card in Level Zone] At the start of your End Phase, if you have 1 or more Mem with at least 1 soul that is either ::Tetra-Heaven:: or ::Summer::, may pay. If so, draw a card.

EB01/005RP | Sacred Heart - None | W:

L1
C0

Maritime Rescue *Tamaki*

[LD] [(3)] Look at the top X cards of your Deck, choose 1 of them and put it in your hand, Drop the rest, and this Mem gains +3000 Pow for the turn. X is the number of your ::Summer:: Mems with at least 1 soul.

EB01/006 | Intelligence - Benevolent | W:

L4
C0

Maritime Rescue *Tamaki*

[LD] [(3)] Look at the top X cards of your Deck, choose 1 of them and put it in your hand, Drop the rest, and this Mem gains +3000 Pow for the turn. X is the number of your ::Summer:: Mems with at least 1 soul.

EB01/006CP | Intelligence - Benevolent | W:

L4
C0

Shield Under the Scorching Sky *Yoshichika*

[A] When this Mem enters the Field via Trance, if there are 2 or more ::Summer:: in this Mem's soul, draw a card.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/007 | Devotion - Sacred Heart | W:

L2
C0

Shield Under the Scorching Sky *Yoshichika*

[A] When this Mem enters the Field via Trance, if there are 2 or more ::Summer:: in this Mem's soul, draw a card.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/007CP | Devotion - Sacred Heart | W:

L2
C0

Rhythm of the Southern Wind *Emeralda*

[C] Your Opp.'s TUs with 0 soul cannot attack the circle this Mem is in.

EB01/008 | Electric Music - None | W: Tritomy/Septpia

L1
C0

Rhythm of the Southern Wind *Emeralda*

[C] Your Opp.'s TUs with 0 soul cannot attack the circle this Mem is in.

EB01/008CP | Electric Music - None | W: Tritomy/Septpia

L1
C0

Thrill of the Summer *Yoshichika*

[A] When this Mem is placed to the Battle Zone, if there are 3 or more cards in your Level Zone that are either ::Tetra-Heaven:: or ::Summer::, your defending Mem gains +2000 Pow for the battle.

EB01/009 | Devotion - None | W: Tetra-Heaven/Septpia

L1
C0

Thrill of the Summer *Yoshichika*

[A] When this Mem is placed to the Battle Zone, if there are 3 or more cards in your Level Zone that are either ::Tetra-Heaven:: or ::Summer::, your defending Mem gains +2000 Pow for the battle.

EB01/009CP | Devotion - None | W: Tetra-Heaven/Septpia

L1
C0

First Sea Bath *Nina*

[A] Covenant - ::Summer:: : If the deployed TU is ::Summer::, that Mem gains +2000 Pow during your Opp.'s next turn.

EB01/010 | Contemplate - None | W: Tritomy/Septpia

L1
C0

First Sea Bath *Nina*

[A] Covenant - ::Summer:: : If the deployed TU is ::Summer::, that Mem gains +2000 Pow during your Opp.'s next turn.

EB01/010CP | Contemplate - None | W: Tritomy/Septpia

L1
C0

Relaxing Time

[A] When this tactics is placed from hand to the Battle Zone, your defending Mem gains +2 aura for the battle. Then, if that Mem has at least 1 soul, it additionally gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

EB01/011 | None - None | W: Disfia/Septpia

L0
C0

Relaxing Time

[A] When this tactics is placed from hand to the Battle Zone, your defending Mem gains +2 aura for the battle. Then, if that Mem has at least 1 soul, it additionally gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

EB01/011CP | None - None | W: Disfia/Septpia

L0
C0

Beautiful Utopia

[C] All your ::Summer:: gain +1 aura.
[A] When this Mem is placed to the Battle Zone, if your Mem in battle has at least 1 soul, that Mem gains +3000 Pow for the battle.

