

Seishirou, First Time Feeling

[C] For each of your other Charas with either ::Weapon:: or ::Daughter::, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Weapon | NK/W30-001 T: Soul

L3  
C2

Seishirou, First Time Feeling

[C] For each of your other Charas with either ::Weapon:: or ::Daughter::, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Weapon | NK/W30-001R T: Soul

L3  
C2

Chitoge, Maiden's Heart

[A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)  
[A] When this attacks, if "Diary" is in the CZ, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in your WR, and this gains +1500 Pow until the next end of your Opp.'s turn.

Daughter - Key | NK/W30-002 T: Soul

L3  
C2

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Chitoge, Maiden's Heart

[A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)  
[A] When this attacks, if "Diary" is in the CZ, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in your WR, and this gains +1500 Pow until the next end of your Opp.'s turn.

Daughter - Key | NK/W30-002SP T: Soul

L3  
C2

Chitoge, Horrible at Love

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [Put a "Pendant of Promise" from your Memory in the WR] Choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

Daughter - Key | NK/W30-003 T: None

L0  
C0

Seishirou, Dramatically Changed Looks!?

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Weapon | NK/W30-004 T: None

L0  
C0

Nisekoi Booster Pack

Seishirou, Dramatically Changed Looks!?

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Weapon | NK/W30-004S T: None

L0  
C0

Chitoge, Weekend Date

[C] **RECOLLECTION** If "Pendant of Promise" is in your Memory, this gains +2000 Pow.

Daughter - Key | NK/W30-005 T: None

L1  
C0

Seishirou in Swimsuits

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Weapon | NK/W30-006 T: None

L1  
C0

Chitoge, After A Bath

[C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Daughter - Key | NK/W30-007 T: None

L1  
C1

Chitoge, After A Bath

[C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Daughter - Key | NK/W30-007S T: None

L1  
C1

Raku Ichijou

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Key | NK/W30-008 T: None

L0  
C0

Chitoge in Yukata

[C] If you have 1 or fewer other Charas, this gains +1000 Pow and **ENCORE** [Discard a Chara from your hand to the WR].

Daughter - Key | NK/W30-009 T: None

L0  
C0

Seishirou, Heart-Thumping

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.  
[S] [Rest this] Choose 1 of your Charas with either ::Weapon::, ::Daughter::, and/or ::Animal::, and that Chara gains +1000 Pow for the turn.

Weapon | NK/W30-010 T: Soul

L2  
C1

Chitoge in Swimsuits

[C] **RECOLLECTION** For each "Pendant of Promise" in your Memory, this gains +1000 Pow.

Daughter - Key | NK/W30-011 T: Soul

L2  
C1

Chitoge, Good at Every Sport

[A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CHANGE** [(1) Discard a card from hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Chitoge, Maiden's Heart" in your WR and put it in the Slot this was in.

Daughter - Key | NK/W30-012 T: Soul

L2  
C2

Raku, Wonderful Darling!?

[A] When this is placed from hand to the Stage, all your Charas gain +1 Soul for the turn.  
[A] When 1 of your other Charas with either ::Key:: and/or ::Weapon:: attacks, this gains +1000 Pow for the turn,

Animal - Key | NK/W30-013 T: Soul

L3  
C2

Chitoge in Youth Days

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[A] **BOND**/"Seishirou Tsugumi" [Put the top card of your LB in your Clock]

Daughter - Key | NK/W30-014 T: None

L0  
C0

**Seishirou, Change of Heart**

[C] During your turn, all your other Charas gain +500 Pow.

[A] [(1)] When "Hairpin" is placed in your CZ, may pay. If so, choose 1 of your other Charas, and that Chara gains +4000 Pow for the turn.

Weapon | NK/W30-015 T: None

L0  
C0

**Chitoge, Transfer Student**

--No Text--

Daughter - Key | NK/W30-016 T: None

L0  
C0

**Chitoge, First Date**

[C] During your turn, this gains +1000 Pow.

