

Umi Katou

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

Summer Pockets - Time | SMP/W60-001 T: None

L0
C0

Umi Katou

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

Summer Pockets - Time | SMP/W60-001SP T: None

L0
C0

"What I Can Do" Shiroha

[C] For each of your other ::Summer Pockets:: Charas, this gains +500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Beam of Light" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 Chara in your WR and return it to your hand.
[A] When this becomes Reversed in battle, if you have 1 or fewer other ::Summer Pockets:: Charas, put this in your Clock.

Summer Pockets - Time | SMP/W60-002 T: Soul

L2
C1

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"What I Can Do" Shiroha

[C] For each of your other ::Summer Pockets:: Charas, this gains +500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "A Beam of Light" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 Chara in your WR and return it to your hand.
[A] When this becomes Reversed in battle, if you have 1 or fewer other ::Summer Pockets:: Charas, put this in your Clock.

Summer Pockets - Time | SMP/W60-002S T: Soul

L2
C1

"Summer Pockets" Shiroha

[A] When this attacks, choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +1500 Pow for the turn.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Summer Pockets - Time | SMP/W60-003 T: Soul

L3
C2

"Summer Pockets" Shiroha

[A] When this attacks, choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +1500 Pow for the turn.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Summer Pockets - Time | SMP/W60-003SP T: Soul

L3
C2

Summer Pockets Booster Pack

"Family Eating Together" Umi

[C] During your turn, your other ::Summer Pockets:: Chara in the Front Row Center Slot gains +1000 Pow.
[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, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

Summer Pockets - Time | SMP/W60-004 T: None

L0
C0

"Colors of Wings of Future" Shiroha

[A] [Discard a ::Time:: Chara from your hand to the WR. Send this to Memory] When this becomes Reversed in battle, if you have another ::Time:: Chara and there are 2 or fewer cards in your Memory, may pay. If so, choose a ::Time:: Chara in your WR and return it to your hand.

Summer Pockets - Time | SMP/W60-005 T: None

L0
C0

"Hinge Ceremony" Shiroha

[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.
[A] **CX COMBO** [Put this in the WR] When "A Beam of Light" is placed in your CZ, may pay. If so, choose up to 1 "What I Can Do" Shiroha' in your hand and put it in the Slot this was in.

Summer Pockets - Time | SMP/W60-006 T: None

L1
C0

"Injured but Together" Shiroha

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Time | SMP/W60-007 T: None

L1
C0

"Injured but Together" Shiroha

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Time | SMP/W60-007S T: None

L1
C0

"Place for Each Other" Shiroha

[A] When this attacks, if you have 2 or more other ::Summer Pockets:: Charas, 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.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during the Trigger Step of this attack.

Summer Pockets - Time | SMP/W60-008 T: None

L1
C0

"Place for Each Other" Shiroha

[A] When this attacks, if you have 2 or more other ::Summer Pockets:: Charas, 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.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during the Trigger Step of this attack.

Summer Pockets - Time | SMP/W60-008S T: None

L1
C0

Shiroha Naruse

[A] **CX COMBO** [Return another Chara from your Stage to hand] When "I've Started to Love You" is placed in your CZ, if this is in the Front Row, may pay. If so, choose up to 1 ::Time:: Chara in your hand whose Level is equal to or lower than your Level, put it in any Slot on the Stage, and this gains +3000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Summer Pockets - Time | SMP/W60-009 T: Soul

L2
C1

Shiroha Naruse

[A] **CX COMBO** [Return another Chara from your Stage to hand] When "I've Started to Love You" is placed in your CZ, if this is in the Front Row, may pay. If so, choose up to 1 ::Time:: Chara in your hand whose Level is equal to or lower than your Level, put it in any Slot on the Stage, and this gains +3000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Summer Pockets - Time | SMP/W60-009S T: Soul

L2
C1

"Resonating Memories" Hairi

[C] **RECOLLECTION** If "Colors of Wings of Future" Shiroha' is in your Memory, this gains +2500 Pow and the following ability. "[A] **RESONANCE** [Reveal a "Colors of Wings of Future" Shiroha' in your hand] When this attacks, may pay. If so, this gains +1 Soul for the turn."

