

Monika, Weiß Flügel

[A] At the start of your Climax Phase, this is in the Front Row and all your Charas are ::Landsol::, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

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

Landosol - Guild | PRD/W100-001 T: None

L0  
C0

Monika, Weiß Flügel

[A] At the start of your Climax Phase, this is in the Front Row and all your Charas are ::Landsol::, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

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

Landosol - Guild | PRD/W100-001SP T: None

L0  
C0

Pecorine, Battle to Retake What Was Lost

[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 EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Full Pow! Princess Strikel" is in the CZ and there are 3 or more colors among cards in your Level Zone, may pay. If so, this gains +4000 Pow for the turn, and perform the following action 3 times. "Put the top 2 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards." (DC can occur)

Landosol - Guild | PRD/W100-002 T: Soul

L3  
C2

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Pecorine, Battle to Retake What Was Lost

[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 EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Full Pow! Princess Strikel" is in the CZ and there are 3 or more colors among cards in your Level Zone, may pay. If so, this gains +4000 Pow for the turn, and perform the following action 3 times. "Put the top 2 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards." (DC can occur)

Landosol - Guild | PRD/W100-002SSP T: Soul

L3  
C2

Pecorine, Seeking the Next Delicious Food

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

[A] When this Attacks, if there isn't another Chara in your Back Row, you may put the top card of your LB in your WR. If it's a Level 0 or lower Chara, you may put that Chara in any Slot in the Back Row.

Landosol - Guild | PRD/W100-003 T: None

L0  
C0

Pecorine, Seeking the Next Delicious Food

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

[A] When this Attacks, if there isn't another Chara in your Back Row, you may put the top card of your LB in your WR. If it's a Level 0 or lower Chara, you may put that Chara in any Slot in the Back Row.

Landosol - Guild | PRD/W100-003S T: None

L0  
C0

Princess Connect! Re: Dive Season 2 Booster Pack

Yuki, the Cute Me

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

[S] [Rest this] Choose 1 of your ::Landsol:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-004 T: None

L0  
C0

Yuki, the Cute Me

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

[S] [Rest this] Choose 1 of your ::Landsol:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-004S T: None

L0  
C0

Kuuka, Perverted Way of Thinking

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Landosol - Guild | PRD/W100-005 T: None

L0  
C0

Kuuka, Perverted Way of Thinking

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Landosol - Guild | PRD/W100-005S T: None

L0  
C0

Ninon, Bribe with Toys

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Landsol:: Charas among those cards.

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Landsol:: Charas and return it to your hand.

Landosol - Guild | PRD/W100-006 T: None

L0  
C0

Ninon, Bribe with Toys

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Landsol:: Charas among those cards.

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Landsol:: Charas and return it to your hand.

Landosol - Guild | PRD/W100-006S T: None

L0  
C0

Pecorine, Taste of Happiness

[A] **CX COMBO EXPERIENCE** At the start of your Encore Step, if "Tons of Allies" are in the CZ, this is in the Front Row, and the sum of Levels of cards in your Level Zone is 2 or higher, look at up to 4 cards from top of your LB and search for up to 1 ::Landsol:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-007 T: None

L1  
C0

Pecorine, Taste of Happiness

[A] **CX COMBO EXPERIENCE** At the start of your Encore Step, if "Tons of Allies" are in the CZ, this is in the Front Row, and the sum of Levels of cards in your Level Zone is 2 or higher, look at up to 4 cards from top of your LB and search for up to 1 ::Landsol:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-007OFR T: None

L1  
C0

Ruka, Controller of the Problem Children

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Zero Blade: Suigetsu Kyouka" is in the CZ and you have 4 or more other ::Landsol:: Charas, may pay. If so, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.. "[A] When Chara Opposite this attacks, you may deal 2 Damage to your Opp.." (DC can occur)

Landosol - Guild | PRD/W100-008 T: Soul

L3  
C2

Ruka, Controller of the Problem Children

[A] **ZERO COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Zero Blade: Suigetsu Kyouka" is in the CZ and you have 4 or more other ::Landsol:: Charas, may pay. If so, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 3 Damage to your Opp.." "[A] When Chara Opposite this attacks, you may deal 2 Damage to your Opp.." (DC can occur)

Landosol - Guild | PRD/W100-008S T: Soul

L3  
C2

Pecorine, Continuing the Adventure

[C] If you have another "Pecorine, For Somebody" this card in all Zones gains Soul Trigger Icon and the following 2 abilities. "[A] [Discard 3 ::Landsol:: Charas from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players." "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

Landosol - Guild | PRD/W100-009 T: None

L0  
C0

Eriko, True Motives

[C] If you have 5 or more cards in your hand, this gains +2000 Pow and the following ability. "[C] Chara Opposite this and this cannot Side Attack."

