



**Yuu, No.1 Prettiest Girl in the Class**  
 [C] During your turn, all your other "Umi, Second Prettiest Girl in My Class" gain +2000 Pow.  
 [S] [Rest this] Choose 1 of the following 2 effects and perform it. "Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn." "[Discard a card from your hand to the WR, Rest 1 of your other :Sneaker Bunko:: Charas] may pay. If so, search your LB for up to 1 "Umi, Second Prettiest Girl in My Class", reveal it, put it in your hand, and shuffle your LB."

*Sneaker Bunko - Seishun | Scn/W123-110SP T:*

**L0**

**C0**

**Lover's Trip**  
 Choose up to 1 Chara in your WR and return it to your hand, and you may perform the following effect: "Your Opp. returns all of their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock."

**"Blau Moewe" Fine**  
 [S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your  
 ::Sneaker Bunko:: Charas.

**"Blau Moewe" Fine**  
 [S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your  
 ::Sneaker Bunko:: Charas.

## Arnold, Insipid Prince

[A] **CX COMBO** When "Slivery End Saber" is placed in your CX Zone, if there are 5 or fewer cards in your hand, you may choose a ::Sneaker Bunko::: Chara in your WR and put it in your Stock.

[A] ([1]) When your CX is placed in the CX Zone, may pay. If so, reveal the top card of your LB, choose a Level X or lower ::Sneaker Bunko::: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

*Sneaker Bunko - Prince | Sde/W123-070SP T: None*

**L1**  
**C0**

**Silvery End Saber**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 ([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

Silvery End Saber

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

Sde/W123-098R T: Salvage

Princess Alexia

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.  
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Sneaker Bunko - Princess | Sdy/W123-030 T: None

L0  
C0

Princess Alexia

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.  
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Sneaker Bunko - Princess | Sdy/W123-030S T: None

L0  
C0

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Princess Alexia

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.  
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Sneaker Bunko - Princess | Sdy/W123-030SP T:

L0  
C0

Maria the Holy Maiden

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - RS-Saint | Sdy/W123-031 T: None

L0  
C0

Maria the Holy Maiden

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - RS-Saint | Sdy/W123-031S T:

L0  
C0

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Maria the Holy Maiden

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - RS-Saint | Sdy/W123-031SP T:

L0  
C0

Hero Ares

[C] ASSIST All your Level 2 or higher Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, put the top card of your Clock in the WR.

Sneaker Bunko - Hero | Sdy/W123-040 T: Soul

L1  
C1

Hero Ares

[C] ASSIST All your Level 2 or higher Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, put the top card of your Clock in the WR.

Sneaker Bunko - Hero | Sdy/W123-040S T: Soul

L1  
C1

Hero Ares

[C] ASSIST All your Level 2 or higher Charas in front of this gain +500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, put the top card of your Clock in the WR.

Sneaker Bunko - Hero | Sdy/W123-040SP T: Soul

L1  
C1

Solon the Sage

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - Sage | Sdy/W123-049 T: None

L0  
C0

Solon the Sage

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - Sage | Sdy/W123-049S T: None

L0  
C0

Leon the Sword Saint

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] ENCORE [Discard a ::Sneaker Bunko:: Chara from your hand to the WR]

Sneaker Bunko - Sword Saint | Sdy/W123-055 T:

L2  
C1

Leon the Sword Saint

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] ENCORE [Discard a ::Sneaker Bunko:: Chara from your hand to the WR]

Sneaker Bunko - Sword Saint | Sdy/W123-055S T: None

L2  
C1

Sayu, Homecooked Miso Soup

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
[A] [Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Sneaker Bunko:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Sneaker Bunko - Uniform - Housework | Shg/W123-026 T: None

L0  
C0

Sayu, Homecooked Miso Soup

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
[A] [Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Sneaker Bunko:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Sneaker Bunko - Uniform - Housework | Shg/W123-026S T: None

L0  
C0

Sayu, Homecooked Miso Soup

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
[A] [Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Sneaker Bunko:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Sneaker Bunko - Uniform - Housework | Shg/W123-026SP T: None

L0  
C0

Sayu, Invitation to the Festival

[C] ASSIST All your Level 2 or higher Charas in front of this gain +1500 Pow.  
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +1000 Pow and ::Miso Soup:: for the turn.

Sneaker Bunko - Uniform - Housework | Shg/W123-041 T: Soul

L1  
C1

Sayu, Invitation to the Festival

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1500 Pow.  
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +1000 Pow and ::Miso Soup:: for the turn.

Sneaker Bunko - Uniform - Housework | Shg/W123-041S T: Soul

L1  
C1

Sayu, Invitation to the Festival

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1500 Pow.  
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +1000 Pow and ::Miso Soup:: for the turn.

Sneaker Bunko - Uniform - Housework | Shg/W123-041SP T: Soul

L1  
C1

Mishima, Destination of Her Feelings

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +1 Level and +2500 Pow.  
[A] When this becomes Reversed, put this on the bottom of your LB.

Sneaker Bunko - Office Lady | Shg/W123-052 T:

L1  
C0

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Mishima, Destination of Her Feelings

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +1 Level and +2500 Pow.  
[A] When this becomes Reversed, put this on the bottom of your LB.

Sneaker Bunko - Office Lady | Shg/W123-052S T: None

L1  
C0

"Self Desired by Others" Gotou

[C] If you have 4 or more other ::Sneaker Bunko:: Charas, this gains +6000 Pow.  
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Sneaker Bunko:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Sneaker Bunko - Office Lady | Shg/W123-054 T: Soul

L2  
C1

"Self Desired by Others" Gotou

[C] If you have 4 or more other ::Sneaker Bunko:: Charas, this gains +6000 Pow.  
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Sneaker Bunko:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Sneaker Bunko - Office Lady | Shg/W123-054S T: Soul

L2  
C1

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Time Together

If you don't have a ::Sneaker Bunko:: Chara, you cannot play this from hand.  
Choose a Chara in your WR and return it to your hand.  
Put the top card of your LB in the WR. If it's Level 0, put this in your Clock. (CX are considered to be Level 0 for this effect)

Shg/W123-057 T: None

L1  
C0

Time Together

If you don't have a ::Sneaker Bunko:: Chara, you cannot play this from hand.  
Choose a Chara in your WR and return it to your hand.  
Put the top card of your LB in the WR. If it's Level 0, put this in your Clock. (CX are considered to be Level 0 for this effect)

Shg/W123-057S T: None

L1  
C0

Time Together

If you don't have a ::Sneaker Bunko:: Chara, you cannot play this from hand.  
Choose a Chara in your WR and return it to your hand.  
Put the top card of your LB in the WR. If it's Level 0, put this in your Clock. (CX are considered to be Level 0 for this effect)

Shg/W123-057SP T: None

L1  
C0

Hayuru & Aine & Kizuna & Yurishia, After Story

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.  
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Sneaker Bunko:: or ::Heart Hybrid Gear:: Chara in your WR and return it to your hand.

