

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

[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, draw up to 1 card.

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

[A] When this is placed from hand to the stage, choose 1 of your  
 ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] When this attacks, reveal the top card of your LB. If it's an  
 ::Adolescence:: Chara, put it in your hand and discard a card from your  
 hand to the WR. (Otherwise put it back where it was)

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

[A] When this is placed from hand to the stage, choose 1 of your  
 ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] When this attacks, reveal the top card of your LB. If it's an  
 ::Adolescence:: Chara, put it in your hand and discard a card from your  
 hand to the WR. (Otherwise put it back where it was)

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

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

$$\frac{L_0}{C_0}$$

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

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

[A] When your other **Adolescence**: Chara attacks, this gains +1500 Pow for the turn.

$$\frac{L1}{C0}$$

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

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

[C] For each of your other ::Adolescence:: Charas, this gains +500 Pow.

**L1**  
**C1**

[C] For each of your other ::Adolescence:: Charas, this gains +500 Pow.

L3  
C2

[C] For each of your other ::Adolescence:: 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 your WR.

L3  
C2

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

1-

[C] All your Charas gain +2 Soul.

1-

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

[S] [Rest this] Choose 1 of your ::Adolescence:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

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

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

LO  
CO

[C] All your other "Mai Sakurajima, Unexpected Response" gain +2000 Pow.

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

[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, look at up to 3 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

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

[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, look at up to 3 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

$$\frac{LO}{CO}$$

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

[A] When this becomes Reversed in Battle, if the Battle Opp. of this is Level 1 or lower, you may Reverse that Chara.

$$\frac{L1}{C0}$$

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

[A] When this becomes Reversed in Battle, if the Battle Opp. of this is Level 1 or lower, you may Reverse that Chara.

$$\frac{L1}{C0}$$

[A] **CX COMBO** [(1)] When this attacks, if "True and True" is in the CZ, may pay. If so, all your other Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your Charas from the WR and return it to your hand."

L1  
C0

[C] **ASSIST** All your Charas in front of this gains +1000 Pow.  
[S] [(2) Rest this] Search your LB for up to 1  
:Adolescence:: Chara, reveal it, put it in your  
hand, and shuffle your LB.

L2
C1

L2  
C1

L2  
C2

**L3**  
**C2**

L3  
C2

**L1**  
**C0**