[A] At the start of your Opp.'s Attack Phase, if this is in the Front Row and there is no Chara Opposite this, either move this to an empty Slot in the Front Row with a Chara Opposite that Slot or choose a ::Landsol:: Chara in your Front Row and this card and Stand and Swap those Charas.

Landosol - Guild | PRD/W100-010 T: None

L0  
C0

### Eriko, True Motives

[C] If you have 5 or more cards in your hand, this gains +2000 Pow and the following ability. "[C] Chara Opposite this and this cannot Side Attack."  
[A] At the start of your Opp.'s Attack Phase, if this is in the Front Row and there is no Chara Opposite this, either move this to an empty Slot in the Front Row with a Chara Opposite that Slot or choose a ::Landsol:: Chara in your Front Row and this card and Stand and Swap those Charas.

Landsol - Guild | PRD/W100-010S T: None

L0  
C0

### Anna, Leader of The Order of Gehenna Immortals

[C] If this is on the Stage, this is also considered to have "Hecate of the Gale" as the name.  
[A] When this is placed from hand to the Stage, this gains +3500 Pow, +1 Soul, and the following ability for the turn. "[A] At the end of the turn, put this in the WR."

Landsol - Guild | PRD/W100-011 T: None

L0  
C0

### Anna, Leader of The Order of Gehenna Immortals

[C] If this is on the Stage, this is also considered to have "Hecate of the Gale" as the name.  
[A] When this is placed from hand to the Stage, this gains +3500 Pow, +1 Soul, and the following ability for the turn. "[A] At the end of the turn, put this in the WR."

Landsol - Guild | PRD/W100-011S T: None

L0  
C0

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### Shiori, Final Battle at the Capital

[C] During your turn, for each of your other ::Landsol:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Bond of Sisters" is placed in your CZ, if this is in the Front Row, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Hatsune, Younger Sister's Supernatural Pow" in your WR and return it to your hand.

Landsol - Guild | PRD/W100-012 T: Soul

L2  
C1

### Shiori, Final Battle at the Capital

[C] During your turn, for each of your other ::Landsol:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Bond of Sisters" is placed in your CZ, if this is in the Front Row, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Hatsune, Younger Sister's Supernatural Pow" in your WR and return it to your hand.

Landsol - Guild | PRD/W100-012S T: Soul

L2  
C1

### Monika, Being Treated Like a Kid

[C] If "Monika, Weiß Flugel" is in your Clock, this gets -1 Level while in your hand.  
[A] During the turn this is placed from hand to the Stage, when this attacks, all your Charas gain +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Landsol - Guild | PRD/W100-013 T: Soul

L3  
C2

## Princess Connect! Re: Dive Season 2 Booster Pack

### Ninon, Celebratory Fireworks

[A] When this placed from hand to the Stage, reveal the top card of your LB. If it's a ::Landsol:: Chara, all Charas in your Opp.'s Front Row gets -1500 Pow for the turn. (Put the revealed card back where it was)  
[A] When your Climax card is placed in the CZ, this gains +4500 Pow for the turn.

Landsol - Guild | PRD/W100-014 T: None

L1  
C0

### Pecorine, Courage to Take the Next Step Forward

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone are 2 or higher, this gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may put the top card of your LB in your Stock."

Landsol - Guild | PRD/W100-015 T: None

L1  
C0

### Monika, Where the Responsibility Is

[A] [A] When you use the **BACKUP** of this, perform the following action. "You may discard a card from your hand to the WR. If so, look at the top card of your LB and put it either on top of the LB or in the WR." You may repeat this action as many times as desired.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Landsol - Guild | PRD/W100-016 T: Soul

L1  
C1

### Nanaka, Magical Girl

[C] During your turn, this gains +4000 Pow.  
[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn.

Landsol - Guild | PRD/W100-017 T: Soul

L1  
C1

### Nanaka, Magical Girl

[C] During your turn, this gains +4000 Pow.  
[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn.

Landsol - Guild | PRD/W100-017S T: Soul

L1  
C1

### Kuuka, A Step Off the Path?

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.  
[A] [Discard 2 cards from your hand to the WR] When this becomes Reversed in battle, may pay. If so, put the top card of your Clock in the WR.

Landsol - Guild | PRD/W100-018 T: Soul

L1  
C1

### Mitsuki, Fierce Battle Below the Castle

[C] All of your other "Ruka, Controller of the Problem Children" gain +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."  
[S] [Rest this] Choose 1 of the Traits on 1 of your Opp.'s Charas, and all your Opp.'s Charas lose all instances of that Trait for the turn.

Landsol - Guild | PRD/W100-019 T: Soul

L2  
C1

### Mitsuki, Fierce Battle Below the Castle

[C] All of your other "Ruka, Controller of the Problem Children" gain +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."  
[S] [Rest this] Choose 1 of the Traits on 1 of your Opp.'s Charas, and all your Opp.'s Charas lose all instances of that Trait for the turn.

