

Seishirou, First Time Feeling
 [C] For each of your other Charas with either **::Weapon::** or **::Daughter::**, 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.

Weapon | NK/W30-001 T: Soul

L3
C2

Seishirou, First Time Feeling
 [C] For each of your other Charas with either **::Weapon::** or **::Daughter::**, 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.

Weapon | NK/W30-001R T: Soul

L3
C2

Chitoge, Maiden's Heart
 [A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)
 [A] When this attacks, if "Diary" is in the CZ, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in your WR, and this gains +1500 Pow until the next end of your Opp.'s turn.

Daughter - Key | NK/W30-002 T: Soul

L3
C2

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Chitoge, Maiden's Heart
 [A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)
 [A] When this attacks, if "Diary" is in the CZ, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in your WR, and this gains +1500 Pow until the next end of your Opp.'s turn.

Daughter - Key | NK/W30-002SP T: Soul

L3
C2

Chitoge, Horrible at Love
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Put a "Pendant of Promise" from your Memory in the WR] Choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

Daughter - Key | NK/W30-003 T: None

L0
C0

Seishirou, Dramatically Changed Looks!?
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Weapon | NK/W30-004 T: None

L0
C0

Nisekoi Booster Pack

Seishirou, Dramatically Changed Looks!?
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Weapon | NK/W30-004S T: None

L0
C0

Chitoge, Weekend Date
 [C] **RECOLLECTION** If "Pendant of Promise" is in your Memory, this gains +2000 Pow.

Daughter - Key | NK/W30-005 T: None

L1
C0

Seishirou in Swimsuits
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Weapon | NK/W30-006 T: None

L1
C0

Chitoge, After A Bath
 [C] If you have 2 or more other **::Key::** Charas, this gains +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Daughter - Key | NK/W30-007 T: None

L1
C1

Chitoge, After A Bath
 [C] If you have 2 or more other **::Key::** Charas, this gains +1000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Daughter - Key | NK/W30-007S T: None

L1
C1

Raku Ichijou
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 **::Key::** Chara, reveal it, put it in your hand, and shuffle your LB.

Key | NK/W30-008 T: None

L0
C0

Chitoge in Yukata
 [C] If you have 1 or fewer other Charas, this gains +1000 Pow and **ENCORE** [Discard a Chara from your hand to the WR].

Daughter - Key | NK/W30-009 T: None

L0
C0

Seishirou, Heart-Thumping
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [S] [Rest this] Choose 1 of your Charas with either **::Weapon::**, **::Daughter::**, and/or **::Animal::**, and that Chara gains +1000 Pow for the turn.

Weapon | NK/W30-010 T: Soul

L2
C1

Chitoge in Swimsuits
 [C] **RECOLLECTION** For each "Pendant of Promise" in your Memory, this gains +1000 Pow.

Daughter - Key | NK/W30-011 T: Soul

L2
C1

Chitoge, Good at Every Sport
 [A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.
 [A] **CHANGE** [(1) Discard a card from hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Chitoge, Maiden's Heart" in your WR and put it in the Slot this was in.

Daughter - Key | NK/W30-012 T: Soul

L2
C2

Raku, Wonderful Darling!?
 [A] When this is placed from hand to the Stage, all your Charas gain +1 Soul for the turn.
 [A] When 1 of your other Charas with either **::Key::** and/or **::Weapon::** attacks, this gains +1000 Pow for the turn.

Animal - Key | NK/W30-013 T: Soul

L3
C2

Chitoge in Youth Days
 [A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
 [A] **BOND/"Seishirou Tsugumi"** [Put the top card of your LB in your Clock]

Daughter - Key | NK/W30-014 T: None

L0
C0

Seishirou, Change of Heart
 [C] During your turn, all your other Charas gain +500 Pow.
 [A] [(1)] When "Hairpin" is placed in your CZ, may pay. If so, choose 1 of your other Charas, and that Chara gains +4000 Pow for the turn.