Summer Pockets - Time | SMP/W60-010 T: None

L1
C0

"A Pocket-like Place" Kyouko

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 "Summer Pockets" in your Memory and return it to hand, and this gains +1000 Pow for the turn.
[A] [(1)] When this attacks, may pay. If so, choose up to 1 "Summer Pockets" in your WR and Send it to Memory, and this gains +500 Pow for the turn.

Summer Pockets - Book | SMP/W60-011 T: None

L1
C0

"Beast Talk During Test of Courage" Shiroha

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it in Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Time | SMP/W60-012 T: Soul

L2
C1

"Both Alone" Shiroha

[C] For each of your other ::Summer Pockets:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Summer Pockets - Time | SMP/W60-013 T: Soul

L3
C2

"Good Enough" Umi

[C] During your Opp.'s turn, if this is in the Back Row Left Slot and you have another "Good Enough?" Shiroha', all your other Charas gain +1000 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Summer Pockets - Time | SMP/W60-014 T: None

L0
C0

"Good Enough?" Shiroha

[C] During your turn, if this is in the Back Row Right Slot and you have another "Good Enough" Umi', all your other Charas gain +1000 Pow.
[S] [(1)] Put the top card of your Opp.'s LB in the WR, and choose a card in your Opp.'s WR and put it on top of the LB.

Summer Pockets - Time | SMP/W60-015 T: None

L0
C0

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"Lost in the Summer" Umi & Shiroha

[A] **CX COMBO** [(1)] When this attacks, if "Precious Time" is in the CZ, may pay. If so, choose a ::Summer Pockets:: Chara in your WR and return it to your hand.
[A] **CX COMBO** At the end of this card's attack, if "Precious Time" is in the CZ and there are 2 or fewer cards in your Memory, Send this to Memory.
[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.

Summer Pockets - Time | SMP/W60-016 T: None

L0
C0

"Father" Hairi

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Summer Pockets - Time | SMP/W60-017 T: None

L1
C0

"Mother" Shiroha

--No Text--

Summer Pockets - Time | SMP/W60-018 T: None

L1
C0

Summer Pockets Booster Pack

Kobato Naruse

[C] For each of your other Charas with "Shiroha" in name, this gains +1000 Pow.
[A] **ENCORE** [Discard a ::Summer Pockets:: Chara from your hand to the WR]

Summer Pockets - Melee | SMP/W60-019 T: Soul

L2
C1

Magical Picture Diary

Choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +5500 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects."

SMP/W60-020 T: None

L1
C0

Summer Pockets

BRAINSTORM Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Summer Pockets:: Chara in your WR and return it to your hand. X = # of ::Summer Pockets:: Charas among them. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Send this to Memory.

SMP/W60-021 T: None

L1
C1

The Last Summer Vacation

If you have a Chara with "Shiroha" in name and a Chara with "Hairi" in name, draw up to 1 card, put up to 1 card from top of your Clock in the WR, and Send this to Memory.

SMP/W60-022 T: None

L2
C2

A Beam of Light

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

SMP/W60-023 T: Soul Bounce

A Beam of Light

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

SMP/W60-023R T: Soul Bounce

I've Started to Love You

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

SMP/W60-024 T: Soul Shot

I've Started to Love You

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

SMP/W60-024R T: Soul Shot

Precious Time

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

SMP/W60-025 T: Soul Shot

"Summer Pockets" Tsumugi

[C] During your turn, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Something Lovers-Like" is in the CZ, look at up to 4 cards from top of your LB, search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Summer Pockets - Plush | SMP/W60-026 T: None

