

[A] [(1) Discard a card from hand to WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 ::Tarot:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

[A] [(1) Discard a card from hand to WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 ::Tarot:: Chara, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[C] **RECOLLECTION** If there are 3 or more ⚔:Tarot: Charas in your Memory, this gains +1500 Pow.

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

[A] When this attacks, if "Bloodstained Future" is in the CZ, for the turn, this gains +6000 Pow and your Opp. may not use "[A] **ENCORE**". (This includes "[A] **ENCORE** ([3])" provided by the rules.)

L3
C2

[C] **RECOLLECTION** If there are 3 or more ::Tarot:: Charas in your Memory, this gains +1500 Pow.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from hand to the WR.
 [A] When this attacks, if "Bloodstained Future" is in the CZ for the turn, this gains +6000 Pow and your Opp. may not use "[A] **ENCORE**". (This includes "[A] **ENCORE** ([3])" provided by the rules.)

L3
C2

[A] When this becomes Reversed, reveal the top card of your LB. If it's a ::Tarot:: Chara, you may send this to Memory. (Put the revealed card back where it was)

LO
CO

[A] When this becomes Reversed, reveal the top card of your LB. If it's a ::Tarot:: Chara, you may send this to Memory. (Put the revealed card back where it was)

L0
C0

[A] **CHANGE** ((2) Put the top card of your Library in Clock, Send this to Memory.) At the start of your Climax Phase, may pay, if so, choose a "Ginka, Father's Child" in your WR and put it in the Slot this was in.

[S] (Rest this) If there's no Marker under this, put the top card of your LB under this as Marker.

[S] (Rest this) Put a Marker from under this in Stock.

L1
C0

[C] **RECOLLECTION** If there's a card in your Memory, this gains +1500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

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

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Tarot:: Charas in your Memory, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

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

L2
C1

[A] When this attacks, if "Biggest Horror of the Summer" is in the CZ, this gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 3 or Lower, you may Send that Chara and this to Memory."

L2
C1

[A] When this attacks, if "Biggest Horror of the Summer" is in the CZ, this gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 3 or Lower, you may Send that Chara and this to Memory."

L2	
C1	

[C] All your other ::Tarot:: Charas gain +500 Pow.
[S] [Discard a "Yatarou Shirokane" from hand to the WR, Rest this] All your Charas gain +1 Soul for the turn.

LO	
CO	

[C] All your other Charas with either ::Tarot:: and/or ::Familiar:: gain +1 Level.

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

[A] [(1) Discard a "Million Dollar Gold Coins" from hand to the WR] At the start of your Opp.'s Attack Phase, if this is in the Front Row, may pay. If so, all your Charas gain +2000 Pow for the turn.

L1
C0

[C] If there are 4 or fewer cards in your hand, this gains +1000 Pow.

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

[C] **RECOLLECTION** If there are 2 or more ::Tarot:: Charas in your Memory, this gains +2000 Pow.

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

[A] **BOND/"Seira, Pow of the Star" [(1)]**

LO
CO

[S] [Rest this] Choose 1 of your Charas with "Ginka" in name, and that Chara gains +1500 Pow for the turn.

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

Ginka, Shining in the Morning Light
--No Text--

Tarot - Merchant | GT/W29-015 T: None

LO
CO

Daemonia of the Star

[A] When this is placed from hand to the Stage, choose 1 of your **::Tarot::** Charas and put it in the WR.

Tarot - Demon | GT/W29-016 T: None

L0
C0

Ginka, Deploy Order
[C] **RECOLLECTION** If there are 2 or more
::Tarot:: Charas in your Memory, this gains +1500
Pow.

Tarot - Merchant | GT/W29-017 T: None

L1
C0

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Mutsumi, Tendo Trio Sisters
 [A] [Discard 2 cards from your hand] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower ::Tarot:: Chara and put it in any Slot in the Back Row, and shuffle your LB.

