

### "Slumber Party" Miyu

[A] **CX COMBO** [Put a "Friends Who Laugh Together" from your CZ in the WR] When this attacks, may pay. If so, put up to 1 card from top of your LB in your Stock, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Master - Magic | PI/SE31-01 T: None

L1  
C0

### "Chains of Fate" Miyu

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other Charas in your Front Row that is either GREEN or ::Magic::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Master - Magic | PI/SE31-02 T: Soul

L3  
C2

### "Chains of Fate" Miyu

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other Charas in your Front Row that is either GREEN or ::Magic::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Master - Magic | PI/SE31-02SP T: Soul

L3  
C2

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### "Duty as a Big Brother" Shirou

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.  
[A] **CX COMBO RESONANCE** [(1) Reveal a Chara with "Kuro" in name in your hand] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, if "Last-Ditch Effort" is in your CZ, may pay. If so, deal X Damage to your Opp.. X = Soul of the Chara revealed via the Cost of this ability. (DC can occur)

Weapon | PI/SE31-03 T: Soul

L3  
C2

### "Install" Angelica

[C] During battles involving this, your Opp. cannot play Events from hand.  
[A] When this is placed from hand to the Stage, you may choose 2 of your Opp.'s Charas, then Stand and Swap them.  
[A] **CX COMBO** When this attacks, if "Gate of Babylon" is in the CZ, put the top 2 cards of your LB in the WR, and for each Soul Trigger Icon those cards have, perform the following action. "Deal 1 Damage to your Opp.." (DC can occur)

Weapon - Doll | PI/SE31-04 T: Soul

L3  
C2

### "Kigurumi Pajama" Miyu

[C] **ASSIST** During your turn, all your Charas in front of this gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Master - Magic | PI/SE31-05 T: None

L0  
C0

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### "Waking Up" Illya & Tanaka

[C] During your Opp.'s turn, if all your Charas are either ::Magic:: or ::Hungry::, this gains +1 Level and +1500 Pow.

Magic - Hungry | PI/SE31-06 T: None

L0  
C0

### "Waking Up" Illya & Tanaka

[C] During your Opp.'s turn, if all your Charas are either ::Magic:: or ::Hungry::, this gains +1 Level and +1500 Pow.

Magic - Hungry | PI/SE31-06SP T: None

L0  
C0

### "Doll" Angelica

[C] During your turn, if you have another "Half-Serious Beatrice", this gains +4000 Pow.  
[A] [Discard a GREEN or ::Doll:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Half-Serious Beatrice" in your WR and put it in any Slot on the Stage.

Weapon - Doll | PI/SE31-07 T: Soul

L2  
C1

### "Mjolnir" Beatrice

[C] If all your Charas are either GREEN or ::Doll::, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

Weapon - Doll | PI/SE31-08 T: Soul

L3  
C2

### "Loves Julian" Beatrice

[A] [Choose 2 ::Doll:: Charas in the WR and return them to the LB, and shuffle that LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.  
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Weapon - Doll | PI/SE31-09 T: None

L0  
C0

### "Warm-Up Exercises" Miyu

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas that are either GREEN or ::Magic::.

Master - Magic | PI/SE31-10 T: None

L1  
C0

### "Sakura Matou?"

[C] During your turn, for each of your other GREEN or ::Doll:: Charas, this gains +500 Pow.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Mystery - Doll | PI/SE31-11 T: Soul

L1  
C1

### "Half-Serious" Beatrice

[C] If you have 4 or more Charas that are either GREEN or ::Doll::, this gets -1 Level while in your hand.  
[C] For each Marker under this, this gains +4000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Super Bishoujo Dolls" is in your CZ, you may choose a ::Doll:: Chara in your WR and put it face-down under this as Marker.

Weapon - Doll | PI/SE31-12 T: Soul

L2  
C1

### "True Face Under the Mask" Julian

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Going Out Wearing Insufficient Amount of Clothes" Darius' to the Stage, if there are 6 or more "Mud Holy Spirit" in your WR, return all cards in your WR to your LB. If so, shuffle your LB, and draw up to 1 card.

Noble Phantasm | PI/SE31-13 T: Soul

L2  
C1

### "Twisted Girl" Erika

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(1) Put this in the WR] Search your LB for up to 2 "Mud Holy Spirit" and put them in separate Slots, and shuffle your LB.