Daughter - Key | NK/W30-017 T: None

L1  
C0

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**Heroines in Love**

--No Text--

Key - Weapon | NK/W30-018 T: None

L1  
C0

**Seishirou Tsugumi**

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

Weapon | NK/W30-019 T: Soul

L1  
C1

**Chitoge, Lovers!?**

[A] [(2)] When this attacks, if "Fictitious Love" is in the CZ, may pay. If so, choose up to 2 of your Opp.'s Charas and return them to hand.

[A] **ENCORE** [Put the top card of your LB in your Clock]

Daughter - Key | NK/W30-020 T: Soul

L2  
C1

**Nisekoi Booster Pack****Claude**

--No Text--

Weapon - Glasses | NK/W30-021 T: Soul

L2  
C2

**Pendant of Promise**

Search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

NK/W30-022 T: None

L1  
C1

**Diary**

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

NK/W30-023 T: 2 Soul

**Fictitious Love**

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

NK/W30-024 T: Soul Bounce

**Hairpin**

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

NK/W30-025 T: Soul Shot

**Seishirou, Maiden's Heart**

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] [(1)] During your turn, when Damage dealt by this is canceled, may pay. If so, this gains +2500 Pow until the next end of your Opp.'s turn.

Weapon | NK/W30-026 T: Soul

L3  
C2

**Seishirou, Maiden's Heart**

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] [(1)] During your turn, when Damage dealt by this is canceled, may pay. If so, this gains +2500 Pow until the next end of your Opp.'s turn.

Weapon | NK/W30-026SP T: Soul

L3  
C2

**Kosaki, After School Date**

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

[A] When this is placed from hand to the Stage, choose 1 of your Standing ::Key:: Charas and Rest it.

[A] When this attacks, if "Juliet Just for You" is in the CZ, search your LB for up to 2 ::Key:: Charas, reveal them, put them in your hand, and shuffle your LB.

Sweets - Key | NK/W30-027 T: Soul

L3  
C2

**Kosaki, After School Date**

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

[A] When this is placed from hand to the Stage, choose 1 of your Standing ::Key:: Charas and Rest it.

[A] When this attacks, if "Juliet Just for You" is in the CZ, search your LB for up to 2 ::Key:: Charas, reveal them, put them in your hand, and shuffle your LB.

Sweets - Key | NK/W30-027R T: Soul

L3  
C2

**Seishirou, Studying about Love**

[A] When this is placed from hand to the Stage, reveal the top card of LB. If it's not a Chara with either ::Weapon:: and/or ::Daughter::, put it in Clock. (Otherwise put it back)

Weapon | NK/W30-028 T: None

L0  
C0

**Seishirou, Girls' Uniform**

[C] For each of your other Charas with either ::Weapon:: and/or ::Daughter::, this gains +500 Pow.

[A] [(1)] When this attacks, if "Closed Space" is in the CZ, may pay. If so, search your LB for up to 1 Chara with either ::Weapon:: and/or ::Daughter::, reveal it, put it in your hand, and shuffle your LB.

Weapon | NK/W30-029 T: None

L1  
C0

**Seishirou, Girls' Uniform**

[C] For each of your other Charas with either ::Weapon:: and/or ::Daughter::, this gains +500 Pow.

[A] [(1)] When this attacks, if "Closed Space" is in the CZ, may pay. If so, search your LB for up to 1 Chara with either ::Weapon:: and/or ::Daughter::, reveal it, put it in your hand, and shuffle your LB.

Weapon | NK/W30-029S T: None

L1  
C0

### Kosaki in Swimsuits

[C] **ASSIST** All your ::Key:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] **RECOLLECTION** When the Battle Opp. of this becomes Reversed, if "Pendant of Promise" is in your Memory, you may put the top card of your LB in Stock."