Sneaker Bunko - Heart | Shh/W123-117 T: None

L0  
C0

Hayuru & Aine & Kizuna & Yurishia, After Story

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.  
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Sneaker Bunko:: or ::Heart Hybrid Gear:: Chara in your WR and return it to your hand.

Sneaker Bunko - Heart | Shh/W123-117S T: None

L0  
C0

Psycho, Mad Scientist Girl

[C] All your other ::Sneaker Bunko:: Charas gain +500 Pow.  
[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 0 or lower ::Sneaker Bunko:: Chara in your WR and put it in any Slot on your Stage.

Sneaker Bunko - Mad Scientist | Shm/W123-066 T: None

L0  
C0

Psycho, Mad Scientist Girl

[C] All your other ::Sneaker Bunko:: Charas gain +500 Pow.  
[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 0 or lower ::Sneaker Bunko:: Chara in your WR and put it in any Slot on your Stage.

Sneaker Bunko - Mad Scientist | Shm/W123-066S T: None

L0  
C0

Psycho, Mad Scientist Girl

[C] All your other ::Sneaker Bunko:: Charas gain +500 Pow.  
[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 0 or lower ::Sneaker Bunko:: Chara in your WR and put it in any Slot on your Stage.

Sneaker Bunko - Mad Scientist | Shm/W123-066SP T: None

L0  
C0

Homura, Pyrokinetic Girl

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to Stage, choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Sneaker Bunko:: Charas.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Sneaker Bunko - Gifted | Shm/W123-075 T: Soul

L3  
C2

Homura, Pyrokinetic Girl

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to Stage, choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Sneaker Bunko:: Charas.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Sneaker Bunko - Gifted | Shm/W123-075S T: Soul

L3  
C2

Homura, Pyrokinetic Girl

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to Stage, choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Sneaker Bunko:: Charas.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Sneaker Bunko - Gifted | Shm/W123-075SP T: Soul

L3  
C2

Tsutsumi, Living Weapon Girl

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Sneaker Bunko - Living Weapon | Shm/W123-076 T: None

L0  
C0





### Explosion Magic

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

Sks/W123-023R T: Choice

### Megumin, Archwizard (Explosive Mage)

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara, this gets +2000 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose 1 of them and put it in your Clock, and put the rest in the WR. If you put a card in your Clock this way, choose a ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara in your WR and return it to your hand.

Sneaker Bunko - Adventurer - Magic | Sks/W123-061 T: None

### Megumin, Archwizard (Explosive Mage)

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara, this gets +2000 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose 1 of them and put it in your Clock, and put the rest in the WR. If you put a card in your Clock this way, choose a ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara in your WR and return it to your hand.

Sneaker Bunko - Adventurer - Magic | Sks/W123-061S T: None

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### Megumin, Archwizard (Explosive Mage)

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara, this gets +2000 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose 1 of them and put it in your Clock, and put the rest in the WR. If you put a card in your Clock this way, choose a ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara in your WR and return it to your hand.

Sneaker Bunko - Adventurer - Magic | Sks/W123-061SEC T: None

### Megumin, Archwizard (Explosive Mage)

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara, this gets +2000 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose 1 of them and put it in your Clock, and put the rest in the WR. If you put a card in your Clock this way, choose a ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara in your WR and return it to your hand.

Sneaker Bunko - Adventurer - Magic | Sks/W123-061SP T: None

### Yunyun, Archwizard (Looking for Friends)

[C] During your turn, all your other ::Sneaker Bunko::, ::Adventurer::, and/or ::Magic:: Charas gain +1000 Pow.  
[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Adventurer - Magic | Sks/W123-080 T: None

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### Yunyun, Archwizard (Looking for Friends)

[C] During your turn, all your other ::Sneaker Bunko::, ::Adventurer::, and/or ::Magic:: Charas gain +1000 Pow.  
[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Adventurer - Magic | Sks/W123-080S T: None

### Wiz, Pacifist

[C] During your turn, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara, this gains +3000 Pow.  
[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose a ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

Sneaker Bunko - Death - Magic | Sks/W123-081 T: None

### Wiz, Pacifist

[C] During your turn, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara, this gains +3000 Pow.  
[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose a ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

Sneaker Bunko - Death - Magic | Sks/W123-081S T: None

### Megumin, Summer Vacation

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** At the start of your Attack Phase, if "Explosion Magic" is in the CX Zone and you have no other Charas in the Front Row, this gains +3000 Pow and the following ability for the turn. "[A] [(1) Discard 2 cards from your hand to the WR, put a Marker from under your other Kazuma, Adventurer (Weakest Job)" in the WR] At the end of this card's attack, may pay as many times as you want. Deal 4 Damage to your Opp. X times. X = number of times the cost of this ability is paid +3." (DC can occur)

Sneaker Bunko - Adventurer - Magic | Sks/W123-093 T: Soul

### Megumin, Summer Vacation

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** At the start of your Attack Phase, if "Explosion Magic" is in the CX Zone and you have no other Charas in the Front Row, this gains +3000 Pow and the following ability for the turn. "[A] [(1) Discard 2 cards from your hand to the WR, put a Marker from under your other Kazuma, Adventurer (Weakest Job)" in the WR] At the end of this card's attack, may pay as many times as you want. Deal 4 Damage to your Opp. X times. X = number of times the cost of this ability is paid +3." (DC can occur)

Sneaker Bunko - Adventurer - Magic | Sks/W123-093S T: Soul

### Aqua, Archpriest (No Good Goddess)

[C] If you have 2 or more other either ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** When this attacks, if "Cheers!" is in the CX Zone and you have 2 or more other Charas, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp." "[2] may pay. If so, this gains the following ability until the next end of your Opp.'s turn. [C] Chara Opposite this cannot deal Damage to players." (DC can occur)

Sneaker Bunko - Adventurer - Goddess | Sks/W123-102 T: Soul

### Aqua, Archpriest (No Good Goddess)

[C] If you have 2 or more other either ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** When this attacks, if "Cheers!" is in the CX Zone and you have 2 or more other Charas, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp." "[2] may pay. If so, this gains the following ability until the next end of your Opp.'s turn. [C] Chara Opposite this cannot deal Damage to players." (DC can occur)

