

King

[C] For each card in your Level Zone, this gains +1500 Pow.

Male Dressing - Rose | KF/S05-001 T: None

L0

C0

Kyo & Iori

[C] If "The Sun and the Moon" is in your WR, this gains +1 Soul.  
[A] When "Fate of 660 Years Ago" is placed in your CZ, you may choose a "The Sun and the Moon" in your WR and return it to your hand.

Relics - Orochi | KF/S05-002 T: Soul

L2

C1

Chang & Choi

[C] **ALARM** If this is on top of the Clock, all your Charas with either ::Teachers::, ::South Town::, or ::Delinquent:: gain +1000 Pow.  
[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Kim, Educator of Justice" in your WR and put it in the Slot this was in.

Weapon - South Town | KF/S05-003 T: None

L0

C0

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Iori, Sealed One

[A] [(1)] When this attacks, if "Trinity Two" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Orochi - Relics | KF/S05-004 T: None

L1

C0

Iori, Sealed One

[A] [(1)] When this attacks, if "Trinity Two" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Orochi - Relics | KF/S05-004R T: None

L1

C0

Kim, Educator of Justice

[C] If "Chang & Choi" is in your Clock, this gains +2000 Pow.

Teacher | KF/S05-005 T: Soul

L1

C1

King of Fighters Booster Pack

Kyo, Prince of Flames

[A] [(1)] When this attacks, if "Perfect Victory" is the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand, and this gains +3000 Pow for the turn.  
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose an "Iori, Berserking" in your WR and put it in the Slot this was in.

Relics - Sun | KF/S05-006 T: Soul

L2

C2

Kyo, Prince of Flames

[A] [(1)] When this attacks, if "Perfect Victory" is the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand, and this gains +3000 Pow for the turn.  
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose an "Iori, Berserking" in your WR and put it in the Slot this was in.

Relics - Sun | KF/S05-006S T: Soul

L2

C2

Iori, Berserking

[A] When this attacks, put all your other Front Row Charas in your WR. If you put 2 Charas in the WR this way, you may put the top card of your Clock in your WR.

Orochi - Relics | KF/S05-007 T: Soul

L3

C2

Iori, Berserking

[A] When this attacks, put all your other Front Row Charas in your WR. If you put 2 Charas in the WR this way, you may put the top card of your Clock in your WR.

Orochi - Relics | KF/S05-007S T: Soul

L3

C2

Kyo, Sweeper

[C] During your turn, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Relics - Sun | KF/S05-008 T: None

L0

C0

Mary, Free Agent

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Animal | KF/S05-009 T: None

L1

C0

Mature & Vice

[C] All your other Charas with either "Iori" or "Rugal" in name gain +1000 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Orochi:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Orochi - South Town | KF/S05-010 T: Soul

L1

C1

Benimaru Nikaidou

[C] If you have a Chara with either ::Relics::, ::God:: or ::Hachimaki::, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Narcissist | KF/S05-011 T: Soul

L1

C1

Goenitz of the Wild Winds

[C] All your Opp.'s Front Row Charas gain +1000 Pow and ::Orochi::.  
[A] [(6)] At the start of your Opp.'s Attack Phase, if this is in your Front Row, may pay. If so, all your Opp.'s Front Row Charas gain the following ability for the turn. "[A] When this attacks, choose 1 of your other Front Row Charas and put it in the WR."

Orochi - God | KF/S05-012 T: Soul

L2

C1

Shingo Yabuki

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(2) Rest this] Search your LB for up to 1 Chara with either ::Relics:: or ::Bread::, reveal it, and put it in your hand. Shuffle your LB.

Bread | KF/S05-013 T: None

L0

C0

Kasumi Toudou

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

Hachimaki | KF/S05-014 T: None

L0

C0

Blue Mary

[C] If you have 3 or more other Level 0 or lower Charas, this gains +1000 Pow.