Landsol - Guild | PRD/W100-019S T: Soul

L2  
C1

### Yuki, One Shot for Reversal

[C] If there's a Marker under this, this gains the following ability. "[A] At the start of your Opp.'s Attack Phase, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's Level 0 or lower, this gets -2 Soul for the turn." (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)  
[A] When this is placed from hand to the Stage, you may choose a "Yuki, One Shot for Reversal" in your WR and put it face-up under this as Marker.

Landsol - Guild | PRD/W100-020 T: Soul

L2  
C1

### Pecorine, My Name

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1000 Pow and "[A] **ENCORE** [Discard a ::Landsol:: Chara from your hand to the WR]".  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Landsol:: Charas.

Landsol - Guild | PRD/W100-021 T: Soul

L2  
C1

### Full Power! Princess Strike!

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

PRD/W100-022 T: Choice

### Full Power! Princess Strike!

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

PRD/W100-022R T: Choice

Tons of Allies

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

PRD/W100-023 T: Choice

Tons of Allies

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

PRD/W100-023R T: Choice

Zero Blade: Suigetsu Kyouka

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

PRD/W100-024 T: Choice

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Zero Blade: Suigetsu Kyouka

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

PRD/W100-024R T: Choice

Kasumi, As a Detective

[S] [(1) Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR." (Climax cards are considered Level 0 for this effect)  
[S] [Rest this] Choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Landosol - Guild | PRD/W100-025 T: None

L0  
C0

Kasumi, As a Detective

[S] [(1) Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR." (Climax cards are considered Level 0 for this effect)  
[S] [Rest this] Choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Landosol - Guild | PRD/W100-025SP T: None

L0  
C0

Princess Connect! Re: Dive Season 2 Booster Pack

Chloe, Downer Type Girl

[A] When your other ::Landso!:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [Put this in your Clock] When your other ::Landso!:: Charas is Front Attacked, may pay. If so, return that Chara to your hand.

Landosol - Guild | PRD/W100-026 T: None

L0  
C0

Chloe, Downer Type Girl

[A] When your other ::Landso!:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [Put this in your Clock] When your other ::Landso!:: Charas is Front Attacked, may pay. If so, return that Chara to your hand.

Landosol - Guild | PRD/W100-026SP T: None

L0  
C0

Kokkoro, Whenever And Wherever

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Landso!::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to X cards from top of your LB and search for up to 1 card, put it in your hand, and put the rest in the WR. X = # of your ::Landso!:: Charas." "You may put the top card of your Clock in the WR."

Landosol - Guild | PRD/W100-027 T: Soul

L3  
C2

Kokkoro, Whenever And Wherever

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Landso!::, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Look at up to X cards from top of your LB and search for up to 1 card, put it in your hand, and put the rest in the WR. X = # of your ::Landso!:: Charas." "You may put the top card of your Clock in the WR."

Landosol - Guild | PRD/W100-027SSP T: Soul

L3  
C2

Chieru, Self-Proclaimed Beautiful Girl in the World

[C] EXPERIENCE If "Chloe, Downer Type Girl" and "Chieru, Self-Proclaimed Beautiful Girl in the World" are in your Level Zone, this gets -1 Level while in your hand.  
[C] For each of your other ::Landso!:: Charas in the Back Row, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Yuni, Single Truth" in your WR and put it in any Slot on the Stage.

Landosol - Guild | PRD/W100-028 T: Soul

L3  
C2

Chieru, Self-Proclaimed Beautiful Girl in the World

[C] EXPERIENCE If "Chloe, Downer Type Girl" and "Chieru, Self-Proclaimed Beautiful Girl in the World" are in your Level Zone, this gets -1 Level while in your hand.  
[C] For each of your other ::Landso!:: Charas in the Back Row, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Yuni, Single Truth" in your WR and put it in any Slot on the Stage.

Landosol - Guild | PRD/W100-028SP T: Soul

L3  
C2

Yuni, Single Truth

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Chieru, Self-Proclaimed Beautiful Girl in the World" to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO RECOLLECTION [(1)] When this attacks, if "To the Fictitious World" is in the CZ and there are 2 or more "Pet Golem Rosetta" in your Memory, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, and put the rest in the WR.

Landosol - Guild | PRD/W100-029 T: Soul

L3  
C2

Yuni, Single Truth

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Chieru, Self-Proclaimed Beautiful Girl in the World" to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO RECOLLECTION [(1)] When this attacks, if "To the Fictitious World" is in the CZ and there are 2 or more "Pet Golem Rosetta" in your Memory, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, and put the rest in the WR.

