

**"Flame Toys" Rat**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] [(4)] When this is placed from hand to the Stage, may pay. If so, choose an Opp.'s Front Row Chara whose Level is 3 or lower and put it in the Stock.

*Phantom Thief - Flame | MK/SE09-01 T: Soul*

L2  
C1

**Nero, Doing Great with Toys**  
 [C] If you have 2 or more other ::Detective:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]"  
 [A] [(1)] When "Flying Nero" is placed in your CZ, may pay. If so, this gains "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack the chosen Chara." for the turn.

*Detective - Sweets | MK/SE09-02 T: Soul*

L2  
C2

**Mary & Kate**  
 [A] When this is placed from hand to the Stage, look at the top 2 cards of your Opp.'s LB and put the back in any order.  
 [A] [Discard a ::Sweets:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +4000 Pow for the turn.

*Phantom Thief - Love | MK/SE09-03 T: None*

L0  
C0

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**Stone River, Treasure Robber**  
 [C] For each other of your ::Phantom Thief:: Charas, this gains +500 Pow.

*Phantom Thief - Weapon | MK/SE09-04 T: None*

L0  
C0

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

*Phantom Thief - Flame | MK/SE09-05 T: None*

L0  
C0

**Twenty & Twenty**  
 [A] **BOND** "Self-Loving" Twenty' [(1)]  
 [A] **CHANGE** [(1) Put this in the WR] At the beginning of your Draw Phase, may pay. If so, choose an "Arsene, Bewitching Gaze" in your WR and put it in the Slot this was in.

*Phantom Thief - Narcissist | MK/SE09-06 T: None*

L1  
C0

Milky Holmes: The Phantom Thief Empire Strikes Back Extra Pack

**"Oxidized Silver" Stone River**  
 [A] [Put a card from your hand in Clock] When this is placed from hand to the Stage, may pay. If so, this gains +2500 Pow for the turn, and Opp. may not use **BACKUP** from hand for the turn.  
 [A] **ENCORE** [Discard a Chara from had to the WR]

*Phantom Thief - Weapon | MK/SE09-07 T: None*

L1  
C1

**Nero, Tanned Skin**  
 [A] **ENCORE** [Put the top card of your LB in your Clock]

*Detective - Sweets | MK/SE09-08 T: Soul*

L1  
C2

**"Self-Loving" Twenty**  
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or more, this gains +1000 Pow.  
 [A] **ENCORE** [(1) Put 1 of your "Twenty & Twenty" from Stage to the bottom of your LB]

*Phantom Thief - Narcissist | MK/SE09-09 T: Soul*

L2  
C2

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

*MK/SE09-10 T: 2 Soul*

**Elly, Trembling**  
 [S] [(1)] Choose 1 of your ::Detective:: Charas, and that Chara gains +1500 Pow for the turn.

*Detective - Book | MK/SE09-11 T: Soul*

L2  
C1

**Elly, Embarrassing Swimsuit**  
 [C] If there are 5 or more cards in your Stock, all your other ::Book:: Charas gain +500 Pow.

*Detective - Book | MK/SE09-12 T: None*

L0  
C0

**Sheryl in June**  
 [S] [Rest 2 of your ::Detective:: Charas] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

*Detective - Camera | MK/SE09-13 T: None*

L1  
C0

**Sheryl, Petit Body**  
 [C] All your other ::Detective:: Charas gain "[A] **ENCORE** [(2)]"  
 [A] When this attacks, Rest all of your other Standing Charas.

*Detective - Swimsuit | MK/SE09-14 T: None*

L0  
C0

**Henriette in Yukata**  
 [C] This gains ::Phantom Thief:: while on the Stage.  
 [C] All your other ::Phantom Thief:: gains +500 Pow.  
 [S] [(1)] Choose 1 of your ::Detective:: Charas, and that Chara gains +1000 Pow for the turn.

*Detective - Yukata | MK/SE09-15 T: None*

L0  
C0

**Henriette, Carelessly Overslept**  
 [C] This gains ::Phantom Thief:: while on the Stage.  
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

*Detective - Student Council | MK/SE09-16 T: None*

L1  
C0

**Arsene, Seeking Good Rivals**  
 [A] When you use the **BACKUP** of this, choose 1 of your ::Phantom Thief:: Charas, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

*Phantom Thief - Mask | MK/SE09-17 T: Soul*

L1  
C1

**Cordelia, Tragic Heroine?**  
 [A] [(1) Put a "I Did It" from hand in your Clock] When another of your ::Animal:: or ::Detective:: Charas becomes Reversed in battle, may pay. If so, Rest that Chara, draw up to 2 cards, and this doesn't Stand during your next Stand Phase.  
 [S] [Rest this] Choose 1 of your ::Detective:: Charas, and that Chara gains +2000 Pow for the turn.

*Detective - Sports | MK/SE09-18 T: Soul*

L1  
C1

**Arsene, Charming Phantom Thief**  
 [C] If you have 4 or more Charas with either ::Phantom Thief:: or "Henriette" in the name, this gets -1 Level in your hand.  
 [C] This gains +1000 Pow during your Opp.'s turn.  
 [A] When this attacks, if "Decisive Battle! Phantom Thief VS Detective" is in your CZ, put the top card of your Clock in your WR, and this gains +1500 Pow until the next end of your Opp.'s turn.

*Phantom Thief - Mask | MK/SE09-19 T: Soul*

**L3**  
**C2**

**Cordelia, Cute Swimsuit**  
 [S] [(1)] Draw a card, then discard a card from your hand to the WR.

*Detective - Swimsuit | MK/SE09-20 T: None*

**L0**  
**C0**

**Arsene, Provoking Gaze**  
 --No Text--

*Phantom Thief - Mask | MK/SE09-21 T: None*

**L0**  
**C0**

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**Henriette, Poyoyon's Girl**  
 [C] This gains ::Phantom Thief:: while on the Stage.  
 [C] Chara opposite this gains +1 Soul.  
 [A] During the battle involving this, if the damage you are dealt is canceled, this gains +3000 Pow for the turn.

*Detective - Student Council | MK/SE09-22 T: None*

**L0**  
**C0**

**Arsene, Bewitching Gaze**  
 [A] When "Bewitching Toys" is placed in your CZ, if this is in the Front Row, this gains +3000 Pow for the turn.  
 [A] When "Bewitching Toys" is placed in your CZ, if this is in the Front Row, you may return all cards in your Opp.'s WR to their LB. If so, your Opp. shuffles that LB.

*Phantom Thief - Mask | MK/SE09-23 T: Soul*

**L2**  
**C1**

**Mysterious Shadow**  
 [Counter] Search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, and put it in your hand. Shuffle your LB.

*MK/SE09-24 T: None*

**L1**  
**C1**

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**I Did It**  
 [C] All your Charas gain +2 Soul.

*MK/SE09-25 T: 2 Soul*

**Decisive Battle! Phantom Thief VS Detective**  
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

*MK/SE09-26 T: 2 Soul*

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

*MK/SE09-27 T: Draw*

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