Animal | KF/S05-015 T: None

L0

C0

Iori Yagami

--No Text--

Orochi - Relics | KF/S05-016 T: None

L0C0

Adelheid

--No Text--

Rose - South Town | KF/S05-017 T: None

L1C0

Kim, Treasure of the Tae Kwon Do World

[A] When this attacks, you may put the top card of your LB in your WR. If so, for each Soul Trigger Icon on that card, this gains +1 Soul for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Teacher | KF/S05-018 T: Soul

L2C1

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King, Beauty of Kicks

--No Text--

Male Dressing - Rose | KF/S05-019 T: Soul

L2C2

Purple Flame and Green Flame

[Counter] Choose 1 of your Charas and return it to your hand. If so, your Opp. chooses 1 of his or her Charas and return it to hand.

KF/S05-020 T: None

L1C1

The Sun and the Moon

[Counter] If you don't have any Charas with either "Kyo" or "Iori" in name, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains +2500 Pow and +1 Soul for the turn.

KF/S05-021 T: None

L1C1

King of Fighters Booster Pack

Kin 1211 Style: Ya Otome

Choose 1 of your Charas, and that Chara gains +1 Soul for the turn. Choose a Level 2 or lower Chara Opposite the chosen Chara and return it to hand. Your Opp. puts the top card of their Stock in the WR.

KF/S05-022 T: None

L2C3

Trinity Two

[C] All your Charas gain +2 Soul.

KF/S05-023 T: 2 Soul

Trinity Two

[C] All your Charas gain +2 Soul.

KF/S05-023SP T: 2 Soul

Fate of 660 Years Ago

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

KF/S05-024 T: 2 Soul

Perfect Victory

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

KF/S05-025 T: Soul Bounce

Hiedern, Cold Assassin

[C] All your other ::Army:: Charas gain +500 Pow.  
[A] When your Opp. uses "[A] **ENCORE**", you may put the top card of your LB in your Stock. (This includes "[A] **ENCORE** [(3)]" provided by rules.)

Army - Eye Patch | KF/S05-026 T: Soul

L2C1

Geese, Bad Charisma

[A] When this attacks, if "Rashoumon" is in the CZ, put the top card of your LB in your Stock, and this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::South Town::, ::Delinquent::, or ::Demon::.  
[S] [Discard a Chara with either ::South Town::, ::Delinquent::, or ::Demon::: Chara from your hand to the WR] Choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.

South Town | KF/S05-027 T: Soul

L2C2

Geese, Bad Charisma

[A] When this attacks, if "Rashoumon" is in the CZ, put the top card of your LB in your Stock, and this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::South Town::, ::Delinquent::, or ::Demon::.  
[S] [Discard a Chara with either ::South Town::, ::Delinquent::, or ::Demon::: Chara from your hand to the WR] Choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.

South Town | KF/S05-027S T: Soul

L2C2

Leona, Silent Soldier

[C] All your other ::Army:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your ::Army:: Charas, and that Chara gains +500 Pow for the turn.

Army - Orochi | KF/S05-028 T: None

L0C0

Leona, Silent Soldier

[C] All your other ::Army:: Charas gain +500 Pow.  
[S] [Rest this] Choose 1 of your ::Army:: Charas, and that Chara gains +500 Pow for the turn.

Army - Orochi | KF/S05-028S T: None

L0C0

Clark Steel

[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Ralf Jones" in your WR and put it in the Slot this was in.

Glasses - Army | KF/S05-029 T: None

L0C0

Billy, Faithful Shadow of Geese

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] **CHANGE** [(1) Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Geese, Bad Charisma" in your WR and put it in the Slot this was in.