EB01/012 | None - None | W: Disfia/Septpia

L0
C0

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Beautiful Utopia

[C] All your ::Summer:: gain +1 aura.
[A] When this Mem is placed to the Battle Zone, if your Mem in battle has at least 1 soul, that Mem gains +3000 Pow for the battle.

EB01/012RP | None - None | W: Disfia/Septpia

L0
C0

Colorful Flower of the South, Yukari

[A] [1/turn] When this Mem wins a battle while attacking, if at least 1 "Yukari" or ::Summer:: is in this Mem's soul, stand this Mem. Then, if there are 0 cards in your Opp.'s Intercept Zone, additionally draw a card.
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

EB01/013 | Charm - Serpent God | W:

L4
C0

Floating Between the Waves Yukari

[A] [Drop this Mem] When your "Yukari" or ::Summer:: attacks, if that Mem has at least 1 soul, may pay. If so, stand that Mem.

EB01/014 | Charm - None | W: Tetra-Heaven/Septpia

L1
C0

EB01: Tokonatsu Luck Extra Pack

Russian Bomb Veronica

[A] When this Mem attacks, if there are 2 or more ::Summer:: in this Mem's soul, choose a paradox in your Opp.'s Paradox Zone and Drop it. Then, if 1 or more paradox is dropped this way, additionally draw a card.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/015 | Conviction - Mischievous | W:

L3
C0

Russian Bomb Veronica

[A] When this Mem attacks, if there are 2 or more ::Summer:: in this Mem's soul, choose a paradox in your Opp.'s Paradox Zone and Drop it. Then, if 1 or more paradox is dropped this way, additionally draw a card.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/015RP | Conviction - Mischievous | W:

L3
C0

As the Tide Flows Mejiko

[A] At the start of your Battle Phase, Drop the top card of your Opp.'s Stock. Then, if this Mem has 0 soul, additionally drop the top card of your Stock.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/016 | Talent - Taoist Soul | W: Disfia/Septpia

L3
C0

As the Tide Flows Mejiko

[A] At the start of your Battle Phase, Drop the top card of your Opp.'s Stock. Then, if this Mem has 0 soul, additionally drop the top card of your Stock.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/016RP | Talent - Taoist Soul | W: Disfia/Septpia

L3
C0

Hiding in the Shades Mejiko

[A] When this Mem intercepts, if your Mem in battle is either red or ::Summer::, Drop the top card of your Opp.'s Stock.

EB01/017 | Talent - None | W: Disfia/Septpia

L1
C0

Hiding in the Shades Mejiko

[A] When this Mem intercepts, if your Mem in battle is either red or ::Summer::, Drop the top card of your Opp.'s Stock.

EB01/017RP | Talent - None | W: Disfia/Septpia

L1
C0

Playful Water Drops Nemesis

[A] Covenant - ::Summer:: : If the deployed TU is ::Summer::, choose all your Mems, and they gain +1000*X Pow for the turn. X is the number of your ::Summer:: Mems with at least 1 soul.

EB01/018 | Mischievous - None | W:

L1
C0

Playful Water Drops Nemesis

[A] Covenant - ::Summer:: : If the deployed TU is ::Summer::, choose all your Mems, and they gain +1000*X Pow for the turn. X is the number of your ::Summer:: Mems with at least 1 soul.

EB01/018RP | Mischievous - None | W:

L1
C0

Sailing Flaps Yukari

[A] When this Mem enters the Field, if you have 1 or more other "Yukari" or ::Summer::, reveal the top card of your Deck. Then, if the revealed card is a red tactics or red paradox, additionally put the revealed card in your hand.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/019 | Charm - Serpent God | W:

L2
C0

Sailing Flaps Yukari

[A] When this Mem enters the Field, if you have 1 or more other "Yukari" or ::Summer::, reveal the top card of your Deck. Then, if the revealed card is a red tactics or red paradox, additionally put the revealed card in your hand.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/019CP | Charm - Serpent God | W:

L2
C0

Attractive Body Veronica

[A] VG: When this Mem enters the Field, if you have 1 or more other ::Summer::, choose 1 of your Opp.'s Level 1 Mems and return it to hand.