Sweets - Key | NK/W30-030 T: Soul

L1  
C1

### Kosaki in Swimsuits

[C] **ASSIST** All your ::Key:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] **RECOLLECTION** When the Battle Opp. of this becomes Reversed, if "Pendant of Promise" is in your Memory, you may put the top card of your LB in Stock."

Sweets - Key | NK/W30-030S T: Soul

L1  
C1

### Kosaki, Exceptional Smile

[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Kosaki, After School Date" in your WR and put it in the Slot this was in.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Sweets - Key | NK/W30-031 T: Soul

L2  
C1

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### Seishirou, Date Feeling

[A] [Put a card from hand in Clock] When this is placed from the Stage to the WR, may pay. If so, choose 1 Chara with either ::Weapon:: and/or ::Daughter:: in your Clock and return it to your hand.  
[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Seishirou, Maiden's Heart" in your WR and put it in the Slot this was in.

Weapon | NK/W30-032 T: Soul

L2  
C1

### Kosaki, Store's Mascot Girl

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

Sweets - Key | NK/W30-033 T: None

L0  
C0

### Seishirou, Transfer Student

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

Weapon | NK/W30-034 T: None

L1  
C0

## Nisekoi Booster Pack

### Kosaki, Fateful Draw of Lots

[A] **RECOLLECTION** When this attacks, if "Pendant of Promise" is in your Memory, this gains +2000 Pow for the turn.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Sweets - Key | NK/W30-035 T: None

L1  
C0

### Seishirou, Talented Hitman

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Weapon:: and/or ::Daughter::, this gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon | NK/W30-036 T: None

L1  
C1

### Seishirou, Lovesick

[C] If this is in the Front Row Center Slot, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[C] All your other Charas gain the following ability. "[C] This cannot Side Attack."

Weapon | NK/W30-037 T: Soul

L2  
C2

### Seishirou, Not Being True to Self

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in Stock.

Weapon | NK/W30-038 T: None

L0  
C0

### Seishirou in Youth Days

[A] **BOND/"Chitoge, Good at Every Sport"** [(1)]

Weapon | NK/W30-039 T: None

L0  
C0

### Kosaki in Yukata

[A] When this attacks, if there are 5 or more cards in your hand, choose 1 of your ::Key:: Charas, and that Chara gains +1500 Pow for the turn.

Sweets - Key | NK/W30-040 T: None

L0  
C0

### Seishirou in Yukata

--No Text--

Weapon | NK/W30-041 T: None

L0  
C0

### Raku, Kind And Thoughtful

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

Animal - Key | NK/W30-042 T: None

L1  
C0

### Kosaki, Gentle Smile

--No Text--

Sweets - Key | NK/W30-043 T: None

L1  
C0

### Seishirou, Shocking Truth

[A] [Discard a Chara from hand to the WR] When this attacks, if "Large Back" is in the CZ, may pay. If so, for the turn, this gains +2000 Pow and the following ability. "[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Weapon | NK/W30-044 T: Soul

L2  
C1

### Kosaki, Emotion Overloading

[A] When your GREEN Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Sweets - Key | NK/W30-045 T: Soul

L2  
C1

### Pendant of Promise

If you have no ::Key:: Charas, you cannot play this from your hand.  
Choose 1 of your Charas, and that Chara gains +3500 Pow until the next end of your Opp.'s turn. Send this to Memory.

NK/W30-046 T: None

L1  
C1

### Poker Face!?

Search your LB for up to 2 Charas with either ::Sweets:: and/or ::Animal::, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB.

NK/W30-047 T: None

L2  
C1

### Large Back

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

NK/W30-048 T: 2 Soul

### "Closed Space"

[C] All your Charas gain +2 Soul.