Weapon - South Town | KF/S05-030 T: None

L1C0

Shen Woo

[A] [Put the top card of your LB in your Clock] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

KF/S05-031 T: Soul

L1  
C1

Ash, Plunderer

[C] This gains all traits of all other Charas on the Stage. For each different trait this has, this gains +1000 Pow.  
[A] When "Germinal" is placed in your CZ, put up to 1 card from top of your Clock in your Stock, and your Opp. may not play Events or **BACKUP** from hand for the turn.  
[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

KF/S05-032 T: Soul

L3  
C2

Ash, Plunderer

[C] This gains all traits of all other Charas on the Stage. For each different trait this has, this gains +1000 Pow.  
[A] When "Germinal" is placed in your CZ, put up to 1 card from top of your Clock in your Stock, and your Opp. may not play Events or **BACKUP** from hand for the turn.  
[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

KF/S05-032R T: Soul

L3  
C2

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Daimon, Judo Practitioner

[S] [(1)] Choose 1 of your other Charas, and that Chara gains +1500 Pow and ::Hachimaki:: for the turn.

Hachimaki | KF/S05-033 T: None

L0  
C0

Geese Howard

[S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.  
[S] [(1)] Choose 1 of your other Charas, and that Chara gains +1500 Pow and ::South Town:: for the turn.

South Town | KF/S05-034 T: None

L1  
C0

Ralf Jones

[A] **ENCORE** [Discard a Chara from your hand to the WR]  
[A] **CHANGE** [(1) Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Leona Hiedern" in your WR and put it in the Slot this was in. (You cannot use this if this isn't on the Stage at the start of the Draw Phase)

Army | KF/S05-035 T: None

L1  
C0

King of Fighters Booster Pack

Leona Hiedern

[C] If you have another ::Orochi:: Chara, this gains +2000 Pow and the following ability. "[A] When this attacks, put all your other Front Row Charas in the WR."  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Army - Orochi | KF/S05-036 T: Soul

L2  
C2

Goro Daimon

[C] Chara Opposite this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Hachimaki | KF/S05-037 T: Soul

L2  
C2

Elizabeth Blanctorche

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

Weapon - Animal | KF/S05-038 T: None

L0  
C0

Billy Kane

[C] If you have 3 or more other Charas, this gains +1500 Pow.

Weapon - South Town | KF/S05-039 T: None

L0  
C0

Raiden

[C] For each of your other Standing Charas, this gains +500 Pow.

Mask - South Town | KF/S05-040 T: None

L0  
C0

Ash, Sneering Crimson Shadow

--No Text--

Orochi - Relics | KF/S05-041 T: None

L0  
C0

Nameless

[A] When this attacks, if "Truth Seeker" is in the CZ, all your Charas gain +1000 Pow for the turn.

Clone - Modification | KF/S05-042 T: Soul

L1  
C1

Clark, Quiet Mercenary

--No Text--

Glasses - Army | KF/S05-043 T: Soul

L1  
C2

Zheprime Nameless

--No Text--

Clone - Modification | KF/S05-044 T: Soul

L2  
C1

Provoke

[Counter] Choose a Chara, and that Chara gains +2000 Pow and a trait of your choice for the turn.

KF/S05-045 T: None

L1  
C1

Member Select

Choose a Chara in your Clock and return it to your hand. Send this to Memory.

KF/S05-046 T: None

L2  
C2

Mission And Pride

All your Charas gain "[A] **ENCORE** [(1)]" for the turn.  
Put this in your Stock.

KF/S05-047 T: None

L1  
C0

Rashoumon

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

KF/S05-048 T: Stock

Rashoumon

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

KF/S05-048SP T: Stock

Germinal

[C] All your Charas gain +2 Soul.

KF/S05-049 T: 2 Soul

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Truth Seeker

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

KF/S05-050 T: 2 Soul

Kyo Kusanagi

[C] If "Japan Team" is in your WR, this gains +1500 Pow.  
[A] When "Ura 108 Shiki: Orochi Nagi" is placed in your CZ, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Relics - Sun | KF/S05-051 T: None

L1  
C0

Kyo Kusanagi

[C] If "Japan Team" is in your WR, this gains +1500 Pow.  
[A] When "Ura 108 Shiki: Orochi Nagi" is placed in your CZ, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Relics - Sun | KF/S05-051R T: None

L1  
C0

King of Fighters Booster Pack

Chris

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Shermie, Provoking" in your WR and put it in the Slot this was in.

