

Sana, Something to Protect

[A] At the start of your Climax Phase, choose 1 of your Level 2 or lower Charas, and that Chara gets -1 Level for the turn.

[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, choose up to 1 Chara in your WR and return it to your hand.

Magic - Defense | MR/W59-001 T: None

L0C0

Sana, Something to Protect

[A] At the start of your Climax Phase, choose 1 of your Level 2 or lower Charas, and that Chara gets -1 Level for the turn.

[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, choose up to 1 Chara in your WR and return it to your hand.

Magic - Defense | MR/W59-001SP T: None

L0C0

Mami, New Story

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 YELLOW Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Magia | MR/W59-002 T: None

L0C0

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Mami, New Story

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 YELLOW Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Magic - Magia | MR/W59-002S T: None

L0C0

Felicia, How a Mercenary Fights

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[C] For each ::Magic:: Chara in your Back Row, 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.

Magic - Attack | MR/W59-003 T: Soul

L3C2

Felicia, How a Mercenary Fights

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[C] For each ::Magic:: Chara in your Back Row, 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.

Magic - Attack | MR/W59-003SP T: Soul

L3C2

Madoka Magia Record Booster Pack

Tsuruno, Strongest Position

[A] **CX COMBO** When this attacks, if "Strongest at Basketball Tool" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, deal 1 Damage to your Opp., and put up to 1 card from top of your Clock in the WR." (DC can occur)

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Magic - Magia | MR/W59-004 T: Soul

L3C2

Tsuruno, Strongest Position

[A] **CX COMBO** When this attacks, if "Strongest at Basketball Tool" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, deal 1 Damage to your Opp., and put up to 1 card from top of your Clock in the WR." (DC can occur)

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Magic - Magia | MR/W59-004SP T: Soul

L3C2

Mami, Reliable Senpai

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Magic - Magia | MR/W59-005 T: None

L0C0

"Towards the Direction of the Light!" Tsuruno

[C] You cannot play Events or **BACKUP** from hand.

Magic - Ability | MR/W59-006 T: None

L0C0

"Memory of Hatred" Felicia

[A] At the start of your Attack Phase, choose a Chara in your Front Row, and if the Levels of all Charas in your Front Row are the same as the Level of that Chara, this gains +3000 Pow for the turn.

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Magic | MR/W59-007 T: None

L1C0

"Comeback and Determination" Sana

[C] During your turn, this gets -1 Level and gains +500 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "After School Invisible Girl" is in your CZ, choose 1 of your Charas, that Chara gains +1000 Pow and +1 Soul for the turn, and this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

Magic - Skill | MR/W59-008 T: None

L1C0

Kokoro Awane

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Unbalance That Feels Good" is in your CZ, this gains +9000 Pow until the next end of your Opp.'s turn.

Magic - Defense | MR/W59-009 T: Soul

L2C1

Masara Kagami

[A] **BOND/"Kokoro Awane"** [Discard a card from your hand to the WR]

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

Magic - Attack | MR/W59-010 T: None

L0C0

Melissa de Vignolles

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Magia | MR/W59-011 T: None

L0C0

Ayaka Mariko

[A] [Put a YELLOW Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a YELLOW Chara, put it in your hand. (Otherwise put it back where it was)

Magic - Defense | MR/W59-012 T: None

L0C0

"Light Falls" Felicia & Sana

[A] When you use the **BACKUP** of this, all Charas in your Opp.'s Front Row get -1000 Pow for the turn.

[S] [Counter] **BACKUP 0, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Ability | MR/W59-013 T: Soul

L2C1

"Maiden's Determination" Tart

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[S] [(1) Send this to Memory] Put the top card of your Clock in the WR.

Magic - Ability | MR/W59-014 T: Soul

L2C1

Mami, Battle Stance

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Magic | MR/W59-015 T: Soul

L2
C1

Felicia Mitsuki

[C] ASSIST During your turn, all your Charas in front of this gain +500 Pow.
[A] At the start of your Climax Phase, choose 1 of your other Level 2 or lower Charas, and that Chara gets -1 Level and gains +500 Pow for the turn.
[A] CX COMBO When "Napping on an Off-Day as Desired" is placed in your CZ, if you are Level 2 or lower, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn. If you are Level 3 or higher, choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow for the turn.