Sneaker Bunko - Adventurer - Goddess | Sks/W123-102S T: Soul

### Aqua, Archpriest (No Good Goddess)

[C] If you have 2 or more other either ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** When this attacks, if "Cheers!" is in the CX Zone and you have 2 or more other Charas, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp." "[2] may pay. If so, this gains the following ability until the next end of your Opp.'s turn. [C] Chara Opposite this cannot deal Damage to players." (DC can occur)

Sneaker Bunko - Adventurer - Goddess | Sks/W123-102SP T: Soul

### Aqua & Megumin & Darkness, Trouble of the Axel Town

[A] **CX COMBO** During your CX Phase, when "Cheers!" is placed in your CX Zone, if this is in the Front Row and you have 2 or more other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas, choose 1 of the following 2 effects and perform it. "Look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko::, ::Adventurer::, or ::Goddess:: Chara, reveal it, put it in your hand, and put the rest in the WR." "[1] Put this in the WR] If you are Level 2 or higher, may pay. If so, choose up to 1 "Aqua, Archpriest (No Good Goddess)" in your hand and put it in the Slot this was in."

Sneaker Bunko - Adventurer - Goddess | Sks/W123-105 T: None

### Aqua & Megumin & Darkness, Trouble of the Axel Town

[A] **CX COMBO** During your CX Phase, when "Cheers!" is placed in your CX Zone, if this is in the Front Row and you have 2 or more other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas, choose 1 of the following 2 effects and perform it. "Look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko::, ::Adventurer::, or ::Goddess:: Chara, reveal it, put it in your hand, and put the rest in the WR." "[1] Put this in the WR] If you are Level 2 or higher, may pay. If so, choose up to 1 "Aqua, Archpriest (No Good Goddess)" in your hand and put it in the Slot this was in."

Sneaker Bunko - Adventurer - Goddess | Sks/W123-105S T: None

### Aqua & Megumin & Darkness, Trouble of the Axel Town

[A] **CX COMBO** During your CX Phase, when "Cheers!" is placed in your CX Zone, if this is in the Front Row and you have 2 or more other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas, choose 1 of the following 2 effects and perform it. "Look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko::, ::Adventurer::, or ::Goddess:: Chara, reveal it, put it in your hand, and put the rest in the WR." "[1] Put this in the WR] If you are Level 2 or higher, may pay. If so, choose up to 1 "Aqua, Archpriest (No Good Goddess)" in your hand and put it in the Slot this was in."

Sneaker Bunko - Adventurer - Goddess | Sks/W123-105SP T: None

### Eris, Wishing for Peace

[C] During your turn, if you are Level 3 or higher, all your other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess:: Charas gain +2000 Pow.  
[A] [Rest this Standing card] When the Chara in your Front Row Center Slot attacks, may pay. If so, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Sneaker Bunko - Goddess | Sks/W123-116 T: None

Eris, Wishing for Peace

[C] During your turn, if you are Level 3 or higher, all your other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess: Charas gain +2000 Pow.

[A] [Rest this Standing card] When the Chara in your Front Row Center Slot attacks, may pay. If so, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Sneaker Bunko - Goddess | Sks/W123-116S T:

L0C0

Aqua, Summer Vacation

[C] All your other "Aqua, Archpriest (No Good Goddess)" get -1 Level and gain +1500 Pow.

[C] All your other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess: Charas gain +500 Pow.

[A] **ACCELERATE** [(2) Put a ::Sneaker Bunko::, ::Adventurer::, or ::Goddess: Chara from your WR on the bottom of your Clock, Rest this Standing card] At the start of your Encore Step, if you have another "Aqua, Archpriest (No Good Goddess)", may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Sneaker Bunko - Adventurer - Goddess | Sks/W123-123 T: Soul

L2C1

Aqua, Summer Vacation

[C] All your other "Aqua, Archpriest (No Good Goddess)" get -1 Level and gain +1500 Pow.

[C] All your other ::Sneaker Bunko::, ::Adventurer::, and/or ::Goddess: Charas gain +500 Pow.

[A] **ACCELERATE** [(2) Put a ::Sneaker Bunko::, ::Adventurer::, or ::Goddess: Chara from your WR on the bottom of your Clock, Rest this Standing card] At the start of your Encore Step, if you have another "Aqua, Archpriest (No Good Goddess)", may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Sneaker Bunko - Adventurer - Goddess | Sks/W123-123S T: Soul

L2C1

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Cheers!

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

Sks/W123-126 T: Soul Gate

Cheers!

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

Sks/W123-126A T: Soul Gate

Cheers!

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

Sks/W123-126EX T: Soul Gate

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Cheers!

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

Sks/W123-126R T: Soul Gate

Freia the Magic Hero

[A] This ability activates up to once per turn. When you use an [S] ability, if it's your turn, this gains +4000 Pow for the turn, and if it's your Opp.'s turn, this gains +2000 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "After the Speech" is in your CX Zone and you have 2 or more other ::Sneaker Bunko:: Charas, perform the following action twice. "You may put the top card of your LB in the WR. If it's a ::Sneaker Bunko:: Chara or an Event, return it to your hand."

Sneaker Bunko - Hero | Sky/W123-062 T: None

L1C0

Freia the Magic Hero

[A] This ability activates up to once per turn. When you use an [S] ability, if it's your turn, this gains +4000 Pow for the turn, and if it's your Opp.'s turn, this gains +2000 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "After the Speech" is in your CX Zone and you have 2 or more other ::Sneaker Bunko:: Charas, perform the following action twice. "You may put the top card of your LB in the WR. If it's a ::Sneaker Bunko:: Chara or an Event, return it to your hand."

Sneaker Bunko - Hero | Sky/W123-062S T: None

L1C0

Freia the Magic Hero

[A] This ability activates up to once per turn. When you use an [S] ability, if it's your turn, this gains +4000 Pow for the turn, and if it's your Opp.'s turn, this gains +2000 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "After the Speech" is in your CX Zone and you have 2 or more other ::Sneaker Bunko:: Charas, perform the following action twice. "You may put the top card of your LB in the WR. If it's a ::Sneaker Bunko:: Chara or an Event, return it to your hand."