Orochi - Music | KF/S05-052 T: None

L0  
C0

Chris

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.  
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Shermie, Provoking" in your WR and put it in the Slot this was in.

Orochi - Music | KF/S05-052S T: None

L0  
C0

Andy Bogard

[C] If you have 2 or more other Charas with either ::Animal::, ::Hachimaki::, or ::Ninja::, this gains +1500 Pow.

Ninja | KF/S05-053 T: None

L0  
C0

Mai, Gorgeous Female Ninja

[A] [(1)] When this attacks, if "Hana Arashi" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.  
[A] [(2)] When this attacks, may pay. If so, choose a Chara in your WR and return it to your hand.

Fan - Ninja | KF/S05-054 T: None

L1  
C0

Mai, Gorgeous Female Ninja

[A] [(1)] When this attacks, if "Hana Arashi" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.  
[A] [(2)] When this attacks, may pay. If so, choose a Chara in your WR and return it to your hand.

Fan - Ninja | KF/S05-054S T: None

L1  
C0

Terry & Andy

[C] If "Fatal Fury Team" is in your WR, this gains +1500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Animal - Ninja | KF/S05-055 T: Soul

L1  
C1

Terry Bogard

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, search your LB for up to 1 "Fatal Fury Team", reveal it, and put it in your hand. Shuffle your LB.  
[A] [(1)] When this attacks, if "Buster Wolf" is in the CZ, may pay. If so, choose an Event in your WR and return it to your hand.

Animal | KF/S05-056 T: Soul

L2  
C1

Omega Rugal

[A] [(4)] When this becomes Reversed in battle, may pay. If so, deal 3 Damage to your Opp., and return this to your LB. Shuffle your LB. (DC can occur)

Orochi - South Town | KF/S05-057 T: Soul

L2  
C2

Shermie

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(1) Rest this] Choose 1 of your Charas with either ::Orochi::, or ::Dragon::, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may Reverse that Chara."

Orochi - Music | KF/S05-058 T: None

L0  
C0

Joe Higashi

[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Terry Bogard" in your WR and put it in the Slot this was in.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a Chara with either ::Animal:: or ::Ninja:: in your WR and return it to your hand, and discard a card from your hand to the WR."

Hachimaki | KF/S05-059 T: None

L1  
C0

Shermie, Provoking

--No Text--

Orochi - Music | KF/S05-060 T: None

L1  
C0

Ryuji Yamazaki

[A] [(3)] When you use the **BACKUP** of this, may pay. If you do, choose 1 of your Opp.'s Chara with **ASSIST** and put that Chara in the WR.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Orochi - South Town | KF/S05-061 T: Soul

L2  
C1

**Kyo, Successor of Powerful Flames**

[A] [(2)] When this is placed from hand to the Stage, you may pay cost. If so, choose an Event in your WR and return it to your hand.

[A] [(4)] When you play an Event, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

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

Relics - Sun | KF/S05-062 T: Soul

L3  
C2

**Eiji Kisaragi**

[S] **BRAINSTORM** [(1) Rest this] 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.

Ninja - Weapon | KF/S05-063 T: None

L0  
C0

**Duolon**

[S] [(3) Rest this] Choose a Level 1 or lower Chara in your WR and put it in any Slot on the Stage.

Spirit | KF/S05-064 T: None

L0  
C0

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**KUSANAGI**

[A] [Discard a card from your hand to the WR, put this in the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara with "Kyo" in name in your WR and return it to your hand.

Clone | KF/S05-065 T: None

L0  
C0

**Terry, Wild Wolf**

--No Text--

Animal | KF/S05-066 T: None

L0  
C0

**Magaki**

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

KF/S05-067 T: None

L1  
C0

**King of Fighters Booster Pack****Mai Shiranui**

--No Text--

Fan - Ninja | KF/S05-068 T: Soul

L2  
C1

**Yashiro Nanakase**

[C] If you have 2 or more other Charas with either ::Orochi:: or ::Dragon::, this gains +1000 Pow.