Magic - Attack | MR/W59-016 T: None

L0
C0

"Magical Girl VS Series?" Holy Mami

[C] All your other "Mami Tomoe" gain +2000 Pow.
[S] RESONANCE [(1) Reveal a "Mami Tomoe" from your hand, Rest this] Look at up to 4 cards from top of your LB and search up to 1 Chara with "Mami" in name, reveal it, put it in your hand, and put the rest in the WR.

Magic - Skill | MR/W59-017 T: None

L0
C0

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Meiyui Chun

[C] If this is in the Front Row Center Slot, this gains +1 Soul.
[A] When this Direct Attacks, this gains +1 Soul for the turn.

Magic - Defense | MR/W59-018 T: None

L0
C0

Sana Futaba

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, draw a card.

Magic - Defense | MR/W59-019 T: None

L0
C0

Sasara Minagi

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Discard a card from your hand to the WR] Choose an "Asuka Tatsuki" in your WR and return it to your hand.

Magic - Defense | MR/W59-020 T: None

L1
C0

Madoka Magia Record Booster Pack

"The Saint Appears" Holy Mami

[C] If you have another "Magical Girl VS Series?" Holy Mami, this gains +3000 Pow.

Magic - Skill | MR/W59-021 T: None

L1
C0

Tsuruno Yui

[C] If there are 2 or fewer cards in your Stock, this cannot attack.
[C] During your turn, this gets -1 Level and gains +500 Pow.

Magic - Magia | MR/W59-022 T: None

L1
C0

Asuka Tatsuki

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

Magic - Balance | MR/W59-023 T: Soul

L1
C1

Memories From the Farm

Choose 1 of your Charas, and that Chara gains +1000 Pow and the following two abilities for the turn. "[C] During battles involving this, your Opp. cannot play BACKUP from hand." "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB."

MR/W59-024 T: None

L1
C1

Friends in the Back Alley

[Counter] Choose 1 of your Charas in battle and return it to your hand, choose a Chara in your Front Row and move it to the Slot the Chara in battle was in as Defending Chara.

MR/W59-025 T: None

L2
C1

How's the Taste?

Choose 1 of your ::Magic:: Charas, and for the turn, that Chara gains +5000 Pow, +1 Soul, and the following ability. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

MR/W59-026 T: None

L3
C1

Strongest at Basketball Too!

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

MR/W59-027 T: Soul Shot

Strongest at Basketball Too!

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

MR/W59-027R T: Soul Shot

Unbalance That Feels Good

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

MR/W59-028 T: Soul Bounce

Napping on an Off-Day as Desired

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

MR/W59-029 T: 2 Soul

After School Invisible Girl

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

MR/W59-030 T: Soul Bounce

Homura, Together We Can

[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, put it in your hand, and shuffle your LB.
[A] At the start of your Climax Phase, if this is in the Front Row, choose 1 of your Charas, and for the turn, that Chara either gains +1 Level or gets -1 Level.

Magic | MR/W59-031 T: None

L0
C0

Homura, Together We Can

[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, put it in your hand, and shuffle your LB.
[A] At the start of your Climax Phase, if this is in the Front Row, choose 1 of your Charas, and for the turn, that Chara either gains +1 Level or gets -1 Level.

Magic | MR/W59-031SP T: None

L0
C0

Madoka, Extended Hand

[C] During your turn, for each of your other ::Magic:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Another Hope" is in your C2, may pay. If so, put that Chara in Clock, and deal 3 Damage to your Opp.. (DC can occur)

Magic | MR/W59-032 T: Soul

L3
C2

Madoka, Extended Hand

[C] During your turn, for each of your other ::Magic:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Another Hope" is in your C2, may pay. If so, put that Chara in Clock, and deal 3 Damage to your Opp.. (DC can occur)

Magic | MR/W59-032SP T: Soul

L3
C2

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Madoka, New Story

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Magic:: Charas.
[A] When the Battle Opp. of this becomes Reversed, put the top card of your LB in the WR. If it's a Chara with the same name as a Chara on your Stage, put that card in your Stock.