L1
C0

"Summer Pockets" Tsumugi

[C] During your turn, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Something Lovers-Like" is in the CZ, look at up to 4 cards from top of your LB, search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Summer Pockets - Plush | SMP/W60-026SP T: None

L1
C0

"Summer Pockets" Kamome

[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** [(1)] When "Starting Point" is placed in your CZ, if this is in the Front Row, may pay. If so, this gains 1000 Pow for the turn, and perform one of the following effects of your choice. "Put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from top of his or her LB in his or her Stock." "This gains the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Summer Pockets - Pirate | SMP/W60-027 T: Soul

L3
C2

"Summer Pockets" Kamome

[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** [(1)] When "Starting Point" is placed in your CZ, if this is in the Front Row, may pay. If so, this gains 1000 Pow for the turn, and perform one of the following effects of your choice. "Put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from top of his or her LB in his or her Stock." This gains the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Summer Pockets - Pirate | SMP/W60-027SP T: Soul

L3
C2

"Hard-Working Maid-san" Kamome

[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, search your LB for up to 1 ::Pirate:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Pirate | SMP/W60-028 T: None

L0
C0

"Hard-Working Maid-san" Kamome

[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, search your LB for up to 1 ::Pirate:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Pirate | SMP/W60-028S T: None

L0
C0

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"Start of Adventure" Kamome

[C] If you have 2 or more other ::Summer Pockets:: Charas, this 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 ::Summer Pockets:: Chara in your WR and return it to your hand.

Summer Pockets - Pirate | SMP/W60-029 T: None

L0
C0

"Start of Adventure" Kamome

[C] If you have 2 or more other ::Summer Pockets:: Charas, this 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 ::Summer Pockets:: Chara in your WR and return it to your hand.

Summer Pockets - Pirate | SMP/W60-029S T: None

L0
C0

"How to Enjoy Summer Vacation" Tsumugi

[C] **RECOLLECTION** If there's a card in your Memory, this gains +3000 Pow.
[S] [Discard a Climax card from your hand to the WR] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Summer Pockets - Plush | SMP/W60-030 T: None

L1
C0

Summer Pockets Booster Pack

"A Dream Always Seen" Kamome

[A] **CX COMBO** When this attacks, if "Farewell Greetings" is in the CZ and you have 2 or more other ::Summer Pockets:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.
[A] When this attacks, if you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow for the turn.

Summer Pockets - Pirate | SMP/W60-031 T: None

L1
C0

"Loves Taking It Easy" Tsumugi

[C] If you have another Chara with either "Shizuku" or "Hairi" in name, this gains +1500 Pow.
[A] [Discard a ::Summer Pockets:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Summer Pockets:: Chara in your Clock and put it in any Slot on the Stage.

Summer Pockets - Plush | SMP/W60-032 T: Soul

L3
C2

"Loves Taking It Easy" Tsumugi

[C] If you have another Chara with either "Shizuku" or "Hairi" in name, this gains +1500 Pow.
[A] [Discard a ::Summer Pockets:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Summer Pockets:: Chara in your Clock and put it in any Slot on the Stage.

Summer Pockets - Plush | SMP/W60-032S T: Soul

L3
C2

"Realized Reality" Hairi

[C] All your other "Speculation" Kamome' gain +2000 Pow.
[S] [Rest this] Choose 1 of your Charas with "Kamome" in name, and that Chara gains +1500 Pow for the turn.

Summer Pockets - Time | SMP/W60-033 T: None

L0
C0

"Sorry for the Wait!" Kamome

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[A] [(1)] When your Climax card 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 ::Pirate:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Pirate | SMP/W60-034 T: None

L0
C0

"Memory Recalled" Kamome

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if that card has a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Summer Pockets - Pirate | SMP/W60-035 T: None

L1
C0

"Memories Together" Shizuku

[C] If this is on the Stage, this is also considered to have the card name "Oppai-san", and all your Charas with "Hairi" in name are also considered to have the card name "Pairi".
[C] All your other "Loves Taking It Easy" Tsumugi" and "Something I Want to Talk About" Tsumugi" gain +500 Pow.
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of your Charas with **ASSIST**.