Sneaker Bunko - Hero | Sky/W123-062SP T: None

L1C0

Setsuna, Girl of Ice Wolf Clan

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

[A] [(1) Discard a ::Sneaker Bunko: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Sneaker Bunko | Sky/W123-064 T: None

L0C0

Setsuna, Girl of Ice Wolf Clan

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

[A] [(1) Discard a ::Sneaker Bunko: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Sneaker Bunko | Sky/W123-064S T: None

L0C0

Setsuna, Girl of Ice Wolf Clan

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

[A] [(1) Discard a ::Sneaker Bunko: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Sneaker Bunko | Sky/W123-064SP T: None

L0C0

"Blade Goddess" Kureha

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Sneaker Bunko - Hero | Sky/W123-084 T: Soul

L2C1

"Blade Goddess" Kureha

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Sneaker Bunko - Hero | Sky/W123-084S T: Soul

L2C1

"Blade Goddess" Kureha

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Sneaker Bunko - Hero | Sky/W123-084SP T: Soul

L2C1

After the Speech

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

Sky/W123-096 T: Salvage

After the Speech

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

Sky/W123-096R T: Salvage

Deedlit, Eternal Partner of the Knight of Lodoss

[C] During your turn, this gains +3000 Pow.  
[A] When this attacks, choose 1 of your other ::Sneaker Bunko:: or ::Lodoss Island:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Sneaker Bunko:: and/or ::Lodoss Island:: Charas.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-032 T: None

L1  
C0

Deedlit, Eternal Partner of the Knight of Lodoss

[C] During your turn, this gains +3000 Pow.  
[A] When this attacks, choose 1 of your other ::Sneaker Bunko:: or ::Lodoss Island:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Sneaker Bunko:: and/or ::Lodoss Island:: Charas.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-032S T: None

L1  
C0

Deedlit, Eternal Partner of the Knight of Lodoss

[C] During your turn, this gains +3000 Pow.  
[A] When this attacks, choose 1 of your other ::Sneaker Bunko:: or ::Lodoss Island:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Sneaker Bunko:: and/or ::Lodoss Island:: Charas.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-032SP T: None

L1  
C0

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Deedlit, By Your Side

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 1000 times # of your other ::Sneaker Bunko:: and/or ::Lodoss Island:: Charas.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-035 T: Soul

L3  
C2

Deedlit, By Your Side

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 1000 times # of your other ::Sneaker Bunko:: and/or ::Lodoss Island:: Charas.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-035S T: Soul

L3  
C2

Deedlit, By Your Side

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 1000 times # of your other ::Sneaker Bunko:: and/or ::Lodoss Island:: Charas.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-035SP T: Soul

L3  
C2

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Parn, Free Knight

[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 ::Sneaker Bunko:: or ::Lodoss Island:: Chara in your WR with either and return it to your hand.  
[S] [Put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and return it to their hand.

Sneaker Bunko - Lodoss Island - Knight | SIs/W123-043 T: Soul

L2  
C1

Parn, Free Knight

[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 ::Sneaker Bunko:: or ::Lodoss Island:: Chara in your WR with either and return it to your hand.  
[S] [Put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and return it to their hand.

Sneaker Bunko - Lodoss Island - Knight | SIs/W123-043S T: Soul

L2  
C1

Parn, Free Knight

[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 ::Sneaker Bunko:: or ::Lodoss Island:: Chara in your WR with either and return it to your hand.  
[S] [Put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and return it to their hand.

Sneaker Bunko - Lodoss Island - Knight | SIs/W123-043SP T: Soul

L2  
C1

Spark & Neese, Released From the Cursed Fate

[C] During your turn, if you have another ::Sneaker Bunko:: or ::Lodoss Island:: Chara, this gains +3000 Pow.  
[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Sneaker Bunko - Lodoss Island - Marmo | SIs/W123-046 T: None

L0  
C0

Spark & Neese, Released From the Cursed Fate

[C] During your turn, if you have another ::Sneaker Bunko:: or ::Lodoss Island:: Chara, this gains +3000 Pow.  
[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Sneaker Bunko - Lodoss Island - Marmo | SIs/W123-046S T: None

L0  
C0

Deedlit & Lyle, Inherited Will

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Sneaker Bunko:: or ::Lodoss Island:: Chara in your WR and return it to your hand.  
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-048 T: None

L0  
C0

Deedlit & Lyle, Inherited Will

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Sneaker Bunko:: or ::Lodoss Island:: Chara in your WR and return it to your hand.  
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Sneaker Bunko - Lodoss Island - Elf | SIs/W123-048S T: None

L0  
C0

Nanami, Maid Knight

[A] When this attacks, choose 1 of your other ::Sneaker Bunko:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - Magic | Sme/W123-005 T: None

L1  
C0

Nanami, Maid Knight

[A] When this attacks, choose 1 of your other ::Sneaker Bunko:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - Magic | Sme/W123-005S T: None

L1  
C0

Nanami, Maid Knight

[A] When this attacks, choose 1 of your other ::Sneaker Bunko:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - Magic | Sme/W123-005SP T: None

L1  
C0

Ludie, Princess of the Elven Empire

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - Magic | Sme/W123-006 T: Soul

L2  
C1

Ludie, Princess of the Elven Empire

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - Magic | Sme/W123-006S T: Soul

L2  
C1

Ludie, Princess of the Elven Empire

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - Magic | Sme/W123-006SEC T:

L2  
C1

Ludie, Princess of the Elven Empire

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - Magic | Sme/W123-006SP T: Soul

L2  
C1

Yukine, Lieutenant of the Morals Committee

[A] [(1)] During the turn this is placed from hand to the Stage, when this Direct Attacks, if you have 2 or more other ::Sneaker Bunko:: Charas, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
[A] **CX COMBO** [Discard a card from your hand to the WR] When "Nine-Headed Dragon" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Sneaker Bunko:: Charas, may pay. If so, choose 1 of your Opp.'s Charas and put it on top of the LB.

Sneaker Bunko - Magic | Sme/W123-014 T: Soul

L3  
C2

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Yukine, Lieutenant of the Morals Committee

[A] [(1)] During the turn this is placed from hand to the Stage, when this Direct Attacks, if you have 2 or more other ::Sneaker Bunko:: Charas, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
[A] **CX COMBO** [Discard a card from your hand to the WR] When "Nine-Headed Dragon" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Sneaker Bunko:: Charas, may pay. If so, choose 1 of your Opp.'s Charas and put it on top of the LB.

