

**Eri, Truth of Maiden**  
 [C] During your turn, for each of your other ::Game:: Charas, this gains +500 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Individual Route After 8 Years" is in your CZ, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may choose 1 of your other Charas and this and return them to your hand."

Game - Manga | SHS/W56-001 T: None

L1  
C0

**Eri, Truth of Maiden**  
 [C] During your turn, for each of your other ::Game:: Charas, this gains +500 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Individual Route After 8 Years" is in your CZ, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may choose 1 of your other Charas and this and return them to your hand."

Game - Manga | SHS/W56-001SP T: None

L1  
C0

**Izumi, Tomoya's Beloved Pupil**  
 [C] **RECOLLECTION** If there are 2 or more "Little Love Rhapsody" in your Memory, this gets -1 Level while in your hand.  
 [C] For each of your other ::Game:: Charas in the Back Row, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Manga | SHS/W56-002 T: Soul

L3  
C2

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**Izumi, Tomoya's Beloved Pupil**  
 [C] **RECOLLECTION** If there are 2 or more "Little Love Rhapsody" in your Memory, this gets -1 Level while in your hand.  
 [C] For each of your other ::Game:: Charas in the Back Row, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Manga | SHS/W56-002SP T: Soul

L3  
C2

**Eri, Tsundere-Type Childhood Friend**  
 [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** [Discard a card from your hand to the WR] When this attacks, if "Fake Childhood Friend" is in the CZ, may pay. If so, deal X Damage to your Opp.. X = # of "Fake Childhood Friend" in your WR. (DC can occur)

Game - Manga | SHS/W56-003 T: Soul

L3  
C2

**Eri, Tsundere-Type Childhood Friend**  
 [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** [Discard a card from your hand to the WR] When this attacks, if "Fake Childhood Friend" is in the CZ, may pay. If so, deal X Damage to your Opp.. X = # of "Fake Childhood Friend" in your WR. (DC can occur)

Game - Manga | SHS/W56-003S T: Soul

L3  
C2

Saekano - How to Raise a Boring Girlfriend Booster Pack

**Eri, Fond Memory**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Game:: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [(1) Discard a card from your hand to the WR. Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Manga | SHS/W56-004 T: None

L0  
C0

**Izumi, Surprise Present**  
 [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 ::Game:: Chara, you may move this to an empty Slot in the Front Row.  
 [S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB, search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Manga | SHS/W56-005 T: None

L0  
C0

**Izumi, Surprise Present**  
 [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 ::Game:: Chara, you may move this to an empty Slot in the Front Row.  
 [S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB, search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Manga | SHS/W56-005S T: None

L0  
C0

**Eri, Somebody to Separate the Two**  
 [C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.  
 [A] During Attack Phase, when your or your Opp.'s Chara is returned from the WR to hand, all of that player's Charas get -3 Soul for the turn.

Game - Manga | SHS/W56-006 T: None

L0  
C0

**Eri, Somebody to Separate the Two**  
 [C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.  
 [A] During Attack Phase, when your or your Opp.'s Chara is returned from the WR to hand, all of that player's Charas get -3 Soul for the turn.

Game - Manga | SHS/W56-006S T: None

L0  
C0

**Eri of blessing software**  
 [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.  
 [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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Manga | SHS/W56-007 T: None

L0  
C0

**Eri, Confronting the Past**  
 [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, this gains +3000 Pow for the turn.  
 [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 "Little Love Rhapsody" in your WR and return it to your hand.

Game - Manga | SHS/W56-008 T: None

L0  
C0

**Izumi, Morning of the Battle**  
 [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 ::Game:: Chara whose Level is equal to or lower than your Level and whose Cost is 0 or lower, put it in any Slot on the Stage, and shuffle your LB.

Game - Manga | SHS/W56-009 T: None

L0  
C0

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

Game - Manga | SHS/W56-010 T: None

L0  
C0

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

Game - Manga | SHS/W56-011 T: None

L1  
C0

**Eri, Rejecting the Proposal**  
 [A] [Discard a "Tomoya's Proposal" 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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Manga | SHS/W56-012 T: None

L0  
C0

**Izumi, Outpouring of Talent**  
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Izumi, Outpouring of Talent" in your Memory and put it in any Slot on the Stage.

