

Aisia, Magician of Toys

[A] When this attacks, if "Last Amount of Time" is in the CZ, this gains +1 Soul and +1000 Pow for the turn.

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

DC/W09-001 | Magic - Toy | T:None

L1
C0

Aisia, Magician of Toys

[A] When this attacks, if "Last Amount of Time" is in the CZ, this gains +1 Soul and +1000 Pow for the turn.

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

DC/W09-001S | Magic - Toy | T:None

L1
C0

Otome, Awkward Days

[C] **RECOLLECTION** If there are 4 or more cards in your Memory, this gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it in the Stock".

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

DC/W09-002 | Magic - Student Council | T:Soul

L3
C2

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Otome, Awkward Days

[C] **RECOLLECTION** If there are 4 or more cards in your Memory, this gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it in the Stock".

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

DC/W09-002SP | Magic - Student Council | T:Soul

L3
C2

Yuki, Mother of the Asakura Household

[C] All your other Charas gain +500 Pow during your turn.

[A] [Put another Chara of yours on top of your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas. That Chara gains +1000 Pow and +1 Soul for the turn.

DC/W09-003 | Magic - Sweets | T:None

L0
C0

Girl Carrying Cherry Branches

[C] **RECOLLECTION** If there are cards in your Memory, this gains +1000 Pow.

DC/W09-004 | Magic | T:None

L0
C0

Da Capo / Da Capo II Plus Communication Booster Pack

Girl Carrying Cherry Branches

[C] **RECOLLECTION** If there are cards in your Memory, this gains +1000 Pow.

DC/W09-004S | Magic | T:None

L0
C0

Yoriko, Working Hard

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Maid:: and/or ::Waitress::, this gains +1 Soul for the turn. (Put the revealed card back where it was)

DC/W09-005 | Animal - Maid | T:None

L1
C0

Sakura, Returned Childhood Friend

[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Sakura, Magician" in your WR and put it in the Slot this was in.

DC/W09-006 | Magic | T:Soul

L1
C1

Mahiru, An Important Meeting

[C] **RECOLLECTION** If there are 2 or more Charas with "Mahiru" in the name in your Memory, this gains +1000 Pow and +1 Soul.

[A] When the Battle Opp. of this becomes Reversed, if "Please Be Happy" is in your CZ, you may choose an Opp.'s Chara whose Level is 2 or lower and put it in the Stock.

DC/W09-007 | Simple Example | T:Soul

L2
C1

Mahiru Takanashi

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, send this to Memory.

DC/W09-008 | Simple Example | T:None

L0
C0

Aisia, Special Supplement Lessons

[A] When this attacks, reveal the top card of your LB. If it's a ::Magic:: Chara, you may choose an Opp.'s Front Row Chara whose Level is 0 or lower and return it to the hand.

DC/W09-009 | Magic - Toy | T:None

L0
C0

Yuki Asakura

[C] All your other ::Magic:: Charas gain +1 Level and +500 Pow.

[A] When "Last Inquiry" is placed to your CZ, choose another Chara of yours. That Chara gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow" until the end of your Opp.'s next turn.

DC/W09-010 | Magic - Sweets | T:Soul

L2
C1

Sakura, Magician

[C] If you have 2 or more other Charas with either "Sakura" and/or "Cherry" in the name, this gains +1000 Pow.

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

DC/W09-011 | Magic | T:Soul

L2
C2

"Justice Magician" Otome

[A] [(2)] When this attacks, if "Season of Cherry Blooming" is in the CZ, may pay. If so, choose an Opp.'s Chara whose Level is 2 or lower. Put it in the Stock.

[A] **CHANGE** [Discard a card to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, you may pay. If so, choose an "Otome, Awkward Days" in your WR and put it in the Slot this was in.

DC/W09-012 | Magic - Student Council | T:Soul

L2
C2

Yuuhi Takanashi

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

DC/W09-013 | T:None

L0
C0

Otome, Age of Sophistication

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn, and at the end of the turn, send this to Memory.

