

Snow Rabbit

[A] [(1) Put the top card of your LB into Clock, put this in Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 ::Memory Snow:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Memory Snow | RZ/S68-001 T: None

L0

C0

Petra, Aim for New York?

[A] At the beginning of your Attack Phase, choose 1 of your YELLOW Charas, and that Chara gains +500 Pow 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, search your LB for up to 1 ::Memory Snow:: Chara, show it to your Opp., put it in your hand, and Shuffle your LB.

Memory Snow | RZ/S68-002 T: None

L0

C0

Snow Rabbit and Petra

[A] When this is placed from hand to the Stage, you may choose 1 card in your Level, and either 1 "Petra, Aim for New York?" or "Petra, Delicious Treats" in your WR, and Swap them.
[A] **RECOLLECTION** [Put a card from hand to Stock] When this is placed from hand to the Stage, if "Snow Rabbit" is in your Memory, may pay. is so, this gains +2500 Pow for the turn.

Memory Snow | RZ/S68-003 T: None

L1

C0

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Snow Rabbit and Petra

[A] When this is placed from hand to the Stage, you may choose 1 card in your Level, and either 1 "Petra, Aim for New York?" or "Petra, Delicious Treats" in your WR, and Swap them.
[A] **RECOLLECTION** [Put a card from hand to Stock] When this is placed from hand to the Stage, if "Snow Rabbit" is in your Memory, may pay. is so, this gains +2500 Pow for the turn.

Memory Snow | RZ/S68-003S T: None

L1

C0

"Memory Snow" Subaru

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "YUKI-USAGI, Flying Assault-Type Heavy FirePow Battle Weapon" in your WR and return it to hand.
[A] **RECOLLECTION** When this attacks, if you have 4 or more "Snow Rabbit" in Memory, choose 1 Chara, and for the turn that Chara gains +3000 Pow and +1 Soul.

Magic - Memory Snow | RZ/S68-004 T: Soul

L3

C2

"Memory Snow" Subaru

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "YUKI-USAGI, Flying Assault-Type Heavy FirePow Battle Weapon" in your WR and return it to hand.
[A] **RECOLLECTION** When this attacks, if you have 4 or more "Snow Rabbit" in Memory, choose 1 Chara, and for the turn that Chara gains +3000 Pow and +1 Soul.

Magic - Memory Snow | RZ/S68-004SP T: Soul

L3

C2

Re:Zero Memory Snow Booster Pack

Dain, Aim for New York?

[A] When this attacks, choose 1 of your other ::Memory Snow:: Charas, and that Chara gains +X Pow for the turn. X equals the number of your other ::Memory Snow:: Charas times 500.

Memory Snow | RZ/S68-005 T: None

L1

C0

Lucas, Aim for New York?

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

Memory Snow | RZ/S68-006 T: Soul

L2

C1

Petra, Girl of Irlam Village

[C] **EXPERIENCE** If "Petra, Aim for New York?" and "Petra, Delicious Treats" are in your Level, this gets -1 Level in hand.
[A] CX COMBO If "Out-of-Season 'Snow Festival'" is in your CZ and this is in your Front Row, until the next end of your Opp.'s turn this gains the following ability. "At the beginning of the Attack Phase, choose up to 2 Level 0 or lower ::Memory Snow:: Charas in your WR, place them to separate Slots on the Stage, and you may put the top card of your LB into the WR. If that card is a ::Memory Snow:: Chara or "YUKI-USAGI, Flying Assault-Type Heavy FirePow Battle Weapon", choose 1 of your other Level 0 or lower Charas, and for the turn that Chara gains +9000 Pow and +1 Soul."

Memory Snow | RZ/S68-007 T: Soul

L3

C2

Petra, Delicious Treats

[C] If you are Level 3 or higher, Chara Opposite this gets -1 Soul.
[A] At the beginning of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If that card is a ::Memory Snow:: Chara or "YUKI-USAGI, Flying Assault-Type Heavy FirePow Battle Weapon", you may move this to an empty Slot in your Front Row.

Memory Snow | RZ/S68-008 T: None

L0

C0

Mild, Aim for New York?

[C] If you do not have another ::Memory Snow:: Chara, this does not Stand during your Stand Phase.
[C] This cannot Side Attack.