Sneaker Bunko - Magic | Sme/W123-014S T: Soul

L3  
C2

Nine-Headed Dragon

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

Sme/W123-025 T: Choice

Nine-Headed Dragon

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

Sme/W123-025R T: Choice

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Fuyuhotaru, Somewhere She Can Be

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "The Last Battle" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn. (DC can occur)

Sneaker Bunko - Insect - Dream | Smu/W123-029 T: Soul

L3  
C2

Fuyuhotaru, Somewhere She Can Be

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "The Last Battle" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn. (DC can occur)

Sneaker Bunko - Insect - Dream | Smu/W123-029S T: Soul

L3  
C2

Fuyuhotaru, Somewhere She Can Be

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "The Last Battle" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn. (DC can occur)

Sneaker Bunko - Insect - Dream | Smu/W123-029SEC T: Soul

L3  
C2

Fuyuhotaru, Somewhere She Can Be

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "The Last Battle" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and this gains +1000 Pow for the turn. (DC can occur)

Sneaker Bunko - Insect - Dream | Smu/W123-029SP T: Soul

L3  
C2

Kakkou, A Place Needed

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +2000 Pow.  
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Insect - Dream | Smu/W123-033 T: None

L1  
C0

Kakkou, A Place Needed

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +2000 Pow.  
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Insect - Dream | Smu/W123-033S T: None

L1  
C0

Kakkou, A Place Needed

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +2000 Pow.  
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Insect - Dream | Smu/W123-033SP T: None

L1  
C0

Sleeping Beauty, Continual of the Dream

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko:: Chara, this gains +2000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Sneaker Bunko:: Chara, reveal the top card of your LB. If it's a Level 2 or higher Chara, put it in your hand. (Otherwise put it back where it was)

Sneaker Bunko - Insect - Dream | Smu/W123-037 T: None

L0  
C0

Sleeping Beauty, Continual of the Dream

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko:: Chara, this gains +2000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Sneaker Bunko:: Chara, reveal the top card of your LB. If it's a Level 2 or higher Chara, put it in your hand. (Otherwise put it back where it was)

Sneaker Bunko - Insect - Dream | Smu/W123-037S T: None

L0  
C0

Sleeping Beauty, Continual of the Dream

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko:: Chara, this gains +2000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Sneaker Bunko:: Chara, reveal the top card of your LB. If it's a Level 2 or higher Chara, put it in your hand. (Otherwise put it back where it was)

Sneaker Bunko - Insect - Dream | Smu/W123-037SP T: None

L0  
C0

Lady Bird, A Place to Be Happy

[C] **RECOLLECTION** If this is in Memory, during your Opp.'s turn, all your other "Fuyuhotaru, Somewhere She Can Be" gain +1000 Pow.  
[S] [(2) Send this Standing card to Memory] If you have 4 or more other ::Sneaker Bunko:: Charas, choose up to 1 "Fuyuhotaru, Somewhere She Can Be" in your hand and put it in any Slot on the Stage.

Sneaker Bunko - Insect - Dream | Smu/W123-053 T: Soul

L2  
C1

Lady Bird, A Place to Be Happy

[C] **RECOLLECTION** If this is in Memory, during your Opp.'s turn, all your other "Fuyuhotaru, Somewhere She Can Be" gain +1000 Pow.  
[S] [(2) Send this Standing card to Memory] If you have 4 or more other ::Sneaker Bunko:: Charas, choose up to 1 "Fuyuhotaru, Somewhere She Can Be" in your hand and put it in any Slot on the Stage.

Sneaker Bunko - Insect - Dream | Smu/W123-053S T: Soul

L2  
C1

The Last Battle

[C] All your Charas gain +1000 Pow and +1 Soul.  
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

Smu/W123-059 T: Treasure

The Last Battle

[C] All your Charas gain +1000 Pow and +1 Soul.  
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

Smu/W123-059R T: Treasure

Chocolat, Girl Who Came From the Sky

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and send it to Memory, and your Opp. puts that Chara from their Memory in any Slot on the Stage.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - God - Sweets | Snk/W123-015 T: None

L0  
C0

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Chocolat, Girl Who Came From the Sky

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and send it to Memory, and your Opp. puts that Chara from their Memory in any Slot on the Stage.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Sneaker Bunko - God - Sweets | Snk/W123-015S T: None

L0  
C0

Heinrike, Noblesse Oblige

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Sneaker Bunko:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Magic - Weapon | Snw/W123-104 T: None

L0  
C0

Heinrike, Noblesse Oblige

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Sneaker Bunko:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Magic - Weapon | Snw/W123-104S T: None

L0  
C0

Kadokawa Sneaker Bunko Vol. 2 Booster Pack

Heinrike, Noblesse Oblige

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Sneaker Bunko:: or ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Magic - Weapon | Snw/W123-104SP T: None

L0  
C0

Kunika, Noblesse Oblige

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)  
[A] **CX COMBO** [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Neuro's Passionate Welcome" is in your CX Zone, may pay. If so, Stand this.

Sneaker Bunko - Magic - Weapon | Snw/W123-108 T: Soul

L3  
C2

Kunika, Noblesse Oblige

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)  
[A] **CX COMBO** [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Neuro's Passionate Welcome" is in your CX Zone, may pay. If so, Stand this.

Sneaker Bunko - Magic - Weapon | Snw/W123-108S T: Soul

L3  
C2

Kunika, Noblesse Oblige

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)  
[A] **CX COMBO** [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Neuro's Passionate Welcome" is in your CX Zone, may pay. If so, Stand this.

Sneaker Bunko - Magic - Weapon | Snw/W123-108SP T: Soul

L3  
C2

Rosalie, Noblesse Oblige

[C] All your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Sneaker Bunko - Magic - Weapon | Snw/W123-111 T: None

L0  
C0

Rosalie, Noblesse Oblige

[C] All your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Sneaker Bunko - Magic - Weapon | Snw/W123-111S T: None

L0  
C0

Rosalie, Noblesse Oblige

[C] All your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: or ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Sneaker Bunko - Magic - Weapon | Snw/W123-111SP T: None

L0  
C0

Isabelle, Noblesse Oblige

[A] When this attacks, if you have 2 or more other ::Sneaker Bunko:: and/or ::Magic:: Charas, this gains +2000 Pow for the turn.  
[A] [(1)] During your Opp.'s turn, when this becomes Reversed, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Sneaker Bunko - Magic - Weapon | Snw/W123-121 T: None

L1  
C0

Isabelle, Noblesse Oblige

[A] When this attacks, if you have 2 or more other ::Sneaker Bunko:: and/or ::Magic:: Charas, this gains +2000 Pow for the turn.  
[A] [(1)] During your Opp.'s turn, when this becomes Reversed, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Sneaker Bunko - Magic - Weapon | Snw/W123-121S T: None

L1  
C0

Adriana, Noblesse Oblige

[C] During your turn, all your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +1000 Pow.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Sneaker Bunko - Magic - Weapon | Snw/W123-122 T: Soul

L1  
C1

Adriana, Noblesse Oblige

[C] During your turn, all your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +1000 Pow.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Sneaker Bunko - Magic - Weapon | Snw/W123-122S T: Soul

L1  
C1

Arisa, Fake Fiancee

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Sneaker Bunko - Arranged Marriage | Soa/W123-034 T: Soul

L2  
C1

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

$$\frac{L2}{C1}$$

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

L2  
C1

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

$$\frac{L2}{C1}$$

[A] When this attacks, if there are 4 or more cards in your hand, this gains +3000 Pow for the turn.