DC/W09-014 | Magic | T:None

L0
C0

Sakura in Maid Uniform

--No Text--

DC/W09-015 | Magic - Maid | T:None

L0
C0

Sakura, Cute and Energetic

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

DC/W09-016 | Magic | T:None

L1
C0

Otome, Uniform of Attached School

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1000 Pow.

DC/W09-017 | Magic - Student Council | T:None

L1
C0

Mahiru in Gymnastics Outfit

--No Text--

DC/W09-018 | Simple Example - Sports | T:None

L1
C1

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Aisia in Maid Uniform

--No Text--

DC/W09-019 | Maid | T:Soul

L2
C2

Otome's Bento

[Counter] Choose 1 of your Charas. That Chara gains +1500 Pow for the turn.
[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas. That Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

DC/W09-020 | T:None

L2
C0

Service Battle!

Choose 1 of your Charas. That Chara gains +2000 Pow and +1 Soul for the turn.

Reveal the top card of your LB. If it's a Chara with either ::Maid:: and/or ::Waitress::, choose 1 of your Charas. That Chara gains +2000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)

DC/W09-021 | T:None

L2
C0

Da Capo / Da Capo II Plus Communication Booster Pack**Last Inquiry**

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

DC/W09-022 | T:Soul Shot

Season of Cherry Blooming

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

DC/W09-023 | T:2 Soul

Season of Cherry Blooming

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

DC/W09-023R | T:2 Soul

Last Amount of Time

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

DC/W09-024 | T:Soul Bounce

Please Be Happy

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

DC/W09-025 | T:2 Soul

Kotori, Shopping

[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 "Song of Kotori" is in the CZ, all your Charas gain +2000 Pow for the turn.

DC/W09-026 | Music - Glasses | T:Soul

L2
C1

Koko, Unchanged Birthplace

[C] If there are 6 or more cards in your Stock, this gains "[A] **ENCORE** [Discard a Chara from hand to the WR]"

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

DC/W09-027 | Music | T:Soul

L3
C2

Koko, Unchanged Birthplace

[C] If there are 6 or more cards in your Stock, this gains "[A] **ENCORE** [Discard a Chara from hand to the WR]"

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

DC/W09-027SP | Music | T:Soul

L3
C2

Miki in Gymnastics Outfit

[A] **BOND**/"Mahiru in Gymnastics Outfit" [Put the top card of your LB in your Clock]

DC/W09-028 | Sports - Chairman | T:None

L0
C0

Koko, Date on Temple Festival

[C] If you have 1 or fewer other Charas in the Front Row, all your other Charas gain +1000 Pow.

DC/W09-029 | Music | T:None

L0
C0

Ai Hanasaki

[C] This card is also considered to have "Akane Hanasaki" as its name.

[A] When this is placed from hand or WR to Stage, choose another Chara of yours. That gains +2000 Pow for the turn.

[A] [(2) Discard a card from hand to WR, send this to Memory] When "The Last Date" is placed in your CZ, may pay. If so, choose an "Akane, New Scenery" in your WR and put it in the Slot this was in.

DC/W09-030 | Magic | T:None

L1
C0

Ai Hanasaki

[C] This card is also considered to have "Akane Hanasaki" as its name.

[A] When this is placed from hand or WR to Stage, choose another Chara of yours. That gains +2000 Pow for the turn.

[A] [(2) Discard a card from hand to WR, send this to Memory] When "The Last Date" is placed in your CZ, may pay. If so, choose an "Akane, New Scenery" in your WR and put it in the Slot this was in.

DC/W09-030S | Magic | T:None

L1
C0

Koko, Cooking

[A] When this attacks, if "Trustworthy" is in the CZ, all your Charas gain +X Pow, where X = 500 times # of your ::Music:: Charas.

