

"Little Forest" Kotori

[C] If there are 6 or more cards in your Stock, this gains +500 Pow and +1 Soul.

Plant - Occult | RW/W15-001 T: Soul

L2C1

"Little Forest" Kotori

[C] If there are 6 or more cards in your Stock, this gains +500 Pow and +1 Soul.

Plant - Occult | RW/W15-001S T: Soul

L2C1

Akane Senri

[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 your WR.
[A] [(1)] When this attacks, if "Smile And Tear" is in the CZ, may pay. If so, look at up to 3 cards from top of your LB and choose up to 1 of them to put it in your hand. Put the rest in your WR. Afterward, this gains +4000 Pow for the turn.

Magic | RW/W15-002 T: Soul

L3C2

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Akane Senri

[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 your WR.
[A] [(1)] When this attacks, if "Smile And Tear" is in the CZ, may pay. If so, look at up to 3 cards from top of your LB and choose up to 1 of them to put it in your hand. Put the rest in your WR. Afterward, this gains +4000 Pow for the turn.

Magic | RW/W15-002SP T: Soul

L3C2

"President of the Occult Research Club" Akane

[A] [(1)] Put the top card of your LB in your Clock
When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, and put it in your hand. Shuffle your LB.

Magic - Occult | RW/W15-003 T: None

L0C0

"Clumsy Girl" Chihaya

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 2 or higher Chara, Rest this. (Put the revealed card back where it was)

Sweets - Occult | RW/W15-004 T: None

L0C0

Rewrite Booster Pack

"Kotarou's Rival" Inoue

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and choose up to 1 of them to put it in your hand. Put the rest in your WR. Discard a card from your hand to the WR.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Camera | RW/W15-005 T: Soul

L1C1

"Treasured Material" Kotori

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Plant:: Chara, this gains +1 Soul for the turn. If it's an ::Occult:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

Plant - Occult | RW/W15-006 T: None

L1C0

"Old Friend" Kotori

[A] When the Battle Opp. of this becomes Reversed, if "The Usual Fun" is in the CZ, Rest 1 of your other Charas and move it to an empty Slot in the Back Row.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Plant - Occult | RW/W15-007 T: None

L1C1

"Protection Bandage" Chihaya

[C] **ASSIST** All your Charas in front of this gain +X Pow, where X = 500 times Level of that Chara.
[A] [Clock] **SHIFT Level 2**

Sweets - Master | RW/W15-008 T: Soul

L2C1

"Mischievous Big Eater Girl" Chihaya

[C] During your turn, all your other Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +1500 Pow for the turn.

Sweets - Occult | RW/W15-009 T: None

L0C0

"Speed Fight!" Kotarou

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

ESP - Occult | RW/W15-010 T: None

L0C0

Gil & Pani

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Familiar | RW/W15-011 T: None

L0C0

"Kazako's Outlaw" Yoshino

[C] If you have no other Chara in the Front Row, this gains +1500 Pow.

Delinquent | RW/W15-012 T: None

L0C0

"Chihaya's Butler" Sakuya

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

Butler - Glasses | RW/W15-013 T: Soul

L1C1

"Dream And Truth" Akane

[A] **CHANGE** [(1)] Put this in WR
At the start of your Encore Step, if this is Rested, may pay. If so, choose a "'Never-ending Transcription' Akane" in your WR and put it in the Slot this was in.

Magic - Occult | RW/W15-014 T: None

L1C1

Sakuya Ohtori

[C] If you have another Chara with "Chihaya" in name, this gains +1500 Pow.

ESP - Familiar | RW/W15-015 T: Soul

L2C2

Kotori in Uniform

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

Plant - Occult | RW/W15-016 T: None

L0C0

"Green Movement Association" Kotori
[C] During your turn, this gains +1000 Pow.

Plant - Occult | RW/W15-017 T: None

L0
C0

Akane in Uniform
--No Text--

Magic - Occult | RW/W15-018 T: None

L0
C0

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

Animal - Familiar | RW/W15-019 T: None

L1
C0

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"Eternal Rival" Haruhiko
--No Text--

Delinquent | RW/W15-020 T: None

L1
C0

Chihaya in Uniform
[A] When this attacks, if "Lost Transfer Student" is in the CZ, choose 1 of your Charas, and that Chara gains +500 Pow and +1 Soul for the turn.

Sweets - Occult | RW/W15-021 T: None

L1
C1

Akane in Casual Clothing
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Occult | RW/W15-022 T: Soul

L2
C1

Rewrite Booster Pack

Kotori in Casual Clothing
[A] [(1)] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Plant - Occult | RW/W15-023 T: Soul

L2
C2

Chihaya in Casual Clothing
--No Text--

Sweets - Occult | RW/W15-024 T: Soul

L2
C2

Cycling with Sunbeam through the Leaves
Choose 1 of your Standing Charas with "Chihaya" in name and Rest it. If so, search your LB for up to 2 Level 2 or higher Charas, reveal them, and put them in your hand. Afterwards, shuffle your LB, and discard a card from your hand to the WR.