Landosol - Guild | PRD/W100-029SP T: Soul

L3  
C2

Kaori, Smile Is the Best

[C] During your turn, if you have another ::Landso!:: Chara, this gains +3000 Pow.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Landosol - Guild | PRD/W100-030 T: None

L0  
C0

Kaori, Smile Is the Best

[C] During your turn, if you have another ::Landso!:: Chara, this gains +3000 Pow.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Landosol - Guild | PRD/W100-030S T: None

L0  
C0

Yuni, Friendship Club

[A] When this is placed from hand to the Stage, if you have 2 or fewer cards in Memory, you may choose a "Pet Golem Rosetta" in your WR and Send it to Memory.  
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Landso!:: Chara in your WR and return it to your hand.

Landosol - Guild | PRD/W100-031 T: None

L0  
C0

Yuni, Friendship Club

[A] When this is placed from hand to the Stage, if you have 2 or fewer cards in Memory, you may choose a "Pet Golem Rosetta" in your WR and Send it to Memory.  
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Landso!:: Chara in your WR and return it to your hand.

Landosol - Guild | PRD/W100-031S T: None

L0  
C0

[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 ::Landsol:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

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

[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 ::Landsol:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

**LO**  
**CO**

[C] Your other ::Landsol:: Chara in the Front Row Center Slot gains +1000 Pow and the following ability. "[A] When this attacks, look at the top card of your LB and put it either on top of the LB or in the WR."  
[S] [(2) Rest this] Choose a ::Landsol:: Chara in your WR and return it to your hand.

L0
C0

[C] Your other ::Landsol:: Chara in the Front Row Center Slot gains +1000 Pow and the following ability. "[A] When this attacks, look at the top card of your LB and put it either on top of the LB or in the WR."  
[S] [(2) Rest this] Choose a ::Landsol:: Chara in your WR and return it to your hand.

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Landsol:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

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

**LO**  
**CO**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Landsol:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

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

**L0**  
**C0**

[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)

**L2**  
**C1**

[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)

L2  
C1

[A] This ability activates up to 2 times per turn. When your other ::Landsol:: Chara is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.

[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow and gains the following ability for the turn. "[C] During battles involving this, you cannot play Events from hand."

**L2**  
**C1**

[A] This ability activates up to 2 times per turn. When your other ::Landsol:: Chara is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.

[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow and gains the following ability for the turn. "[C] During battles involving this, you cannot play Events from hand."

**L2**  
**C1**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a :Landsol: Chara or an Event, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)

[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 Memory in any Slot on their Stage.

LO  
CO

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a :Landsol:, Chara or an Event, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)

[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 Memory in any Slot on their Stage.

LO	
CO	

[C] All your other "Shiori, My Wish" gain the following ability.  
 "[A] When this attacks, look at up to 2 cards from top of your LB and put them on top of the LB in any order."  
 [A] **BOND**/"Shiori, My Wish" [Discard a card from your hand to the WR]

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

[C] All your other "Shiori, My Wish" gain the following ability.  
 "[A] When this attacks, look at up to 2 cards from top of your LB and put them on top of the LB in any order."  
 [A] **BOND/"Shiori, My Wish"** [Discard a card from your hand to the WR]

LO
CO

[C] During your turn, all your other ::Landsol:: Charas gain +1000 Pow.

[A] [(1)] When you Climax card is placed in the CZ, may pay. If so, choose an "Entrusted Wish" in your WR and return it to your hand.

L1	
C0	

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

[A] When this attacks, if you have 2 or more other ::Landsol:: Charas, this gains +2000 Pow for the turn.

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

[A] When this attacks, if you have 2 or more other ::Landsolt: Charas, this gains +2000 Pow for the turn.

L1  
C0

[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

$$\frac{L1}{C1}$$

Chloe, Friendship Club

[C] All your other "Yuni, Single Truth" and "Chieru, Self-Proclaimed Beautiful Girl in the World" gain +1000 Pow.  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Landsol:: Charas, you may choose a ::Landsol:: Chara in your WR and put it in your Stock.  
[A] When this attacks, if you have 2 or more other ::Landsol:: Charas, this gains +1 Level and +3500 Pow for the turn.

Landsol - Guild | PRD/W100-042 T: Soul

L2  
C1

Chieru, Horror Experience

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.  
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Landsol - Guild | PRD/W100-043 T: None

L0  
C0

Kokkoro, Continuing the Adventure

[A] **CX COMBO** [Return this to your hand] When "Thrilling Adventure" is placed in your CZ, may pay. If so, choose a ::Landsol:: Chara in your WR and put it in your Stock.  
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Landsol - Guild | PRD/W100-044 T: None

L0  
C0

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Chloe, Green Protector Incident

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.  
[A] When this attacks, if you have another ::Landsol:: Chara, this gains +3000 Pow for the turn.