[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara with either ::Orochi:: or ::Dragon:: in your WR and return it to your hand.

Orochi - Music | KF/S05-069 T: Soul

L2  
C2

**Japan Team**

If you don't have a Chara with either "Kyo", "Benimaru", or "Goro", you cannot play this from hand.

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

KF/S05-070 T: None

L1  
C2

**Fatal Fury Team**

If you don't have a Chara with either "Terry", "Andy", or "Joe" in play, you cannot play this from hand. All your Charas gain +2000 Pow for the turn.

KF/S05-071 T: None

L2  
C0

**104 Shiki: Aragami**

Choose an Event in your WR and return it to your hand. Send this to Memory.

KF/S05-072 T: None

L1  
C2

**Ura 108 Shiki: Orochi nagi**

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

KF/S05-073 T: Salvage

**Hana Arashi**

[C] All your Charas gain +2 Soul.

KF/S05-074 T: 2 Soul

**Hana Arashi**

[C] All your Charas gain +2 Soul.

KF/S05-074SP T: 2 Soul

**Buster Wolf**

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

KF/S05-075 T: 2 Soul

**Kula, Ice Beauty**

[C] All your other Charas with either ::Modification:: or ::Clone:: gain +500 Pow.

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

[A] [(1)] When "Diamond Edge" is placed in your CZ, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas, Stand it, and move it to another empty Slot on Opp.'s Stage.

Modification - Doll | KF/S05-076 T: Soul

L1  
C1

**Kula, Ice Beauty**

[C] All your other Charas with either ::Modification:: or ::Clone:: gain +500 Pow.

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

[A] [(1)] When "Diamond Edge" is placed in your CZ, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas, Stand it, and move it to another empty Slot on Opp.'s Stage.

Modification - Doll | KF/S05-076R T: Soul

L1  
C1

**Athena in Sailor Uniform**

[A] When this attacks, if "Super Phoenix Infinity" is in your CZ, search your LB for up to 1 "Psycho Soldier Team", reveal it, and put it in your hand. Shuffle your LB.

ESP - Music | KF/S05-077 T: Soul

L2  
C2

### Athena in Sailor Uniform

[A] When this attacks, if "Super Phoenix Infinity" is in your CZ, search your LB for up to 1 "Psycho Soldier Team", reveal it, and put it in your hand. Shuffle your LB.

ESP - Music | KF/S05-077S T: Soul

L2  
C2

### Whip, Rookie of Ikari Team

[A] When the Battle Opp. of this becomes Reversed, draw a card, and discard a card from your hand to the WR.

Army - Clone | KF/S05-078 T: None

L0  
C0

### Yuri, Tomboy Girl

[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Ryo Sakazaki" in your WR and put it in the Slot this was in.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. Search your LB for up to X Charas with either ::Dragon:: or ::Animal::, reveal them, and put them in your hand. Shuffle your LB. Discard X cards from your hand to the WR. X = number of Climax cards revealed this way.

Sports - Chairman | KF/S05-079 T: None

L1  
C0

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### Yuri, Tomboy Girl

[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose a "Ryo Sakazaki" in your WR and put it in the Slot this was in.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. Search your LB for up to X Charas with either ::Dragon:: or ::Animal::, reveal them, and put them in your hand. Shuffle your LB. Discard X cards from your hand to the WR. X = number of Climax cards revealed this way.

Sports - Chairman | KF/S05-079S T: None

L1  
C0

### Ryo Sakazaki

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, if you have 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle that LB, you may choose 1 of your Opp.'s Charas and either (a) Stand that Chara and move it to another empty Slot on your Opp.'s Stage or (b) choose 1 of your Opp.'s other Charas, then Stand them and Swap them.