Memory Snow | RZ/S68-009 T: None

L0

C0

Subaru, Different World Style? Agitation

[C] If you have 2 or more other ::Memory Snow:: Charas, this gains +1 Level and +3500 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or less chards in your Memory, you may choose 1 "Snow Rabbit" in your WR and send it to Memory.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "The First Tiki Tiki Snow Festival" is in you CZ, search your LB for up to 1 YELLOW Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Magic - Memory Snow | RZ/S68-010 T: None

L1

C0

YUKI-USAGI, Flying Assault-Type Heavy Firepower Battle
RECOLLECTION If you do not have a ::Memory Snow:: Chara, you may not play this from hand.
If you have 3 or more "Snow Rabbit" in your Memory, deal 2 Damage to your Opp., and put up to 1 card from the top of your Clock to the WR. (DC can occur)

RZ/S68-011 T: None

L3

C3

The First Tiki Tiki Snow Festival

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

RZ/S68-012 T: Soul Bounce

Out-of-Season Snow Festival

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

RZ/S68-013 T: Soul Shot

Out-of-Season Snow Festival

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

RZ/S68-013R T: Soul Shot

"Memory Snow" Ram & Rem

[A] When this is placed from hand to the Stage, reveal up to 3 cards from the top your LB. If 1 or more cards are revealed in this manner, choose up to 1 ::Memory Snow:: Chara from among them, put it in your hand, put the remainder of those cards in the WR, choose 1 card in your hand and discard it to the WR.

Magic - Memory Snow | RZ/S68-014 T: None

L0

C0

"Memory Snow" Ram & Rem

[A] When this is placed from hand to the Stage, reveal up to 3 cards from the top your LB. If 1 or more cards are revealed in this manner, choose up to 1 ::Memory Snow:: Chara from among them, put it in your hand, put the remainder of those cards in the WR, choose 1 card in your hand and discard it to the WR.

Magic - Memory Snow | RZ/S68-014S T: None

L0

C0

Perspective of the Gods, Ram

[C] **RECOLLECTION** If "Rem, Leave Everything to Me" is in your Memory, this gains +2000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Daily Work" is in your CZ, choose up to 1 of your ::Memory Snow:: Charas, return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Memory Snow | RZ/S68-015 T: None

L1
C0

Perspective of the Gods, Ram

[C] **RECOLLECTION** If "Rem, Leave Everything to Me" is in your Memory, this gains +2000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Daily Work" is in your CZ, choose up to 1 of your ::Memory Snow:: Charas, return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Memory Snow | RZ/S68-015SP T: None

L1
C0

"Memory Snow" Beatrice

[C] All of your other ::Memory Snow:: Charas set +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order

Magic - Memory Snow | RZ/S68-016 T: Soul

L3
C2

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"Memory Snow" Beatrice

[C] All of your other ::Memory Snow:: Charas set +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order

Magic - Memory Snow | RZ/S68-016SP T: Soul

L3
C2

Ram, Heavy Drinker

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, you may take the top card of your Clock and put it in the WR.
[A] **RECOLLECTION** When this card attacks, if you have 2 or more "Rem, Leave Everything to Me" in Memory, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow and +1 Soul.

Magic - Memory Snow | RZ/S68-017 T: Soul

L3
C2

Ram, Heavy Drinker

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, you may take the top card of your Clock and put it in the WR.
[A] **RECOLLECTION** When this card attacks, if you have 2 or more "Rem, Leave Everything to Me" in Memory, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow and +1 Soul.

Magic - Memory Snow | RZ/S68-017S T: Soul

L3
C2

Re:Zero Memory Snow Booster Pack

Beatrice, Working Hard on Their Own

[A] When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Memory Snow:: Charas, you may send this to Memory. At the beginning of your next Draw Phase, choose 1 "Beatrice, Working Hard on Their Own" in your Memory, place it to any Slot on your Stage, choose 1 of your other Charas, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow.

Magic - Memory Snow | RZ/S68-018 T: None

L0
C0

Beatrice, Working Hard on Their Own

[A] When the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Memory Snow:: Charas, you may send this to Memory. At the beginning of your next Draw Phase, choose 1 "Beatrice, Working Hard on Their Own" in your Memory, place it to any Slot on your Stage, choose 1 of your other Charas, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow.

Magic - Memory Snow | RZ/S68-018S T: None

L0
C0

Ram, Weak against Cold

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Memory Snow:: Chara, you may move this to an empty Slot in the Front Row.