Homunculus - Tarot | GT/W29-018 T: None

L1
C0

Akari & Ginka, Deepened Friendship
--No Text--

Tarot | GT/W29-019 T: Soul

L2

C1

Ginka, Depressed
 [A] When your other ::Tarot::: Chara attacks, this gains +1000 Pow for the turn.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Tarot - Merchant | GT/W29-020 T: Soul

L2
C2

Day Break Illusion Booster Pack

Return from the Battle

If you don't have a ::Tarot:: Chara, you cannot play this from hand.

Choose up to 1 of your Opp.'s Level 0 or lower Charas and return it to hand.

Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

GT/W29-021 T: None

L1
C0

Ginka's Room
 Search your LB for up to 1 ::Tarot:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

GT/W29-023 T: Soul Shot

Biggest Horror of the Summer

[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.

GT/W29-024 T: 2 Soul

Million Dollar Gold Coins
[C] All your Charas gain +1000 Pow and +1 Soul.

GT/W29-025 T: Soul Bounce

Luna in Combat

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Chara in the Front Row. That Chara doesn't Stand during your Opp.'s next Stand Phase.

[S] **RAINSTORM** [1] Rest this! Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, perform the following action. *Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.*

Tarot - Moon | GT/W29-026 T: None

LO

CO

Luna, Rookie Member
 [C] All your other ::Tarot:: Charas gain +1000 Pow.
 [A] [(2) Send this to memory] When "Beautiful Vacation" is placed in your CZ, may pay. If so, choose 1 "Luna, Pow of the Moon" in your WR and put it in the slot this card was in.

Tarot - Moon | GT/W29-027 T: Soul

L2
C1

Luna, Rookie Member
 [C] All your other ::Tarot:: Charas gain +1000 Pow.
 [A] [(2) Send this to memory] When "Beautiful Vacation" is placed in your CZ, may pay. If so, choose 1 "Luna, Pow of the Moon" in your WR and put it in the slot this card was in.

Tarot - Moon | GT/W29-027SP T: Soul

L2
C1

Luna in Swimsuits
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [C] If you have another "Seira, Shining in the Morning Light", this gains the following ability. "[S] [Rest this] Choose a "Luna, Strong Vain" in your WR and put it in the Slot this was in."

Tarot - Daughter | GT/W29-028 T: None

L
O

C
O

Luna in Swimsuits

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

[C] If you have another "Seira, Shining in the Morning Light", this gains the following ability. "[S] [Rest this] Choose a "Luna, Strong Vain" in your WR and put it in the Slot this was in."

Tarot - Daughter | GT/W29-028S T: None

L0
C0

Etia, Wielder of "The World"
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Tarot - Parasol | GT/W29-029 T: None

L1

C0

Etia, Wielder of "The World"
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Tarot - Parasol | GT/W29-029SP T: None

L1
C0

Ariel, Wielder of "The Judgement"

[A] When your other "Etia, Wielder of 'The World'" attacks, this gains +2500 Pow for the turn.

Tarot - Glasses | GT/W29-030 T: None

L1

C0

Ariel, Wielder of "The Judgement"

[A] When your other "Etia, Wielder of 'The World'" attacks, this gains +2500 Pow for the turn.

Tarot - Glasses | GT/W29-030SP T: None

L1

C0

Luna, Girl of Destiny

[A] [(2)] When this attacks, if "Shine from the Amaryllis Flower" is in the CZ, may pay. If so, put the top card of your Clock in the WR, and this gains +3000 Pow for the turn.

Tarot - Moon | GT/W29-031 T: Soul

L2

C1

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Luna, Girl of Destiny

[A] [(2)] When this attacks, if "Shine from the Amaryllis Flower" is in the CZ, may pay. If so, put the top card of your Clock in the WR, and this gains +3000 Pow for the turn.