Weapon | NK/W30-015 T: None

L0
C0

Chitoge, Transfer Student
 --No Text--

Daughter - Key | NK/W30-016 T: None

L0
C0

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

Daughter - Key | NK/W30-017 T: None

L1
C0

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Heroines in Love
 --No Text--

Key - Weapon | NK/W30-018 T: None

L1
C0

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

Weapon | NK/W30-019 T: Soul

L1
C1

Chitoge, Lovers!?
 [A] [(2)] When this attacks, if "Fictitious Love" is in the CZ, may pay. If so, choose up to 2 of your Opp.'s Charas and return them to hand.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Daughter - Key | NK/W30-020 T: Soul

L2
C1

Nisekoi Booster Pack

Claude
 --No Text--

Weapon - Glasses | NK/W30-021 T: Soul

L2
C2

Pendant of Promise
 Search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

NK/W30-022 T: None

L1
C1

Diary
 [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.

NK/W30-023 T: 2 Soul

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

NK/W30-024 T: Soul Bounce

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

NK/W30-025 T: Soul Shot

Seishirou, Maiden's Heart
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [(1)] During your turn, when Damage dealt by this is canceled, may pay. If so, this gains +2500 Pow until the next end of your Opp.'s turn.

Weapon | NK/W30-026 T: Soul

L3
C2

Seishirou, Maiden's Heart
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [(1)] During your turn, when Damage dealt by this is canceled, may pay. If so, this gains +2500 Pow until the next end of your Opp.'s turn.

Weapon | NK/W30-026SP T: Soul

L3
C2

Kosaki, After School Date
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] When this is placed from hand to the Stage, choose 1 of your Standing ::Key:: Charas and Rest it.
 [A] When this attacks, if "Juliet Just for You" is in the CZ, search your LB for up to 2 ::Key:: Charas, reveal them, put them in your hand, and shuffle your LB.

Sweets - Key | NK/W30-027 T: Soul

L3
C2

Kosaki, After School Date
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] When this is placed from hand to the Stage, choose 1 of your Standing ::Key:: Charas and Rest it.
 [A] When this attacks, if "Juliet Just for You" is in the CZ, search your LB for up to 2 ::Key:: Charas, reveal them, put them in your hand, and shuffle your LB.

Sweets - Key | NK/W30-027R T: Soul

L3
C2

Seishirou, Studying about Love
 [A] When this is placed from hand to the Stage, reveal the top card of LB. If it's not a Chara with either ::Weapon:: and/or ::Daughter::, put it in Clock. (Otherwise put it back)

Weapon | NK/W30-028 T: None

L0
C0

Seishirou, Girls' Uniform
 [C] For each of your other Charas with either ::Weapon:: and/or ::Daughter::, this gains +500 Pow.
 [A] [(1)] When this attacks, if "Closed Space" is in the CZ, may pay. If so, search your LB for up to 1 Chara with either ::Weapon:: and/or ::Daughter::, reveal it, put it in your hand, and shuffle your LB.

Weapon | NK/W30-029 T: None

L1
C0

Seishirou, Girls' Uniform
 [C] For each of your other Charas with either ::Weapon:: and/or ::Daughter::, this gains +500 Pow.
 [A] [(1)] When this attacks, if "Closed Space" is in the CZ, may pay. If so, search your LB for up to 1 Chara with either ::Weapon:: and/or ::Daughter::, reveal it, put it in your hand, and shuffle your LB.

Weapon | NK/W30-029S T: None

L1
C0

Kosaki in Swimsuits
 [C] ASSIST All your ::Key:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] RECOLLECTION When the Battle Opp. of this becomes Reversed, if "Pendant of Promise" is in your Memory, you may put the top card of your LB in Stock."

Sweets - Key | NK/W30-030 T: Soul

L1
C1

Kosaki in Swimsuits
 [C] ASSIST All your ::Key:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] RECOLLECTION When the Battle Opp. of this becomes Reversed, if "Pendant of Promise" is in your Memory, you may put the top card of your LB in Stock."