Landsol - Guild | PRD/W100-045 T: None

L1  
C0

Kaori, Retake Operation

[C] During your turn, this gains +3000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Ryukyuan Hound's Knuckle Arrow" is in your CZ, choose up to 1 ::Landsol:: Chara in your WR and put it in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Landsol - Guild | PRD/W100-046 T: None

L1  
C0

Kokkoro, Unladylike Look

[A] **EXPERIENCE** When this attacks, choose 1 of your ::Landsol:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of different colors among cards in your Level Zone.

Landsol - Guild | PRD/W100-047 T: None

L1  
C0

Princess Connect! Re: Dive Season 2 Booster Pack

Kasumi, Island Investigation

[A] **EXPERIENCE** [Discard a "Ryukyuan Hound's Knuckle Arrow" or "To the Fictitious World" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose either a "Ryukyuan Hound's Knuckle Arrow" or "To the Fictitious World" in your WR and return it to your hand.

Landsol - Guild | PRD/W100-048 T: None

L1  
C0

Maho, Mystery of the Shadow

[C] **ASSIST** All your ::Landsol:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

Landsol - Guild | PRD/W100-049 T: Soul

L1  
C1

Makoto, Neighborhood Watch Protecting the Beast Tribe

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB in the WR. X = # of your ::Landsol:: Charas.  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Landsol - Guild | PRD/W100-050 T: Soul

L2  
C1

Yuni, Following Her Spirit of Inquiry

[C] **ASSIST RECOLLECTION** If there are 2 or more "Pet Golem Rosetta" in your Memory, all your Level 3 or higher Charas in front of this gain +2000 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, choose up to 1 Chara in your WR and return it to your hand.

Landsol - Guild | PRD/W100-051 T: Soul

L2  
C1

Pet Golem Rosetta

If you don't have a ::Landsol:: Chara, you cannot play this from hand.  
Put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)  
Send this to Memory.  
Reveal the top card of your LB. If it is Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

PRD/W100-052 T: None

L1  
C1

To the Fictitious World

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

PRD/W100-053 T: Treasure

To the Fictitious World

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

PRD/W100-053R T: Treasure

Thrilling Adventure

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

PRD/W100-054 T: Treasure

Thrilling Adventure

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

PRD/W100-054R T: Treasure

Ryukyuan Hound's Knuckle Arrow

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

PRD/W100-055 T: Treasure

Ryukyuan Hound's Knuckle Arrow

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

PRD/W100-055R T: Treasure

Karyl, Courage to Extend the Hand

[A] When this attacks, reveal the top card of your LB. If it's a ::Landsol:: Chara, choose up to 2 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB. (Put the revealed card back where it was)  
[A] **CX COMBO EXPERIENCE** [(2)] When this attacks, if "Woven Bond" is in the CZ and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Landsol - Guild | PRD/W100-056 T: Soul

L3  
C2



Miyako, Final Battle at the Capital

[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 card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Landsol:: Chara in your WR and return it to your hand, choose 1 of your other ::Landsol:: Charas, and that Chara gains +1000 Pow for the turn.

Landsol - Guild | PRD/W100-065S T: None

L0  
C0

Tomo, People to Protect

[A] When this attacks, if you have another ::Landsol:: Chara, this gains +1500 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Landsol:: Charas, Rest it and move it to an empty Slot in the Back Row.

Landsol - Guild | PRD/W100-066 T: None

L1  
C0

Tomo, People to Protect

[A] When this attacks, if you have another ::Landsol:: Chara, this gains +1500 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Landsol:: Charas, Rest it and move it to an empty Slot in the Back Row.

Landsol - Guild | PRD/W100-066S T: None

L1  
C0

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Karyl, Scream of the Soul

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Landsol:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Landsol - Guild | PRD/W100-067 T: Soul

L1  
C1

Christina, Commencement of the Party

[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]

Landsol - Guild | PRD/W100-068 T: Soul

L2  
C1

Christina, Commencement of the Party

[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]

Landsol - Guild | PRD/W100-068S T: Soul

L2  
C1

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Jun, Being Positive

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +3500 Pow and the following ability for the turn. "[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas."

Landsol - Guild | PRD/W100-069 T: Soul

L3  
C2

Suzuna, Move of Reversal

[A] When Damage dealt by this card is not Cancelled, this gains +6000 Pow for the turn.

Landsol - Guild | PRD/W100-070 T: None

L0  
C0

Karyl, Happy Time

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Landsol:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -500 Pow for the turn. (Put the revealed card back where it was)  
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Landsol - Guild | PRD/W100-071 T: None

L0  
C0

Tomo, Teaching of the Chivalry

[A] [Discard a ::Landsol:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Matsuri, Peace in the Streets", reveal it, put it in your hand, and shuffle your LB.  
[A] When this Direct Attacks, this gains +1 Soul for the turn.