Magic - Memory Snow | RZ/S68-019 T: None

L0
C0

Ram, Weak against Cold

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Memory Snow:: Chara, you may move this to an empty Slot in the Front Row.

Magic - Memory Snow | RZ/S68-019S T: None

L0
C0

Ram, Holding her Breath

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Magic - Memory Snow | RZ/S68-020 T: None

L0
C0

Ram, Unexpectedly Low Rating

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

Magic - Memory Snow | RZ/S68-021 T: None

L0
C0

Ram, Unexpectedly Low Rating

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

Magic - Memory Snow | RZ/S68-021S T: None

L0
C0

Ram, Fun Banquet

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Participating in the Snow Festival" is in your CZ, may pay. If so, search your LB for up to 1 Chara with a **RECOLLECTION** ability, show it to your Opp., put it in your hand, and shuffle your LB.

Magic - Memory Snow | RZ/S68-022 T: Soul

L2
C1

Subaru, Glittering Night Sky

[C] For each of your other ::Memory Snow:: Charas, this gains +500 Pow.
[A] **RECOLLECTION** When this is placed from hand to the Stage, if you have 2 or more "Rem, Leave Everything to Me" in Memory, Choose 1 of your Charas, and for the turn that Chara gains +3000 Pow.

Magic - Memory Snow | RZ/S68-023 T: Soul

L2
C1

Beatrice, Are you Truly Happy?

[C] For each of your other ::Memory Snow:: Charas, this gains +500 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Participating in the Snow Festival" is in your CZ, may pay. If so, choose a Chara in your WR whose Level is 1 + your Level or less and place it Rested to any Slot on your Stage, and for the turn this Chara gains +2000 Pow.

Magic - Memory Snow | RZ/S68-024 T: Soul

L2
C1

Beatrice, Are you Truly Happy?

[C] For each of your other ::Memory Snow:: Charas, this gains +500 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Participating in the Snow Festival" is in your CZ, may pay. If so, choose a Chara in your WR whose Level is 1 + your Level or less and place it Rested to any Slot on your Stage, and for the turn this Chara gains +2000 Pow.

Magic - Memory Snow | RZ/S68-024S T: Soul

L2
C1

Ram, Super Artist

[C] If you have another "Wonderful Subawaal Statue", this gains +2000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Rem, Ideal Fusion" in your WR and place it to any Slot on your Stage.
[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "Look of Expectation" is in your CZ and you have 4 or more other ::Memory Snow:: Charas, may pay. If so, deal 3 Damage to your Opp. (DC can occur)

Magic - Memory Snow | RZ/S68-025 T: Soul

L3
C2

Ram, Super Artist

[C] If you have another "Wonderful Subawaal Statue", this gains +2000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Rem, Ideal Fusion" in your WR and place it to any Slot on your Stage.
[A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Look of Expectation" is in your CZ and you have 4 or more other ::Memory Snow:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Magic - Memory Snow | RZ/S68-025S T: Soul

L3
C2

Wonderful Subawaal Statue

[C] This card cannot attack.
[C] If all of your Charas are ::Memory Snow::, this card gains +1000 Pow and cannot be chosen as the target of your Opp.'s effects.
[A] When this is placed from hand to the Stage or via MERGE to the Stage, you may put the top card of your Clock in the WR.
[A] At the beginning of your Encore Step, if this is Standing in your Front Row, reveal the top card of your LB, place it in Stock, and deal X Damage to your Opp.. X equals the number of Soul Trigger Icons on that card + 2. (DC can occur)

Ideal - Memory Snow | RZ/S68-026 T: Soul

L3
C2

Wonderful Subawaal Statue

[C] This card cannot attack.
[C] If all of your Charas are ::Memory Snow::, this card gains +1000 Pow and cannot be chosen as the target of your Opp.'s effects.
[A] When this is placed from hand to the Stage or via MERGE to the Stage, you may put the top card of your Clock in the WR.
[A] At the beginning of your Encore Step, if this is Standing in your Front Row, reveal the top card of your LB, place it in Stock, and deal X Damage to your Opp.. X equals the number of Soul Trigger Icons on that card + 2. (DC can occur)

Ideal - Memory Snow | RZ/S68-026S T: Soul

L3
C2

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Beatrice, Chilly Surprise Attack

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Magic - Memory Snow | RZ/S68-027 T: None

L0
C0

Beatrice, Provocative Countermeasure Policy Meeting

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Memory Snow:: Chara in your WR and return it to your hand.