Dragon | KF/S05-080 T: Soul

L2  
C1

### Kula Diamond

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

[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "One Who Exceeds K" in your WR and put it in the Slot this was in.

Modification - Doll | KF/S05-081 T: Soul

L2  
C2

## King of Fighters Booster Pack

### One Who Exceeds K

[A] At the start of your Opp.'s Attack Phase, you may move this to another empty Slot in the Front Row.  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Modification | KF/S05-082 T: Soul

L3  
C2

### Athena Asamiya

[S] [(3)] Put this in the WR] Choose a Chara in your WR with "Athena" in name whose Level is equal to or lower than your Level and put it in the Slot this was in.

ESP - Music | KF/S05-083 T: None

L0  
C0

### Yuri Sakazaki

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Sports - Chairman | KF/S05-084 T: None

L0  
C0

### K'

[C] If you have 2 or more other Charas with either ::Modification:: or ::Clone::, this gains +1500 Pow.  
[A] [(1)] When this attacks, if "Illegitimate Child of Baddies" is in the CZ, may pay. If so, search your LB for up to 1 Chara with either ::Modification:: or ::Clone::, reveal it, and put it in your hand. Shuffle your LB.

Modification | KF/S05-085 T: None

L1  
C0

### Kensou Sei

[C] **ALARM** If this is on top of the Clock, all your Charas with either ::ESP::, ::Wine::, or ::Dragon:: gain +1000 Pow.

[A] **CHANGE** [Put this in your Clock] At the start of your Draw Phase, may pay. If so, choose an "Athena in Sailor Uniform" in your WR and put it in the Slot this was in.

ESP - Dragon | KF/S05-086 T: Soul

L1  
C1

### Whip

--No Text--

Army - Clone | KF/S05-087 T: Soul

L2  
C2

### Gentsai Chin

[C] If a ::Wine:: Chara in your WR, this gains +2000 Pow.

[S] [Rest this] Search your LB for up to 1 card that is either a Chara with either ::ESP:: or ::Wine:: or an Event and put it in the WR. Shuffle your LB.

Wine | KF/S05-088 T: None

L0  
C0

### Ramon

[C] All your other Charas with either ::Modification:: or ::Clone:: gain +500 Pow.

Eye Patch - Animal | KF/S05-089 T: None

L0  
C0

### Robert Garcia

[A] [(2)] When this attacks, may pay. If so, draw a card.

Animal | KF/S05-090 T: None

L0  
C0

### Kula, Icicle Doll

--No Text--

Modification - Doll | KF/S05-091 T: None

L0  
C0

### Takuma Sakazaki

[A] When you use the **BACKUP** of this, if "Art of Fighting Team" is in your WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Dragon - Mask | KF/S05-092 T: Soul

L1  
C1

### Maxima

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

Mecha - Modification | KF/S05-093 T: Soul

L1  
C1

"Dragon Ki" Kensou  
--No Text--

ESP - Dragon | KF/S05-094 T: Soul

L2  
C1

Psycho Soldier Team  
If you don't have a Chara with either "Athena", "Kensou", or "Gentsai" in your WR, you cannot play this from hand.  
Put up to 2 cards from top of your Clock in your WR. Send this to Memory.

KF/S05-095 T: None

L1  
C2

Art of Fighting Team  
If you don't have a Chara with either "Takuma", "Ryo", or "Robert" in your WR, you cannot play this from hand.  
Draw up to 2 cards, and discard a card from your hand to the WR.

KF/S05-096 T: None

L1  
C1

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Continue  
[Counter] Choose 1 of your Charas in battle, and that Chara gains a trait of your choice and 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."

KF/S05-097 T: None

L1  
C0

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

KF/S05-098 T: 2 Soul

Illegitimate Child of Baddies  
[C] All your Charas gain +2 Soul.

KF/S05-099 T: 2 Soul

King of Fighters Booster Pack

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

KF/S05-100 T: Draw

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

KF/S05-100SP T: Draw