Landsol - Guild | PRD/W100-072 T: None

L0  
C0

Christina, Regina Geas

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[A] [Discard a ::Landsol:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Landsol - Guild | PRD/W100-073 T: None

L0  
C0

Matsuri, Duty of the Knights

[A] When your other ::Landsol:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Landsol:: Charas.  
[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Landsol - Guild | PRD/W100-074 T: None

L1  
C1

Misaki, Adult's Charm?

[C] If you have another "Suzuna, Lucent Academy Dropout", this gains +6000 Pow.  
[A] [Discard a ::Landsol:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Suzuna, Lucent Academy Dropout" in your WR and put it in any Slot on the Stage.

Landsol - Guild | PRD/W100-075 T: Soul

L2  
C1

Karyl, Continuing the Adventure

[C] For each of your other ::Landsol:: Charas in the Back Row, this gains +2000 Pow.

Landsol - Guild | PRD/W100-076 T: Soul

L2  
C2

Utopia Taken

Send this to Memory.  
Reveal the top card of your LB. If it's either a ::Landsol:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)  
[A] **RECOLLECTION** At the start of your Climax Phase, if this is in Memory, look at the top card of your LB and put it either on top of bottom of the LB.

PRD/W100-077 T: None

L1  
C1

Woven Bond

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

PRD/W100-078 T: Soul Standby

Woven Bond

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

PRD/W100-078R T: Soul Standby

Inferno Shield

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

PRD/W100-079 T: Soul Standby

Inferno Shield

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

PRD/W100-079R T: Soul Standby

Labyrista, Queen Labyrinth

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **LandSol**: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 **LandSol**: Chara, reveal it, put it in your hand, and shuffle your LB.

Landosol - Guild | PRD/W100-080 T: None

Labyrista, Queen Labyrinth

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **LandSol**: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 **LandSol**: Chara, reveal it, put it in your hand, and shuffle your LB.

Landosol - Guild | PRD/W100-080SSP T: None

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Chika, Joy of Singing

[A] **CX COMBO** [Put a "Wind-Covered Song" from your CZ in the WR] At the start of your Encore Step, if you have another **LandSol**: Chara, may pay. If so, search your LB for up to 1 **LandSol**: Chara, reveal it, put it in your hand, and shuffle your LB.  
[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 **LandSol**: Chara, reveal it, put it in your hand, and shuffle your LB.

Landosol - Guild | PRD/W100-081 T: None

Chika, Joy of Singing

[A] **CX COMBO** [Put a "Wind-Covered Song" from your CZ in the WR] At the start of your Encore Step, if you have another **LandSol**: Chara, may pay. If so, search your LB for up to 1 **LandSol**: Chara, reveal it, put it in your hand, and shuffle your LB.  
[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 **LandSol**: Chara, reveal it, put it in your hand, and shuffle your LB.

Landosol - Guild | PRD/W100-081SP T: None

Tsumugi, Best Outfit

[A] When this attacks, if you have 2 or more other **LandSol**: Charas, choose 1 of your **LandSol**: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** When "Carnival On Stage!" is placed in your CZ, if you have another **LandSol**: Chara, choose 1 of your **LandSol**: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a **LandSol**: Chara in your WR and return it to your hand."

Landosol - Guild | PRD/W100-082 T: None

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Tsumugi, Best Outfit

[A] When this attacks, if you have 2 or more other **LandSol**: Charas, choose 1 of your **LandSol**: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** When "Carnival On Stage!" is placed in your CZ, if you have another **LandSol**: Chara, choose 1 of your **LandSol**: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a **LandSol**: Chara in your WR and return it to your hand."

Landosol - Guild | PRD/W100-082SP T: None

Nozomi, Smile to Everyone

[C] If you have 4 or more **LandSol**: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may choose 1 **LandSol**: Chara in your Clock and put it on the bottom of your LB.  
[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-083 T: Soul

Nozomi, Smile to Everyone

[C] If you have 4 or more **LandSol**: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may choose 1 **LandSol**: Chara in your Clock and put it on the bottom of your LB.  
[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-083SP T: Soul

Ayane, Childlike Big Sister

[C] If you have another **LandSol**: Chara, this gains +3000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if you have another **LandSol**: Chara, you may draw a card. If so, discard a card from your hand to the WR.

Landosol - Guild | PRD/W100-084 T: None

Ayane, Childlike Big Sister

[C] If you have another **LandSol**: Chara, this gains +3000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if you have another **LandSol**: Chara, you may draw a card. If so, discard a card from your hand to the WR.

Landosol - Guild | PRD/W100-084S T: None

Yuuki, Oath

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.  
[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-085 T: None

Yuuki, Oath

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.  
[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-085S T: None

Labyrista, Trusting the Bond

[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 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

Landosol - Guild | PRD/W100-086 T: None

Labyrista, Trusting the Bond

[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 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

Landosol - Guild | PRD/W100-086S T: None

Kurumi, Timid And Shy

[C] During your Opp.'s turn, if you have 2 or more other **LandSol**: Charas, all your other **LandSol**: Charas gain +1000 Pow.  
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Landosol - Guild | PRD/W100-087 T: None

Kurumi, Timid And Shy

[C] During your Opp.'s turn, if you have 2 or more other **LandSol**: Charas, all your other **LandSol**: Charas gain +1000 Pow.  
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Landosol - Guild | PRD/W100-087S T: None

Misogi, Final Battle at the Capital

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot return to hand and cannot be Sent to Memory."  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to hand.