DC/W09-031 | Music | T:None

L1C0

Nanaka, Holding Hands

[A] When this attacks, if "Act of Conveying" is in the CZ, reveal the top card of your LB. If it's a ::Music:: Chara, choose up to 2 of Opp.'s Charas. Those Charas get -1500 Pow for the turn. (Put the revealed card back where it was)

DC/W09-032 | Music - Magic | T:Soul

L2C2

Nanaka, Holding Hands

[A] When this attacks, if "Act of Conveying" is in the CZ, reveal the top card of your LB. If it's a ::Music:: Chara, choose up to 2 of Opp.'s Charas. Those Charas get -1500 Pow for the turn. (Put the revealed card back where it was)

DC/W09-032S | Music - Magic | T:Soul

L2C2

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Kotori Shirakawa

[A] When this is placed from hand to the Stage, your Opp. may reveal his or her hand. If so, and there's a Climax card in it, Rest this.

DC/W09-033 | Music - Magic | T:None

L0C0

Akane in Miko Outfit

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from hand to the WR]
[S] [Rest 2 of your Charas] Put this in the WR. Choose an "Ai Hanasaki" in your WR and put it in the Slot this was in.

DC/W09-034 | Miko | T:None

L1C0

Nanaka Shirakawa

[A] When you use the **BACKUP** on this, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Battling Charas. That Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from hand to the WR]

DC/W09-035 | Music - Magic | T:Soul

L1C1

Da Capo / Da Capo II Plus Communication Booster Pack

Akane, New Scenery

[C] **RECOLLECTION** If there are cards in your Memory, this gains "[S] [(1)] This gains +2500 Pow for the turn".
[A] **ENCORE** [Discard a Chara from hand to the WR]

DC/W09-036 | T:Soul

L2C2

Koko, Holding Hands

[C] **CHANGE** [Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Koko, Unchanged Birthplace" in your WR and put it in the Slot this was in.

DC/W09-037 | Music | T:Soul

L2C2

Nanaka & Koko, Light Music Band

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

DC/W09-038 | Music - Magic | T:None

L0C0

Akane, Cooking

[S] [Rest this] Put the top 2 cards of your LB in your Clock. Choose a Chara in your Clock and put it on top of your LB.

DC/W09-039 | T:None

L0C0

Maki, Gallant

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB. This gains +1000 Pow for the turn.

DC/W09-040 | Magic - Miko | T:None

L0C0

Nanaka in Gymnastics Outfit

--No Text--

DC/W09-041 | Music - Sports | T:None

L0C0

Kotori in Pajama

--No Text--

DC/W09-042 | Music - Pajama | T:None

L1C1

Kumiko Takamatsu

[C] **ASSIST** All your Cost 1 or higher Charas in front of this gain +1000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Sports:: Chara, put it in Stock. (Otherwise put it back where it was)

DC/W09-043 | Teacher - Sports | T:Soul

L1C2

Miki Asahina

--No Text--

DC/W09-044 | Sports - Chairman | T:Soul

L2C1

Scene Seen in Dreams

Choose a card in your Clock and return it to your hand. Put the top card of your LB in your Clock. Send this to Memory.

DC/W09-045 | T:None

L1C1

C- Confess!?

[Counter] Choose 1 of your Charas. That Chara gains +2000 Pow for the turn.

DC/W09-046 | T:None

L1C0

Song of Kotori

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

DC/W09-047 | T:2 Soul

Song of Kotori

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

DC/W09-047R | T:2 Soul

The Last Date

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

DC/W09-048 | T:Treasure

Trustworthy

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

DC/W09-049 | T:2 Soul

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Act of Conveying

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

DC/W09-050 | T:Stock

Nemu, Energetic

[A] When you use the **BACKUP** on this, choose 1 of your Charas with either ::Banana:: or ::Judgment::. That Chara gains +1 Level for the turn.
[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from hand to the WR]