RW/W15-025 T: None

L1
C1

Mach Knuckle: Point Zero
Choose 1 of your Charas, and that Chara gains +3000 Pow and +2 Soul for the turn.

RW/W15-026 T: None

L2
C0

Witch of the Academy
BRAINSTORM Choose 1 of your Charas, and that Chara gains +5000 Pow for the turn. Your Opp. chooses a number between 1, 2, and 3. Flip over the top 3 cards of your LB and put them in the WR. If the number of ::Occult:: Charas revealed this way is equal to the number chosen by the Opp., you draw a card.

RW/W15-027 T: None

L2
C0

Smile And Tears
[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.

RW/W15-028 T: 2 Soul

Smile And Tears
[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.

RW/W15-028R T: 2 Soul

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

RW/W15-029 T: Soul Bounce

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

RW/W15-029S T: Soul Bounce

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

RW/W15-030 T: Soul Shot

Shizuru in Maid Outfit
[A] [Rest 1 of your Standing Charas] When this attacks, may pay. If so, choose 1 of your other Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Maid - Odd-Eye | RW/W15-031 T: None

L0
C0

"First Date" Lucia
[A] When this attacks, if "Two's World" is in the CZ, take up to 2 cards from top of your LB and put them in your Stock.
[A] **CHANGE** [(1) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Lucia Konohana" in your WR and put it in the Slot this was in.

RW/W15-032 T: Soul

L2
C2

"Chairman of Earth" Lucia

[A] [Clock] **SHIFT Level 0**
[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, and that Chara gains +2000 Pow for the turn.

Chairman - Occult | RW/W15-033 T: None

L0
C0

"Chairman of Earth" Lucia

[A] [Clock] **SHIFT Level 0**
[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, and that Chara gains +2000 Pow for the turn.

Chairman - Occult | RW/W15-033S T: None

L0
C0

Shizuru, Intercepting

[C] If you have another "Lucia in the Sunflower Field", this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Weapon - Odd-Eye | RW/W15-034 T: None

L1
C1

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"Saury Lover" Shizuru

[A] [Discard a "Small Happiness" from hand to your WR] At the start of any player's Encore Step, if this is in the Front Row, may pay. If so, Rest 1 of your other Charas and search your LB for up 1 Level 2 or lower Chara, reveal it, and put it in your hand. Shuffle your LB.

Judgment - Eye Patch | RW/W15-035 T: Soul

L2
C2

Lucia Konohana

[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 your WR.
[A] When the Battle Opp. of this becomes Reversed, if "Receiving Pow" is in the CZ, you may put that Chara in Clock.

RW/W15-036 T: Soul

L3
C2

Lucia Konohana

[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 your WR.
[A] When the Battle Opp. of this becomes Reversed, if "Receiving Pow" is in the CZ, you may put that Chara in Clock.

RW/W15-036SP T: Soul

L3
C2

Rewrite Booster Pack

Touka Nishikujou

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1)] Put this in the WR] Choose a card in your Clock and put it in your hand. Choose a card in your hand and put it in your Clock.

Weapon - Teacher | RW/W15-037 T: None

L0
C0

Shizuru, Upward Glances

[A] **BOND**/"Lucia in the Sunflower Field" [Put the top card of your LB in your Clock]

Judgment - Odd-Eye | RW/W15-038 T: None

L0
C0

"Rewriter" Kotarou

[C] For each Marker under this, this gains +1 Level and +1500 Pow.
[S] [Put the top card of your LB in your Clock] This may be played up to once per turn. Put the top card of your LB under this as Marker.

ESP - Occult | RW/W15-039 T: None

L1
C0

Lucia in the Sunflower Field

[C] If this is Rested, this loses all ::Gloves::, and all Charas in all players' Front Row without either "Lucia" or "Shizuru" (Rewrite Only) in name get -500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Gloves | RW/W15-040 T: Soul

L1
C1

Arata Imamiya

[C] If a GREEN Climax is in your CZ, this gains +2000 Pow.

Weapon - Glasses | RW/W15-041 T: None

L0
C0

"Living God of the Extra-Spicy World" Lucia

--No Text--

Chairman - Occult | RW/W15-042 T: None

L0
C0

Shizuru in Battle Outfit

--No Text--

Weapon - Odd-Eye | RW/W15-043 T: None

L1
C0

"Iron Fist Punishment" Lucia

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

Chairman - Occult | RW/W15-044 T: Soul

L1
C1

Sougen Esaka

[C] If the Opp. has 4 or more Charas, this gains +1000 Pow.
[C] If there are 4 or more Climax cards in your WR, this gains +1000 Pow.