Game - Manga | SHS/W56-013 T: None

L1  
C0

**Eri, Everyone in Camp**  
 [C] For each of your other ::Game:: Charas, this gains +500 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Game - Manga | SHS/W56-014 T: None

L1  
C1

**Tomoya, Price of Otaku**  
 [C] **ASSIST** All your ::Game:: Charas in front of this gain +500 Pow and +1 Soul.  
 [A] **BOND/"Eri, Tsundere-Type Childhood Friend"** [(1)]

Game - Otaku | SHS/W56-015 T: Soul

L2  
C1

**Izumi, Strong Obsession**  
 [A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.

Game - Manga | SHS/W56-016 T: None

L0  
C0

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**Izumi, Being of Admiration**  
 [C] For each of your other "Eri, Tracksuit And Glasses" in the Front Row, this gains +4000 Pow.

Game - Manga | SHS/W56-017 T: None

L1  
C0

**Eri, Tracksuit And Glasses**  
 [C] During battles involving this, this gains ::Glasses::.

Game - Manga | SHS/W56-018 T: None

L1  
C0

**Izumi, Little Sister-Type Kouhai**  
 [C] **ASSIST** All your ::Game:: Charas in front of this gain +X Pow. X = 1000 times Level of that Chara.  
 [A] **CX COMBO** When "Friend, Foe or a New Chara" 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 top of your LB, search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Manga | SHS/W56-019 T: Soul

L1  
C1

Saekano - How to Raise a Boring Girlfriend Booster Pack

**Eri, Disguise at An Event**  
 [A] When you use the **BACKUP** of this, put the top 3 cards of your Opp.'s LB in the WR.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Game - Manga | SHS/W56-020 T: Soul

L2  
C1

**Izumi, First Time Selling Out**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Game:: Charas.  
 [A] **CX COMBO** When this attacks, if "Reliable Helper" is in the CZ, look at up to 2 cards from top of your LB, search for up to 2 ::Game:: Chara, reveal them, put them in your hand, and put the rest in the WR.

Game - Manga | SHS/W56-021 T: Soul

L2  
C1

**Eri, Staring**  
 [A] **RECOLLECTION** When this attacks, if there are 2 or more cards in your Memory, this gains +X Pow for the turn. X = 1000 times # of your ::Game:: Charas.

Game - Manga | SHS/W56-022 T: Soul

L2  
C1

**Izumi, Special Middle School Student**  
 [C] For each of your other ::Game:: Charas in the Back Row, this gains +1500 Pow.  
 [A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]

Game - Manga | SHS/W56-023 T: Soul

L2  
C2

**Tomoya's Proposal**  
 [Counter] Choose 1 of your ::Game:: Charas, and that Chara gains +3500 Pow for the turn.

SHS/W56-024 T: None

L1  
C1

**Little Love Rhapsody**  
 Send this to Memory.  
 Reveal the top card of your LB. If it's either a ::Manga:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)  
 [C] **RECOLLECTION** During your turn, if this is in Memory, all your ::Manga:: Chara gain +500 Pow.

SHS/W56-025 T: None

L1  
C1

**Eri Kashiwagi's Little Love Message Board**  
 If you have no ::Game:: Charas, you cannot play this from hand. Search your LB for up to 1 ::Game:: Chara, reveal it, put it in our hand, shuffle your LB, and Send this to Memory.  
 [A] **RECOLLECTION** [Discard a Climax card from your hand to the WR] At the start of your MP, if this is in Memory, may pay. If so, return this to your hand.

SHS/W56-026 T: None

L1  
C1

**Individual Route After 8 Years**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-027 T: Soul Bounce

**Individual Route After 8 Years**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-027R T: Soul Bounce

**Fake Childhood Friend**  
 [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.

SHS/W56-028 T: 2 Soul

**Friend, Foe or a New Character**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-029 T: Soul Shot

L0  
C0

**Friend, Foe or a New Character**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-029R T: Soul Shot

### Reliable Helper

[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.

SHS/W56-030 T: 2 Soul

L0  
C0

### Utaha, Reliable Senpai

[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.  
[A] [(1)] When your Climax is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 Chara with either ::Game:: or ::Novel::, reveal it, put it in your hand, and put the rest in the WR.

Game - Novel | SHS/W56-031 T: None

L0  
C0

### Utaha, Reliable Senpai

[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.  
[A] [(1)] When your Climax is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 Chara with either ::Game:: or ::Novel::, reveal it, put it in your hand, and put the rest in the WR.