EB01/020 | Conviction - None | W: Tetra-Heaven/Septpia

L1
C0

Attractive Body Veronica

[A] VG: When this Mem enters the Field, if you have 1 or more other ::Summer::, choose 1 of your Opp.'s Level 1 Mems and return it to hand.

EB01/020CP | Conviction - None | W:

L1
C0

Big Romp *Fang-Fang*

[A] When this Mem is Dropped from the Deck, If you have 1 or more Mem that is either ::Disfia:: or ::Summer::, Drop the top 2 cards of your Deck.

EB01/021 | Taoist Soul - None | W: Disfia/Septpia

L1
C0

Big Romp *Fang-Fang*

[A] When this Mem is Dropped from the Deck, If you have 1 or more Mem that is either ::Disfia:: or ::Summer::, Drop the top 2 cards of your Deck.

EB01/021CP | Taoist Soul - None | W: Disfia/Septpia

L1
C0

Tropical Snake *Quetzalcoatl*

[A] [(2)] When this Mem intercepts, if your Mem in battle is either ::Tetra-Heaven:: or ::Summer::, may pay. If so, your Mem in battle gains +5000 Pow for the battle.

EB01/022 | Serpent God - None | W:

L1
C0

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Tropical Snake *Quetzalcoatl*

[A] [(2)] When this Mem intercepts, if your Mem in battle is either ::Tetra-Heaven:: or ::Summer::, may pay. If so, your Mem in battle gains +5000 Pow for the battle.

EB01/022CP | Serpent God - None | W:

L1
C0

M-Type Equipment for Naval Combat

[A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your ::Summer:: Mem in battle gains +5000 Pow for the battle. Then, if that Mem has 1 or more soul, it additionally gains +5000 Pow.

EB01/023 | None - None | W: Tritomy/Septpia

L0
C0

M-Type Equipment for Naval Combat

[A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your ::Summer:: Mem in battle gains +5000 Pow for the battle. Then, if that Mem has 1 or more soul, it additionally gains +5000 Pow.

EB01/023CP | None - None | W: Tritomy/Septpia

L0
C0

EB01: Tokonatsu Luck Extra Pack

Sweetful Nectar

[C] All your ::Summer:: gains +1 soul.
[A] When this paradox is placed to the Battle Zone, your ::Summer:: in battle gains +2000 Pow.

EB01/024 | None - None | W: Tetra-Heaven/Septpia

L0
C0

Sweetful Nectar

[C] All your ::Summer:: gains +1 soul.
[A] When this paradox is placed to the Battle Zone, your ::Summer:: in battle gains +2000 Pow.

EB01/024CP | None - None | W: Tetra-Heaven/Septpia

L0
C0

Summer Adventure *Chloe*

[A] [Discard a card] When this Mem enters the Field via Trance, may pay. If so, for each of your "Chloe" or ::Summer:: with at least 1 soul, Stock the top 2 cards of your Deck.
[LD] [(3)] This Mem gains +3000 Pow for the turn. Then, if there are 5 or more cards in your Stock, additionally choose 1 of your Opp.'s Level 1 Mems and Stock it.

EB01/025 | Talent - Heart of Sword | W:

L4
C0

Growing Expectations *Ashley*

[A] [(1)] When your "Ashley" or ::Summer:: attacks or defends, may pay. If so, that Mem gains +2000*X Pow for the battle. X is the number of your Mems with at least 1 soul.