Doll | PI/SE31-14 T: None

L0  
C0

### "Mud Holy Spirit

[C] You may have as many copies of cards with the same name as this in your deck.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Noble Phantasm | PI/SE31-15 T: None

L0  
C0

### Tanaka

[A] When you use the **BACKUP** of this, all the battling Charas gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."  
[S] [Counter] **BACKUP 0, Level 1** [Discard this card from your hand to the WR]

Hungry | PI/SE31-16 T: None

L1  
C0

**"Going Out Wearing Insufficient Amount of Clothes"**  
[A] When your other Chara that is either GREEN or ::Doll:: attacks, this gains +1500 Pow for the turn.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "True Face Under the Mask" Julian' in your WR and put it Rested in any Slot on the Stage.

Noble Phantasm | PI/SE31-17 T: None

L1  
C0

**"Salvation of the World" Angelica**  
[A] When you use the **BACKUP** of this, if all your Charas are either GREEN or ::Doll::, 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]

Weapon - Doll | PI/SE31-18 T: Soul

L1  
C1

**"Japanese Style Pretty Lady" Miyu**  
[C] This cannot Side Attack.  
[C] If all your Charas are either GREEN or ::Magic::, this gains +2000 Pow.

Master - Magic | PI/SE31-19 T: Soul

L2  
C1

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**"Fake" Shirou**  
[C] If all your Charas either are ::Weapon:: or have "Miyu" in name, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara with either ::Weapon:: or "Miyu" in name from your hand to the WR]

Weapon | PI/SE31-20 T: Soul

L2  
C2

**Friends Who Laugh Together**  
[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow and +1 Soul for the turn.

PI/SE31-21 T: 2 Soul

**Last-Ditch Effort**  
[C] All your Charas gain +1000 Pow and +1 Soul.

PI/SE31-22 T: Treasure

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**Gate of Babylon**  
[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

PI/SE31-23 T: 2 Soul

**Super Bishoujo Dolls**  
[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow and +1 Soul for the turn.

PI/SE31-24 T: 2 Soul

**"Argent City" Kuro**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When the Battle Opp. of this becomes Reversed, you may return this to your hand.  
[A] When this becomes Reversed, if you have 2 or more other Charas with either ::Weapon:: or ::Magic:: and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Battle Opp..

Magic - Weapon | PI/SE31-25 T: Soul

L3  
C2

**"Argent City" Kuro**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When the Battle Opp. of this becomes Reversed, you may return this to your hand.  
[A] When this becomes Reversed, if you have 2 or more other Charas with either ::Weapon:: or ::Magic:: and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Battle Opp..

Magic - Weapon | PI/SE31-25SP T: Soul

L3  
C2

**"Doll" Luvia**  
[C] All your other Charas that are either GREEN or ::Gem:: gain +500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Gem - Doll | PI/SE31-26 T: None

L0  
C0

**"Doll" Rin**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas that are either GREEN or ::Gem:: among those cards.

Gem - Doll | PI/SE31-27 T: None

L0  
C0

**"Preparation for Festival" Illya & Kuro**  
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Weapon:: Charas, and that Chara gains +2000 Pow for the turn.

Magic - Weapon | PI/SE31-28 T: None

L1  
C0

**"Slumber Party" Kuro**  
[A] **CX COMBO** [(1)] When "Coordinated Combo" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Weapon:: Charas and Stand it.

Magic - Weapon | PI/SE31-29 T: None

L1  
C0

**"Real Threat" Kuro**  
[C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Weapon:: or ::Magic::, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Magic - Weapon | PI/SE31-30 T: None

L0  
C0

**"Argent City" Gilgamesh**  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] **CX COMBO** When "Gate of Babylon" is placed to your or your Opp.'s CZ, choose up to 2 of your Charas, and those Charas gain +1500 Pow for the turn.  
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Weapon - Royalty | PI/SE31-31 T: Soul

L2  
C1

**"Kigurumi Pajama" Kuro**  
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Weapon:: or ::Magic::, you may put the top card of your LB in your Stock.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Magic - Weapon | PI/SE31-32 T: Soul

L2  
C2

**"Gofer" Gilgamesh**  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Hades' Cap of Invisibility" in your WR and return it to your hand.  
[A] When this Side Attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Weapon - Royalty | PI/SE31-33 T: None

L0  
C0

### "Argent City" Bazett

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR that either is ::Gem:: or has "Bazett" in name and return it to your hand.