Game - Novel | SHS/W56-031S T: None

L0  
C0

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### Megumi, Ideal Girl

[C] If there are 1 or more Markers under this, this cannot be chosen as target of Opp.'s effects. If there are 2 or more Markers under this, this gains +1000 Pow. If there are 3 or more Markers under this, all your other Charas gain +1000 Pow.  
[A] When this attacks, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "How to Raise a Boring Girlfriend" is in your CZ, you may put that Chara in Clock.  
[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Game | SHS/W56-032 T: Soul

L3  
C2

### Megumi, Ideal Girl

[C] If there are 1 or more Markers under this, this cannot be chosen as target of Opp.'s effects. If there are 2 or more Markers under this, this gains +1000 Pow. If there are 3 or more Markers under this, all your other Charas gain +1000 Pow.  
[A] When this attacks, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "How to Raise a Boring Girlfriend" is in your CZ, you may put that Chara in Clock.  
[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Game | SHS/W56-032SP T: Soul

L3  
C2

### Eri, Arriving at Mayhem

[A] When this attacks, if you have 1 or fewer other Chara, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 1 or higher, you may put this in your Stock. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Game - Manga | SHS/W56-033 T: None

L0  
C0

### Saekano - How to Raise a Boring Girlfriend Booster Pack

### Megumi, Unnecessary Thoughtfulness

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

Game | SHS/W56-034 T: None

L0  
C0

### Megumi, A Girlfriend Without A Raised Flag

[C] RECOLLECTION If "Megumi, Ideal Girl" is in your Memory, this gains +2500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

Game | SHS/W56-035 T: None

L1  
C0

### Megumi, A Girlfriend Without A Raised Flag

[C] RECOLLECTION If "Megumi, Ideal Girl" is in your Memory, this gains +2500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

Game | SHS/W56-035S T: None

L1  
C0

### Utaha, Creator's Dark Side

[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Price of Pulling an All-Nighter" is in your CZ, put up to 2 cards from top of your LB in your Stock.  
[A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE (3)" provided by rules)

Game - Novel | SHS/W56-036 T: None

L1  
C0

### Megumi of blessing software

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[S] [Rest this] Choose a "Megumi, Ideal Girl" in your WR and Send it to Memory.

Game | SHS/W56-037 T: Soul

L1  
C1

### Megumi, Too Hard to Notice

[A] CX COMBO [Discard a card from your hand to the WR, Send this to Memory] When "How to Raise a Boring Girlfriend" is placed in your CZ, may pay. If so, choose a "Megumi, Ideal Girl" in your Memory and put it in the Slot this was in.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.

Game | SHS/W56-038 T: Soul

L2  
C1

### Megumi, Too Hard to Notice

[A] CX COMBO [Discard a card from your hand to the WR, Send this to Memory] When "How to Raise a Boring Girlfriend" is placed in your CZ, may pay. If so, choose a "Megumi, Ideal Girl" in your Memory and put it in the Slot this was in.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.

Game | SHS/W56-038S T: Soul

L2  
C1

### Eri, Futile Resistance

[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 ::Game:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Game - Manga | SHS/W56-039 T: None

L0  
C0

### Megumi, Image Change

[A] [Put a ::Game:: Chara from your hand in Clock] When this is placed from hand to the Stage, may pay. If so, 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.

Game | SHS/W56-040 T: None

L0  
C0

### Megumi, Mysterious Pressure

[A] CX COMBO When this attacks, if "Serious Game Making" is in the CZ, look at up to 4 cards from top of your LB, search for up to 1 ::Game:: Chara, reveal it, put it in your hand, put the rest in the WR, and your Opp. cannot play Events from hand until the next end of your Opp.'s turn.

Game | SHS/W56-041 T: None

L0  
C0

### Eri, Anger Voltage

[A] When this attacks, you may choose 1 of your other Charas with "Utaha" in name and put it in your Stock.

Game - Manga | SHS/W56-042 T: None

L1  
C0

### Megumi, Insufficient Facial Patterns

[C] This cannot Side Attack.  
[C] For each Marker under this, this gains +1 Level and +1500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Game | SHS/W56-043 T: None

L1  
C0

**Utaha, Advice From Senpai**

[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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Game - Novel | SHS/W56-044 T: Soul

L2  
C1

**Tomoya, Sudden Enlightenment**

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] [(1) Rest 2 of your Charas] Choose a "Tomoya's Proposal" in your WR and return it to your hand.