EB01/026 | Dream - None | W: Disfia/Septpia

L1
C0

Midsummer Dream *Ashley*

[C] If there are 2 or more ::Summer:: in this Mem's soul, this Mem gains +4000 Pow.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/027 | Dream - Graceful Soul | W: Disfia/Septpia

L2
C0

Midsummer Dream *Ashley*

[C] If there are 2 or more ::Summer:: in this Mem's soul, this Mem gains +4000 Pow.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/027RP | Dream - Graceful Soul | W: Disfia/Septpia

L2
C0

Dashing Through the Sea Breeze *Chloe*

[A] When this Mem destroys an Opp.'s gate, if you have 2 or more other ::Summer::, Stock the top card of your Deck.

EB01/028 | Talent - None | W: Tetra-Heaven/Septpia

L1
C0

Dashing Through the Sea Breeze *Chloe*

[A] When this Mem destroys an Opp.'s gate, if you have 2 or more other ::Summer::, Stock the top card of your Deck.

EB01/028RP | Talent - None | W: Tetra-Heaven/Septpia

L1
C0

Watermelon-smashing Magical Lance *Olga*

[LD] [(3)] This Mem gains +6000 Pow for the turn. If you have 1 or more other ::Summer::, instead this Mem gains +6000 Pow until the end of your Opp.'s turn.

EB01/029 | Aloof - Fallen | W: Tetra-Heaven/Septpia

L4
C0

Watermelon-smashing Magical Lance *Olga*

[LD] [(3)] This Mem gains +6000 Pow for the turn. If you have 1 or more other ::Summer::, instead this Mem gains +6000 Pow until the end of your Opp.'s turn.

EB01/029CP | Aloof - Fallen | W: Tetra-Heaven/Septpia

L4
C0

Submarine Bomber *Chloe*

[A] When this Mem enters the Field, if you have 1 or more "Chloe" or ::Summer:: with at least 1 soul, Stock the top card of your Deck.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/030 | Talent - Heart of Sword | W:

L3
C0

Submarine Bomber *Chloe*

[A] When this Mem enters the Field, if you have 1 or more "Chloe" or ::Summer:: with at least 1 soul, Stock the top card of your Deck.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/030CP | Talent - Heart of Sword | W:

L3
C0

Perfect Body Olga

[A] When this Mem intercepts, if your Mem in battle is green or ::Summer::, Stock the top card of your Deck.

EB01/031 | Aloof - None | W: Tetra-Heaven/Septpia

L1

C0

Perfect Body Olga

[A] When this Mem intercepts, if your Mem in battle is green or ::Summer::, Stock the top card of your Deck.

EB01/031CP | Aloof - None | W: Tetra-Heaven/Septpia

L1

C0

Vacationing Together Lucifer

[A] [Stock this Mem] When your "Olga" or ::Summer:: wins a battle while attacking, if the Level of that Mem is higher than the Level of the battle Opp., may pay. If so, Stock the top card of your Deck.

EB01/032 | Fallen - None | W: Tetra-Heaven/Septpia

L1

C0

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Vacationing Together Lucifer

[A] [Stock this Mem] When your "Olga" or ::Summer:: wins a battle while attacking, if the Level of that Mem is higher than the Level of the battle Opp., may pay. If so, Stock the top card of your Deck.

EB01/032CP | Fallen - None | W: Tetra-Heaven/Septpia

L1

C0

Battle Princess of the Ocean Valkyrie

[A] Covenant - ::Summer:: : If the deployed TU is ::Summer::, that Mem gains +2000 Pow for the turn.

EB01/033 | Heart of Sword - None | W:

L1

C0

Battle Princess of the Ocean Valkyrie

[A] Covenant - ::Summer:: : If the deployed TU is ::Summer::, that Mem gains +2000 Pow for the turn.

EB01/033CP | Heart of Sword - None | W:

L1

C0

EB01: Tokonatsu Luck Extra Pack

Sleeping Together, Enki

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mems whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

EB01/034 | Graceful Soul - None | W: Disfia/Septpia

L1

C0

Sleeping Together, Enki

[A] When this Mem enters the Field, Drop the top card of your Deck.
[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mems whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

EB01/034CP | Graceful Soul - None | W: Disfia/Septpia

L1

C0

Ripples of Homesickness

[A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your Mem in battle gains +500 Pow. Then, if that Mem has 1 or more soul, additionally draw a card.