Magic - Memory Snow | RZ/S68-028 T: None

L0
C0

Roswaal, Faint Signs

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

Magic - Memory Snow | RZ/S68-029 T: None

L0
C0

Re:Zero Memory Snow Booster Pack

Subaru, My Presents!

[C] All your other ::Memory Snow:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, Choose 1 of your Charas, and for the turn that Chara gains Level +1.

Magic - Memory Snow | RZ/S68-030 T: None

L0
C0

Ram, Dull Gaze

[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] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.

Magic - Memory Snow | RZ/S68-031 T: None

L0
C0

Beatrice, It's Cold After All

[C] All your other ::Memory Snow:: Charas gain +500 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Magic - Memory Snow | RZ/S68-032 T: None

L1
C0

Ram, More Bitter Than Usual

[C] If all your Charas are ::Memory Snow::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your ::Memory Snow:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Memory Snow | RZ/S68-033 T: None

L1
C0

Roswaal, Evening Drink

[C] During your turn, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Magic - Memory Snow | RZ/S68-034 T: None

L1
C1

Ram, One Memorable Day

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, you may choose a "Rem, Leave Everything to Me" in your WR and send it to Memory.

Magic - Memory Snow | RZ/S68-035 T: None

L1
C1

"Memory Snow" Roswaal

[A] When this is placed from hand to the Stage, choose up to 2 "Wonderful Subawaal Statue" in your WR and put them on the bottom of your LB in any order.
[S] MERGE [Put a "Subaru, My Presents!" from your Stage face-up under this as Marker] Search your LB for up to 1 "Wonderful Subawaal Statue", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Wonderful Subawaal Statue" as Markers in any order, and shuffle your LB.

Magic - Memory Snow | RZ/S68-036 T: Soul

L2
C1

Ram, Gladly Spitting Poison

[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] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Magic - Memory Snow | RZ/S68-037 T: Soul

L2
C1

Ram, Caretaker of the Drunk

[A] This ability activates up to once per turn. When your other "Rem, Drunk" is placed from hand to the Stage, you may put the top card of your LB in your Stock.
[A] BOND/"Rem, Drunk" [Discard a card from your hand to the WR]

Magic - Memory Snow | RZ/S68-038 T: None

L0
C0

Beatrice, Busy

[C] ASSIST All your Charas in front of this gain +500 Pow.
[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.

Magic - Memory Snow | RZ/S68-039 T: None

L0
C0

Subaru, Abnormal Weather?

[A] [(1)] When this becomes Reversed in battle, may pay. If so, choose a "Peaceful Welcome" in your WR and return it to hand.

Magic - Memory Snow | RZ/S68-040 T: None

L0
C0

Beatrice, Corner of the Banquet

[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 "One Day that Wasn't Bad" is in your CZ, choose up to 1 ::Memory Snow:: Chara in your WR, return it to your hand, choose 1 of your Charas, and for the turn that Chara gains +1 Level.

Magic - Memory Snow | RZ/S68-041 T: None

L0
C0

Roswaal, Jurist
[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 ::Memory Snow:: Chara in your WR and return it to your hand, choose 1 of your other ::Memory Snow:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Memory Snow | RZ/S68-042 T: None

L0
C0

Ram, Slightly Unusual
--No Text--

Magic - Memory Snow | RZ/S68-043 T: None

L0
C0

Ram, Precious Liquor
[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Memory Snow:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Memory Snow | RZ/S68-044 T: Soul

L1
C1

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Beatrice, Onlooking with Cheek Cane
--No Text--

Magic - Memory Snow | RZ/S68-045 T: None

L1
C1

Beatrice, Naughty Falling-Down Drunk
[A] When your other ::Memory Snow:: Chara attacks, this gains +2000 Pow for the turn.
[A] **ENCORE** [Discard a ::Memory Snow:: Chara from your hand to the WR]

Magic - Memory Snow | RZ/S68-046 T: Soul

L2
C1

Roswaal, Strong Enemy (Ruby: Friend)
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[S] [(1) Put a "Puck, Great Spirit Attack" from Stage to the WR, put this in the WR] All players put all their Front Row Center Charas in the WR. Until the next end of your Opp's turn, Players may not place cards to Front Row Center Slot, and cannot choose that Slot. (The Slot cannot be chosen for playing, moving to, or effects)

Magic - Memory Snow | RZ/S68-047 T: Soul

L2
C2

Re:Zero Memory Snow Booster Pack

Peaceful Welcome
Choose 1 of your Opp's Charas, and that Chara gets -2000 Pow for the turn.