Landosol - Guild | PRD/W100-088 T: None



Misogi, Final Battle at the Capital

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot return to hand and cannot be Sent to Memory."  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to hand.

Landosol - Guild | PRD/W100-088S T: None

L0  
C0

Yuuki, Continuing the Adventure

[C] You may play this from your hand without meeting the color requirement.  
[C] All your other "Pecorine, Taste of Happiness", "Kokkoro, Mission to Guide the Lord" and "Karyl, For Whom" gain the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."  
[A] **BOND/Pecorine, Taste of Happiness** "Kokkoro, Mission to Guide the Lord" "Karyl, For Whom" [(1)]

Landosol - Guild | PRD/W100-089 T: None

L1  
C0

Nozomi, Singing-and-Dancing Fighting Idol

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another ::Landso:: Chara, may pay. If so, search your LB for up to 1 "Chika, Joy of Singing" or "Tsumugi, Best Outfit", put it in any Slot on the Stage, and shuffle your LB.  
[A] **CX COMBO** When "Carmina! On Stage!" is placed in your CZ, if this is in the Front Row and there are 5 or fewer cards in your hand, choose 1 of your other Charas and this, and they gain +1000 Pow until the next end of your Opp.'s turn.

Landosol - Guild | PRD/W100-090 T: None

L1  
C0

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Kyouka, Final Battle at the Capital

[A] At the start of your Attack Phase, choose 1 of your ::Landso:: Charas, and that Chara gains +1500 Pow for the turn.  
[S] [Rest this] If there is no Marker under this, choose a ::Landso:: Chara in your WR and put it face-down under this as Marker.  
[S] [(1)] Put a Marker from under this in the WR, Rest this] Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it in the WR.

Landosol - Guild | PRD/W100-091 T: None

L1  
C1

Kyouka, Final Battle at the Capital

[A] At the start of your Attack Phase, choose 1 of your ::Landso:: Charas, and that Chara gains +1500 Pow for the turn.  
[S] [Rest this] If there is no Marker under this, choose a ::Landso:: Chara in your WR and put it face-down under this as Marker.  
[S] [(1)] Put a Marker from under this in the WR, Rest this] Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it in the WR.

Landosol - Guild | PRD/W100-091S T: None

L1  
C1

Chika, Singing-and-Dancing Fighting Idol

[C] **ASSIST** All your ::Landso:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] **CX COMBO** When "Carmina! On Stage!" is placed in your CZ, this gains the following ability until next end of your Opp.'s turn. "p[C] All your other ::Landso:: Charas gain +500 Pow."  
[S] [(1)] Discard a Climax card from your hand to the WR] Choose a Chara in your WR and return it to your hand.

Landosol - Guild | PRD/W100-092 T: Soul

L1  
C1

Princess Connect! Re: Dive Season 2 Booster Pack

Saren, Rookie Waiter

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Saren, Rookie Waiter" in your WR and return it to your hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Landosol - Guild | PRD/W100-093 T: Soul

L2  
C1

Saren, Rookie Waiter

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Saren, Rookie Waiter" in your WR and return it to your hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Landosol - Guild | PRD/W100-093S T: Soul

L2  
C1

Tsumugi, My Happiness

[C] If you have 2 or more other ::Landso:: Charas, this gains +1000 Pow.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Landosol - Guild | PRD/W100-094 T: Soul

L2  
C1

Labyrista, Power to Construct the World

[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.  
[A] **CX COMBO** [(10)] At the end of this card's attack, if "Seven Crowns' Fierce Battle" is in the CZ and you have another ::Landso:: Chara, may pay. If so, choose up to 4 cards in your Opp.'s WR and put them on top of the LB in any order, and deal 6 Damage to your Opp.. ((DC can occur)

Landosol - Guild | PRD/W100-095 T: Soul

L3  
C2

Mimi, Final Battle at the Capital

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] [(3)] [Discard a card from your hand to the Waiting Room] When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Landso:: Charas, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Back Row and put it in Clock.

Landosol - Guild | PRD/W100-096 T: Soul

L3  
C2

Mimi, Final Battle at the Capital

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] [(3)] [Discard a card from your hand to the Waiting Room] When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Landso:: Charas, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Back Row and put it in Clock.

Landosol - Guild | PRD/W100-096S T: Soul

L3  
C2

Rino, Shocked

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Landso:: Charas, and that Chara gains +1000 Pow for the turn.  
[S] [Rest this] Choose up to 2 Charas in your Opp.'s Front Row, and those Charas get -500 Pow for the turn.