Magic - Heal | MR/W59-033 T: None

L1
C0

Madoka, New Story

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Magic:: Charas.
[A] When the Battle Opp. of this becomes Reversed, put the top card of your LB in the WR. If it's a Chara with the same name as a Chara on your Stage, put that card in your Stock.

Magic - Heal | MR/W59-033S T: None

L1
C0

"Promise Sworn to Be Fulfilled" Homura

[C] If you have 2 or more other ::Magic:: Charas, this gains +1000 Pow.
[A] At the start of the Attack Phase, choose a Chara in your Front Row, and if the Levels of all Charas in your Front Row are the same as the Level of that Chara, this gains +1000 Pow and the following ability for the turn. [A] [(1) Put this in the WR] When your other ::Magic:: Chara is Front Attacked, may pay. If so, return that Chara to your hand."

Magic - Skill | MR/W59-034 T: None

L1
C0

Madoka Magia Record Booster Pack

Konoha Shizumi

[A] **CX COMBO** When this attacks, if "The Time We Can't Go Back to" is in the C2, this gains +1000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, from your WR, choose up to 1 'Hazuki Yusa' and up to 1 'Ayame Mikuri' and put them in your Stock in any order."

Magic - Balance | MR/W59-035 T: None

L1
C0

Tsukuyo Amane

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Endless Practice" is in your C2, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and choose a Level 1 or lower Chara in your Opp.'s Back Row. That Chara does not Stand during your Opp.'s next Stand Phase.

Magic - Balance | MR/W59-036 T: None

L1
C0

Madoka, Potential as Magical Girl

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your other ::Magic:: Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Heal | MR/W59-037 T: Soul

L2
C1

Homura, New Story

[C] If "Madoka, New Story" is in your Clock, this gets -1 Level while in your hand.
[C] During Attack Phase, all other Charas cannot move to another Slot.
[C] For each of your other ::Magic:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, look at up to 3 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.

Magic - Support | MR/W59-038 T: Soul

L3
C2

Homura, New Story

[C] If "Madoka, New Story" is in your Clock, this gets -1 Level while in your hand.
[C] During Attack Phase, all other Charas cannot move to another Slot.
[C] For each of your other ::Magic:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, look at up to 3 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.

Magic - Support | MR/W59-038S T: Soul

L3
C2

"Light That Continues to Shine" Madoka

[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 ::Magic:: Chara in your WR and return it to your hand.

Magic - Ability | MR/W59-039 T: None

L0
C0

Nanaka Tokiwa

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on the Stage.

Magic - Balance | MR/W59-040 T: None

L0
C0

Ayame Mikuri

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Attack | MR/W59-041 T: None

L0
C0

"Stance Towards Art" Alina

[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Ability | MR/W59-042 T: Soul

L2
C1

Tsukasa Amane

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to the LB. If so, shuffle that LB, and you may choose a "Tsukuyo Amane" in your Clock and put it in your Stock.

Magic - Magia | MR/W59-043 T: Soul

L2
C1

Natsuki Utsuho

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] Draw a card.

Magic - Support | MR/W59-044 T: None

L0
C0

"What's the Fortune for This Year?" Madoka & Homura

[C] All your other ::Magic:: Charas gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, look at the top card of your LB and put it either on top of the LB or in the WR.

Magic - Ability | MR/W59-045 T: None

L0
C0

Kanoko Yayoi

[C] During your Clock Phase, you may not put a Climax card from your hand in Clock in order to draw cards.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Magic - Attack | MR/W59-046 T: None

L0
C0

Emiri Kisaki

[C] If you have 1 or fewer other Chara, this gains +1500 Pow.

Magic - Support | MR/W59-047 T: None

L0
C0

Kako Natsume

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

Magic - Heal | MR/W59-048 T: None

L1
C0

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Hazuki Yusa

[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage, choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Support | MR/W59-049 T: None

L1
C0

Konomi Haruna

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
[A] When this becomes Reversed in battle, your Opp. may draw a card. If so, your Opp. discards a card from his or her hand to the WR.

Magic - Heal | MR/W59-050 T: None

L1
C0

Hinano Miyako

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[C] This gets -2 Level while on the Stage.

