

Maple, Signboard Player

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

Game - Shield | BFR/S78-T01 T: None

L0
C0

Maple, Signboard Player

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

Game - Shield | BFR/S78-T01SP T: None

L0
C0

Yui, Aggressor

[A] When this is placed from hand to the Stage, choose 1 of your ::Game:: Charas, and that Chara gains +1500 Pow for the turn.

Game - Twins | BFR/S78-T02 T: None

L0
C0

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Mai, Aggressor

[C] All of your Opp.'s Charas gain "[A] ENCORE (2)]".

Game - Twins | BFR/S78-T03 T: None

L0
C0

Kanade, Outstanding Memory

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Game - Magic | BFR/S78-T04 T: None

L1
C0

Kuromu, Big Brother Disposition

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

Game - Shield | BFR/S78-T05 T: None

L1
C1

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Trial Deck

Yui, Positive

[C] For each of your other Back Row ::Game:: Charas, this gains +2500 Pow.

Game - Twins | BFR/S78-T06 T: Soul

L2
C1

Yui, Positive

[C] For each of your other Back Row ::Game:: Charas, this gains +2500 Pow.

Game - Twins | BFR/S78-T06R T: Soul

L2
C1

Mai, Anxious

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Game:: Charas.

Game - Twins | BFR/S78-T07 T: Soul

L2
C1

Mai, Anxious

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Game:: Charas.

Game - Twins | BFR/S78-T07R T: Soul

L2
C1

Maple, Image of a Dark Night

[C] This cannot be chosen as target of Opp.'s effects.
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Game:: Charas.

Game - Shield | BFR/S78-T08 T: Soul

L3
C2

Maple, Image of a Dark Night

[C] This cannot be chosen as target of Opp.'s effects.
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Game:: Charas.

Game - Shield | BFR/S78-T08S T: Soul

L3
C2

Beginning of Min-Maxing

[C] All your Charas gain +2 Soul.

BFR/S78-T09 T: 2 Soul

Non-Stressful Adventure

[A] When this is placed from your hand to your CZ, choose up to 1 Chara in your WR whose Level is equal to or lower than your Level and return it to hand, and select up to 2 Charas and those Charas receive +1 Soul for the turn.

BFR/S78-T10 T: 2 Soul

Risa Shiramine, Always Unhurt

[C] During your turn, all your other "Kaede Honjou, Hates Being Hurt" gain +2000 Pow.
[A] BOND "Kaede Honjou, Hates Being Hurt" [(1)]

Game | BFR/S78-T11 T: None

L0
C0

Kasumi, Cool and Collected

[C] ASSIST All your Charas in front of this gain +500 Pow.
[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Game - Weapon | BFR/S78-T12 T: None

L0
C0

Kasumi, Cool and Collected

[C] ASSIST All your Charas in front of this gain +500 Pow.
[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Game - Weapon | BFR/S78-T12S T: None

L0
C0

Sally, Concentrating

[A] At the beginning of your MP, look at the top card of your LB and put it either on top of the LB or in the WR.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Game - Weapon | BFR/S78-T13 T: None

L0
C0

Kaede Honjou, Hates Being Hurt
--No Text--

Game | BFR/S78-T15 T: None

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Sally, Water Surface Muffler

[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 you have another ::Game:: Chara, this gains +1500 Pow for the turn.

[A] CX COMBO [(2) Discard 2 cards from hand to the WR] This ability activates up to once per turn. At the end of this card's Attack, if "Road Leading to the Second Layer" is in your CZ, may pay. If so, Stand this.

Game - Weapon | BFR/S78-T18 T: Soul

L3
C2

Bofuri: I Don't Want to Get Hurt, so I'll Max Out My Defense Trial Deck

Road Leading to the Second Layer
[C] All your Charas gain +1000 Pow and +1 Soul.

BFR/S78-T20 T: Draw

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