EB01/035 | None - None | W: Monolium/Septpia

L0

C0

Ripples of Homesickness

[A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, your Mem in battle gains +500 Pow. Then, if that Mem has 1 or more soul, additionally draw a card.

EB01/035RP | None - None | W: Monolium/Septpia

L0

C0

Egil's Valh  ll

[C] All your ::Summer:: gains +1 aura.
[A] When this paradox is placed to the Battle Zone, if your Mem in battle has at least 1 soul, Stock the top card of your Deck.

EB01/036 | None - None | W: Tetra-Heaven/Septpia

L0

C0

Egil's Valh  ll

[C] All your ::Summer:: gains +1 aura.
[A] When this paradox is placed to the Battle Zone, if your Mem in battle has at least 1 soul, Stock the top card of your Deck.

EB01/036RP | None - None | W: Tetra-Heaven/Septpia

L0

C0

Sky And Sea And Mana

[C] All your blue Mems are considered to be next to the battle Opp.
[A] When this Mems wins a battle while attacking, if there is 1 or more "Mana" in this Mem's soul and this Mem is next to the battle Opp., draw a card.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow for the turn.

EB01/037 | Contemplate - Shishin | W:

L3

C0

Dolphins Are Friends Aoi

[A] [(1)] When your "Aoi" or ::Summer:: attacks, if that Mem has 1 or more soul, may pay. If so, that Mem gains +1 limit for the battle.

EB01/038 | Flow - None | W: Monolium/Septpia

L1

C0

Fluffy Summer Aoi

[LD] [(3)] Draw a card. Then, if there are 2 or more ::Summer:: in this Mem's soul, additionally +1 to your Trance Limit for the turn.

EB01/039 | Flow - Rabbit Beast | W: Monolium/Septpia

L4

C0

Fluffy Summer Aoi

[LD] [(3)] Draw a card. Then, if there are 2 or more ::Summer:: in this Mem's soul, additionally +1 to your Trance Limit for the turn.

EB01/039RP | Flow - Rabbit Beast | W: Monolium/Septpia

L4

C0

Taking a Hit Carelessly Mana

[A] Covenant - ::Summer:: : [Discard a card] If the deployed TU is ::Summer::, may pay. If so, draw a card.

EB01/040 | Contemplate - None | W:

L1

C0

Taking a Hit Carelessly Mana

[A] Covenant - ::Summer:: : [Discard a card] If the deployed TU is ::Summer::, may pay. If so, draw a card.

EB01/040RP | Contemplate - None | W:

L1

C0

Water Landing Warning! Lucia

[A] When this Mem destroys an Opp.'s gate, if you have 1 or more Mem with at least 1 soul, look at the top card of your Deck and put it either on top or bottom of the Deck.
[A] VG: When this Mem enters the Field, if you have 1 or more other ::Summer::, choose 1 of your Opp.'s Level 1 Mems and return it to hand.

EB01/041 | Colored Bird - None | W: Monolium/Septpia

L1

C0

Water Landing Warning! Lucia

[A] When this Mem destroys an Opp.'s gate, if you have 1 or more Mem with at least 1 soul, look at the top card of your Deck and put it either on top or bottom of the Deck.
[A] VG: When this Mem enters the Field, if you have 1 or more other ::Summer::, choose 1 of your Opp.'s Level 1 Mems and return it to hand.