Sweets - Key | NK/W30-030S T: Soul

L1
C1

Kosaki, Exceptional Smile
 [A] CHANGE [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Kosaki, After School Date" in your WR and put it in the Slot this was in.
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Sweets - Key | NK/W30-031 T: Soul

L2
C1

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Seishirou, Date Feeling
 [A] [Put a card from hand in Clock] When this is placed from the Stage to the WR, may pay. If so, choose 1 Chara with either ::Weapon:: and/or ::Daughter:: in your Clock and return it to your hand.
 [A] CHANGE [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Seishirou, Maiden's Heart" in your WR and put it in the Slot this was in.

Weapon | NK/W30-032 T: Soul

L2
C1

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

Sweets - Key | NK/W30-033 T: None

L0
C0

Seishirou, Transfer Student
 [C] All your other Charas gain +500 Pow.
 [S] [(2) Rest this] Search your LB for up to 1 Chara with either ::Weapon:: or ::Daughter::, reveal it, put it in your hand, and shuffle your LB.

Weapon | NK/W30-034 T: None

L1
C0

Nisekoi Booster Pack

Kosaki, Fateful Draw of Lots
 [A] RECOLLECTION When this attacks, if "Pendant of Promise" is in your Memory, this gains +2000 Pow for the turn.
 [A] ENCORE [Put the top card of your LB in your Clock]

Sweets - Key | NK/W30-035 T: None

L1
C0

Seishirou, Talented Hitman
 [A] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Weapon:: and/or ::Daughter::, this gains +2000 Pow for the turn. (Put the revealed card back where it was)
 [A] ENCORE [Discard a Chara from your hand to the WR]

Weapon | NK/W30-036 T: None

L1
C1

Seishirou, Lovesick
 [C] If this is in the Front Row Center Slot, this gains "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [C] All your other Charas gain the following ability. "[C] This cannot Side Attack."

Weapon | NK/W30-037 T: Soul

L2
C2

Seishirou, Not Being True to Self
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in Stock.

Weapon | NK/W30-038 T: None

L0
C0

Seishirou in Youth Days
 [A] BOND/"Chitoge, Good at Every Sport" [(1)]

Weapon | NK/W30-039 T: None

L0
C0

Kosaki in Yukata
 [A] When this attacks, if there are 5 or more cards in your hand, choose 1 of your ::Key:: Charas, and that Chara gains +1500 Pow for the turn.

Sweets - Key | NK/W30-040 T: None

L0
C0

Seishirou in Yukata
 --No Text--

Weapon | NK/W30-041 T: None

L0
C0

Raku, Kind And Thoughtful
 [S] [Counter] BACKUP 1500, Level 1 [Discard this card from your hand to the WR]

Animal - Key | NK/W30-042 T: None

L1
C0

Kosaki, Gentle Smile
 --No Text--

Sweets - Key | NK/W30-043 T: None

L1
C0

Seishirou, Shocking Truth
 [A] [Discard a Chara from hand to the WR] When this attacks, if "Large Back" is in the CZ, may pay. If so, for the turn, this gains +2000 Pow and the following ability. "[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Weapon | NK/W30-044 T: Soul

L2
C1

Kosaki, Emotion Overloading
 [A] When your GREEN Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Sweets - Key | NK/W30-045 T: Soul

L2
C1

Pendant of Promise
 If you have no ::Key:: Charas, you cannot play this from your hand.
 Choose 1 of your Charas, and that Chara gains +3500 Pow until the next end of your Opp.'s turn. Send this to Memory.

NK/W30-046 T: None

L1
C1

Poker Face!?
Search your LB for up to 2 Charas with either ::Sweets:: and/or ::Animal::, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB.

NK/W30-047 T: None

L2
C1

Large Back
[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.

NK/W30-048 T: 2 Soul

"Closed Space"
[C] All your Charas gain +2 Soul.

NK/W30-049 T: 2 Soul

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Juliet Just for You
[C] All your Charas gain +1000 Pow and +1 Soul.