Magic - Support | MR/W59-051 T: Soul

L2
C1

Madoka Magia Record Booster Pack

Madoka's Note

If you are Level 1, choose a ::Magic:: Chara in your WR and return it to your hand.
If you are Level 2, choose 1 of your Opp.'s Charas and return it to hand.
If you are Level 3, choose a ::Magic:: Chara in your Clock and return it to your hand.

MR/W59-052 T: None

L1
C1

I Want to Become One to Protect Her

[Counter] Put the top 2 cards of your LB in the WR. If there are no Climax cards among them, deal 4 Damage to your Opp., and choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to a player." (DC can occur)

MR/W59-053 T: None

L3
C4

Another Hope

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

MR/W59-054 T: Treasure

Another Hope

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

MR/W59-054R T: Treasure

Endless Practice

[A] When this is placed from hand to the CZ, choose up to 2 of your GREEN Charas, and they gain +2000 Pow and +2 Soul for the turn.

MR/W59-055 T: 2 Soul

The Time We Can't Go Back to

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

MR/W59-056 T: Stock

Kyoko, New Story

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Magic - Attack | MR/W59-057 T: None

L0
C0

Kyoko, New Story

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Magic - Attack | MR/W59-057S T: None

L0
C0

Kaede, Rookie Magical Girl

[C] Your other ::Magic:: Chara in the Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

Magic - Magia | MR/W59-058 T: None

L0
C0

Kaede, Rookie Magical Girl

[C] Your other ::Magic:: Chara in the Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

Magic - Magia | MR/W59-058S T: None

L0
C0

Momoko, the Sword Coming Down

[C] All your other ::Magic:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Balance | MR/W59-059 T: None

L0
C0

Momoko, the Sword Coming Down

[C] All your other ::Magic:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Balance | MR/W59-059S T: None

L0
C0

"Coordinated Combination!" Momoko & Kaede & Rena

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Let's Eat Together" is in your CZ, you may put the top card of your LB in your WR. If it's a ::Magic:: Chara, choose a Chara in your WR whose Level is no more than 1 higher than your own Level and put it Rested in any Slot on the Stage.

Magic - Ability | MR/W59-060 T: None

L1
C0

"Coordinated Combination!" Momoko & Kaede & Rena

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Let's Eat Together" is in your CZ, you may put the top card of your LB in your WR. If it's a ::Magic:: Chara, choose a Chara in your WR whose Level is no more than 1 higher than your own Level and put it Rested in any Slot on the Stage.

Magic - Ability | MR/W59-060S T: None

L1
C0

Rena, Confirming Her Feelings

[C] If all your Charas are ::Magic::, this gains +1500 Pow and "[A] **ENCORE** [Discard a card from your hand to the WR]".
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, and choose up to 1 RED Chara in your WR and put it in your Stock.

Magic - Attack | MR/W59-061 T: None

L1
C1

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Rena, Confirming Her Feelings

[C] If all your Charas are ::Magic::, this gains +1500 Pow and "[A] **ENCORE** [Discard a card from your hand to the WR]".
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, and choose up to 1 RED Chara in your WR and put it in your Stock.

Magic - Attack | MR/W59-061S T: None

L1
C1

"Begin a Hunt" Momoko & Kaede & Rena

[C] For each of your other ::Magic:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Discard a RED card from your hand to the WR]

Magic - Skill | MR/W59-062 T: Soul

L2
C1

Ren Isuzu

[C] If this is in the Front Row, all your ::Magic:: Charas gain +1500 Pow.
[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "Here, With You" is in your CZ, may pay. If so, deal X Damage to your Opp.. X = # of cards in your Clock. (DC can occur)

Magic - Magia | MR/W59-063 T: Soul

L3
C2

Madoka Magia Record Booster Pack

Karin Misono

[A] When you use **ACCELERATE**, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Magic - Support | MR/W59-064 T: None

L0
C0

Manaka Kurumi

[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Heal | MR/W59-065 T: None

L0
C0

Kyoko, Pinpoint Breakthrough

[C] During your turn, if you have another "Sayaka, Joining the Battle in an Emergency", this gains +6000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.

Magic - Attack | MR/W59-066 T: Soul

L2
C1

"Unyielding Belief" Kyoko

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] [(6)] When this attacks, may pay. If so, all Charas in your Front Row gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is not Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Magic - Skill | MR/W59-067 T: Soul

L3
C2

Rena, Not Being True to Herself

[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1)] Put this in the WR] Choose a Level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Magic | MR/W59-068 T: None

L0
C0

Momoko, Team's Leader

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Magic:: Charas among those cards.