RZ/S68-048 T: None

L2
C0

Daily Work
[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.

RZ/S68-049 T: 2 Soul

Daily Work
[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.

RZ/S68-049R T: 2 Soul

Participating in the Snow Festival!
[C] All your Charas gain +1000 Pow and +1 Soul.

RZ/S68-050 T: Salvage

Participating in the Snow Festival!
[C] All your Charas gain +1000 Pow and +1 Soul.

RZ/S68-050R T: Salvage

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

RZ/S68-051 T: Salvage

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

RZ/S68-051R T: Salvage

One Day that Wasn't Bad
[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.

RZ/S68-052 T: 2 Soul

Emilia, Secret Garden
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[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, search your LB for up to 1 ::Memory Snow:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Memory Snow | RZ/S68-053 T: None

L0
C0

Emilia, Secret Garden
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[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, search your LB for up to 1 ::Memory Snow:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Memory Snow | RZ/S68-053S T: None

L0
C0

Rem, Leave Everything to Me
[A] **RECOLLECTION** When this is sent to Memory or at the beginning of your turn, if this is in Memory, and all of your Charas are ::Memory Snow::, until the next end of your Opp's turn, Players do not take Damage from their Opp's Charas [A] effects that deal 1 or less Damage.
[S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB, choose up to 1 ::Memory Snow:: Chara from among them, show it to your Opponent, put it in your hand, and put the remaining cards in the WR.

Magic - Memory Snow | RZ/S68-054 T: None

L0
C0

Rem, Leave Everything to Me
[A] **RECOLLECTION** When this is sent to Memory or at the beginning of your turn, if this is in Memory, and all of your Charas are ::Memory Snow::, until the next end of your Opp's turn, Players do not take Damage from their Opp's Charas [A] effects that deal 1 or less Damage.
[S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB, choose up to 1 ::Memory Snow:: Chara from among them, show it to your Opponent, put it in your hand, and put the remaining cards in the WR.

Magic - Memory Snow | RZ/S68-054SP T: None

L0
C0

Rem, Not There

[C] If you have 2 or more other ::Memory Snow:: Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Praise-Praise Aura" is in your CZ and you have another ::Memory Snow:: Chara, look at up to 3 cards from the top of your LB, choose up to 1 ::Memory Snow:: Chara or "Strangel Mayo-Man" from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and for the turn this gains +1 Level.

Magic - Memory Snow | RZ/S68-055 T: None

L1
C0

Rem, Not There

[C] If you have 2 or more other ::Memory Snow:: Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "Praise-Praise Aura" is in your CZ and you have another ::Memory Snow:: Chara, look at up to 3 cards from the top of your LB, choose up to 1 ::Memory Snow:: Chara or "Strangel Mayo-Man" from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and for the turn this gains +1 Level.

Magic - Memory Snow | RZ/S68-055S T: None

L1
C0

Emilia, World Reflected in Their Eyes

[C] RECOLLECTION If there are 2 or more "Rem, Leave Everything to Me" in your Memory, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Memory Snow | RZ/S68-056 T: Soul

L3
C2

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Emilia, World Reflected in Their Eyes

[C] RECOLLECTION If there are 2 or more "Rem, Leave Everything to Me" in your Memory, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Magic - Memory Snow | RZ/S68-056S T: Soul

L3
C2

"Memory Snow" Emilia

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, you may choose a Chara in your Clock and Send it to Memory.
[A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Calm Time" is in your CZ, and you have another ::Memory Snow:: Chara, may pay. If so, choose 1 of the following effects and perform it. "Put all of your Opp.'s Stock in the WR, your Opp. puts the same number of cards from the top of their LB in their Stock, choose 1 of your Charas, and for the turn that Chara gains +6000 Pow." "Deal 2 Damage to your Opp.." (DC can occur)