Summer Pockets - Oppai | SMP/W60-036 T: Soul

L1
C1

"Finding Something She Wants to Do" Tsumugi

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1)] Rest this] Choose a card in your Clock and return it to your hand, and choose a card in your hand and put it in your Clock.

Summer Pockets - Plush | SMP/W60-037 T: None

L0
C0

"Something I Couldn't Do" Tsumugi

[A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a ::Summer Pockets:: Chara in your WR and Swap them.
[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 "Picture Found in the Storage" in your WR and return it to your hand.
(translation note, the "Tsumugi" in this card's name is not found by effects that search for "Tsumugi". It is found by effects which search for "Tsumugi" (kana).)

Summer Pockets - Plush | SMP/W60-038 T: None

L0
C0

"Cow Pajama" Shizuku

[C] During your turn, all your other "Cat Pajama" Tsumugi" gain +2000 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with **ASSIST**, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Oppai | SMP/W60-039 T: None

L0
C0

"Name of Takahara-san" Tsumugi

[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.

Summer Pockets - Plush | SMP/W60-040 T: None

L0
C0

"Lyrics They Wrote Together" Tsumugi

[C] **RECOLLECTION** If "Picture Found in the Storage" is in your Memory, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Summer Pockets - Plush | SMP/W60-041 T: None

L1
C0

"Speculation" Kamome
--No Text--

Summer Pockets - Pirate | SMP/W60-042 T: None

L1
C1

"Pressure and Reaction" Kamome

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Summer Pockets:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Pirate | SMP/W60-043 T: Soul

L2
C1

"Despite Summer Vacation Ending" Tsumugi

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +8000 Pow for the turn.
[A] **CX COMBO** [(1)] When this attacks, if "The Days That Won't Come" is in the CZ, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Summer Pockets - Plush | SMP/W60-044 T: Soul

L2
C1

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Letter That Got Here
BRAINSTORM Put the top card of your LB in your Stock. Flip over the top 3 cards of your LB and put them in the WR. If there is at least 1 Climax card among them, put this in your Stock.

SMP/W60-045 T: None

L1
C0

Picture Found in the Storage

If you have no ::Summer Pockets:: Charas, you cannot play this from hand.
Choose a Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.
Send this to Memory.
[C] **RECOLLECTION** During your turn, if this is in Memory, all your ::Summer Pockets:: Charas gain +500 Pow.

SMP/W60-046 T: None

L1
C1

Starting Point

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

SMP/W60-047 T: Treasure

Summer Pockets Booster Pack

Starting Point

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

SMP/W60-047R T: Treasure

Something Lovers-Like

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

SMP/W60-048 T: Treasure

Something Lovers-Like

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

SMP/W60-048R T: Treasure

Farewell Greetings

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

SMP/W60-049 T: Treasure

The Days That Won't Come

[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.

SMP/W60-050 T: 2 Soul

The Days That Won't Come

[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.

SMP/W60-050R T: 2 Soul

"Summer Pockets" Ao

[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 RECOLLECTION** [(2) Choose a "Thinking of Little Sister" Ai in your Memory and put it face-up under this as Marker] This ability activates up to once per turn. At the end of this card's attack, if "End of a Long Dream" is in the CZ, may pay. If so, choose 1 of your "Ai Sorakado", put a Marker from under this face-up under that Chara, Stand that Chara, and this does not Stand during your next Stand Phase.

Summer Pockets - Twins | SMP/W60-051 T: Soul

L3
C2

"Summer Pockets" Ao

[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 RECOLLECTION** [(2) Choose a "Thinking of Little Sister" Ai in your Memory and put it face-up under this as Marker] This ability activates up to once per turn. At the end of this card's attack, if "End of a Long Dream" is in the CZ, may pay. If so, choose 1 of your "Ai Sorakado", put a Marker from under this face-up under that Chara, Stand that Chara, and this does not Stand during your next Stand Phase.