DC/W09-051 | Magic - Judgment | T:None

L0
C0

Nemu, Energetic

[A] When you use the **BACKUP** on this, choose 1 of your Charas with either ::Banana:: or ::Judgment::. That Chara gains +1 Level for the turn.
[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from hand to the WR]

DC/W09-051S | Magic - Judgment | T:None

L0
C0

Da Capo / Da Capo II Plus Communication Booster Pack

Yume, Image Seen in that Dream

[A] When this attacks, if "Image Seen in Someday's Dream" is in the CZ, choose up to 1 of your Other Charas and send it to Memory. At the beginning of your next Draw Phase, put that Chara from Memory to any Slot on Stage, and it gets +4000 Pow for that turn.

DC/W09-052 | Magic | T:Soul

L2
C2

Yume, Image Seen in that Dream

[A] When this attacks, if "Image Seen in Someday's Dream" is in the CZ, choose up to 1 of your Other Charas and send it to Memory. At the beginning of your next Draw Phase, put that Chara from Memory to any Slot on Stage, and it gets +4000 Pow for that turn.

DC/W09-052SP | Magic | T:Soul

L2
C2

Yume, Obedient Yet Spoiled Child

[A] [(1)] When this attacks, may pay. If so, put the top 2 cards of your LB in your WR. If all of them are ::Magic:: Charas, choose a Chara in your WR and return it to your hand.

DC/W09-053 | Magic | T:None

L0
C0

Erica Murasaki

[C] If all your Charas have ::Student Council::, this gains +1000 Pow.

DC/W09-054 | Student Council - Royalty | T:None

L0
C0

Erica Murasaki

[C] If all your Charas have ::Student Council::, this gains +1000 Pow.

DC/W09-054S | Student Council - Royalty | T:None

L0
C0

Minatsu Amakase

[A] When "Minatsu's Wish" is placed to your CZ, if there's no Marker under this, you may put the top card of your LB under this as Marker.
[A] [(1)] Put a Marker under this in the WR] When this card becomes Reversed, may pay. If so, Rest this.

DC/W09-055 | Mecha - Banana | T:None

L1
C0

Senpai Mihar

[C] This doesn't Stand during your Stand Phase.
[A] [Rest 1 of your Charas] At the beginning of your Draw Step, may pay. If so, Stand this.

DC/W09-056 | Mecha - Banana | T:None

L1
C0

Myu, Successful Cooking!

[A] When this is placed from the WR to the Stage, send this to Memory.

DC/W09-057 | Mecha - Maid | T:Soul

L2
C2

Minatsu, Dog Loving

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

DC/W09-058 | Mecha - Banana | T:None

L0
C0

Myu, Truthful And Holding On

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from hand to the WR]

DC/W09-059 | Mecha - Maid | T:None

L1
C0

Yume Asakura

[A] **ALARM** If this is on top of your Clock and your Level is 1 or higher, at the start of your Climax Phase, you may put this in any Slot on Stage. If so, move the top 2 cards of your LB to Clock.
[A] **CHANGE** [(1)] Discard a card from hand to WR, Send this to Memory] At beginning of your Encore Step, if this is Rested, may pay. If so, choose a "Yume, Image Seen in that Dream" in your WR and put it in the Slot this was in.

DC/W09-060 | Magic | T:Soul

L1
C1

Nemu, Judgment

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

DC/W09-061 | Magic - Judgment | T:Soul

L1
C1

Erica, Going on a Trip

[C] For each other ::Royalty:: Charas you have, this gains +500 Pow.

[A] When this attacks, reveal the top card of your LB. If it's a ::Royalty:: Chara, you may deal 1 damage to your Opp.. (DC can occur. Put the revealed card back where it was)

DC/W09-062 | Student Council - Royalty | T:Soul

L3
C2

Myu, Cleaning

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

DC/W09-063 | Mecha - Maid | T:None

L0
C0

Kotori & Nemu & Sakura

[A] [(1)] When this becomes Reversed while battling, may pay. If you do, send this to Memory.