Male Dressing - Noble Phantasm | PI/SE31-34 T: None

L0  
C0

### "Not Enough Defense" Luvia

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 1500 times # of your Reversed Charas.  
[S] [Counter] **BACKUP 0, Level 1** [Discard this card from your hand to the WR]

Gem - Daughter | PI/SE31-35 T: None

L1  
C0

### "Miracle of Gem Magic" Rin

[C] **ASSIST** All your ::Gem:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [(1) Discard a ::Gem:: Chara from your hand to the WR, Rest this] Put the top card of your Clock in the WR.

Gem | PI/SE31-36 T: Soul

L1  
C1

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### Hades' Cap of Invisibility

Choose 1 of your Charas, and that Chara gains the following two abilities until the next end of your Opp.'s turn.  
"[C] This cannot Front Attack."  
"[C] The Chara Opposite this cannot Front Attack."

PI/SE31-37 T: None

L3  
C2

### Coordinated Combo

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

PI/SE31-38 T: Soul Standby

### "Adventure in a Parallel World" Illya

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** [(2) Reveal a "Waking Up" Illya & Tanaka' from your hand and put it face-down under this as Marker] This ability activates up to once per turn. When this attacks, if "The Last Hope" is in the CZ and there's a Marker under this, may pay. If so, Stand this.

Master - Magic | PI/SE31-39 T: Soul

L3  
C2

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### "Adventure in a Parallel World" Illya

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** [(2) Reveal a "Waking Up" Illya & Tanaka' from your hand and put it face-down under this as Marker] This ability activates up to once per turn. When this attacks, if "The Last Hope" is in the CZ and there's a Marker under this, may pay. If so, Stand this.

Master - Magic | PI/SE31-39SP T: Soul

L3  
C2

### "Complaint Time" Ruby

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Magic:: or ::Hungry::, and that Chara gains +1500 Pow for the turn.  
[S] [Put this face-down under an "Adventure in a Parallel World" Illya' with no Markers] Choose a "Waking Up" Illya & Tanaka' in your WR and return it to your hand.

Magic | PI/SE31-40 T: None

L0  
C0

### "Mind Replacement" Illya

[C] If there's a Marker under this, this gains +2000 Pow.  
[A] When this is placed to the Stage via **CHANGE**, you may choose a "Deep Cover" Sapphire' in your WR and put it face-down under this as Marker.  
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Magic:: or ::Hungry::, you may move this to an empty Slot in the Front Row.

Master - Magic | PI/SE31-41 T: None

L0  
C0

### "Sapphire Ver." Illya

[C] If there's a Marker under this, this gains +4500 Pow.  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may choose a "Deep Cover" Sapphire' in your WR and put it face-down under this as Marker.

Master - Magic | PI/SE31-42 T: None

L1  
C0

### "Slumber Party" Illya

[C] If you have another Chara with "Miyu" in name, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.

Master - Magic | PI/SE31-43 T: None

L1  
C1

### "Deep Cover" Sapphire

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose either a "Sapphire Ver." Illya' or a "Mind Replacement" Illya' in your WR and put it in the Slot this was in.

Magic | PI/SE31-44 T: None

L0  
C0

### "Class Card Saber" Illya

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Master - Magic | PI/SE31-45 T: Soul

L2  
C1

### "Argent City" Illya

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] **BOND/"Chains of Fate"** Miyu' [Discard a card from your hand to the WR]

Master - Magic | PI/SE31-46 T: Soul

L2  
C1

### "Kigurumi Pajama" Illya

[A] When this becomes Reversed in battle, put this on the bottom of your LB.  
[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Master - Magic | PI/SE31-47 T: None

L0  
C0

### "Install" Illya

[A] When your other Chara with either ::Magic:: or ::Hungry:: attacks, this gains +1500 Pow for the turn.

Master - Magic | PI/SE31-48 T: None

L1  
C0

### "Class Card Lancer" Illya

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Master - Magic | PI/SE31-49 T: Soul

L2  
C1

### The Last Hope

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

PI/SE31-50 T: Soul Gate

"Everyone's Happiness" Miyu

[A] [(1) Discard a card from your hand to the WR]  
When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara that is either GREEN or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Master - Magic | PI/SE31-P01 T: None

L0

C0



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