NK/W30-050 T: Treasure

Chitoge, Deepened Friendship
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [(1) Rest 2 of your Charas] For the turn, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."
Daughter - Key | NK/W30-051 T: Soul

L3
C2

Chitoge, Deepened Friendship
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [(1) Rest 2 of your Charas] For the turn, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."
Daughter - Key | NK/W30-051R T: Soul

L3
C2

Nisekoi Booster Pack

Marika, Maiden's Heart
[A] RECOLLECTION When this attacks, if there are 2 or more "Pendant of Promise" in your Memory, you may deal 1 Damage to your Opp., (DC can occur)
[A] [(2) Discard 3 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Key:: Charas, may pay. If so, Stand this.
Police - Key | NK/W30-052 T: Soul

L3
C2

Marika, Maiden's Heart
[A] RECOLLECTION When this attacks, if there are 2 or more "Pendant of Promise" in your Memory, you may deal 1 Damage to your Opp., (DC can occur)
[A] [(2) Discard 3 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Key:: Charas, may pay. If so, Stand this.
Police - Key | NK/W30-052SP T: Soul

L3
C2

Chitoge, Surprising Side
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.
Daughter - Key | NK/W30-053 T: None

L0
C0

Marika, Active Girl
[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] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 ::Key:: Chara in your WR and return it to your hand.
Police - Key | NK/W30-054 T: None

L0
C0

Chitoge as Juliet
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [(2)] When "Juliet in Love" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 1 or lower Chara with either ::Key:: and/or ::Weapon:: and put it in any Slot on the Stage, then shuffle your LB.
Daughter - Key | NK/W30-055 T: None

L1
C0

Chitoge as Juliet
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [(2)] When "Juliet in Love" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 1 or lower Chara with either ::Key:: and/or ::Weapon:: and put it in any Slot on the Stage, then shuffle your LB.
Daughter - Key | NK/W30-055S T: None

L1
C0

Marika, Loving Carnage
[A] When the Battle Opp. of this becomes Reversed, if "Feelings of 10 Years" is in your CZ, you may choose 1 Chara in your WR and return it to your hand.
Police - Key | NK/W30-056 T: None

L1
C0

Marika, Loving Carnage
[A] When the Battle Opp. of this becomes Reversed, if "Feelings of 10 Years" is in your CZ, you may choose 1 Chara in your WR and return it to your hand.
Police - Key | NK/W30-056S T: None

L1
C0

Marika, Daughter of the Police Chief
[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[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 ::Key:: Chara in your WR and return it to your hand.
Police - Key | NK/W30-057 T: Soul

L2
C1

Chitoge, First Love
[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Charas with either ::Key:: and/or ::Weapon::, and that Chara gains +2000 Pow for the turn.
Daughter - Key | NK/W30-058 T: None

L0
C0

Marika, Tilting Her Head
[C] RECOLLECTION If "Pendant of Promise" is in your Memory, this gains the following ability. "[A] When this becomes Reversed in Battle, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Key:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
Police - Key | NK/W30-059 T: None

L1
C0

Chitoge, Words of Promise
[C] All your other ::Key:: Charas gain +500 Pow.
[C] RECOLLECTION If there are 2 or more "Pendant of Promise" in your Memory, this gains "[C] ASSIST All your Charas in front of this gain +500 Pow."
Daughter - Key | NK/W30-060 T: None

L1
C0

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

Police - Key | NK/W30-061 T: None

L1
C0

Marika, Promise of Date
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Key:: Charas.
 [A] [(1)] When this attacks, if "Ad Lib" is in the CZ, may pay. If so, choose 1 of your ::Key:: Charas, and for the turn, that Chara gains +500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Police - Key | NK/W30-062 T: Soul

L2
C1

Marika in Yukata
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] Choose 1 of your ::Key:: Charas, and that Chara gains +500 Pow for the turn.

Police - Key | NK/W30-063 T: None

L0
C0

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Marika, Throwing A Tantrum
 --No Text--

Police - Key | NK/W30-064 T: None

L0
C0

Marika, Long-Awaited Reunion
 [A] **CHANGE** [(2)] Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Marika, Raku's Fiancee" in your WR and put it in the Slot this was in.