Magic - Memory Snow | RZ/S68-057 T: Soul

L3
C2

"Memory Snow" Emilia

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, you may choose a Chara in your Clock and Send it to Memory.
[A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Calm Time" is in your CZ, and you have another ::Memory Snow:: Chara, may pay. If so, choose 1 of the following effects and perform it. "Put all of your Opp.'s Stock in the WR, your Opp. puts the same number of cards from the top of their LB in their Stock, choose 1 of your Charas, and for the turn that Chara gains +6000 Pow." "Deal 2 Damage to your Opp.." (DC can occur)

Magic - Memory Snow | RZ/S68-057SP T: Soul

L3
C2

Re:Zero Memory Snow Booster Pack

Rem, Fun Banquet

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, look at up to 3 cards from the top of your LB, choose up to 1 from among them and put it in your hand, and put the remaining cards in the WR.
[A] CX COMBO RECOLLECTION [(1)] When this attacks, if "It's Subaru-kun's Fault" is in your CZ, and you have 2 or more "Rem, Leave Everything to Me" in your Memory may pay. If so, look at up to 5 cards from the bottom of your Opp.'s LB, choose up to 1 Climax from among them, place it in their Clock, and put the remaining cards in their WR.

Magic - Memory Snow | RZ/S68-058 T: Soul

L3
C2

Rem, Fun Banquet

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Memory Snow:: Charas, look at up to 3 cards from the top of your LB, choose up to 1 from among them and put it in your hand, and put the remaining cards in the WR.
[A] CX COMBO RECOLLECTION [(1)] When this attacks, if "It's Subaru-kun's Fault" is in your CZ, and you have 2 or more "Rem, Leave Everything to Me" in your Memory may pay. If so, look at up to 5 cards from the bottom of your Opp.'s LB, choose up to 1 Climax from among them, place it in their Clock, and put the remaining cards in their WR.

Magic - Memory Snow | RZ/S68-058S T: Soul

L3
C2

Rem & Emilia, Dreamy Sight

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with "Emilia" or "Rem" in name, and for the turn that Chara gains +1000 Pow.
[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 ::Memory Snow:: Chara in your WR and return it to your hand.

Magic - Memory Snow | RZ/S68-059 T: None

L0
C0

Rem, Hard Work!

[C] If all of your Charas are ::Memory Snow::, this gains the following ability. "1A] During the Climax Phase or the Attack Phase, if you or your Opp. place a Chara from WR or Stage, all of that player's Front Row Charas get -X Pow. X equals the cost of the Chara placed to the Stage times 2000."
[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 ::Memory Snow:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Memory Snow | RZ/S68-060 T: None

L0
C0

Puck, The Future

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.
[A] [(1) Put the top card of your LB into Clock, put this card underneath "Puck, Provocative Countermeasure Policy Meeting" faceup as Marker] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 "Memory Snow:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

Magic - Memory Snow | RZ/S68-061 T: None

L1
C0

Puck, The Future

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.
[A] [(1) Put the top card of your LB into Clock, put this card underneath "Puck, Provocative Countermeasure Policy Meeting" faceup as Marker] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 "Memory Snow:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

Magic - Memory Snow | RZ/S68-061S T: None

L1
C0

Emilia, Don't Slip

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] RECOLLECTION When this is placed from hand to the Stage, if "Rem, Leave Everything to Me" is in your Memory, draw 1 card, and discard a card from hand to the WR.

Magic - Memory Snow | RZ/S68-062 T: None

L1
C0

Emilia, Don't Slip

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] RECOLLECTION When this is placed from hand to the Stage, if "Rem, Leave Everything to Me" is in your Memory, draw 1 card, and discard a card from hand to the WR.

Magic - Memory Snow | RZ/S68-062S T: None

L1
C0

Rem, Disturbing Remarks

[A] RECOLLECTION When this attacks, if there are cards in your Memory, this gains +X Pow for the turn. X = 500 times # of your ::Memory Snow:: Charas.

Magic - Memory Snow | RZ/S68-063 T: None

L1
C0

Emilia, Recognition Inhibition Robe

[A] [(1) Discard a ::Memory Snow:: Chara from your hand to the WR, 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 the Opp. and put it on the bottom of the LB.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Magic - Memory Snow | RZ/S68-064 T: Soul

L2
C1

Emilia, Recognition Inhibition Robe

[A] [(1) Discard a ::Memory Snow:: Chara from your hand to the WR, 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 the Opp. and put it on the bottom of the LB.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Magic - Memory Snow | RZ/S68-064S T: Soul

L2
C1

Emilia, Provocative Countermeasure Policy Meeting

[C] If you have another "Puck, Provocative Countermeasure Policy Meeting", all your other Charas gain +500 Pow.
[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[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, choose up to 1 Chara in your WR and return it to your hand.