Summer Pockets - Twins | SMP/W60-051SP T: Soul

L3
C2

"Summer Pockets" Nanami

[A] When this is placed from hand to the Stage, 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.
[A] **CX COMBO RECOLLECTION** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "The Sewn-Closed Future" is in the CZ, may pay. If so, choose any number of cards in your Memory and put them in the WR, deal X Damage to your Opp., and this gains +5000 Pow for the turn. X = 2 times # of cards put from Memory to the WR via this effect. (DC can occur)

Summer Pockets - Time | SMP/W60-052 T: Soul

L3
C2

"Shiroha's Oral Tradition" Shiroha

[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.
[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.

Summer Pockets - Time | SMP/W60-053 T: None

L0
C0

"Shiroha's Oral Tradition" Shiroha

[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.
[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.

Summer Pockets - Time | SMP/W60-053S T: None

L0
C0

"Glass Beads Memories" Ao

[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 ::Summer Pockets:: Charas among those cards.
[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 ::Summer Pockets:: Chara in your WR and return it to your hand, choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Twins | SMP/W60-054 T: None

L0
C0

"Glass Beads Memories" Ao

[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 ::Summer Pockets:: Charas among those cards.
[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 ::Summer Pockets:: Chara in your WR and return it to your hand, choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Twins | SMP/W60-054S T: None

L0
C0

"Dish That Came to Mind" Nanami

[A] When you use the **BACKUP** of this, if you have a ::Summer Pockets:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow and ::Fried Rice:: for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Summer Pockets - Time | SMP/W60-055 T: None

L1
C0

"Dish That Came to Mind" Nanami

[A] When you use the **BACKUP** of this, if you have a ::Summer Pockets:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow and ::Fried Rice:: for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Summer Pockets - Time | SMP/W60-055S T: None

L1
C0

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"Warm Summer" Shiroha

[C] **RECOLLECTION** If there's a card in your Memory, this gains the following ability. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."
[A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.

Summer Pockets - Time | SMP/W60-056 T: None

L1
C0

"Warm Summer" Shiroha

[C] **RECOLLECTION** If there's a card in your Memory, this gains the following ability. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."
[A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.

Summer Pockets - Time | SMP/W60-056S T: None

L1
C0

"Time with Onee-chan" Ao

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Summer Pockets - Twins | SMP/W60-057 T: None

L1
C1

Summer Pockets Booster Pack

"Time with Onee-chan" Ao

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Summer Pockets - Twins | SMP/W60-057S T: None

L1
C1

"Future Seen Sometime" Umi

[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, if you have 2 or more other ::Time:: Charas, you may choose a Chara in your Clock and Send it to Memory.

Summer Pockets - Time | SMP/W60-058 T: Soul

L3
C2

"Future Seen Sometime" Umi

[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, if you have 2 or more other ::Time:: Charas, you may choose a Chara in your Clock and Send it to Memory.

Summer Pockets - Time | SMP/W60-058S T: Soul

L3
C2

"Memories in the Sunflower Field" Nanami

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "The Reason I Came" is in your CZ, you may from your WR choose either a Chara or a "Summer Pockets" and return it to your hand.

Summer Pockets - Time | SMP/W60-059 T: None

L1
C0

"No Mercy" Miki

[A] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, choose 1 of your Opp.'s Level 0 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

Summer Pockets - Weapon | SMP/W60-060 T: None

L1
C0

"Joke" Ao

[A] When you use the **BACKUP** of this, if you have 2 or more ::Summer Pockets:: Charas, you may choose a "Thinking of Little Sister" Ai" in your WR and Send it to Memory.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Summer Pockets - Twins | SMP/W60-061 T: None

L1
C1

"Time Remaining" Ao

[C] All your other ::Summer Pockets:: Charas gain +500 Pow.
[A] **CX COMBO** [(1)] When "End of a Long Dream" is placed in your CZ, may pay. If so, choose 1 of your other ::Twins:: Charas and Stand it.
[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.