[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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

L1  
C0

[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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

L1  
C0

[A] When this attacks, if there are 4 or more cards in your hand, this gains +3000 Pow for the turn.

[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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

**L1**  
**C0**

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Sneaker Bunko:: Charas, and that Chara gains +500 Pow for the turn.

[S] **BRAINSTORM** ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.

LO  
CO

[Counter] Look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR. Put this card on the bottom of your LB.

**L1**  
**C0**

[Counter] Look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR. Put this card on the bottom of your LB.

L1  
C0

[Counter] Look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR. Put this card on the bottom of your LB.

L1  
C0

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Sneaker Bunko:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[A] At the start of your Opp's Attack Phase, if all your Charas are ::Sneaker Bunko::, you may put the top card of your LB in the WR. If it's a Level 2 or lower Chara, this gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

$$\frac{L1}{C0}$$

[A] When this is placed from hand to the Stage, if you have 2 or more other **::Sneaker Bunco::** Charas, you may draw a card. If so, discard a card from your hand to the WR.

[A] At the start of your Opp's Attack Phase, if all your Charas are **::Sneaker Bunco::**, you may put the top card of your LB in the WR. If it's a Level 2 or lower Chara, this gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

$$\frac{L1}{C0}$$

[C] During your turn, if you have another :Sneaker Bunko: or :Student Council: Chara, this gains +3000 Pow.  
 [A] **CHX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Waking-Up Body Press by the Cute Little Sister" is in the CX Zone and you have 3 or more other Charas, may pay, if so, perform the following 2 effects once in any order. "Look up to 3 cards from top to bottom of your LB and search for up to 1 :Sneaker Bunko: Chara, reveal it, put it in your hand, and put the rest of the cards back in the WR." "Choose a :Sneaker Bunko: or :Student Council: Chara in your WR and return it to your hand."

L1  
C0

[C] During your turn, if you have another ::Sneaker Bunko:: or ::Student Council:: Chara, this gains +3000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Waking-Up Body Press by the Cute Little Sister" is in the CX Zone and you have 3 or more other Charas, may pay. If so, perform the following 2 effects once on top order. "Look at up to 3 cards from your top of your LB and search for up to 1 ::Sneaker Bunko:: or ::Student Council:: Chara, reveal it, put it in your hand, and put the rest in the WR." "Choose a ::Sneaker Bunko:: or ::Student Council:: Chara in your WR and return it to your hand."

**L1**  
**C0**

[C] During your turn you have another ::Sneaker Bunko:: or ::Student Council: Chara, this gains +3000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Waking-Up Body Press (by the Cute Little Sister" is in the CX Zone and you have 3 or more other Charas, may pay. If so, perform the following 2 effects once in any order: 1. "Sneakers from top of your LB and search for up to 1 ::Sneaker Bunko:: or ::Student Council: Chara, reveal it, put it in your hand, and put the rest in the WR." "Choose a ::Sneaker Bunko:: or ::Student Council: Chara in your WR and return it to your hand."

L1  
C0

[A] When this becomes Reversed, you may reveal up to 3 cards from the top of your LB. If you reveal 1 or more cards, choose up to 1 ::Sneaker Bunko:: or ::Student Council:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

**LO**  
**CO**

[A] When this becomes Reversed, you may reveal up to 3 cards from the top of your LB. If you reveal 1 or more cards, choose up to 1 ::Sneaker Bunko:: or ::Student Council::: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

$$\frac{L0}{C0}$$





[A] [1] Discard a card from your hand to the WR! When this is placed from hand to the Stage, if you have 3 or more other **Sneaker Bunko**:s and/or **Student Council**:s, Charas, may pay, if so, choose up to 1 **Alya Sometimes Hides Her Feelings in Russian** in your hand and put it in any Slot on the Stage.

[A] When this attacks, choose 1 of your other Charas with **Alya** or **Masachika** in name, and that Chara gains +500 Pow and the following ability for the turn. [C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand.

$$\frac{L2}{C1}$$

[A] ([1] Discard a card from your hand to the WR) When this is placed from hand to the Stage, if you have 3 or more other //Sneaker Bunko: and/or //Student Council: Charas, may pay. If so, choose up to 1 "Alya Sometimes Hides Her Feelings in Russian" in your hand and put it in any Slot on the Stage.

[A] When this attacks, choose 1 of your other Charas with "Alya" or "Masachika" in name, and that Chara gains +500 Pow and the following ability for the turn. [C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand.

L2  
C1

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

**LO**  
**CO**

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Sneaker Bunko:: and/or ::Student Council:: Charas, reveal them, put them in your hand, and put the rest in the WR.

**LO**  
**CO**

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Sneaker Bunko:: and/or ::Student Council:: Charas, reveal them, put them in your hand, and put the rest in the WR.

**LO**  
**CO**

[C] If all your Charas are either ::Sneaker Bunko:: and/or ::Student Council::, this gains +2000 Pow.  
[A] During battles involving this, when the Damage taken by you isn't Cancelled, this gains +3000 Pow for the turn.

$$\frac{L1}{C0}$$

[C] If all your Charas are either ::Sneaker Bunko:: and/or ::Student Council::, this gains +2000 Pow.  
[A] During battles involving this, when the Damage taken by you isn't Cancelled, this gains +3000 Pow for the turn.

L1  
C0

[C] During your turn, if you have 2 or more other ::Sneaker Bunko:: and/or ::Student Council:: Charas, this gains +2000 Pow.

[A] [Put a ::Sneaker Bunko:: or ::Student Council:: Chara from your hand in your Clock] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

L1  
C0

[C] During your turn if you have 2 or more other ::Sneaker Bunko:: and/or ::Student Council:: Charas, this gains +2000 Pow.  
[A] [Put a ::Sneaker Bunko:: or ::Student Council:: Chara from your hand in your Clock] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

**L1**  
**C0**

[C] All your Charas gain +1000 Pow and +1 Soul.  
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

1

[C] All your Charas gain +1000 Pow and +1 Soul.  
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

1-

[C] All your Charas gain +1000 Pow and +1 Soul.  
 [[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

—

[C] All your Charas gain +1000 Pow and +1 Soul.  
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

1

[A] When this attacks, choose 1 of your ::TRAIT:: Charas, and that Chara gains +1500 Pow for the turn.