Magic - Memory Snow | RZ/S68-065 T: Soul

L2
C1

Emilia, in the Morning

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[S] [Rest 1 of your ::Memory Snow:: Charas] This gains +1000 Pow for the turn.

Magic - Memory Snow | RZ/S68-066 T: Soul

L2C1

Rem. Ideal Fusion

[A] When this is placed from hand to the Stage or by the [A] effect of "Ram, Super Artist" to the Stage, look at up to X cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in your WR. X equals the number of your ::Memory Snow:: Charas.

[A] [(1)] This ability activates up to once per turn. When this card's Damage is Cancelled, if you have another "Wonderful Subawaal Statue", may pay. If so, Deal 1 Damage to your Opp.. (DC can occur)

Magic - Memory Snow | RZ/S68-067 T: Soul

L3C2

Rem. Ideal Fusion

[A] When this is placed from hand to the Stage or by the [A] effect of "Ram, Super Artist" to the Stage, look at up to X cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in your WR. X equals the number of your ::Memory Snow:: Charas.

[A] [(1)] This ability activates up to once per turn. When this card's Damage is Cancelled, if you have another "Wonderful Subawaal Statue", may pay. If so, Deal 1 Damage to your Opp.. (DC can occur)

Magic - Memory Snow | RZ/S68-067S T: Soul

L3C2

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Puck, Favorite Fitting

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

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Magic - Memory Snow | RZ/S68-068 T: None

L0C0

Emilia, Fun Party

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

[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 ::Memory Snow:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Memory Snow | RZ/S68-069 T: None

L0C0

Puck, Great Spirit Attack

[A] When this is placed from hand to the Stage, choose 1 of your ::Memory Snow:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Memory Snow | RZ/S68-070 T: None

L0C0

Re:Zero Memory Snow Booster Pack

Emilia, Seemingly Sticky?

[A] When this is placed from hand to the Stage, choose 1 of your other ::Memory Snow:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Memory Snow:: Charas.

Magic - Memory Snow | RZ/S68-071 T: None

L0C0

Puck, Squatting

[C] This cannot Side Attack.

[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 ::Memory Snow:: Charas among those cards.

Magic - Memory Snow | RZ/S68-072 T: None

L0C0

Rem, Memorable Feeling

[A] When you use the **BACKUP** of this, if you have a ::Memory Snow:: 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 - Memory Snow | RZ/S68-073 T: None

L1C0

Emilia, Falling-Down Drunk with Puck

[C] During your turn, if you have another "Puck, Provocative Countermeasure Policy Meeting", this gains +4000 Pow.

[A] **BOND/"Puck, The Future"** [Discard a card from your hand to the WR]

Magic - Memory Snow | RZ/S68-074 T: None

L1C0

Subaru, Hot Spring Grand Strategy

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Strange! Mayo-Man" in your WR and return it to your hand.

Magic - Memory Snow | RZ/S68-075 T: None

L1C0

Puck, Provocative Countermeasure Policy Meeting

[C] If this has 2 Markers underneath it, all non-::Memory Snow:: Charas get -1000 Pow.

[A] **CX COMBO** When "The Devil Has Arrived!" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB, choose up to 1 ::Memory Snow: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR."

Magic - Memory Snow | RZ/S68-076 T: Soul

L1C1

Emilia, Aloof

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

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

Magic - Memory Snow | RZ/S68-077 T: None

L1C1

Puck, Full of Directives

[C] For each of your other ::Memory Snow:: Charas, this gains +1000 Pow.

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

Magic - Memory Snow | RZ/S68-078 T: Soul

L2C2

Emilia, Drunk

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

[A] **CX COMBO** When your Opp. Levels-Up, if "First Sake" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 ::Memory Snow:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic - Memory Snow | RZ/S68-079 T: None

L0C0

Subaru, Secret Mission

[C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

Magic - Memory Snow | RZ/S68-080 T: None

L0C0

Puck, Good at Being Attentive

[C] During your turn, all your other "Beatrice, Onlooking with Cheek Cane" gain +2000 Pow.