Game - Otaku | SHS/W56-045 T: None

L0  
C0

**Erii, Outfit Design**

[C] If you have another "Utaha, Acting Directions", all your other ::Game:: Charas gain +500 Pow.  
[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Game - Manga | SHS/W56-046 T: None

L0  
C0

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**Utaha, Action Directions**

[C] If you have another "Erii, Outfit Design", all your other Charas with either ::Game:: or ::Novel:: gain +500 Pow.  
[S] [(2) Rest this] Choose a Chara in your WR with either ::Game:: or ::Novel:: and return it to your hand.

Game - Novel | SHS/W56-047 T: None

L0  
C0

**Megumi, Huffy Face**

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Game | SHS/W56-048 T: None

L0  
C0

**Megumi, Unexpected Words**

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

Game | SHS/W56-049 T: None

L1  
C0

**Saekano - How to Raise a Boring Girlfriend Booster Pack****Megumi, Everyone Watching a Live**

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Game | SHS/W56-050 T: None

L1  
C0

**Erii, Rival Instinct**

[C] If you have 4 or more ::Game:: Charas::, this gets -1 Level while in your hand.  
[A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]

Game - Manga | SHS/W56-051 T: Soul

L2  
C1

**Gaming All Night**

Rest 2 of your ::Game:: Charas, and those Charas do not Stand during your next Stand Phase. If you Rest 2 Charas this way, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, shuffle your LB, choose up to 1 ::Game:: Chara in your WR and put it in your Stock, and put this on the bottom of the LB.

SHS/W56-052 T: None

L1  
C0

**How to Raise a Boring Girlfriend**

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

SHS/W56-053 T: Treasure

**How to Raise a Boring Girlfriend**

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

SHS/W56-053R T: Treasure

**Price of Pulling an All-Nighter**

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

SHS/W56-054 T: Treasure

**Serious Game Making**

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

SHS/W56-055 T: 2 Soul

**Utaha, Night for Two**

[A] [(1) Put the top card of your LB in your Clock. Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a Chara in your WR with either ::Game:: or ::Novel:: and return it to your hand.

Game - Novel | SHS/W56-056 T: None

L0  
C0

**Utaha, Night for Two**

[A] [(1) Put the top card of your LB in your Clock. Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a Chara in your WR with either ::Game:: or ::Novel:: and return it to your hand.

Game - Novel | SHS/W56-056S T: None

**Megumi, Story Until Dreams Fulfilled**

[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.  
[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.

Game | SHS/W56-057 T: None

L0  
C0

**Megumi, Story Until Dreams Fulfilled**

[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.  
[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.

Game | SHS/W56-057S T: None

L0  
C0

**Megumi, Colorful Outfits**

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[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, choose 1 of your other ::Game:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Game:: Charas.

Game | SHS/W56-058 T: Soul

L3  
C2

**Megumi, Colorful Outfits**

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [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, choose 1 of your other ::Game:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Game:: Charas.

Game | SHS/W56-058S T: Soul

L3  
C2

**Utaha, Creator's Pride**

[A] When this attacks, if you have another Chara with either ::Game:: or ::Novel::, this gains +1500 Pow for the turn.  
 [A] [(2)] Discard a card from your hand to the WR, put 1 of your other Charas from the Stage in the WR. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Game - Novel | SHS/W56-059 T: Soul

L3  
C2

**Utaha, Creator's Pride**

[A] When this attacks, if you have another Chara with either ::Game:: or ::Novel::, this gains +1500 Pow for the turn.  
 [A] [(2)] Discard a card from your hand to the WR, put 1 of your other Charas from the Stage in the WR. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Game - Novel | SHS/W56-059SP T: Soul

L3  
C2

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**Utaha, Victory Wanted**

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Game - Novel | SHS/W56-060 T: None

L1  
C0

**Utaha, Crude Instigation**

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more Charas with either ::Game:: or ::Novel::, 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]

Game - Novel | SHS/W56-061 T: Soul

L2  
C1

**Utaha, Start of a Long Night**

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** [(1)] When this attacks, if "Deciding the Night for Two" is in the CZ, may pay. If so, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Game - Novel | SHS/W56-062 T: None

L1  
C0

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**Megumi, Battle at the Rokutenma Mall**

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.  
 [A] **CX COMBO RECOLLECTION** When this attacks, if "The Date Event of Crossing Paths" is in the CZ, you may choose a Level X or lower ::Game:: Chara in your WR and return it to your hand. X = # of cards in your Memory.