Magic | MR/W59-069 T: None

L0
C0

Shizuku Hozumi

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.

Magic - Attack | MR/W59-070 T: None

L1
C0

Aimi Eri

[A] At the start of your Attack Phase, choose a Chara in your Front Row, and if the Levels of all Charas in your Front Row are the same as the Level of that Chara, this gains +2000 Pow and the following ability for the turn. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."

Magic - Balance | MR/W59-071 T: None

L1
C0

Kaede, for the Sake of the Members

[C] All your other ::Magic:: Charas gain +500 Pow.
[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic | MR/W59-072 T: Soul

L2
C1

Rika Ayano

[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] When this attacks, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose up to 2 ::Magic:: Charas in your WR and put them in your Stock in any order."

Magic - Magia | MR/W59-073 T: Soul

L2
C2

Beings From Opposite Sides of the Spectrum

All your ::Magic:: Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When this attacks, perform Trigger Check twice during this attack's Trigger Step."

MR/W59-074 T: None

L1
C2

Let's Eat Together

[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.

MR/W59-075 T: 2 Soul

L0
C0

Here, With You

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

MR/W59-076 T: Salvage

L0C0

Yachiyo, Fighting Alongside Allies

[C] If you have 2 or more other ::Magic:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Magical Girls of the Kamihama City" is in your CZ, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | MR/W59-077 T: None

L1C0

Yachiyo, Fighting Alongside Allies

[C] If you have 2 or more other ::Magic:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Magical Girls of the Kamihama City" is in your CZ, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | MR/W59-077SP T: None

L1C0

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Iroha, Guidance Towards the Future

[A] When this is placed from hand to the Stage, you may choose a ::Magic:: Chara in your WR and return it to your hand.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Connections" is in the CZ, may pay. If so, choose 1 of your other Reversed ::Magic:: Charas and Stand it.

Magic | MR/W59-078 T: Soul

L3C2

Iroha, Guidance Towards the Future

[A] When this is placed from hand to the Stage, you may choose a ::Magic:: Chara in your WR and return it to your hand.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Connections" is in the CZ, may pay. If so, choose 1 of your other Reversed ::Magic:: Charas and Stand it.

Magic | MR/W59-078SP T: Soul

L3C2

Sayaka, New Story

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, no player may play **BACKUP** from hand."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Sayaka's Wish" in your WR and return it to your hand.

Magic - Defense | MR/W59-079 T: Soul

L3C2

Madoka Magia Record Booster Pack

Sayaka, New Story

[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, no player may play **BACKUP** from hand."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Sayaka's Wish" in your WR and return it to your hand.

Magic - Defense | MR/W59-079S T: Soul

L3C2

Yachiyo, Preemptive Attack

[C] All your other Level 1 Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Balance | MR/W59-080 T: None

L0C0

"This Path, Without Hesitance" Iroha

[A] When you use the **BACKUP** of this, if you have a ::Magic:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Skill | MR/W59-081 T: None

L1C0

"This Path, Without Hesitance" Iroha

[A] When you use the **BACKUP** of this, if you have a ::Magic:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Skill | MR/W59-081S T: None

L1C0

Iroha, Support Fire

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, choose another Level 2 or lower Chara, and for the turn, that Chara either gains +1 Level or gets -1 Level.

Magic - Heal | MR/W59-082 T: Soul

L2C1

Kazumi

[C] If there's a Marker under this, this gains +1 Level and +4500 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)
[A] **CX COMBO** [(1)] When this attacks, if "It Has a Dramatic Taste!?" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 1 or lower Charas and put it in the WR.