Tarot - Moon | GT/W29-031R T: Soul

L2

C1

Luna, Wolf Girl

[A] When this is placed from hand to the Stage, reveal the top card of the LB. If it's not a ::Tarot:: Chara, this gains the following ability for the turn. "[C] This cannot Front Attack." (Put the revealed card back where it was)

Tarot - Animal | GT/W29-032 T: Soul

L2

C2

Luna, Wolf Girl

[A] When this is placed from hand to the Stage, reveal the top card of the LB. If it's not a ::Tarot:: Chara, this gains the following ability for the turn. "[C] This cannot Front Attack." (Put the revealed card back where it was)

Tarot - Animal | GT/W29-032S T: Soul

L2

C2

Day Break Illusion Booster Pack

Luna on An Anxious Night

[C] All your other "Akari, Girl of Destiny" gain +1 Level and +500 Pow.
[A] **BOND/"Akari**, Girl of Destinyã€ [(1)]

Tarot - Daughter | GT/W29-033 T: None

L0

C0

Etia Visconti

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] [(1) Rest this] Choose 1 of your other ::Tarot:: Charas and Stand it.

Tarot - Parasol | GT/W29-034 T: None

L0

C0

Luna, Flushed Cheeks

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

Tarot - Daughter | GT/W29-035 T: None

L0

C0

Luna, Strong Vain

[A] [Discard a card from hand to the WR, Send this to Memory] When "Lunar Eclipse" is placed in your CZ, if there is 1 or fewer other Charas in your Front Row, may pay. If so, choose a "Wolf Girl, Luna" in your WR and put it in the Slot this was in.

Tarot - Daughter | GT/W29-036 T: None

L1

C0

Luna, Power of the Moon

[C] All your other ::Tarot:: Charas gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage or via the effect of the [A] ability of "Luna, Rookie Mem" to the Stage, look at up to X card from top of your LB, choose up to 1 card and put it in your hand. Put the rest in the WR. X = the number of your ::Tarot:: Charas.

Tarot - Moon | GT/W29-037 T: Soul

L3

C2

Akari & Luna, Suddenly Closing in!?

[S] [Rest 2 of your "Akari & Luna, Suddenly Closing in!?"] Put the top card of your LB in Stock.

Tarot | GT/W29-038 T: None

L0

C0

Ariel Valtiel Westcott

[S] [Rest 2 of your ::Tarot:: Charas] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Tarot - Glasses | GT/W29-039 T: None

L0

C0

Luna, Happy Time

--No Text--

Tarot - Daughter | GT/W29-040 T: None

L0

C0

Luna, Kind Smile

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

Tarot - Daughter | GT/W29-041 T: None

L1

C0

Luna, Unexpectedly Enthralled

[C] For each of your other ::Tarot:: Charas, this gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Tarot - Daughter | GT/W29-042 T: None

L1

C0

Luna, Shining in the Morning Light

--No Text--

Tarot - Daughter | GT/W29-043 T: None

L1

C1

Nanase, Tendo Trio Sisters

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and choose up to 1 ::Tarot:: Chara, reveal it, and put it in your hand. Put the rest in the WR.

Homunculus - Tarot | GT/W29-044 T: Soul

L2

C1

Luna, Half-Crying

--No Text--

Tarot - Daughter | GT/W29-045 T: Soul

L2C1

Wheel of Fate

Choose 1 Level 2 or lower ::Tarot:: Chara in your Clock and put it in any Slot on the Stage. Put this in Clock.

GT/W29-046 T: None

L1C3

Power of Healing

[Counter] Choose 1 of your ::Tarot:: Charas, and that Chara gains +1500 Pow for the turn. Put this in Stock.

GT/W29-047 T: None

L2C0

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Beautiful Vacation

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

GT/W29-048 T: Treasure

Shine from the Amaryllis Flower

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

GT/W29-049 T: 2 Soul

Lunar Eclipse

[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.

