

"Mascot" Kud
--No Text--

Animal | LB/W02-01T T: Soul

L1
C2

Kojirou Kamikita
[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[S] [(1)] Send this to Memory.

LB/W02-02T T: None

L0
C0

"Pony Girl" Rin
[C] **Bodyguard**
[A] When this attacks, if "Humming of the Breeze" is in the CZ, choose the top card of your LB and put it in your Stock, and this gains +3000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]
Animal | LB/W02-03T T: Soul

L3
C2

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State of Emergency
[Counter] Choose up to 2 of your Charas. Those Charas gain +1000 Pow for the turn.

LB/W02-04T T: None

L1
C1

Kudryavka Noumi
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1)] All your other Charas gain ::Animal:: for the turn.

Animal | LB/W02-05T T: None

L0
C0

"Normal Young Man" Riki
--No Text--

LB/W02-06T T: None

L0
C0

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"Queen Cat" Sasami
[C] All your other "Strongest Kid" Kengo' gains +1000 Pow.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Sports | LB/W02-07T T: Soul

L1
C1

"Apron" Haruka
[A] When this is played and placed to the Stage, choose the top card of your LB and put it under this as Marker.
[S] [Rest this] If this has 1 or fewer Markers, choose the top card of your LB and put it under this as Marker.
[S] [Rest this] During this turn, when you use a GREEN Chara's ability, may pay of that ability with Markers under this in place of Stock.

Marble | LB/W02-08T T: None

L1
C0

"Strongest Kid" Kengo
[S] [(1)] Choose 1 of your Opp.'s Charas. That Chara gets -500 Pow for the turn.

Sports | LB/W02-09T T: Soul

L2
C2

Humming of the Breeze
[C] All your Charas gain +1000 Pow and +1 Soul.

LB/W02-10T T: Stock

Hypocrite Acting Like the Top Student
[C] All your Charas gain +2 Soul.

LB/W02-11T T: 2 Soul

American Pastime
Search your LB for up to 1 ::Animal:: Charas, reveal it, and put it in your hand. Shuffle your LB.

LB/W02-12T T: None

L1
C1

"Mysteric Blue" Mio
[A] [Put this in the WR] When another of your Charas is put from Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara in the Rested State in the Slot it was in.

Book - Parasol | LB/W02-13T T: None

L0
C0

Kud & Komari
[A] When you Level Up, choose the top card of your LB and put it in your Stock.
[S] [(2) Rest this] Put the top card of your Clock and put it in the WR.

Animal - Sweets | LB/W02-14T T: Soul

L1
C1

Kyousuke Natsume
[A] **ALARM** When this is on top of the Clock, All your BLUE Charas gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

LB/W02-15T T: Soul

L2
C1

Royal Princess Parfait
Choose 1 card in your Clock and return it to your hand. Send this to Memory.

LB/W02-16T T: None

L1
C3

"3 Sisters" Kud
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1)] Choose 1 of your ::Animal:: Charas, and that Chara gains +500 Pow for the turn.

Animal | LB/W02-17T T: None

L0
C0

Mio & Midori
--No Text--

Book - Shadow | LB/W02-18T T: None

L0
C0

"Dress Up" Komari

[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, draw a card.

Fairy Tales - Sweets | LB/W02-19T T: Soul

L2
C1

2 Long Shadows

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

LB/W02-20T T: 2 Soul

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