Weapon - Feeble Joke | RW/W15-045 T: Soul

L2
C1

Curse of Asahi Haruka

If you don't have a Chara with "Lucia" in name, you cannot play this from your hand.
All your Opp.'s Charas get -1500 Pow for the turn.

RW/W15-046 T: None

L2
C2

Lucia VS Shizuru

[Counter] Choose 1 of your GREEN Charas, and that Chara gains +4000 Pow for the turn.

RW/W15-047 T: None

L2
C1

Two's World

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

RW/W15-048 T: Treasure

Two's World

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

RW/W15-048R T: Treasure

Receiving Power

[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.

RW/W15-049 T: 2 Soul

Small Happiness

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

RW/W15-050 T: Stock

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Small Happiness

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

RW/W15-050S T: Stock

"Unsociable Girl" Akane

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [(1) Discard a card from hand to your WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Magic | RW/W15-051 T: None

L0
C0

Chihaya Ohtori

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] At the start of your Climax Phase, put all your Stock in your WR, and this gains +3000 Pow until the next end of your Opp.'s turn.

Sweets - Master | RW/W15-052 T: Soul

L3
C2

Rewrite Booster Pack

Chihaya Ohtori

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] At the start of your Climax Phase, put all your Stock in your WR, and this gains +3000 Pow until the next end of your Opp.'s turn.

Sweets - Master | RW/W15-052SP T: Soul

L3
C2

Chihaya in Swimsuit

[C] This cannot Side Attack.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Charcater.

Sweets - Swimsuit | RW/W15-053 T: None

L1
C0

Chihaya in Swimsuit

[C] This cannot Side Attack.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Charcater.

Sweets - Swimsuit | RW/W15-053S T: None

L1
C0

"Strongest Monster" Sakuya

[A] [(1)] When this attacks, if "Sakuya VS Kotarou" is in the CZ, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

ESP - Familiar | RW/W15-054 T: None

L1
C0

"Song of Destruction" Akane

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.
[A] When "Retaliation" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic | RW/W15-055 T: Soul

L1
C1

"Song of Destruction" Akane

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.
[A] When "Retaliation" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic | RW/W15-055S T: Soul

L1
C1

"Never-ending Transcription" Akane

[A] [Discard a card from hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, this gains +2500 Pow for the turn.
[A] **CHANGE** [(1) Put this in Clock] At the start of your Encore Step, if this is Rested, may pay. If so, choose an "Akane Senri" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Encore Step)

Magic | RW/W15-056 T: Soul

L2
C1

"Young Lady of Ohtori Household" Chihaya

[A] When the damage dealt by this is Canceled, you may choose a card in your Opp.'s WR and put it on top of the LB.
[A] **BOND** "'Strongest Monster' Sakuya" [(1)]

Sweets - Master | RW/W15-057 T: None

L0
C0

"Martel's Important Person" Akane

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Birth of Monster" in your WR and return it to your hand.

Magic | RW/W15-058 T: None

L0
C0

"Awaken Spell "Chihaya

[C] If you have another Chara with "Sakuya" in name, this gains +1500 Pow.
[A] [(2)] When "Atonement" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 2 or lower Chara with either ::ESP:: or ::Butler:: and put it in any Slot on Stage. Shuffle your LB.

Sweets - Master | RW/W15-059 T: Soul

L2
C1

"Your Path And My Path" Midow

[A] When this becomes Reversed, if the Level of the Battle Opp. is 2 or lower, you may Reverse that Chara.
[A] [Clock] **SHIFT Level2**

Shadow - Flame | RW/W15-060 T: Soul

L2
C2

"Saint's Servant" Shimako

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

RW/W15-061 T: None

L0
C0

"Discovered Aurora" Kotarou

[A] [Return 2 Charas from your WR to LB, Shuffle your LB] When this attacks, may pay. If so, this gains +1000 Pow until the next end of your Opp.'s turn.

ESP - Occult | RW/W15-062 T: None

L0C0

"Ohtori Virus" Chihaya

--No Text--

Sweets - Master | RW/W15-063 T: None

L0C0

Akane, Rebelling Against the ORder

[A] When this is placed from hand to the Stage, choose 1 of your Level 0 or lower Charas and put it in the WR.

Magic - Occult | RW/W15-064 T: None

L1C0

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"Assassin" Midow

--No Text--

Shadow - Flame | RW/W15-065 T: None

L1C1

Birth of Monster

Choose 1 Level 1 or lower Chara in your WR and put it in any Slot on Stage. At the start of the Encore Step, if that Chara is on the Stage, put it in the WR. Put this in Clock.

RW/W15-066 T: None

L1C0

Confront

Choose a Cost 1 or lower Chara in your Opp.'s Front Row and put it in the WR.