GT/W29-050 T: 2 Soul

Day Break Illusion Booster Pack

Akari, Rookie Member

[A] [(1) Discard 1 "Opened Fate" from hand to the WR, put this in Clock] When this becomes Reversed in battle, if you have 3 or more other ::Tarot:: Charas, may pay. If so, deal 1 damage to your Opp., and choose 1 "Akari, Pow of the Sun" in your WR and put it Rested in the Slot this was in. (DC can occur)

Tarot - Weapon | GT/W29-051 T: Soul

L2C1

Akari, Rookie Member

[A] [(1) Discard 1 "Opened Fate" from hand to the WR, put this in Clock] When this becomes Reversed in battle, if you have 3 or more other ::Tarot:: Charas, may pay. If so, deal 1 damage to your Opp., and choose 1 "Akari, Pow of the Sun" in your WR and put it Rested in the Slot this was in. (DC can occur)

Tarot - Weapon | GT/W29-051SP T: Soul

L2C1

Akari, Power of the Sun

[C] For each Marker under this, this gains +4000 Pow.
[A] When this is placed from hand to the Stage or via the effect of the [A] ability of "Akari, Rookie Mem", you may put the top card of your Clock in the WR.
[A] When this attacks, if "Clessidra" is in the CZ, you may choose a "Hinata Taiyo" in your WR and put it face-down under this as Marker.

Tarot - Weapon | GT/W29-052 T: Soul

L3C2

Akari, Power of the Sun

[C] For each Marker under this, this gains +4000 Pow.
[A] When this is placed from hand to the Stage or via the effect of the [A] ability of "Akari, Rookie Mem", you may put the top card of your Clock in the WR.
[A] When this attacks, if "Clessidra" is in the CZ, you may choose a "Hinata Taiyo" in your WR and put it face-down under this as Marker.

Tarot - Weapon | GT/W29-052S T: Soul

L3C2

Itsuki, Tendo Trio Sisters

[A] When this attacks, if there are 3 or more colors among your Charas on the Stage, all your Charas gain +1 Level and +1000 Pow for the turn.

Homunculus - Tarot | GT/W29-053 T: None

L0C0

Akari, Shining in the Morning Sun

[S] [(1) Discard a Climax card from hand to the WR] Choose a ::Tarot:: Chara in your WR and return it to your hand.

Tarot - Fortune Reading | GT/W29-054 T: None

L0C0

Hinata Taiyo

[C] All your other Charas with "Akari" in name gain +500 Pwoer.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Tarot - Fortune Reading | GT/W29-055 T: None

L1C0

Akari, Girl of Destiny

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

Tarot - Weapon | GT/W29-056 T: None

L1C1

Akari, Girl of Destiny

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

Tarot - Weapon | GT/W29-056R T: None

L1C1

Akari in Swimsuits

[C] For each of your other Chara with **ASSIST**, this gains +1000 Pow.
[A] When another Chara of yours becomes Reversed in Battle, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR" for the turn.

Tarot - Fortune Reading | GT/W29-057 T: Soul

L2C1

Akari in Swimsuits

[C] For each of your other Chara with **ASSIST**, this gains +1000 Pow.
[A] When another Chara of yours becomes Reversed in Battle, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR" for the turn.

Tarot - Fortune Reading | GT/W29-057S T: Soul

L2C1

Fuyuna Shinzaki

[A] [(2) Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose 1 Chara with either ::Fortune Telling:: and/or ::Weapon:: in your WR and return it to your hand.

Glasses - Book | GT/W29-058 T: None

L0C0

Akari, Sleeping

[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)] When this is placed from the Stage to the WR, may pay. If so, Send this to Memory.

Tarot - Fortune Reading | GT/W29-059 T: None

L0
C0

Nagataki's Mother & Hanayume & Lymro, Fortune Tellers

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

[A] When this is placed from hand to the Stage, choose 1 of your other ::Tarot:: Charas, and that Chara gains +1000 Pow for the turn.

Fortune Reading | GT/W29-060 T: None

L0
C0

Youth Man Cerebrum

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, each player returns all cards in his or her WR to their Libraries and shuffle those Libraries.