Police - Key | NK/W30-065 T: None

L1
C1

Raku, Acting Like Lover
 --No Text--

Animal - Key | NK/W30-066 T: None

L1
C1

Nisekoi Booster Pack

Marika, Transfer Student
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Police - Key | NK/W30-067 T: None

L1
C1

Chitoge as Ghost
 [A] [(2)] Put a Chara from your Stage in 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 your Opp. and put it in the WR.
 [S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Daughter - Key | NK/W30-068 T: Soul

L2
C1

Chitoge, Not Understanding What Happened
 [A] When your other Chara with either ::Key:: and/or ::Weapon:: attacks, this gains +1000 Pow for the turn.
 [A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either ::Key:: and/or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.

Daughter - Key | NK/W30-069 T: Soul

L2
C1

Marika, Raku's Fiancee
 [A] [Discard a Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Police - Key | NK/W30-070 T: Soul

L2
C2

Pendant of Promise
 Rest 2 of your Standing Charas. If you Rest 2 Charas this way, choose up to 2 ::Key:: Charas in your WR and return them to your hand, and discard a card from your hand to the WR. Send this to Memory.

NK/W30-071 T: None

L1
C1

For You...
 Deal 5 Damage to your Opp.. (DC can occur)

NK/W30-072 T: None

L3
C3

Feelings of 10 Years
 [C] All your Charas gain +1000 Pow and +1 Soul.

NK/W30-073 T: Salvage

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

NK/W30-074 T: 2 Soul

Juliet in Love
 [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.

NK/W30-075 T: 2 Soul

Kosaki, Maiden's Heart
 [C] **RECOLLECTION** If there are 2 or more "Pendant of Promise" in your Memory, this gets +1 Level while in your hand.
 [C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sweets - Key | NK/W30-076 T: Soul

L3
C2

Kosaki, Maiden's Heart
 [C] **RECOLLECTION** If there are 2 or more "Pendant of Promise" in your Memory, this gets +1 Level while in your hand.
 [C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sweets - Key | NK/W30-076SP T: Soul

L3
C2

Marika, Fierce Attack
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When this attacks, if "Exchanged Promise" is in the CZ, draw up to 2 cards, discard 2 cards from your hand to the WR, and until the next end of your Opp.'s turn, this gains the following ability. "[C] Chara Opposite this gets -1 Soul."

Police - Key | NK/W30-077 T: Soul

L3
C2

Marika, Fierce Attack

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "Exchanged Promise" is in the CZ, draw up to 2 cards, discard 2 cards from your hand to the WR, and until the next end of your Opp.'s turn, this gains the following ability. "[C] Chara Opposite this gets -1 Soul."

Police - Key | NK/W30-077R T: Soul

L3
C2

Marika in Swimsuits

[A] When this attacks, choose 1 of your other ::Key:: Charas, and that Chara gains +1000 Pow for the turn.
[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 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Police - Key | NK/W30-078 T: None

L0
C0

Marika in Swimsuits

[A] When this attacks, choose 1 of your other ::Key:: Charas, and that Chara gains +1000 Pow for the turn.
[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 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Police - Key | NK/W30-078S T: None

L0
C0

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Marika, Straightforward Feelings

[A] [(3)] 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 1000, Level 1** [Discard this card from your hand to the WR]

Police - Key | NK/W30-079 T: None

L1
C0

Kosaki, First Visit

[C] For each of your other Charas with either ::Key:: and/or ::Sports::, this gains +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Sweets - Key | NK/W30-080 T: None

L1
C0

Kosaki, Angel in White Clothing

[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 your LB. If so, shuffle your LB, and draw up to 1 card.
[S] [Rest 2 of your ::Key:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Sweets - Key | NK/W30-081 T: Soul