NK/W30-049 T: 2 Soul

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### Juliet Just for You

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

NK/W30-050 T: Treasure

### Chitoge, Deepened Friendship

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [(1) Rest 2 of your Charas] For the turn, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Daughter - Key | NK/W30-051 T: Soul

### Chitoge, Deepened Friendship

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [(1) Rest 2 of your Charas] For the turn, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Daughter - Key | NK/W30-051R T: Soul

## Nisekoi Booster Pack

### Marika, Maiden's Heart

[A] **RECOLLECTION** When this attacks, if there are 2 or more "Pendant of Promise" in your Memory, you may deal 1 Damage to your Opp., (DC can occur)  
[A] [(2) Discard 3 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Key:: Charas, may pay. If so, Stand this.

Police - Key | NK/W30-052 T: Soul

L3  
C2

### Marika, Maiden's Heart

[A] **RECOLLECTION** When this attacks, if there are 2 or more "Pendant of Promise" in your Memory, you may deal 1 Damage to your Opp., (DC can occur)  
[A] [(2) Discard 3 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Key:: Charas, may pay. If so, Stand this.

Police - Key | NK/W30-052SP T: Soul

L3  
C2

### Chitoge, Surprising Side

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Daughter - Key | NK/W30-053 T: None

L0  
C0

### Marika, Active Girl

[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] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 ::Key:: Chara in your WR and return it to your hand.

Police - Key | NK/W30-054 T: None

L0  
C0

### Chitoge as Juliet

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] [(2)] When "Juliet in Love" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 1 or lower Chara with either ::Key:: and/or ::Weapon:: and put it in any Slot on the Stage, then shuffle your LB.

Daughter - Key | NK/W30-055 T: None

L1  
C0

### Chitoge as Juliet

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] [(2)] When "Juliet in Love" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 1 or lower Chara with either ::Key:: and/or ::Weapon:: and put it in any Slot on the Stage, then shuffle your LB.

Daughter - Key | NK/W30-055S T: None

L1  
C0

### Marika, Loving Carnage

[A] When the Battle Opp. of this becomes Reversed, if "Feelings of 10 Years" is in your CZ, you may choose 1 Chara in your WR and return it to your hand.

Police - Key | NK/W30-056 T: None

L1  
C0

### Marika, Loving Carnage

[A] When the Battle Opp. of this becomes Reversed, if "Feelings of 10 Years" is in your CZ, you may choose 1 Chara in your WR and return it to your hand.

Police - Key | NK/W30-056S T: None

L1  
C0

### Marika, Daughter of the Police Chief

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

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

Police - Key | NK/W30-057 T: Soul

L2  
C1

### Chitoge, First Love

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[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, choose 1 of your Charas with either ::Key:: and/or ::Weapon::, and that Chara gains +2000 Pow for the turn.

Daughter - Key | NK/W30-058 T: None

L0  
C0

### Marika, Tilting Her Head

[C] **RECOLLECTION** If "Pendant of Promise" is in your Memory, this gains the following ability. "[A] When this becomes Reversed in Battle, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Key:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Police - Key | NK/W30-059 T: None

L1  
C0

### Chitoge, Words of Promise

[C] All your other ::Key:: Charas gain +500 Pow.

[C] **RECOLLECTION** If there are 2 or more "Pendant of Promise" in your Memory, this gains "[C] **ASSIST** All your Charas in front of this gain +500 Pow."

Daughter - Key | NK/W30-060 T: None

L1  
C0

### Marika, Lovely Lady

[A] When your other ::Key:: Chara attacks, this gains +1000 Pow for the turn.

[A] **ENCORE** [Put the top card of your LB in your Clock]

Police - Key | NK/W30-061 T: None

L1  
C0

### Marika, Promise of Date

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

[A] [(1)] When this attacks, if "Ad Lib" is in the CZ, may pay. If so, choose 1 of your ::Key:: Charas, and for the turn, that Chara gains +5500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Police - Key | NK/W30-062 T: Soul

L2  
C1

### Marika in Yukata

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

[S] [Rest this] Choose 1 of your ::Key:: Charas, and that Chara gains +500 Pow for the turn.

Police - Key | NK/W30-063 T: None

L0  
C0

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### Marika, Throwing A Tantrum

--No Text--

Police - Key | NK/W30-064 T: None

L0  
C0

### Marika, Long-Awaited Reunion

[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Marika, Raku's Fiancee" in your WR and put it in the Slot this was in.