Tarot - Demon | GT/W29-061 T: None

L1
C0

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Young Girl Cerebrum

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

Tarot - Demon | GT/W29-062 T: Soul

L2
C2

Akari, Smile Like the Sun

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

Tarot - Fortune Reading | GT/W29-063 T: None

L0
C0

Akari, Ditzzy Girl

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

[A] [Put this in the WR] When "Last User" is placed in your CZ, if you have no other Chara, may pay. If so, search your LB for up to 1 "Akari, Girl of Destiny" and put it in the Slot this was in, and shuffle your LB.

Tarot - Fortune Reading | GT/W29-064 T: None

L0
C0

Day Break Illusion Booster Pack

Akari, Active Girl

--No Text--

Tarot - Fortune Reading | GT/W29-065 T: None

L0
C0

Akari, Blade to Tear Sins Away

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, choose 1 ::Tarot:: Chara in your WR and return it to your hand.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Tarot - Weapon | GT/W29-066 T: None

L1
C0

Akari, Naive And Romantic

--No Text--

Tarot - Fortune Reading | GT/W29-067 T: None

L1
C0

Akari, Awakened Power

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

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

Tarot - Weapon | GT/W29-068 T: Soul

L1
C1

Akari, Lively Feelings

[S] [(1)] Put the top card of your LB in your Clock, send 1 "Youth Cerebrum" from your hand to Memory, Send this to Memory] Choose up to 2 ::Tarot:: Charas in your WR and return them to your hand, then return all cards in your WR to your LB and shuffle your LB.

Tarot - Fortune Reading | GT/W29-069 T: Soul

L2
C1

Akari, Dressed Up

--No Text--

Tarot - Fortune Reading | GT/W29-070 T: Soul

L2
C2

The Other Side of Reminiscing

Choose 1 "Hinata Taiyo" in your WR and put it in Clock. If you do, choose up to 1 Level 2 or lower ::Tarot:: Chara in your WR and put it in any Slot on the Stage. Send this to memory.

GT/W29-071 T: None

L1
C3

Covering Light

Choose up to 3 ::Demon:: Charas in your WR and return them to your hand. Put this in Clock.

GT/W29-072 T: None

L2
C2

Clessidra

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

GT/W29-073 T: Salvage

Opened Fate

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

GT/W29-074 T: 2 Soul

Last User

[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.

GT/W29-075 T: 2 Soul

Seira, Girl of Destiny

[A] When this attacks, if "Scattered Water" is in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 500 times the number of your ::Tarot:: Charas.

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

Tarot - Weapon | GT/W29-076 T: None

L1
C0

Seira, Girl of Destiny

[A] When this attacks, if "Scattered Water" is in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 500 times the number of your ::Tarot:: Charas.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Tarot - Weapon | GT/W29-076R T: None

L1
C0

Seira, Power of the Star

[C] If you have 2 or more other ::Tarot:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [Discard a card from hand to the WR] Choose 1 of your other ::Tarot:: Charas, that Chara gains +1500 Pow for the turn, and this gains +1500 Pow for the turn.

Tarot - Weapon | GT/W29-077 T: Soul

L3
C2

Seira, Power of the Star

[C] If you have 2 or more other ::Tarot:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [Discard a card from hand to the WR] Choose 1 of your other ::Tarot:: Charas, that Chara gains +1500 Pow for the turn, and this gains +1500 Pow for the turn.

Tarot - Weapon | GT/W29-077SP T: Soul

L3
C2

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Seira, Surprising Side

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

Tarot - Sports | GT/W29-078 T: None

L0
C0

Seira, Surprising Side

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

Tarot - Sports | GT/W29-078S T: None

L0
C0

Seira in Room Wear

[A] When this card is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, your Opp. looks at the top card of his or her LB and put it either on top of the LB or in hand. (Put the revealed card back)

Tarot - Sports | GT/W29-079 T: None

L0
C0

Day Break Illusion Booster Pack

Seira in Room Wear

[A] When this card is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, your Opp. looks at the top card of his or her LB and put it either on top of the LB or in hand. (Put the revealed card back)