L2
C1

Nisekoi Booster Pack

Kosaki, Angel in White Clothing

[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 your LB. If so, shuffle your LB, and draw up to 1 card.
[S] [Rest 2 of your ::Key:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Sweets - Key | NK/W30-081S T: Soul

L2
C1

Ruri, Girl With Glasses

[C] For each of your other Charas with either ::Sweets:: and/or ::Sports::, this gains +500 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Glasses - Sports | NK/W30-082 T: Soul

L2
C1

Ruri, Girl With Glasses

[C] For each of your other Charas with either ::Sweets:: and/or ::Sports::, this gains +500 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Glasses - Sports | NK/W30-082R T: Soul

L2
C1

Ruri, Kosaki's Dear Friend

[A] **BOND/"Kosaki, First Visit"** [(1)]
[S] [Rest this] Choose 1 of your Charas with "Kosaki" in name, and that Chara gains +500 Pow for the turn.

Glasses - Sports | NK/W30-083 T: None

L0
C0

Raku Being Similar

[C] All your other ::Key:: Charas gain +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Pendant of Promise" in your WR and return it to your hand.

Animal - Key | NK/W30-084 T: None

L0
C0

Marika, Mischievous Kiss

[C] If you have no other Charas, this gains +2000 Pow.
[S] [(1)] Draw a card, and discard a card from your hand to the WR.

Police - Key | NK/W30-085 T: None

L0
C0

Kosaki, Progression of the Two

[A] At the start of your Encore Step, if "..... Lied....." is in the CZ, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Kosaki, Progression of the Two" in your Memory and put it in any Slot on the Stage, and for the turn, that Chara gains +3500 Pow.

Sweets - Key | NK/W30-086 T: None

L1
C0

Kosaki, Tilting Head

[C] If there are 4 or more cards in your Stock, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Sweets - Key | NK/W30-087 T: None

L1
C1

Kosaki, Fictitious Love!?

[C] All your other Charas with either ::Key:: and/or ::Sports:: gain +1000 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas with either ::Key:: and/or ::Sports::, and that Chara gains +1000 Pow for the turn.

Sweets - Key | NK/W30-088 T: Soul

L2
C1

Kosaki, Kind Look From the Side

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

Sweets - Key | NK/W30-089 T: None

L0
C0

Shuu, Frivolous

[A] **BOND/"Raku, Wonderful Darling!?"** [Put the top card of your LB in your Clock]

Glasses | NK/W30-090 T: None

L0
C0

Kosaki, At the Secret Place

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +2000 Pow.
[A] **RECOLLECTION** [(1)] When this is placed from hand to the Stage, if there are 2 or more "Pendant of Promise" in your Memory, may pay. If so, search your LB for up to 1 ::Key:: Chara, reveal it, put it in your hand, and shuffle your LB.

Sweets - Key | NK/W30-091 T: None

L0
C0

Kosaki, Denying
--No Text--

Sweets - Key | NK/W30-092 T: None

L0
C0

Raku, Love Triangle?
--No Text--

- Key | NK/W30-093 T: None

L1
C0

Ruri in Swimsuits
--No Text--

Glasses - Sports | NK/W30-094 T: None

L1
C1

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Kosaki, Mild Personality
[A] When this attacks, if "Promise of a Day Long Gone" is in the CZ, choose up to 1 "Pendant of Promise" in your WR and Send it to Memory, and this gains +2000 Pow until the next end of your Opp.'s turn.

Sweets - Key | NK/W30-095 T: Soul

L2
C1

Marika Tachibana
--No Text--

Police - Key | NK/W30-096 T: Soul

L2
C2

Pendant of Promise
[Counter] Choose 1 of your ::Key:: Charas, and that Chara gains +3000 Pow for the turn. Send this to Memory.

NK/W30-097 T: None

L1
C1

Nisekoi Booster Pack

I..... Lied.....
[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.

NK/W30-098 T: 2 Soul

Promise of a Day Long Gone
[C] All your Charas gain +2 Soul.

NK/W30-099 T: 2 Soul

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

NK/W30-100 T: Soul Gate

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