Police - Key | NK/W30-065 T: None

L1  
C1

### Raku, Acting Like Lover

--No Text--

Animal - Key | NK/W30-066 T: None

L1  
C1

## Nisekoi Booster Pack

### Marika, Transfer Student

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Police - Key | NK/W30-067 T: None

L1  
C1

### Chitoge as Ghost

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

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

Daughter - Key | NK/W30-068 T: Soul

L2  
C1

### Chitoge, Not Understanding What Happened

[A] When your other Chara with either ::Key:: and/or ::Weapon:: attacks, this gains +1000 Pow for the turn.

[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either ::Key:: and/or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.

Daughter - Key | NK/W30-069 T: Soul

L2  
C1

### Marika, Raku's Fiancee

[A] [Discard a Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Police - Key | NK/W30-070 T: Soul

L2  
C2

### Pendant of Promise

Rest 2 of your Standing Charas. If you Rest 2 Charas this way, choose up to 2 ::Key:: Charas in your WR and return them to your hand, and discard a card from your hand to the WR. Send this to Memory.

NK/W30-071 T: None

L1  
C1

### For You...

Deal 5 Damage to your Opp.. (DC can occur)

NK/W30-072 T: None

L3  
C3

### Feelings of 10 Years

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

NK/W30-073 T: Salvage

### Ad Lib

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

NK/W30-074 T: 2 Soul

### Juliet in Love

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

NK/W30-075 T: 2 Soul

### Kosaki, Maiden's Heart

[C] **RECOLLECTION** If there are 2 or more "Pendant of Promise" in your Memory, this gets -1 Level while in your hand.

[C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sweets - Key | NK/W30-076 T: Soul

L3  
C2

### Kosaki, Maiden's Heart

[C] **RECOLLECTION** If there are 2 or more "Pendant of Promise" in your Memory, this gets -1 Level while in your hand.

[C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sweets - Key | NK/W30-076SP T: Soul

L3  
C2

### Marika, Fierce Attack

[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, if "Exchanged Promise" is in the CZ, draw up to 2 cards, discard 2 cards from your hand to the WR, and until the next end of your Opp.'s turn, this gains the following ability. "[C] Chara Opposite this gets -1 Soul."

Police - Key | NK/W30-077 T: Soul

L3  
C2

Marika, Fierce Attack

[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, if "Exchanged Promise" is in the CZ, draw up to 2 cards, discard 2 cards from your hand to the WR, and until the next end of your Opp.'s turn, this gains the following ability. "[C] Chara Opposite this gets -1 Soul."

Police - Key | NK/W30-077R T: Soul

L3  
C2

Marika in Swimsuits

[A] When this attacks, choose 1 of your other ::Key:: Charas, and that Chara gains +1000 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 Climax card revealed this way, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Police - Key | NK/W30-078 T: None

L0  
C0

Marika in Swimsuits

[A] When this attacks, choose 1 of your other ::Key:: Charas, and that Chara gains +1000 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 Climax card revealed this way, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Police - Key | NK/W30-078S T: None

L0  
C0

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Marika, Straightforward Feelings

[A] [(3)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it in the WR.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Police - Key | NK/W30-079 T: None

L1  
C0

Kosaki, First Visit

[C] For each of your other Charas with either ::Key:: and/or ::Sports::, this gains +500 Pow.  
[A] **ENCORE** [Put the top card of your LB in your Clock]

Sweets - Key | NK/W30-080 T: None

L1  
C0

Kosaki, Angel in White Clothing

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle your LB, and draw up to 1 card.  
[S] [Rest 2 of your ::Key:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Sweets - Key | NK/W30-081 T: Soul

L2  
C1

Nisekoi Booster Pack

Kosaki, Angel in White Clothing

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle your LB, and draw up to 1 card.  
[S] [Rest 2 of your ::Key:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Sweets - Key | NK/W30-081S T: Soul