Summer Pockets - Twins | SMP/W60-062 T: Soul

L2
C1

"Three Paper Airplanes" Umi

[C] All your other "Mother" Shiroha' gain +2000 Pow.
[C] All your other Charas with "Shiroha" in name gain "[A] **ENCORE** [(2)]".

Summer Pockets - Time | SMP/W60-063 T: None

L0
C0

"Hydro Gladiator Kai" Miki

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 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, perform the following action. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Summer Pockets - Weapon | SMP/W60-064 T: None

L0
C0

"Eyes That Tell Time" Kyouko

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

Summer Pockets - Book | SMP/W60-065 T: None

L0
C0

"Special Yakirice" Shiroha

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

Summer Pockets - Time | SMP/W60-066 T: None

L0
C0

"Sparrow of the Island" Ao

--No Text--

Summer Pockets - Twins | SMP/W60-067 T: None

L0
C0

"Unneeded Question" Ao

[C] If you have no other ::Summer Pockets:: Charas, this does not Stand during your Stand Phase.

Summer Pockets - Twins | SMP/W60-068 T: None

L0C0

"On the Lap" Umi & Shiroha

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

[S] [Rest this] Look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in any order.

Summer Pockets - Time | SMP/W60-069 T: None

L1C0

Overflowing Memories

If you don't have a Chara with either "Ao" or "Ai" in name, you cannot play this from hand.

You may choose a Chara in your hand and Send it to Memory. If so, choose up to 2 Charas in your WR with either "Ao" or "Ai" in name and return them to your hand.

(TL Note: This card specifically checks only for the proper name of either of the twins - "Ao" or "Ai". Words such as "Hain", "Maid" ("Hard-Working Maid-san" Kamome), and "Wait" ("Sorry for the Wait!" Kamome), etc, are not valid targets.)

SMP/W60-070 T: None

L2C1

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To the Other Side of the Cradle

If you don't have a Chara with either "Umi" or "Nanami" in name, you cannot play this from hand.

Send this to Memory.

[A] RECOLLECTION At the start of your Encore Step, if this is in your Memory, put this in your WR, and perform one of the following effects of your choice.

"Draw up to 1 card, choose 1 of your Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn."

"Deal 1 Damage to your Opp.." (DC can occur)

SMP/W60-071 T: None

L2C1

Bye-bye for a Little While

All players return all cards in their respective WRs to their respective Libraries, and shuffle those Libraries.

SMP/W60-072 T: None

L1C0

The Sewn-Closed Future

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

SMP/W60-073 T: Salvage

Summer Pockets Booster Pack

The Sewn-Closed Future

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

SMP/W60-073R T: Salvage

End of a Long Dream

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

SMP/W60-074 T: Soul Standby

End of a Long Dream

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

SMP/W60-074R T: Soul Standby

The Reason I Came

[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.

SMP/W60-075 T: 2 Soul

"Special Adventure" Kamome

[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, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

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

Summer Pockets - Pirate | SMP/W60-076 T: None

L0C0

"Special Adventure" Kamome

[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, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

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

Summer Pockets - Pirate | SMP/W60-076S T: None

L0C0

"Mysterious Scene" Ao

[C] RECOLLECTION If "Thinking of Little Sister" Ai' is in your Memory, this gains the following ability. "[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Summer Pockets - Twins | SMP/W60-077 T: None

L1C0

"Mysterious Scene" Ao

[C] RECOLLECTION If "Thinking of Little Sister" Ai' is in your Memory, this gains the following ability. "[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Summer Pockets - Twins | SMP/W60-077S T: None

L1C0

"Something I Want to Talk About" Tsumugi

[C] RECOLLECTION If "Picture Found in the Storage" is in your Memory, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] CX COMBO RECOLLECTION [(1) