

Mana Namori

[C] Your other YELLOW Chara in the Front Row Center Slot gains +1500 Pow.  
[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 YELLOW Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Card Game | SGS/S37-001 T: None

L1  
C0

Mana Namori

[C] Your other YELLOW Chara in the Front Row Center Slot gains +1500 Pow.  
[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 YELLOW Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Card Game | SGS/S37-001SP T: None

L1  
C0

Satoka Sumihara

[C] If all your Charas are ::Striker::, this gains +1000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if "Let's End This Before Getting Hungry" is in your CZ, search your LB for up to 1 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Detective | SGS/S37-002 T: None

L1  
C0

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Satoka Sumihara

[C] If all your Charas are ::Striker::, this gains +1000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if "Let's End This Before Getting Hungry" is in your CZ, search your LB for up to 1 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Detective | SGS/S37-002SP T: None

L1  
C0

Tsubame Miyama

[A] When this is placed from hand to the Stage, if you have 3 or more other YELLOW Charas and there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, shuffle your LB, draw a card, and this gains +2000 Pow for the turn.  
[A] [(1) Discard an "I Shall Take You Down Even If It Costs My Life!" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 Level 3 or lower Chara in your Opp.'s Front Row and put it in Stock, and your Opp. may not use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by the rules.)

Striker - Mystery | SGS/S37-003 T: Soul

L2  
C1

Tsubame Miyama

[A] When this is placed from hand to the Stage, if you have 3 or more other YELLOW Charas and there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, shuffle your LB, draw a card, and this gains +2000 Pow for the turn.  
[A] [(1) Discard an "I Shall Take You Down Even If It Costs My Life!" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 Level 3 or lower Chara in your Opp.'s Front Row and put it in Stock, and your Opp. may not use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by the rules.)

Striker - Mystery | SGS/S37-003SP T: Soul

L2  
C1

Schoolgirl Strikers Booster Pack

Yuumi Sajima

[C] If you have 4 or more YELLOW Charas, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and cannot be chosen as target of Opp.'s effects.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Striker - Cuisine | SGS/S37-004 T: Soul

L3  
C2

Yuumi Sajima

[C] If you have 4 or more YELLOW Charas, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and cannot be chosen as target of Opp.'s effects.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Striker - Cuisine | SGS/S37-004SP T: Soul

L3  
C2

Hazuki Shiranui

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When "Now, Time for Fun!" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 ::Striker:: Chara, reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +3000 Pow until the next end of your Opp.'s turn.  
[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Striker - Sexy | SGS/S37-005 T: Soul

L3  
C2

Hazuki Shiranui

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When "Now, Time for Fun!" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 ::Striker:: Chara, reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +3000 Pow until the next end of your Opp.'s turn.  
[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Striker - Sexy | SGS/S37-005SP T: Soul

L3  
C2

Io Yaginuma

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR. X = # of your ::Striker:: Charas.  
[A] [(2)] When this attacks, if "Now, It's My Turn! Be Prepared!" is in the CZ and you have 4 or more other YELLOW Charas, may pay. If so, all your Front Row Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Striker - Sports | SGS/S37-006 T: Soul

L3  
C2

Io Yaginuma

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR. X = # of your ::Striker:: Charas.  
[A] [(2)] When this attacks, if "Now, It's My Turn! Be Prepared!" is in the CZ and you have 4 or more other YELLOW Charas, may pay. If so, all your Front Row Charas gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Striker - Sports | SGS/S37-006SP T: Soul

L3  
C2

Io, Second Eternal Queen

[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Striker - Queen | SGS/S37-007 T: None

L0  
C0

Io, Second Eternal Queen

[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Striker - Queen | SGS/S37-007S T: None

L0  
C0

"New Year" Yuumi Sajima

[C] All your other YELLOW Charas gain +500 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[C] During your turn, all your other YELLOW Charas gain +500 Pow."

Striker - Cuisine | SGS/S37-008 T: None

L0  
C0

Satoka, Stage to Shine

[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 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 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Detective | SGS/S37-009 T: None

L0  
C0

Satoka, Stage to Shine

[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 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 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Detective | SGS/S37-009S T: None

L0  
C0

Ryoko, Invitation

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

Striker | SGS/S37-010 T: None

L0  
C0

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

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

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

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

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

L1  
C0

**L2**  
**C1**

**L3**  
**C2**

**L3**  
**C2**

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

LO  
CO

LO
CO

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

LO
CO

L1  
C0

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

L1
C0

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

**Imina, Former "Legendary Delinquent"**

[A] When you use the **BACKUP** of this, if all your Charas are YELLOW, you may put the top card of your LB in your Stock.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Striker - Karate | SGS/S37-026 T: Soul

L2  
C1

**"Coconuts Vega" Ako Takamine**

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[C] All your other YELLOW Charas gain +500 Pow."

Striker - Newspaper | SGS/S37-027 T: Soul

L2  
C1

**Yuumi, Sniping**

[C] All your other ::Striker:: Charas gain ::Cuisine::.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability.  
"[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul."

Striker - Cuisine | SGS/S37-028 T: Soul

L2  
C1

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**"Fireworks" Ryouko**

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

Striker | SGS/S37-029 T: None

L0  
C0

**Ako, Knows Lots of Information**

[C] If you have 2 or more other ::Striker:: Charas, this gains +1000 Pow and ::Information::.  
[A] When this attacks, choose up to 2 of your ::Striker:: Charas, and they gain +500 Pow and ::Information:: for the turn.

Striker - Newspaper | SGS/S37-030 T: None

L0  
C0

**"Fireworks" Hazuki**

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

Striker - Sexy | SGS/S37-031 T: None

L0  
C0

**Schoolgirl Strikers Booster Pack**

**Hazuki, Hot Gaze**

[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, this gains +1000 Pow and +1 Soul for the turn.

Striker - Sexy | SGS/S37-032 T: None

L0  
C0

**"Fireworks" Mari**

--No Text--

Striker - Cool | SGS/S37-033 T: None

L0  
C0

**Ako, Along with Boss**

--No Text--

Striker - Newspaper | SGS/S37-034 T: None

L0  
C0

**"Fireworks" Imina**

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Striker - Karate | SGS/S37-035 T: None

L0  
C0

**Io, Along with Captain-san**

[A] At the start of your Encore Step, put the top card of your LB in the WR. If it's Level 0 or lower, put this in the WR. (Climax cards are considered Level 0 for this effect)

Striker - Sports | SGS/S37-036 T: None

L0  
C0

**Yuumi, Good at Cooking**

[A] When this is placed from hand to the Stage, if you have another Chara with "Ryouko" in name, this gains +2000 Pow for the turn.

Striker - Cuisine | SGS/S37-037 T: None

L1  
C0

**Mari, Doing It Cool**

[C] If you have 2 or more other ::Striker:: Charas, this gains +1000 Pow.

Striker - Cool | SGS/S37-038 T: None

L1  
C0

**Hazuki, Dangerous Feeling**

--No Text--

Striker - Sexy | SGS/S37-039 T: None

L1  
C0

**Hazuki, Occasional Day Off**

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

Striker - Sexy | SGS/S37-040 T: Soul

L2  
C1

**"Coconuts Vega" Mari Yukishiro**

[C] If you have 4 or more YELLOW Charas, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Striker - Cool | SGS/S37-041 T: Soul

L2  
C2

**Satoka, Loves Curry Bread**

[C] For each Marker under this, this gains +4000 Pow and ::Curry Bread::.  
[C] This cannot be chosen as target of Opp.'s effects.  
[A] When this attacks, if "Legendary Curry Bread" is in the CZ and you have 4 or more other YELLOW Charas, you may put the top card of your LB under this as Marker.

Striker - Detective | SGS/S37-042 T: Soul

L2  
C2

**"Promise" Io & Mana**

--No Text--

Striker | SGS/S37-043 T: Soul

L2  
C2

**Captain!?**  
Look at up to 4 cards from top of your LB and search for up to 1 ::Striker:: Chara, reveal it, and put it in your hand. Put the rest in the WR.

SGS/S37-044 T: None

L1  
C0

**The Two of Them, After Class**  
Choose up to 1 ::Card Game:: Chara in your hand whose Level is no more than 1 higher than your own Level and put it in any Slot on the Stage.

SGS/S37-045 T: None

L1  
C3

**Let's End This Before Getting Hungry**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-046 T: Soul Bounce

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**Let's End This Before Getting Hungry**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-046R T: Soul Bounce

**Now, It's My Turn! Be Prepared!**  
[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.

SGS/S37-047 T: 2 Soul

**Now, It's My Turn! Be Prepared!**  
[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.

SGS/S37-047R T: 2 Soul

Schoolgirl Strikers Booster Pack

**I Shall Take You Down Even If It Costs My Life!**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-048 T: Soul Shot

**Now, Time for Fun!**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-049 T: Soul Bounce

**Don't Call Me Normal!**  
[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.

SGS/S37-050 T: 2 Soul

**Legendary Curry Bread**  
[C] All your Charas gain +2 Soul.

SGS/S37-051 T: 2 Soul

**Amane Kyoubashi**  
[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may choose a ::Striker:: Chara in your WR and return it to your hand.  
[A] When this attacks, if "Amame on Stage!" is in the CZ, you may deal X Damage to your Opp.. X = # of your Opp.'s Reversed Charas. (DC can occur)

Striker - Animal | SGS/S37-052 T: Soul

L3  
C2

**Amane Kyoubashi**  
[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may choose a ::Striker:: Chara in your WR and return it to your hand.  
[A] When this attacks, if "Amame on Stage!" is in the CZ, you may deal X Damage to your Opp.. X = # of your Opp.'s Reversed Charas. (DC can occur)

Striker - Animal | SGS/S37-052SP T: Soul

L3  
C2

**Niho Hinomiya**  
[C] If you have "Isari Haishima" and "Kagari Haishima", this gets -1 Level while in your hand.  
[A] [(1)] When this attacks, if "Only Once to My Face!" is in the CZ and you have 4 or more other RED Charas, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand. (DC can occur)  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Striker - Daughter | SGS/S37-053 T: Soul

L3  
C2

**Niho Hinomiya**  
[C] If you have "Isari Haishima" and "Kagari Haishima", this gets -1 Level while in your hand.  
[A] [(1)] When this attacks, if "Only Once to My Face!" is in the CZ and you have 4 or more other RED Charas, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand. (DC can occur)  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Striker - Daughter | SGS/S37-053SP T: Soul

L3  
C2

**"M" Isari Haishima**  
[A] During your turn, when the Battle Opp. of this becomes Reversed, 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 0 or lower, you may Reverse that Chara.

Striker - Odd-Eye | SGS/S37-054 T: None

L0  
C0

**"M" Isari Haishima**  
[A] During your turn, when the Battle Opp. of this becomes Reversed, 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 0 or lower, you may Reverse that Chara.

Striker - Odd-Eye | SGS/S37-054S T: None

L0  
C0

**Isari Haishima**  
[C] All your other "Niho Hinomiya" and "S" Kagari Haishima' gain +500 Pow.  
[C] If you have another "Kagari Haishima", all your other RED Charas gain +500 Pow.  
[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Striker - Odd-Eye | SGS/S37-055 T: None

L1  
C0

**Isari Haishima**  
[C] All your other "Niho Hinomiya" and "S" Kagari Haishima' gain +500 Pow.  
[C] If you have another "Kagari Haishima", all your other RED Charas gain +500 Pow.  
[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Striker - Odd-Eye | SGS/S37-055SP T: None

L1  
C0

"S" Kagari Haishima

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Striker - Odd-Eye | SGS/S37-056 T: None

L1  
C0

"S" Kagari Haishima

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Striker - Odd-Eye | SGS/S37-056S T: None

L1  
C0

Kagari Haishima

[C] All your other "Niho Hinomiya" and "Biscuit Sirius" Isari Haishima' gain +500 Pow.  
[C] If you have another "Isari Haishima", all your other RED Charas gain +500 Pow.  
[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 up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Striker - Odd-Eye | SGS/S37-057 T: None

L1  
C0

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Kagari Haishima

[C] All your other "Niho Hinomiya" and "Biscuit Sirius" Isari Haishima' gain +500 Pow.  
[C] If you have another "Isari Haishima", all your other RED Charas gain +500 Pow.  
[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 up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Striker - Odd-Eye | SGS/S37-057SP T: None

L1  
C0

Yukie Aoi

[A] When "Pierce!" is placed in your CZ, if you have 4 or more other RED Charas and this is in the Front Row, search your LB for up to 1 "Niho Hinomiya", reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +1 Level and +2500 Pow for the turn.

Striker - Incredulous | SGS/S37-058 T: None

L1  
C0

Yukie Aoi

[A] When "Pierce!" is placed in your CZ, if you have 4 or more other RED Charas and this is in the Front Row, search your LB for up to 1 "Niho Hinomiya", reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +1 Level and +2500 Pow for the turn.

Striker - Incredulous | SGS/S37-058S T: None

L1  
C0

Schoolgirl Strikers Booster Pack

"Procyon Pudding" Sasa Momokawa

[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 your Opp. and put it in the WR.  
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Striker - Daughter | SGS/S37-059 T: Soul

L1  
C1

"Procyon Pudding" Sasa Momokawa

[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 your Opp. and put it in the WR.  
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Striker - Daughter | SGS/S37-059S T: Soul

L1  
C1

Sasa Momokawa

[C] **ASSIST** All your Charas in front of this gain +x Pow. X = 500 times Level of that Chara.  
[A] [(1)] When "This Happens When I Get Serious-!" is placed in your CZ, may pay. If so, choose up to 2 ::Striker:: Charas in your WR and return them to your hand, and discard a card from your hand to the WR.  
[A] [Discard a ::Striker:: Chara from your hand to the WR, Rest this] When your Opp. plays an Event, if this is Standing, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Striker - Daughter | SGS/S37-060 T: Soul

L2  
C1

Sasa Momokawa

[C] **ASSIST** All your Charas in front of this gain +x Pow. X = 500 times Level of that Chara.  
[A] [(1)] When "This Happens When I Get Serious-!" is placed in your CZ, may pay. If so, choose up to 2 ::Striker:: Charas in your WR and return them to your hand, and discard a card from your hand to the WR.  
[A] [Discard a ::Striker:: Chara from your hand to the WR, Rest this] When your Opp. plays an Event, if this is Standing, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Striker - Daughter | SGS/S37-060SP T: Soul

L2  
C1

"Procyon Pudding" Mano Rinoda

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 4 or higher, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Striker - Card Game | SGS/S37-061 T: Soul

L3  
C2

"Procyon Pudding" Mano Rinoda

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 4 or higher, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Striker - Card Game | SGS/S37-061R T: Soul

L3  
C2

"Biscuit Sirius" Yukie Aoi

[C] If all your Charas are RED, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a RED Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Striker - Incredulous | SGS/S37-062 T: Soul

L3  
C2

"With Allies That She Opened Her Heart To" Mano

[C] All your other "With Allies That She Opened Her Heart To" Amane' gain +1000 Pow.  
[A] **BOND/"With Allies That She Opened Her Heart To" Amane'** [(1)]

Striker - Card Game | SGS/S37-063 T: None

L0  
C0

"Procyon Pudding" Itsumi Natsume

[C] All your other RED Charas gain +500 Pow.  
[A] **EXPERIENCE** [A] When your Charas' Trigger Check reveals a Climax card, if the sum of Levels of cards in your Level Zone is 3 or higher, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Striker - Housework | SGS/S37-064 T: None

L0  
C0

Yukie, Loves Incredible Things

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] When the Battle Opp. of your other Chara becomes Reversed, you may put the top card of your LB in the WR.

Striker - Incredulous | SGS/S37-065 T: None

L0  
C0

Kagari, Awaiting the Season

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

Striker - Odd-Eye | SGS/S37-066 T: None

L0  
C0

Sasa, Spending Time Relaxed

[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.

Striker - Daughter | SGS/S37-067 T: None

L0  
C0

### Niho Santa

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Striker - Daughter | SGS/S37-068 T: None

L0  
C0

### Niho, Vacationing

[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.

Striker - Daughter | SGS/S37-069 T: None

L0  
C0

### "Biscuit Sirius" Niho Hinomiya

[A] When your other ::Striker:: Chara attacks, this gains +1000 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, choose a ::Striker:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Striker - Daughter | SGS/S37-070 T: None

L1  
C0

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### "Biscuit Sirius" Kaede Yamabuki

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your RED Charas.

Striker - Healing | SGS/S37-071 T: None

L1  
C0

### "Procyon Pudding" Amane Kyoubashi

[A] When you use the **BACKUP** of this, choose 1 of your RED Charas in battle, and that Chara gains +1000 Pow for the turn.  
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Striker - Animal | SGS/S37-072 T: Soul

L1  
C1

### "Biscuit Sirius" Isari Haishima

[C] If all your Charas are RED, this gains +1000 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1 Level and "[A] **ENCORE** [Put the top card of your LB in your Clock]".

Striker - Odd-Eye | SGS/S37-073 T: None

L1  
C1

## Schoolgirl Strikers Booster Pack

### "Critical Strike" Niho Hinomiya

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Striker - Daughter | SGS/S37-074 T: Soul

L2  
C1

### Kaede, Big Sister

[C] All your other RED Charas gain +1000 Pow.  
[A] **EXPERIENCE** When your other Chara becomes Reversed in battle, if the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Striker - Healing | SGS/S37-075 T: Soul

L2  
C1

### "Biscuit Sirius" Kagari Haishima

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +2000 Pow.  
[A] When your other RED Chara attacks, this gains +1000 Pow for the turn.

Striker - Odd-Eye | SGS/S37-076 T: Soul

L2  
C1

### Amane, Great Self-Confidence

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

Striker - Animal | SGS/S37-077 T: None

L0  
C0

### Mano, Hates Being Hot

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, you may return this to your hand. If so, reveal your hand, and choose 1 Level 0 or lower Chara in your hand and put it Rested in the Slot this was in.  
[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

Striker - Card Game | SGS/S37-078 T: None

L0  
C0

### Kaede Yamabuki

[A] When this attacks, if "This Is Farewell" is in the CZ, this gains the following ability for the turn. "[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."  
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

Striker - Healing | SGS/S37-079 T: None

L0  
C0

### Kaede, Relax

[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 in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Striker - Healing | SGS/S37-080 T: None

L0  
C0

### Haruka, Tanned Skin

[C] If you have no other Charas in the Front Row, this gains +1500 Pow.

Striker - Sports | SGS/S37-081 T: None

L0  
C0

### Itsumi, Caretaker

[A] When your other ::Striker:: Chara attacks, this gains +1000 Pow for the turn.

Striker - Housework | SGS/S37-082 T: None

L0  
C0

### Isari, Casual Side

--No Text--

Striker - Odd-Eye | SGS/S37-083 T: None

L0  
C0

### Kagari, Moment of Opening

--No Text--

Striker - Odd-Eye | SGS/S37-084 T: None

L0  
C0

### Kagari, In Charge of Hard Work

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Striker:: Chara, put it in Clock. (Otherwise put it back where it was)

Striker - Odd-Eye | SGS/S37-085 T: None

L0  
C0

"With Allies That She Opened Her Heart To" Amane  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Striker - Animal | SGS/S37-086 T: None

L1  
C0

Sasa at Her Own Pace  
[A] **EXPERIENCE** When your other Chara becomes Reversed in battle, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow for the turn.

Striker - Daughter | SGS/S37-087 T: None

L1  
C0

Niho, Ojou-Sama  
[C] If you have another Chara with either "Isari" and/or "Kagari" in name, this gains ::Yakisoba Bread::.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 7 or higher, all your other ::Striker:: Charas lose all ::Incredulous::.

Striker - Daughter | SGS/S37-088 T: None

L1  
C0

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Itsumi, Worrying  
[C] If there are 1 or fewer cards in your Clock, this cannot Attack.

Striker - Housework | SGS/S37-089 T: None

L1  
C0

Haruka, Proof of Energy  
[A] When this attacks, if all your other Charas in the Front Row are Standing, this gains +2000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Striker - Sports | SGS/S37-090 T: None

L1  
C1

"Procyon Pudding" Haruka Kurimoto  
[C] If you have 4 or more RED Charas, this gets -1 Level while in your hand.  
[A] **EXPERIENCE** When this becomes Reversed, if the sum of Levels of cards in your Level Zone is 3 or higher and the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Striker - Sports | SGS/S37-091 T: Soul

L2  
C1

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Amane, Finishing Pose  
--No Text--

Striker - Animal | SGS/S37-092 T: Soul

L2  
C1

Isari, In Charge of Administrative Tasks  
[C] If you have 3 or fewer Charas, you cannot play this from your hand.

Striker - Odd-Eye | SGS/S37-093 T: Soul

L2  
C1

Yukie, Relaxing in the Sea  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Striker:: Charas, you may put the top card of your LB in your Stock.

Striker - Incredulous | SGS/S37-094 T: Soul

L2  
C2

Mano, Theorist  
[C] This cannot Side Attack.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.

Striker - Card Game | SGS/S37-095 T: Soul

L2  
C2

Captain!?  
All players return all cards in their WRs to their respective Libraries and shuffle those Libraries.

SGS/S37-096 T: None

L1  
C0

Encounter  
Search your LB for up to 1 "Isari Haishima" and up to 1 "Kagari Haishima", put them in separate Slots on the Stage, shuffle your LB, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

SGS/S37-097 T: None

L1  
C2

Dallying Around!  
If you don't have a ::Striker:: Chara, you cannot play this from your hand. Perform 1 of the following effects of your choice.  
"Choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn."  
"Draw up to 2 cards, and discard a card from your hand to the WR."  
"Choose a Cost 1 or lower Chara in your Opp.'s Back Row and put it in the WR."

SGS/S37-098 T: None

L2  
C1

Amane on Stage!  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-099 T: Salvage

Amane on Stage!  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-099R T: Salvage

Only Once to My Face  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-100 T: Salvage

Only Once to My Face  
[C] All your Charas gain +1000 Pow and +1 Soul.

SGS/S37-100R T: Salvage

Pierce!  
[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.

SGS/S37-101 T: 2 Soul

This Happens When I Get Serious~!

[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.

SGS/S37-102 T: 2 Soul

This Is Farewell

[C] All your Charas gain +2 Soul.

SGS/S37-103 T: 2 Soul

Yui Chitose

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Striker:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Striker - Miko | SGS/S37-104 T: None

L0C0

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Yui Chitose

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Striker:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Striker - Miko | SGS/S37-104SP T: None

L0C0

Shiori Kannagi

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +X Pow. X = 500 times Level of the Chara Opposite this.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Striker - Chunibyo(SGS) | SGS/S37-105 T: Soul

L3C2

Shiori Kannagi

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +X Pow. X = 500 times Level of the Chara Opposite this.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Striker - Chunibyo(SGS) | SGS/S37-105SP T: Soul

L3C2

Schoolgirl Strikers Booster Pack

Hotaru Sakamiya

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow.  
[A] [Discard 2 ::Striker:: Charas from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a "Hotaru, A Summer Moment" in your WR and put it in any Slot on the Stage.

Striker - Manga | SGS/S37-106 T: Soul

L3C2

Hotaru Sakamiya

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow.  
[A] [Discard 2 ::Striker:: Charas from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a "Hotaru, A Summer Moment" in your WR and put it in any Slot on the Stage.

Striker - Manga | SGS/S37-106SP T: Soul

L3C2

Hina Origami

[C] Chara Opposite this gets -1 Soul.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.  
[A] When this attacks, if "Hina-chan, Special Attack!" is in the CZ and you have 4 or more other BLUE Charas, look at up to 4 cards from top of your LB and choose up to 1 BLUE Chara, reveal it, put it in your hand, put the rest in the WR, and until the next end of your Opp.'s turn, this gains +1500 Pow and the following ability. "[C] Chara Opposite this gets -1 Soul."

Striker - Gal | SGS/S37-107 T: Soul

L3C2

Hina Origami

[C] Chara Opposite this gets -1 Soul.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.  
[A] When this attacks, if "Hina-chan, Special Attack!" is in the CZ and you have 4 or more other BLUE Charas, look at up to 4 cards from top of your LB and choose up to 1 BLUE Chara, reveal it, put it in your hand, put the rest in the WR, and until the next end of your Opp.'s turn, this gains +1500 Pow and the following ability. "[C] Chara Opposite this gets -1 Soul."

Striker - Gal | SGS/S37-107SP T: Soul

L3C2

Aoi, Student Council President

[C] All your other BLUE Charas gain +500 Pow.  
[A] **EXPERIENCE** At the start of your Opp.'s Draw Phase, if the sum of Levels of cards in your Level Zone is 3 or higher, choose 1 of your BLUE Charas, and that Chara gains +1000 Pow for the turn.

Striker - Kenjutsu | SGS/S37-108 T: None

L0C0

"Chocolatiere" Yui

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.  
[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 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Miko | SGS/S37-109 T: None

L0C0

"Chocolatiere" Yui

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.  
[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 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker - Miko | SGS/S37-109S T: None

L0C0

Hotari, Friendly Fantasizing Girl

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row.

Striker - Manga | SGS/S37-110 T: None

L0C0

"Others" Hina Origami

[C] If there are 6 or more cards in your hand, this gains +1500 Pow.

Striker - Gal | SGS/S37-111 T: None

L0C0

Chika, Still Yet to Come

[A] When "We Are the Second Generation Student Council!" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 Level 0 or lower Chara, put it in any Slot on the Stage, and shuffle your LB.  
[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Striker - Fireworks | SGS/S37-112 T: None

L1C0

Chika, Still Yet to Come

[A] When "We Are the Second Generation Student Council!" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 Level 0 or lower Chara, put it in any Slot on the Stage, and shuffle your LB.  
[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Striker - Fireworks | SGS/S37-112S T: None

L1C0

"Schokolade Mira" Hotaru Sakamiya

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +2000 Pow.  
[A] [Discard a ::Striker:: Chara from your hand to the WR] When "Time for Final Battle" is placed in your CZ, may pay. If so, choose a ::Striker:: Chara in your WR whose Level is equal to or lower than your Level and put it in any Slot on the Stage.

Striker - Manga | SGS/S37-113 T: Soul

L2C2

Morgana

[C] If you have 4 or more BLUE Charas, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1500 Pow and the following ability. "[A] [(3)] During battles involving this, when the Damage taken by you is not Cancelled, may pay. If so, deal the same amount of Damage to your Opp.." (DC can occur)  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Striker - Mystery | SGS/S37-114 T: Soul

L3  
C2

Morgana

[C] If you have 4 or more BLUE Charas, this gets -1 Level while in your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1500 Pow and the following ability. "[A] [(3)] During battles involving this, when the Damage taken by you is not Cancelled, may pay. If so, deal the same amount of Damage to your Opp.." (DC can occur)  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Striker - Mystery | SGS/S37-114S T: Soul

L3  
C2

"Schokolade Mira" Aoi Uraba

[A] When this is placed from hand to the stage or via the [A] effect of "Schokolade Mira" Hotaru Sakamiya' to the Stage, look at up to 3 cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR.  
[A] [(1)] When this attacks, if "Time for Final Battle" is in the CZ and you have 4 or more other Charas with "Schokolade Mira" in name, may pay. If so, this gains +2500 Pow until the next end of your Opp.'s turn, and perform 1 of the following effects of your choice. "Deal 1 Damage to your Opp.." "Put the top card of your Clock in the WR." (DC can occur)

Striker - Kenjutsu | SGS/S37-115 T: Soul

L3  
C2

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"Schokolade Mira" Aoi Uraba

[A] When this is placed from hand to the stage or via the [A] effect of "Schokolade Mira" Hotaru Sakamiya' to the Stage, look at up to 3 cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR.  
[A] [(1)] When this attacks, if "Time for Final Battle" is in the CZ and you have 4 or more other Charas with "Schokolade Mira" in name, may pay. If so, this gains +2500 Pow until the next end of your Opp.'s turn, and perform 1 of the following effects of your choice. "Deal 1 Damage to your Opp.." "Put the top card of your Clock in the WR." (DC can occur)

Striker - Kenjutsu | SGS/S37-115S T: Soul

L3  
C2

"Schokolade Mira" Chika Wakatsuki

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] [(1) Rest this] When "Time for Final Battle" is placed in your CZ, may pay. If so, draw a card.

Striker - Fireworks | SGS/S37-116 T: None

L0  
C0

Hina, "Favorite" Border

[C] All your other Charas with either "Akara", "Hina", and/or "Koori" in name gain +500 Pow.  
[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 Chara with either "Akara", "Hina", and/or "Koori", reveal it, put it in your hand, and shuffle your LB.

Striker - Gal | SGS/S37-117 T: None

L0  
C0

Schoolgirl Strikers Booster Pack

Hina, Stretching Daringly

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, look at up to 2 cards from top of your LB, choose up to 1 card and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Striker - Gal | SGS/S37-118 T: None

L1  
C0

"Schokolade Mira" Siori Kannagi

[A] When this is placed from hand to the stage or via the [A] effect of "Schokolade Mira" Hotaru Sakamiya' to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Striker:: Charas.  
[A] When this attacks, if "Time for Final Battle" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Striker - Chunibyo(SGS) | SGS/S37-119 T: None

L1  
C0

"Chocolatiere" Chika

[C] During your Opp.'s turn, for each of your other ::Striker:: Charas, this gains +500 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains the following ability. "[S] [(1)] For the turn, this may Side Attack without Soul Penalty."

Striker - Fireworks | SGS/S37-120 T: None

L1  
C0

Akara, Full of Energy

[C] If all your Charas have either "Akara", "Hina", and/or "Koori" in name, this gains +2000 Pow.

Striker - Passion | SGS/S37-121 T: None

L1  
C0

Hotaru, A Summer Moment

[C] If you have 2 or fewer ::Striker:: Charas, you cannot play this from your hand.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

Striker - Manga | SGS/S37-122 T: None

L1  
C0

Morgana, Mysterious Existence

[A] When this becomes Reversed, put the top card of your LB in your Clock, and Rest this.

Striker - Mystery | SGS/S37-123 T: None

L1  
C0

"Others" Koori Origami

[C] **ASSIST** All your BLUE Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] **EXPERIENCE** At the start of your Opp.'s Encore Step, if the sum of Levels of cards in your Level Zone is 2 or higher, choose 1 of your other Charas, and that Chara gains "[A] **ENCORE** [Discard a card from your hand to the WR]" for the turn.

Striker - Animal | SGS/S37-124 T: Soul

L1  
C1

Aoi Uraba

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Striker - Kenjutsu | SGS/S37-125 T: None

L1  
C1

Yui, Stage to Shine

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow and "[A] **ENCORE** [Put the top card of your LB in your Clock]".  
[A] When your other BLUE Chara attacks, this gains +1000 Pow for the turn.

Striker - Miko | SGS/S37-126 T: None

L1  
C1

"Schokolade Mira" Yui Chitose

[C] All your other ::Striker:: Charas gain +1000 Pow.  
[A] When this is placed from hand to the stage or via the [A] effect of "Schokolade Mira" Hotaru Sakamiya' to the Stage, draw a card, and discard a card from your hand to the WR.  
[A] When "Time for Final Battle" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

Striker - Miko | SGS/S37-127 T: Soul

L2  
C1

Tierra-Sensei

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow until the next end of your Opp.'s turn.

Striker - Teacher | SGS/S37-128 T: Soul

L2  
C1

Shiori, Secret Hobby

[C] If all your Charas are BLUE, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may choose a Climax card in your Opp.'s WR and return it to the LB. If so, shuffle that LB, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Striker - Chunibyo(SGS) | SGS/S37-129 T: Soul

L2  
C1

### "Others" Akara Origami

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains +1500 Pow.  
[A] When this attacks, if "Place Where We Belong" is in the CZ, this gains +2000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 Chara with either "Akara", "Hina", and/or "Koori", reveal it, put it in your hand, and shuffle your LB.

Striker - Passion | SGS/S37-130 T: Soul

L2  
C1

### Odile, Black Bird Knight

[C] For each Marker under this, this gains +1 Level and +1500 Pow.  
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Striker:: Chara in your WR and put it face-down under this as Marker.

Striker - Transformation | SGS/S37-131 T: Soul

L2  
C2

### Shiori, Yielding

[C] All your other "Aoi Uraba" gain +1000 Pow.  
[A] **BOND/"Aoi Uraba"** [Discard a card from your hand to the WR]

Striker - Chunibyo(SGS) | SGS/S37-132 T: None

L0  
C0

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### Akara, Passionate Girl

[S] [(1)] Draw a card, and discard a card from your hand to the WR.  
[S] [Rest 2 of your Charas] Choose 1 of your ::Striker:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Striker - Passion | SGS/S37-133 T: None

L0  
C0

### "Chocolatiere" Hotaru

[C] If you have 2 or more other ::Striker:: Charas, this gains +1 Level and +1500 Pow.

Striker - Manga | SGS/S37-134 T: None

L0  
C0

### "Chocolatiere" Shiori

[A] When this is placed from hand to the Stage, if there are no Climax cards in your Opp.'s WR, draw a card, and discard a card from your hand to the WR.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Chara with **EXPERIENCE**, reveal it, put it in your hand, and shuffle your LB.

Striker - Chunibyo(SGS) | SGS/S37-135 T: None

L0  
C0

## Schoolgirl Strikers Booster Pack

### Morgana, Smiling

[A] **ENCORE** [Discard a Chara from your hand to the WR]  
[S] [Rest 2 of your ::Striker:: Charas] This gains +2500 Pow for the turn.

Striker - Mystery | SGS/S37-136 T: None

L0  
C0

### Koori, Frozen Heart

[C] If all your Charas have either "Akara", "Hina", and/or "Koori" in name, this gains +2000 Pow.

Striker - Animal | SGS/S37-137 T: None

L0  
C0

### Tierra-Sensei, Clumsy Dimension Official

[C] During your Opp.'s turn, all your other ::Striker:: Charas gain +500 Powrr.  
[S] [(2) Rest 2 of your Charas] Draw a card.

Striker - Teacher | SGS/S37-138 T: None

L0  
C0

### "Chocolatiere" Aoi

[C] During your Opp.'s turn, if your Opp. has 3 or fewer Charas, this gains +1 Level and +1500 Pow.

Striker - Kenjutsu | SGS/S37-139 T: None

L0  
C0

### Yui, Loves "Tsubu-an"

[C] Chara Opposite this gains ::Tsubu-an::.

Striker - Miko | SGS/S37-140 T: None

L0  
C0

### Sachiko, Embarrassed Look

--No Text--

Striker - Transformation | SGS/S37-141 T: None

L0  
C0

### Chika, A Little Adult Summer Vacation

[A] When this becomes Reversed in battle, if you have 1 or fewer other ::Striker:: Charas, put this in your Clock.

Striker - Fireworks | SGS/S37-142 T: None

L0  
C0

### Yui, Miko in Swimsuits

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

Striker - Miko | SGS/S37-143 T: None

L1  
C0

### Aoi, Summer of Flushed Face

[A] When this attacks, this gains +X Pow for the turn.  
X = 500 times # of your other BLUE Charas.

Striker - Kenjutsu | SGS/S37-144 T: None

L1  
C0

### Tierra-Sensei, Day Off

--No Text--

Striker - Teacher | SGS/S37-145 T: None

L1  
C0

### Sachiko, Shyness

[A] [(1) Return this to your hand] When "Odile Ki&#45;&#45;ck!!" is placed in your CZ, may pay. If so, choose up to 1 "Odile, Black Bird Knight" in your hand and put it in the Slot this was in.

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

Striker - Transformation | SGS/S37-146 T: Soul

L1  
C1

### Hina, Being Herself

--No Text--

Striker - Gal | SGS/S37-147 T: None

L1  
C1

[A] **EXPERIENCE** When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

$$\frac{L2}{C1}$$

L2  
C1

L2	
C1	

**L2**  
**C0**

L1  
C0

**L2**  
**C2**

SGS/S37-157 T: Soul Gate