DC/W09-064 | Music - Magic | T:None

L0
C0

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Yume & Otome & Erica

--No Text--

DC/W09-065 | Magic - Student Council | T:None

L0
C0

Erica's Decision

[C] This gains +1 Level and +2500 Pow for each Marker under this.

[A] [Put a "Truth" from your hand or your CZ in the WR] When this becomes Reversed while battling, may pay. If so, put a card from top of your LB under this as Marker, and Rest this.

DC/W09-066 | Student Council - Royalty | T:None

L1
C0

Miharu, Unforgettable Memory

[A] When this attacks, reveal the top card of your LB. If it's a ::Mecha:: Chara, you may choose a Chara in your WR and return it to your hand. If so, discard a card from hand to the WR. (Put the revealed card back where it was)

DC/W09-067 | Mecha - Banana | T:Soul

L2
C1

Da Capo / Da Capo II Plus Communication Booster Pack

Nemu, Accommodating

--No Text--

DC/W09-068 | Magic - Judgment | T:Soul

L2
C1

Minatsu, Banana-min

[C] If you have no other ::Banana:: Charas, this doesn't Stand during your Stand Phase.

DC/W09-069 | Mecha - Banana | T:Soul

L2
C2

White Christmas

Choose up to 2 Charas in your WR and return them to your hand, then discard a card from your hand to the WR. Send this card to Memory.

DC/W09-070 | T:None

L1
C2

Present for Sakuya

[Counter] Choose 1 of your Charas with either ::Maid:: and/or ::Waitress::. That Chara gains +3000 Pow for the turn.

DC/W09-071 | T:None

L2
C0

Image Seen in Someday's Dream

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

DC/W09-072 | T:2 Soul

Image Seen in Someday's Dream

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

DC/W09-072R | T:2 Soul

Truth

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

DC/W09-073 | T:2 Soul

Minatsu's Wish

[C] All your Charas gain +2 Soul.

DC/W09-074 | T:2 Soul

Only One Wish

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

DC/W09-075 | T:Salvage

Moe & Mako, Nabe Party

[A] [(1)] When this attacks, if "Invitation to the Rooftop" is in the CZ, may pay. If so, search your LB for up to 1 ::Nabe:: Charas, reveal it, and put it in your hand. Shuffle your LB.

DC/W09-076 | Music - Nabe | T:None

L1
C0

Moe & Mako, Nabe Party

[A] [(1)] When this attacks, if "Invitation to the Rooftop" is in the CZ, may pay. If so, search your LB for up to 1 ::Nabe:: Charas, reveal it, and put it in your hand. Shuffle your LB.

DC/W09-076S | Music - Nabe | T:None

L1
C0

Anzu, New Student Council President

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

[A] [(2)] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Play:: or ::Student Council::, may pay. If so, put the top card in your Clock in your WR.

DC/W09-077 | Play - Student Council | T:Soul

L3
C2

Anzu, New Student Council President

[A] When this is placed from hand to the Stage, you may put the top card in your Clock in your WR.
[A] [(2)] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Play:: or ::Student Council::, may pay. If so, put the top card in your Clock in your WR.

DC/W09-077SP | Play - Student Council | T:Soul

L3
C2

"3 Baka" Suginami & Yoshiyuki & Wataru

[A] At the beginning of Opp.'s Attack Phase, you may move this to a vacant Front Row Slot.
[A] [(1)] When this becomes Reversed while battling, may pay. If so, send this to Memory.

DC/W09-078 | Occult - Music | T:None

L0
C0

Maya, White Clothing

[C] If you have 2 or more other Charas with either ::Chairman:: and/or ::Mecha::, this gains +1500 Pow.