Magic - Attack | MR/W59-083 T: Soul

L2C1

"Past and Future" Yachiyo

[C] If you have 2 or more other ::Magic:: Charas, this gains +1500 Pow and the following ability. "[A] When this is placed from the Stage to the WR, discard a card from your hand to the WR. If so, return this to your hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Skill | MR/W59-084 T: Soul

L3C2

"Past and Future" Yachiyo

[C] If you have 2 or more other ::Magic:: Charas, this gains +1500 Pow and the following ability. "[A] When this is placed from the Stage to the WR, discard a card from your hand to the WR. If so, return this to your hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Skill | MR/W59-084S T: Soul

L3C2

Kirika, Loyalty Towards Oriko

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Magic - Defense | MR/W59-085 T: None

L0C0

Oriko, Persisting Justice

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Magic - Magia | MR/W59-086 T: None

L0C0

"Summer Dress She's Proud of" Yachiyo

[C] If you have no other Charas, this gains +2000 Pow.
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Magic - Ability | MR/W59-087 T: None

L0C0

Iroha, Hope in Her Chest

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.
[A] At the start of the Attack Phase, choose a Chara in your Front Row, and if the Levels of all Charas in your Front Row are the same as the Level of that Chara, this gains +500 Pow and 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."
[A] When this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR.

Magic - Heal | MR/W59-088 T: None

L1C0

Sayaka, Joining the Battle in an Emergency

[A] [Discard a ::Magic:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Kyoko, Pinpoint Breakthrough" in your WR and put it in any Slot on the Stage.

[A] At the start of your Attack Phase, choose a Chara in your Front Row, and if the Levels of all Charas in your Front Row are the same as the Level of that Chara, this gains +4000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Magic - Defense | MR/W59-089 T: Soul

L2C1

Yachiyo, Confronting Magical Girls

[C] This gets -1 Level while on the Stage.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

Magic - Balance | MR/W59-090 T: Soul

L2C1

Yuma, Young Magical Girl

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

[S] [Rest this] Choose 1 of your Charas with "Kyoko" in name, and that Chara gains +1000 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects."

Magic - Heal | MR/W59-091 T: None

L0C0

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"Clear Colors of Summer" Yachiyo & Iroha

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

[S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Magic - Skill | MR/W59-092 T: None

L0C0

Kaoru Maki

[C] If you are Level 2 or higher, this gains the following ability. "[S] [Put this in your Stock] Choose up to 1 'Kazumi' in your hand and put it in the Slot this was in."

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

Magic - Balance | MR/W59-093 T: None

L0C0

Umika Misaki

[A] [Put this in the WR] When your other ::Magic:: Chara becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.

[A] **BOND/"Kazumi"** [Discard a card from your hand to the WR]

Magic - Heal | MR/W59-094 T: None

L0C0

Madoka Magia Record Booster Pack

"For the Sake of the Person Important to Her" Sayaka

[C] If you have other Chara with "Sayaka" in name and other Chara with "Kyoko" in name, this gains +1 Level and +2500 Pow.

(TL Note: A Chara with both "Sayaka" and "Kyoko" in name is sufficient by itself to fulfill the condition of this ability)

Magic - Skill | MR/W59-095 T: None

L1C0

Akira Shinobu

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your ::Magic:: Charas in battle, and that Chara gains +2000 Pow for the turn.

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

Magic - Attack | MR/W59-096 T: Soul

L2C1

Clearly Written Cooking Recipe

Put up to 1 card from top of your Clock in the WR, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

MR/W59-097 T: None

L3C1

Connections

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

MR/W59-098 T: Soul Gate

Connections

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

MR/W59-098R T: Soul Gate

Magical Girls of the Kamihama City

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

MR/W59-099 T: Draw

Magical Girls of the Kamihama City

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

MR/W59-099R T: Draw

It Has a Dramatic Taste!?

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

MR/W59-100 T: 2 Soul

Chibi Tsuruno

[A] This ability activates up to twice per turn. When your other ::Magic:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

Magic - Magia | MR/W59-101 T: None

L0C0

Chibi Felicia

[C] During your turn, this gets -1 Level and gains +1500 Pow.

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

Magic - Attack | MR/W59-102 T: None

L1C1

Chibi Sana

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

[A] When this is placed from hand to the Stage, search your LB for up to 1 YELLOW Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Defense | MR/W59-103 T: Soul

L3C2

Chibi Iroha

[A] At the start of your Attack Phase, if this is in the Front Row, choose 1 of your ::Magic:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Magic - Heal | MR/W59-104 T: None

L0C0

[C] If there are 6 or more cards in your hand, this gains +1500 Pow.

LO
CO

[illegible]