EB01/041RP | Colored Bird - None | W: Monolium/Septpia

L1

C0

Full Power Crawl Sieghard

[A] When this Mem enters the Field, look at the top 5 cards of your Deck, reveal up to X tactics among them and put them in your hand, and put the rest on the bottom of the Deck in any order. X is the number of your Mems with at least 1 soul.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/042 | Intelligence - Colored Bird | W:

L2

C0

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Full Power Crawl Sieghard

[A] When this Mem enters the Field, look at the top 5 cards of your Deck, reveal up to X tactics among them and put them in your hand, and put the rest on the bottom of the Deck in any order. X is the number of your Mems with at least 1 soul.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/042CP | Intelligence - Colored Bird | W:

L2

C0

Splash Sniping Mana

[C] If there are 2 or more ::Summer:: in this Mem's soul, this Mem gains +1 limit.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/043 | Contemplate - Shishin | W:

L2

C0

Splash Sniping Mana

[C] If there are 2 or more ::Summer:: in this Mem's soul, this Mem gains +1 limit.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

EB01/043CP | Contemplate - Shishin | W:

L2

C0

EB01: Tokonatsu Luck Extra Pack

Castle Designer Sieghard

[A] [Discard a card] When this Mem destroys an Opp.'s gate, if you have 1 or more ::Monolium:: or ::Summer:: Mem with at least 1 soul, may pay. If so, draw a card.

EB01/044 | Intelligence - None | W: Monolium/Septpia

L1

C0

Castle Designer Sieghard

[A] [Discard a card] When this Mem destroys an Opp.'s gate, if you have 1 or more ::Monolium:: or ::Summer:: Mem with at least 1 soul, may pay. If so, draw a card.

EB01/044CP | Intelligence - None | W: Monolium/Septpia

L1

C0

Chase on the Beach Rotta

[A] When this Mem destroys an Opp.'s gate, if you have 1 or more "Aoi" and there is 1 or more blue paradox in your Paradox Zone, draw a card.

EB01/045 | Rabbit Beast - None | W: Monolium/Septpia

L1

C0

Chase on the Beach Rotta

[A] When this Mem destroys an Opp.'s gate, if you have 1 or more "Aoi" and there is 1 or more blue paradox in your Paradox Zone, draw a card.

EB01/045CP | Rabbit Beast - None | W: Monolium/Septpia

L1

C0

Break at Noon Artemis

[A] [Discard a card] When this Mem intercepts, if your Mem in battle is blue or ::Summer::, may pay. If so, look at the top 2 cards of your Deck, choose 1 of them and put it in your hand, and Drop the rest.

EB01/046 | Shishin - None | W: Tetra-Heaven/Septpia

L1

C0

Break at Noon Artemis

[A] [Discard a card] When this Mem intercepts, if your Mem in battle is blue or ::Summer::, may pay. If so, look at the top 2 cards of your Deck, choose 1 of them and put it in your hand, and Drop the rest.

EB01/046CP | Shishin - None | W: Tetra-Heaven/Septpia

L1

C0

Promised Tryst

[A] [(4)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle has at least 1 soul, -(3) to the cost of this ability, may pay. If so, for the battle, your Mem in battle gains +2 limit, and put the top 2 cards of your Deck face-up to the Battle Zone.

EB01/047 | None - None | W: Disfia/Septpia

L0

C0

Promised Tryst

[A] [(4)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle has at least 1 soul, -(3) to the cost of this ability, may pay. If so, for the battle, your Mem in battle gains +2 limit, and put the top 2 cards of your Deck face-up to the Battle Zone.

EB01/047RP | None - None | W: Disfia/Septpia

L0

C0

Brightest Azure

[C] All your Mem with at least 1 soul gain +1 aura.
[A] [Discard a ::Summer:] When this paradox is placed to the Battle Zone, if there are 3 or more paradoxes in your DZ, may pay. If so, draw a card.

EB01/048 | None - None | W: Disfia/Septpia

L0

C0

Brightest Azure

[C] All your Mem with at least 1 soul gain +1 aura.
[A] [Discard a ::Summer:] When this paradox is placed to the Battle Zone, if there are 3 or more paradoxes in your DZ, may pay. If so, draw a card.

EB01/048CP | None - None | W: Disfia/Septpia

L0

C0