Tarot - Sports | GT/W29-079S T: None

L0
C0

Seira, Shining in the Morning Light

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

Tarot - Sports | GT/W29-080 T: None

L1
C0

Seira, Opening up Her Heart

[A] When this attacks, if "Unending Battle" is in the CZ, reveal the top card of your LB. If it's a ::Tarot:: Chara, put it in your hand. (Otherwise put it back where it was)
[A] **BOND/"Akari in Swimsuits"** [(1)]

Tarot - Sports | GT/W29-081 T: None

L1
C0

Seira, Sad Smile

[C] This card cannot Side Attack.
[C] If you have 2 or more other ::Tarot:: Charas, this card gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Tarot - Sports | GT/W29-082 T: Soul

L2
C2

Seira, Thoughts Towards Friends

[A] **BOND/"Ginka, Father's Child"** [Put the top card of the LB in Clock]
[S] [(1)] Draw a card, and discard a card from hand to the WR.

Tarot - Sports | GT/W29-083 T: None

L0
C0

Seira, Training

[C] If you have no other Charas, this gains +1500 Pow and cannot be Reversed by [A] effects of your Opp.'s Charas.

Tarot - Sports | GT/W29-084 T: None

L0
C0

Priscilla Twilight

[C] For each of your other "Meltina Melvis", this gains +1000 Pow.

Tarot - Weapon | GT/W29-085 T: None

L0
C0

Meltina Melvis

[A] When your other "Priscilla Twilight" attacks, this gains +2500 Pow for the turn.

Tarot - Magic | GT/W29-086 T: None

L0
C0

Seira, Rookie Member

[A] When this attacks, if "To the Ends with the Star" is in your CZ, this gains +3500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on the bottom of the LB."

Tarot - Weapon | GT/W29-087 T: Soul

L2
C1

Seira, Cool Girl

[S] [(1)] Choose 1 of your other Charas, that Chara gains +1000 Pow for the turn, and this gains +1000 Pow for the turn.

Tarot - Sports | GT/W29-088 T: None

L0
C0

Seira, Being Stoic

--No Text--

Tarot - Sports | GT/W29-089 T: None

L0
C0

Priscilla, Wielder of "The Fool"

[A] At the start of your MP, put the top card of your LB in WR. If the Level of that card is 1 or higher, Rest this card. (Climax cards are considered to be Level 0 for this effect)

Tarot - Weapon | GT/W29-090 T: None

L1
C0

Seira, Childhood Memory

[A] **CHANGE** [(2) Discard a card from hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose a "Seira, Sad Smile" in your WR and put it in the Slot this was in.

Tarot - Sports | GT/W29-091 T: None

L1
C1

Meltina, Wielder of "The Magician"

[A] At the start of your MP, put the top card of your LB in WR. If the Level of that card is 1 or higher, Rest this card. (Climax cards are considered to be Level 0 for this effect)

Tarot - Magic | GT/W29-092 T: None

L1
C1

Seira, Shooter of Azure Light

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

Tarot - Weapon | GT/W29-093 T: Soul

L2
C1

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Seira & Luna, Deepened Friendship

[S] [Rest 1 of your ::Tarot:: Charas] This gains +1000 Pow for the turn.

Tarot | GT/W29-094 T: Soul

L2
C1

Seira, Unerasable Memory

xxxx

Tarot - Sports | GT/W29-095 T: Soul

L2
C1

Unreachable Gift

Look at up to 4 cards from top of your LB and choose up to 1 ::Tarot:: Chara, reveal it, and put it in your hand. Put the rest in the WR.

GT/W29-096 T: None

L1
C0

Day Break Illusion Booster Pack

Courage Test in Midsummer

Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

GT/W29-097 T: None

L2
C1

Scattered Water

[Auto] When this card 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.

GT/W29-098 T: 2 Soul

Unending Battle

[C] All your Charas gain +2 Soul.

GT/W29-099 T: 2 Soul

To the Ends with the Star

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

GT/W29-100 T: Draw