DC/W09-079 | Chairman - Glasses | T:None

L0
C0

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Mayuki in Ski Wear

[A] When this attacks, reveal the top card of your LB. If it's a ::Student Council:: Chara, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the card back where it was)

DC/W09-080 | Student Council - Sports | T:None

L0
C0

"Snow-Moon-Flower" Koko & Anzu & Akane

[C] **RECOLLECTION** If "'3 Baka" Suginami & Yoshiyuki & Wataru' is in your Memory, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from hand to the WR]

DC/W09-081 | Music - Play | T:Soul

L1
C1

Mayuki, Hates Losing So Works Hard

[C] If there's a Climax card in Opp.'s CZ, this gains +2000 Pow.
[A] When tis attacks, if "Last Chance" is in the CZ, all your Charas gain +1000 Pow until the end of your Opp.'s next turn.

DC/W09-082 | Student Council - Sports | T:Soul

L2
C2

Da Capo / Da Capo II Plus Communication Booster Pack**Mayuki, Hates Losing So Works Hard**

[C] If there's a Climax card in Opp.'s CZ, this gains +2000 Pow.
[A] When tis attacks, if "Last Chance" is in the CZ, all your Charas gain +1000 Pow until the end of your Opp.'s next turn.

DC/W09-082S | Student Council - Sports | T:Soul

L2
C2

Moe, Extremely At Her Own Pace

[C] All your other ::Nabe:: Charas gain +500 Pow during your Opp.'s turn.
[A] **BOND**/"Mako, Lively and Hates Losing" [Put the top card of your LB in your Clock]

DC/W09-083 | Music - Nabe | T:None

L0
C0

Anzu, Choosing Ski Wear

[A] When this attacks, if "Faces of Family" is in the CZ, this gains +1500 Pow until the end of your Opp.'s next turn.

DC/W09-084 | Magic - Play | T:None

L1
C0

Megumi Imai

[C] If you have another "Mayuki, Ace of Track and Field Club" in play, this gains +1000 Pow.

DC/W09-085 | Sports | T:None

L1
C0

Maya, Cooking

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it either on top or bottom of your LB.
[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the beginning of your Encore Step, if this is Rested, may pay. If so, Choose a "Maya, Dating" in your WR and put it in the Slot tis was in.

DC/W09-086 | Chairman - Glasses | T:Soul

L1
C1

Mako, Lively and Hates Losing

[C] **ALARM** If tis is on top of your Clock, all your Charas with "[A] **hENCORE** [Discard a Chara from hand to the WR]" gain +1000 Pow.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from hand to the WR]

DC/W09-087 | Music - Nabe | T:None

L2
C1

Anzu in Pajama

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

DC/W09-088 | Play - Pajama | T:None

L0
C0

Suzume Isowashi

[S] [Rest 2 of your Charas] Look at the top card of your LB. Put it either on top or bottom of the LB.

DC/W09-089 | Student Council | T:None

L0
C0

Alice, Poker Face

--No Text--

DC/W09-090 | Doll - Gloves | T:None

L0
C0

Mayuki, Ace of Track and Field Club

--No Text--

DC/W09-091 | Student Council - Sports | T:None

L1
C0

Anzu, Cooking

[C] All your Charas with "[A] **ENCORE** [Discard a Chara from hand to the WR]" gain +1000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Play:: Chara, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the card back where it was)

DC/W09-092 | Magic - Play | T:Soul

L2
C1

Maya, Dating

[A] When this attacks, if "Friends" is in the CZ, put the top 4 cards of your LB in your WR. If there is at least 1 ::Mecha:: Chara amongst them, you may draw a card. If there is at least 1 ::Chairman:: Chara amongst them, you may put the top card of your LB in your Stock.

DC/W09-093 | Chairman - Glasses | T:Soul

L2
C2

Tomorrow's Wake-Up Forecast
Put the top card of your LB in your Clock. If it's a
::Sports:: Chara, draw up to 3 cards, and discard a
card from hand to your WR.
Send this to Memory.

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