RW/W15-067 T: None

L1C1

Rewrite Booster Pack

Atonement

[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.

RW/W15-068 T: 2 Soul

Atonement

[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.

RW/W15-068R T: 2 Soul

Sakuya VS Kotarou

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

RW/W15-069 T: 2 Soul

Retaliation

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

RW/W15-070 T: Salvage

"Kind Words" Kagari

[C] **RECOLLECTION** If "System Tree of Possibilities" is in your Memory, this gains +1500 Pow.

[A] [(1)] When this attacks, if "Meeting" is in the CZ, may pay. If so, draw a card. Afterward, if you have 2 or fewer Cards in your hand, draw a card.

Key - Time | RW/W15-071 T: Soul

L2C2

"Kind Words" Kagari

[C] **RECOLLECTION** If "System Tree of Possibilities" is in your Memory, this gains +1500 Pow.

[A] [(1)] When this attacks, if "Meeting" is in the CZ, may pay. If so, draw a card. Afterward, if you have 2 or fewer Cards in your hand, draw a card.

Key - Time | RW/W15-071S T: Soul

L2C2

Kotori Kanbe

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

[A] [(1)] When "Heart of Kotori" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a Chara in your Clock and put it in an empty Slot in the Front Row, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed in battle, put this in Clock."

Plant | RW/W15-072 T: Soul

L3C2

Kotori Kanbe

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

[A] [(1)] When "Heart of Kotori" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a Chara in your Clock and put it in an empty Slot in the Front Row, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed in battle, put this in Clock."

Plant | RW/W15-072SP T: Soul

L3C2

"To Save the Planet" Lucia

[C] During your Opp.'s turn, your other Chara in the Front Center Slot gains +500 Pow.

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

Weapon - Occult | RW/W15-073 T: None

L0C0

"Under the Bright Moonlight" Kotarou & Kagari

[A] When this is placed from hand to the Stage, choose 1 of your other Level 1 or lower Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

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

Key - Time | RW/W15-074 T: None

L0C0

"Two People Together" Shizuru

[C] During your Opp.'s turn, if there are 4 or more cards in your Stock, this gains +1500 Pow.

[A] When this attacks, if "Lost Memories" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Judgment - Occult | RW/W15-075 T: None

L1C0

"Two People Together" Shizuru

[C] During your Opp.'s turn, if there are 4 or more cards in your Stock, this gains +1500 Pow.

[A] When this attacks, if "Lost Memories" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Judgment - Occult | RW/W15-075S T: None

L1C0

[S] [Rest 2 of your Charas] 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. If so, discard a card from your hand to the WR."

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

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

L1
C1

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in your WR."

L3
C2

[C] Chara Opposite this gets -1 Soul.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in your WR."

L3
C2

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

[S] [Rest this] Choose 1 of your Charas with "Chihaya" or "Kotaroo" in name, and that Chara gains +1 Level and +1000 Pow for the turn.

LO
CO

[A] At the start of your Opp.'s Encore Step, choose 1 of your other Charas, and that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" for the turn.

LO
CO

[A] [(2)] When this attacks, if a BLUE Climax card is in your CZ, may pay. If so, draw a card, and this gains +1000 Pow for the turn.

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

[C] This doesn't Stand during your Stand Phase.
[C] During your Opp.'s turn, all your other Charas gain +500 Pow.

LO
CO

[A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.

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

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

[A] At the end of your Opp.'s turn, if there are 3 or more Markers under this, put all Charas in the WR, then all players return all cards in their WRs to their respective Libraries. Afterwards, shuffle those Libraries.

L2
C1

[C] During your Opp.'s turn, for each of your other
::Plant:: Charas, this gains +500 Pow.

L2
C1

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

LO
CO

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

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

--No Text--

LO
CO

[A] **BOND/"Kind Words' Kagari"** [Put the top card of your LB in your Clock]

L1
CO

[A] **CHANGE** [(2) Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose an "Only One" Kagari in your WR and put it in the Slot this was in.

[A] [Clock] **SHIFT Level 1**

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

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

L1
C0

--No Text--

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

[S] [Rest 2 of your Charas] This gains +1000 Pow until the next end of your Opp.'s turn.

L2
C1

--No Text--

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

Draw up to 1 card, and choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

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

If you have 2 or fewer BLUE Charas, you cannot play this from your hand.
Put all your Opp.'s Stock in the WR, and then your Opp. puts the same number of cards from top of his or her LB in Stock.
All players return all cards in their WRs to their respective Libraries. Shuffle those Libraries. Send this to Memory.

$$\frac{L2}{C2}$$

Look at up to 2 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in your WR.

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

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

1-

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

1

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

1-

[C] All your Charas gain +2 Soul.

1-

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