[A] [(1)] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this.

L1  
C0

[A] When this attacks, choose 1 of your ::TRAIT:: Charas, and that Chara gains +1500 Pow for the turn.

[A] [(1)] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this.

$$\frac{L1}{C0}$$

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Sneaker Bunko:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

**LO**  
**CO**

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Sneaker Bunko:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

**LO**  
**CO**

Alice, Hi-Spec Android Who Hates Occult Things

[C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.  
[A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Sneaker Bunko - Android | Ssh/W123-069 T: None

L1  
C0

Alice, Hi-Spec Android Who Hates Occult Things

[C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.  
[A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Sneaker Bunko - Android | Ssh/W123-069S T: None

L1  
C0

Alice, Hi-Spec Android Who Hates Occult Things

[C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.  
[A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Sneaker Bunko - Android | Ssh/W123-069SEC T:

L1  
C0

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Alice, Hi-Spec Android Who Hates Occult Things

[C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.  
[A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Sneaker Bunko - Android | Ssh/W123-069SP T:

L1  
C0

Snow, Unfortunate Royal Guard Captain

[A] When this is placed from hand to Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. is higher than the Level of your Opp., you may Reverse that Chara."  
[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put the top card of your LB face-up under this as Marker.

Sneaker Bunko - Knight | Ssh/W123-073 T: Soul

L2  
C1

Snow, Unfortunate Royal Guard Captain

[A] When this is placed from hand to Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. is higher than the Level of your Opp., you may Reverse that Chara."  
[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put the top card of your LB face-up under this as Marker.

Sneaker Bunko - Knight | Ssh/W123-073S T: Soul

L2  
C1

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Snow, Unfortunate Royal Guard Captain

[A] When this is placed from hand to Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. is higher than the Level of your Opp., you may Reverse that Chara."  
[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put the top card of your LB face-up under this as Marker.

Sneaker Bunko - Knight | Ssh/W123-073SP T: Soul

L2  
C1

Rose, Big Eating Manmade Combat Chimera

[C] If you have another ::Sneaker Bunko:: Chara, this gains +1500 Pow.  
[C] For each Marker under this, this gains +1 Level and +1500 Pow.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put the top card of your LB face-up under this as Marker.

Sneaker Bunko - Chimera | Ssh/W123-082 T: None

L1  
C1

Rose, Big Eating Manmade Combat Chimera

[C] If you have another ::Sneaker Bunko:: Chara, this gains +1500 Pow.  
[C] For each Marker under this, this gains +1 Level and +1500 Pow.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put the top card of your LB face-up under this as Marker.

Sneaker Bunko - Chimera | Ssh/W123-082S T: None

L1  
C1

Rose, Big Eating Manmade Combat Chimera

[C] If you have another ::Sneaker Bunko:: Chara, this gains +1500 Pow.  
[C] For each Marker under this, this gains +1 Level and +1500 Pow.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, you may put the top card of your LB face-up under this as Marker.

Sneaker Bunko - Chimera | Ssh/W123-082SP T:

L1  
C1

Grimm, Heavy Archbishop

[C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.  
[C] During your turn, this gains +2000 Pow.

Sneaker Bunko | Ssh/W123-088 T: None

L0  
C0

Grimm, Heavy Archbishop

[C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.  
[C] During your turn, this gains +2000 Pow.

Sneaker Bunko | Ssh/W123-088S T: None

L0  
C0

Chtholly the Hat Girl

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Sneaker Bunko:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] CX COMBO (Return this to your hand) When "Story Moving Towards End of the World" is placed in your CX Zone, if you have another ::Sneaker Bunko:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-028 T: None

L0  
C0

Chtholly the Hat Girl

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Sneaker Bunko:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] CX COMBO (Return this to your hand) When "Story Moving Towards End of the World" is placed in your CX Zone, if you have another ::Sneaker Bunko:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-028S T: None

L0  
C0

Chtholly the Hat Girl

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Sneaker Bunko:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] CX COMBO (Return this to your hand) When "Story Moving Towards End of the World" is placed in your CX Zone, if you have another ::Sneaker Bunko:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-028SEC T: None

L0  
C0

Chtholly the Hat Girl

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Sneaker Bunko:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] CX COMBO (Return this to your hand) When "Story Moving Towards End of the World" is placed in your CX Zone, if you have another ::Sneaker Bunko:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-028SP T: None

L0  
C0

Tiat, Chasing After

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability for the turn. "[A] At the end of the turn, put this in the WR."  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-042 T: Soul

L2  
C1

Tiat, Chasing After

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability for the turn. "[A] At the end of the turn, put this in the WR."  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-042S T: Soul

L2  
C1

Tiat, Chasing After

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability for the turn. "[A] At the end of the turn, put this in the WR."  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Sneaker Bunko - Fairy - Weapon | Ssk/W123-042SP T: Soul

L2  
C1

Lillia, Regular Hero

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko:: Chara, this gains +2000 Pow for the turn.  
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Sneaker Bunko - Hero - Weapon | Ssk/W123-051 T: None

L1  
C0

Lillia, Regular Hero

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko:: Chara, this gains +2000 Pow for the turn.  
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Sneaker Bunko - Hero - Weapon | Ssk/W123-051S T: None

L1  
C0

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Girls Weaving Wishes

[Counter] Look at up to 3 cards from top of your LB, choose up to 3 of them and put them in the WR, return the rest to the LB, and shuffle your LB.

Ssk/W123-058 T: None

L2  
C1

Girls Weaving Wishes

[Counter] Look at up to 3 cards from top of your LB, choose up to 3 of them and put them in the WR, return the rest to the LB, and shuffle your LB.

Ssk/W123-058S T: None

L2  
C1

Girls Weaving Wishes

[Counter] Look at up to 3 cards from top of your LB, choose up to 3 of them and put them in the WR, return the rest to the LB, and shuffle your LB.