Landosol - Guild | PRD/W100-097 T: None

L0  
C0

Rino, Shocked

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Landso:: Charas, and that Chara gains +1000 Pow for the turn.  
[S] [Rest this] Choose up to 2 Charas in your Opp.'s Front Row, and those Charas get -500 Pow for the turn.

Landosol - Guild | PRD/W100-097S T: None

L0  
C0

Yuuki, To Not Lose a Second Tme

[C] Your other ::Landso:: Chara in the Front Row Center Slot gains +1500 Pow.  
[A] **CX COMBO** [(2)] At the start of your Attack Phase, if there are no Climax cards in your CZ, may pay. If so, search your LB for up to 1 "Connecting the Pieces with You Once More" and put it in the CZ, and shuffle your LB.

Landosol - Guild | PRD/W100-098 T: None

L0  
C0

Tsumugi, Singing-and-Dancing Fighting Idol

[C] Chara Opposite this cannot move to another Slot.  
[A] When this attacks, choose 1 of your other ::Landso:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Landso:: Charas.

Landosol - Guild | PRD/W100-099 T: None

L0  
C0

Kurumi, Memory of the Books

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Landosol - Guild | PRD/W100-100 T: None

L0  
C0

Nozomi, Essence of the Idol

[C] During your Opp.'s turn, if there's a Marker under this, this gains +1 Level and +1500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Landso:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Landosol - Guild | PRD/W100-101 T: None

L0  
C0

Shizuru, Fateful Encounter

[C] If you don't have another Chara with "Yuuki" in name, this does not Stand during your Stand Phase.

[C] If you have another Chara with "Yuuki" in name, this gains +2500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] During your turn, when the Battle Opp. of this becomes Reversed, if you have another Chara with "Yuuki" in name, you may put that Chara on the bottom of the LB.

Landosol - Guild | PRD/W100-102 T: None

L1

C0

Shizuru, Fateful Encounter

[C] If you don't have another Chara with "Yuuki" in name, this does not Stand during your Stand Phase.

[C] If you have another Chara with "Yuuki" in name, this gains +2500 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

[A] During your turn, when the Battle Opp. of this becomes Reversed, if you have another Chara with "Yuuki" in name, you may put that Chara on the bottom of the LB.

Landosol - Guild | PRD/W100-102S T: None

L1

C0

Yuuki, Bond with Allies

[C] If there's a face-up Marker under this, this gains +4000 Pow and +1 Soul.

Landosol - Guild | PRD/W100-103 T: Soul

L2

C1

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Chika, Searching for Memories

[A] When this attacks, if you have 4 or more other ::Landsol:: Charas, choose 1 of your Charas, and that Chara gains +2 Soul for the turn.

[A] [Put this in the WR] When your other ::Landsol:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Landosol - Guild | PRD/W100-104 T: Soul

L2

C1

Chika, Searching for Memories

[A] When this attacks, if you have 4 or more other ::Landsol:: Charas, choose 1 of your Charas, and that Chara gains +2 Soul for the turn.

[A] [Put this in the WR] When your other ::Landsol:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Landosol - Guild | PRD/W100-104S T: Soul

L2

C1

Ayane, Close Friends And Family

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[C] For each of your other ::Landsol:: Charas in the Front Row, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, choose up to 1 ::Landsol:: Chara in your WR and put it in your Stock, choose up to 1 of your Opp.'s Charas and Send it to Memory, and at the start of the Encore Step, your Opp. put that Chara from their Memory to any Slot on the Stage.

Landosol - Guild | PRD/W100-105 T: Soul

L3

C2

Princess Connect! Re: Dive Season 2 Booster Pack

Entrusted Wish

If you don't have a Chara with "Kokkoro" in name, you cannot play this from hand. Choose 1 of the 2 following effects and perform it.

"Draw a card."

"Choose up to 1 'Yuuki, Bond with Allies' in your WR and put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn."

Choose 1 of your Charas with "Yuuki" in name that doesn't have any Markers and put this face-up under that Chara as Marker.

PRD/W100-106 T: None

L2

C0

Carmina! On Stage!

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

PRD/W100-107 T: Soul Gate

Carmina! On Stage!

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

PRD/W100-107R T: Soul Gate

Connecting the Pieces with You Once More

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

PRD/W100-108 T: Draw

Connecting the Pieces with You Once More

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

PRD/W100-108R T: Draw

Seven Crowns' Fierce Battle

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

PRD/W100-109 T: Soul Gate

Seven Crowns' Fierce Battle

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

PRD/W100-109R T: Soul Gate

Wind-Covered Song

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

PRD/W100-110 T: Soul Gate

Wind-Covered Song

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

PRD/W100-110R T: Soul Gate