Game | SHS/W56-063 T: None

L1  
C1

**Utaha of blessing software**

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Game - Novel | SHS/W56-064 T: Soul

L2  
C1

**Utaha of blessing software**

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Game - Novel | SHS/W56-064S T: Soul

L2  
C1

**Utaha, First Signing**

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] **CX COMBO** [(1)] When "Metronome in Love" is placed in your CZ, may pay. If so, choose a Chara in your WR with either ::Game:: or ::Novel:: and return it to your hand.

Game - Novel | SHS/W56-065 T: None

L0  
C0

**Utaha, Acrimony-Type Senpai**

[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 Chara in your WR with either ::Game:: or ::Novel:: and return it to your hand.

Game - Novel | SHS/W56-066 T: None

L0  
C0

**Utaha, Rejecting the Proposal**

[A] [Discard a "Tomoya's Proposal" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from top of your LB, search for up to 2 Charas with either ::Game:: or ::Novel::, reveal them, put them in your hand, and put the rest in the WR.

Game - Novel | SHS/W56-067 T: None

L0  
C0

**Tomoya, Flashing a Smug Face**

[C] All your other ::Game:: Charas gain +500 Pow.  
 [A] **CX COMBO** When your Opp. Levels-Up, you may choose a "Deciding the Night for Two" in your CZ and return it to your hand.

Game - Otaku | SHS/W56-068 T: None

L1  
C0

**Sonoko, Editor of Utako Kasumi**

[C] If there's a Marker under this, for each of your other ::Novel:: Charas in the Front Row, this gains +3000 Pow.  
 [A] When this is placed from hand to the Stage, you may choose an "Utaha, Peak of Confusion" is in your WR and put it face-up under this as Marker.

Novel | SHS/W56-069 T: Soul

L2  
C1

**Utaha, Unconcealed Hostility**

[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] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 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)

Game - Novel | SHS/W56-070 T: None

L0  
C0

**Megumi, Revealing Her Embarrassment**

[C] All your other ::Game:: Charas gain +500 Pow.  
 [A] [Discard a ::Game:: Chara from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if the Trigger Icons of that card are 2 Soul Trigger Icons, may pay. If so, choose a Chara in your WR and return it to your hand.

Game | SHS/W56-071 T: None

L0  
C0

**Utaha, Peak of Confusion**

--No Text--

Game - Novel | SHS/W56-072 T: None

L0  
C0

**Utaha, Morning for Two**

[C] **RECOLLECTION** If "Utaha, Night for Two" is in your Memory, this gains +2500 Pow and the following ability. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."

Game - Novel | SHS/W56-073 T: None

L1  
C1

**Utaha, Everyone in Camp**  
 [C] **RECOLLECTION** If there are 2 or more Charas in your Memory with either ::Game:: or ::Novel::, this gains +4000 Pow.

Game - Novel | SHS/W56-074 T: Soul

L2  
C1

**Megumi, Distance Closed**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.  
 [A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]

Game | SHS/W56-075 T: Soul

L2  
C1

**Disappeared Highlight**  
 You may choose a card in your Clock and put it in your Level Zone. If so, choose up to 3 Charas in your WR and return them to your hand, choose up to 1 Climax in your WR and return it to your hand, and choose up to 3 ::Game:: Charas in your WR and put them in your Stock in any order.

SHS/W56-076 T: None

L1  
C0

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**Tomoya's Proposal**  
 Choose up to 2 Charas in your WR and return them to your hand.

SHS/W56-077 T: None

L2  
C2

**Deciding the Night for Two**  
 [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.

SHS/W56-078 T: 2 Soul

**Deciding the Night for Two**  
 [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.

SHS/W56-078R T: 2 Soul

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**Metronome in Love**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SHS/W56-079 T: Soul Standby

**The Date Event of Crossing Paths**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-080 T: Salvage

**The Date Event of Crossing Paths**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-080R T: Salvage

**Michiru of icy tail**  
 [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** When this attacks, if "icy tail" is in the CZ, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

Game - Music | SHS/W56-081 T: Soul

L3  
C2

**Michiru of icy tail**  
 [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** When this attacks, if "icy tail" is in the CZ, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