Ssk/W123-058SP T: None

L2  
C1

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Story Moving Towards End of the World

[C] All your Charas gain +1000 Pow and +1 Soul.  
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

Ssk/W123-060 T: Treasure

Story Moving Towards End of the World

[C] All your Charas gain +1000 Pow and +1 Soul.  
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

Ssk/W123-060R T: Treasure

Rit, Former Tsundere Out of Her Tsun Period

[C] During your turn, this gains +5000 Pow.  
[A] [Either discard a card from your hand to the WR or put the top card of your Stock in the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko | Ssn/W123-001 T: Soul

L1  
C0

Rit, Former Tsundere Out of Her Tsun Period

[C] During your turn, this gains +5000 Pow.  
[A] [Either discard a card from your hand to the WR or put the top card of your Stock in the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko | Ssn/W123-001S T: Soul

L1  
C0

Rit, Former Tsundere Out of Her Tsun Period

[C] During your turn, this gains +5000 Pow.  
[A] [Either discard a card from your hand to the WR or put the top card of your Stock in the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko | Ssn/W123-001SP T: Soul

L1  
C0

Rit & Red, Happy Days

[S] [(2) Rest this] Put the top card of your Clock in the WR.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Sneaker Bunko | Ssn/W123-004 T: None

L0  
C0

Rit & Red, Happy Days

[S] [(2) Rest this] Put the top card of your Clock in the WR.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Sneaker Bunko | Ssn/W123-004S T: None

L0  
C0

Rit & Red, Happy Days

[S] [(2) Rest this] Put the top card of your Clock in the WR.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Sneaker Bunko | Ssn/W123-004SP T: None

L0  
C0

Ruti, Happiness Regained

[C] All your other ::Sneaker Bunko:: Charas gain +500 Pow.  
[S] [(2) Rest this] Search your LB for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko | Ssn/W123-008 T: None

L0  
C0

Ruti, Happiness Regained

[C] All your other ::Sneaker Bunko:: Charas gain +500 Pow.  
[S] [(2) Rest this] Search your LB for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko | Ssn/W123-008S T: None

L0  
C0

Ruti, Happiness Regained

[C] All your other ::Sneaker Bunko:: Charas gain +500 Pow.  
[S] [(2) Rest this] Search your LB for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko | Ssn/W123-008SP T: None

L0  
C0

"Forest Speaker" Yarandrala

[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]

Sneaker Bunko | Ssn/W123-022 T: Soul

L2  
C1

"Forest Speaker" Yarandrala

[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]

Sneaker Bunko | Ssn/W123-022S T: Soul

L2  
C1

Basara & Mio, Something They Want to Protect

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: or ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-067 T: None

L0  
C0

Basara & Mio, Something They Want to Protect

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: or ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-067S T: None

L0  
C0

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Basara & Mio, Something They Want to Protect

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: or ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-067SP T: None

L0  
C0

Mio, Eternal Oath

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-072 T: None

L1  
C1

Mio, Eternal Oath

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-072S T: None

L1  
C1

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Mio, Eternal Oath

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-072SP T: None

L1  
C1

Yuki & Kurumi, Master-Servant Contract

[C] If you have 2 or more other ::Sneaker Bunko:: and/or ::Magic:: Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sneaker Bunko - Magic - Childhood Friend | Sst/W123-079 T: None

L1  
C0

Yuki & Kurumi, Master-Servant Contract

[C] If you have 2 or more other ::Sneaker Bunko:: and/or ::Magic:: Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sneaker Bunko - Magic - Childhood Friend | Sst/W123-079S T: None

L1  
C0

Yuki & Kurumi, Master-Servant Contract

[C] If you have 2 or more other ::Sneaker Bunko:: and/or ::Magic:: Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sneaker Bunko - Magic - Childhood Friend | Sst/W123-079SP T: None

L1  
C0

Mio & Yuki, Deepened Bond

[C] All your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +500 Pow.  
[A] [Discard a ::Sneaker Bunko:: or ::Magic:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-089 T: None

L1  
C0

Mio & Yuki, Deepened Bond

[C] All your other ::Sneaker Bunko:: and/or ::Magic:: Charas gain +500 Pow.  
[A] [Discard a ::Sneaker Bunko:: or ::Magic:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-089S T: None

L1  
C0

Mio & Maria & Yuki, Surprise Christmas

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-091 T: Soul

L2  
C1

Mio & Maria & Yuki, Surprise Christmas

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W123-091S T: Soul

L2  
C1

Sasaki, Close Friend

[A] At the start of your CX Phase, if you have 3 or more other Charas, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action.  
"Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."  
  
Sneaker Bunko | Ssy/W123-007 T: None

L0  
C0

Sasaki, Close Friend

[A] At the start of your CX Phase, if you have 3 or more other Charas, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action.  
"Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."  
  
Sneaker Bunko | Ssy/W123-007S T: None

L0  
C0

Kyon, Does Everything

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Sneaker Bunko - SOS Brigade | Ssy/W123-017 T:

L0  
C0

Kyon, Does Everything

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Sneaker Bunko - SOS Brigade | Ssy/W123-017S T: None

L0  
C0





Isana, Lonely Otaku Girl

[A] When this is placed from hand to the Stage, you may draw a card. If so, discard a card from your hand to the WR.

[A] [Discard a CX with a Draw Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Book | Stk/W123-109 T: None

L0  
C0

Isana, Lonely Otaku Girl

[A] When this is placed from hand to the Stage, you may draw a card. If so, discard a card from your hand to the WR.

[A] [Discard a CX with a Draw Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Book | Stk/W123-109S T: None

L0  
C0

Isana, Lonely Otaku Girl

[A] When this is placed from hand to the Stage, you may draw a card. If so, discard a card from your hand to the WR.

[A] [Discard a CX with a Draw Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Sneaker Bunko - Book | Stk/W123-109SP T: None

L0  
C0

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Overdone Counterattack

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

Stk/W123-124 T: None

L2  
C2

Overdone Counterattack

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

Stk/W123-124S T: None

L2  
C2

New Relations

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

[Draw Icon]: When this card is triggered, you may draw a card

Stk/W123-129 T: Draw

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New Relations

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

[Draw Icon]: When this card is triggered, you may draw a card

Stk/W123-129R T: Draw

Haruki, Old Close Friend Reunited

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +8000 Pow.

[A] [(1) Put a Chara from your Stage in the WR] When your other ::Sneaker Bunko:: Chara is Front attacked, may pay. If so, return that Chara to your hand.

Sneaker Bunko - Childhood Friend | Strm/W123-114 T: Soul

L2  
C1

Haruki, Old Close Friend Reunited

[C] If you have 2 or more other ::Sneaker Bunko:: Charas, this gains +8000 Pow.

[A] [(1) Put a Chara from your Stage in the WR] When your other ::Sneaker Bunko:: Chara is Front attacked, may pay. If so, return that Chara to your hand.

Sneaker Bunko - Childhood Friend | Strm/W123-114S T: Soul

L2  
C1