L2  
C1

Ruri, Girl With Glasses

[C] For each of your other Charas with either ::Sweets:: and/or ::Sports::, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Glasses - Sports | NK/W30-082 T: Soul

L2  
C1

Ruri, Girl With Glasses

[C] For each of your other Charas with either ::Sweets:: and/or ::Sports::, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Glasses - Sports | NK/W30-082R T: Soul

L2  
C1

Ruri, Kosaki's Dear Friend

[A] **BOND/"Kosaki, First Visit"** [(1)]  
[S] [Rest this] Choose 1 of your Charas with "Kosaki" in name, and that Chara gains +500 Pow for the turn.

Glasses - Sports | NK/W30-083 T: None

L0  
C0

Raku Being Similar

[C] All your other ::Key:: 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 1 "Pendant of Promise" in your WR and return it to your hand.

Animal - Key | NK/W30-084 T: None

L0  
C0

Marika, Mischievous Kiss

[C] If you have no other Charas, this gains+2000 Pow.  
[S] [(1)] Draw a card, and discard a card from your hand to the WR.

Police - Key | NK/W30-085 T: None

L0  
C0

Kosaki, Progression of the Two

[A] At the start of your Encore Step, if "I..... Lied....." is in the CZ, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Kosaki, Progression of the Two" in your Memory and put it in any Slot on the Stage, and for the turn, that Chara gains +3500 Pow.

Sweets - Key | NK/W30-086 T: None

L1  
C0

Kosaki, Tilting Head

[C] If there are 4 or more cards in your Stock, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Sweets - Key | NK/W30-087 T: None

L1  
C1

Kosaki, Fictitious Love!?

[C] All your other Charas with either ::Key:: and/or ::Sports:: gain +1000 Pow.  
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas with either ::Key:: and/or ::Sports::, and that Chara gains +1000 Pow for the turn.

Sweets - Key | NK/W30-088 T: Soul

L2  
C1

Kosaki, Kind Look From the Side

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

Sweets - Key | NK/W30-089 T: None

L0  
C0

Shuu, Frivolous

[A] **BOND/"Raku, Wonderful Darling!?"** [Put the top card of your LB in your Clock]

Glasses | NK/W30-090 T: None

L0  
C0

Kosaki, At the Secret Place

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +2000 Pow.  
[A] **RECOLLECTION** [(1)] When this is placed from hand to the Stage, if there are 2 or more "Pendant of Promise" in your Memory, may pay. If so, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sweets - Key | NK/W30-091 T: None

L0  
C0

**Kosaki, Denying**  
--No Text--

Sweets - Key | NK/W30-092 T: None

LO  
CO

# Raku, Love Triangle?

--No Text--

- Key | NK/W30-093 T: None

	L1
	C0

**Ruri in Swimsuits**  
--No Text--

Glasses - Sports | NK/W30-094 T: None

**L1**  
**C1**

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**Kosaki, Mild Personality**  
[A] When this attacks, if "Promise of a Day Long Gone" is in the CZ, choose up to 1 "Pendant of Promise" in your WR and Send it to Memory, and this gains +2000 Pow until the next end of your Opp.s turn.

*Sweets - Key | NK/W30-095 T: Soul*

**L2**  
**C1**

**Marika Tachibana**  
--No Text--

Police - Key | NK/W30-096 T: Soul

**L2**  
**C2**

**Pendant of Promise**  
[Counter] Choose 1 of your ::Key:: Charas, and that Chara gains +3000 Pow for the turn. Send this to Memory.

*NK/W30-097 T: None*

## Nisekoi Booster Pack

**I..... Lied.....**  
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

*NK/W30-098 T: 2 Soul*

**Promise of a Day Long Gone**  
[C] All your Charas gain +2 Soul.

*NK/W30-099 T: 2 Soul*

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

*NK/W30-100 T: Soul Gate*

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