[A] **BOND/"Beatrice, Onlooking with Cheek Cane"** [Discard a card from your hand to the WR]

Magic - Memory Snow | RZ/S68-081 T: None

L0C0

Rem, Minor Change

[C] Your other "Ram, Slightly Unusual" gain +500 Pow and the following ability. "[A] [Put this in the WR] When your other ::Memory Snow: Chara is Front Attacked, may pay. If so, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow."

[A] **BOND/"Ram, Slightly Unusual"** [Discard a card from your hand to the WR]

Magic - Memory Snow | RZ/S68-082 T: None

L0C0

Subaru, Unbearable Situation

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

Magic - Memory Snow | RZ/S68-083 T: None

L0

C0

Emilia, Working Hard

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

[A] When this Direct Attacks, choose 1 of your other ::Memory Snow:: Charas, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow.

Magic - Memory Snow | RZ/S68-084 T: None

L0

C0

Rem, Provocative Countermeasure Policy Meeting

[C] Chara Opposite this cannot move to another Slot.

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Magic - Memory Snow | RZ/S68-085 T: None

L0

C0

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Rem, Ice Season Service

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

Magic - Memory Snow | RZ/S68-086 T: None

L1

C0

Emilia, Unhappy With Evaluation

--No Text--

Magic - Memory Snow | RZ/S68-087 T: None

L1

C0

Puck, Mana Discharge

[A] [Put this in the WR] When your other ::Memory Snow:: Chara is Front Attacked, may pay. If so, choose 1 of your Battling Charas, and for the turn that Chara gains +2500 Pow.

Magic - Memory Snow | RZ/S68-088 T: None

L1

C1

Re:Zero Memory Snow Booster Pack

Rem, Real Worker

[C] All your other "Wonderful Subawaal Statue" gain +1000 Pow.

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Magic - Memory Snow | RZ/S68-089 T: Soul

L2

C1

Subaru, Secret Flower Garden

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

[A] **CX COMBO** [(2)] At the start of your Attack Phase, if there are no Climax cards in your CZ, may pay. If so, search your LB for up to 1 "Morning has Arrived" and put it in the CZ, and shuffle your LB.

Magic - Memory Snow | RZ/S68-090 T: Soul

L2

C1

Rem, Glancing

[C] **RECOLLECTION** During your turn, if "Rem, Leave Everything to Me" is in your Memory, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Magic - Memory Snow | RZ/S68-091 T: Soul

L2

C1

Rem, Drunk

--No Text--

Magic - Memory Snow | RZ/S68-092 T: Soul

L2

C1

Strange! Mayo-Man

CX COMBO If you do not have a Chara with "Rem" in name, you cannot play this from hand.

Look at up to 7 cards from the top of your LB, choose up to 1 "Rem, Not There" or "Praise-Praise Aura" from among them, show it to your Opp., put it in your hand, return the remaining cards to your LB, and shuffle your LB.

RZ/S68-093 T: None

L1

C0

Avant-garde Snow Sculpture

If you don't have a ::Memory Snow:: Chara, you cannot play this from hand.

Choose 1 of the following effects and perform it:

"You may put the top 2 cards from your Stock in the WR. If so, search your LB for up to 2 ::Memory Snow:: Charas, show them to your Opp., put them in your hand, and shuffle your LB."

"You may choose 1 'Emilia, Unhappy With Evaluation' in your hand and put it in the WR. If so, search your LB for up to 2 ::Memory Snow:: Charas, show them to your Opp., put them in your hand, and shuffle your LB."

RZ/S68-094 T: None

L2

C0

Calm Time

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

RZ/S68-095 T: Soul Gate

Calm Time

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

RZ/S68-095R T: Soul Gate

It's Subaru-kun's Fault

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

RZ/S68-096 T: Soul Gate

It's Subaru-kun's Fault

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

RZ/S68-096R T: Soul Gate

Praise-Praise Aura

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

RZ/S68-097 T: Draw

Praise-Praise Aura

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

RZ/S68-097R T: Draw

The Devil Has Arrived!

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

RZ/S68-098 T: Draw

The Devil Has Arrived!

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

RZ/S68-098R T: Draw

First Sake

[C] All your Charas gain +2 Soul.

RZ/S68-099 T: 2 Soul

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Morning has Arrived

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

RZ/S68-100 T: Draw

Re:Zero Memory Snow Booster Pack