Game - Music | SHS/W56-081SP T: Soul

L3  
C2

**Michiru, Unyielding Dream**  
 [S] [(1) Rest 2 of your Charas] Look at up to 3 cards from top of your LB, search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Music | SHS/W56-082 T: None

L0  
C0

**Michiru, Original Childhood Friend**  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Light Memories of Love" is in your CZ, choose up to 1 "Michiru of icy tail" in your WR and return it to your hand, and reveal the top card of your LB. If it's a ::Game:: Chara, put it in your hand. (Otherwise put it back where it was)

Game - Music | SHS/W56-083 T: None

L1  
C0

**Michiru, Original Childhood Friend**  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Light Memories of Love" is in your CZ, choose up to 1 "Michiru of icy tail" in your WR and return it to your hand, and reveal the top card of your LB. If it's a ::Game:: Chara, put it in your hand. (Otherwise put it back where it was)

Game - Music | SHS/W56-083S T: None

L1  
C0

**Michiru in Live Outfit**  
 [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 on the bottom of the LB.  
 [A] **RESONANCE** [Reveal a "Michiru of icy tail" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Game - Music | SHS/W56-084 T: Soul

L2  
C1

**Michiru in Live Outfit**  
 [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 on the bottom of the LB.  
 [A] **RESONANCE** [Reveal a "Michiru of icy tail" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Game - Music | SHS/W56-084S T: Soul

L2  
C1

**Tokino in Live Outfit**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Music | SHS/W56-085 T: None

L0  
C0

**Michiru, Everyone in Camp**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Game:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.

Game - Music | SHS/W56-086 T: None

L0  
C0

**Tomoya, Cool-Looking Dude**  
 [C] All your other "Michiru, Fond Memories" gain +1000 Pow.  
 [A] [Discard a ::Game:: Chara 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 "Michiru, Fond Memories", reveal it, put it in your hand, and shuffle your LB.

Game - Otaku | SHS/W56-087 T: None

L0  
C0

**Ranko of icy tail**  
 [C] If there are 2 or fewer Charas in your Opp.'s Front Row, this gains +1000 Pow.  
 [A] **RESONANCE** [Reveal a "Michiru of icy tail" from your hand] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Front Row.

Game - Music | SHS/W56-088 T: None

L0  
C0

**Echika of icy tail**  
 [C] All your other ::Music:: Charas gain +1000 Pow.  
 [A] **RESONANCE** [Discard a card from your hand to the WR, Reveal a "Michiru of icy tail" from your hand] At the start of your Climax Phase, may pay. If so, choose a "Michiru of blessing software" in your WR and put it in any Slot on the Stage.

Game - Music | SHS/W56-089 T: Soul

L2  
C1

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**Michiru of blessing software**  
 [C] If there is 1 or fewer Chara in your Back Row, this cannot Attack.  
 [C] For each of your other "Michiru of blessing software" in the Front Row, this gains +2000 Pow.

Game - Music | SHS/W56-090 T: Soul

L2  
C1

**Michiru, Happily Surprised**  
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Game - Music | SHS/W56-091 T: None

L0  
C0

**Michiru, Shocking Truth**  
 [A] [Put a card from your hand in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Music | SHS/W56-092 T: None

L0  
C0

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**Tokino of icy tail**  
 [A] **RESONANCE** [Reveal a "Michiru of icy tail" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Game - Music | SHS/W56-093 T: None

L1  
C0

**Michiru, Fond Memories**  
 --No Text--

Game - Music | SHS/W56-094 T: None

L1  
C0

**Echika in Live Outfit**  
 [C] If there is 1 or fewer Chara in your Back Row, this cannot Attack.  
 [C] All your other Charas gain the following ability. " [C] This cannot Side Attack."

Game - Music | SHS/W56-095 T: None

L1  
C0

**Michiru, Promise by the Water**  
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Game - Music | SHS/W56-096 T: None

L1  
C1

**Ranko in Live Outfit**  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Game - Music | SHS/W56-097 T: Soul

L2  
C1

**Truth About icy tail**  
 [Counter] If you have no ::Music:: Charas, you cannot play this from hand. Look at up to 4 cards from top of your LB, search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

SHS/W56-098 T: None

L1  
C0

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

SHS/W56-099 T: Soul Gate

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

SHS/W56-099R T: Soul Gate

**Light Memories of Love**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W56-100 T: Draw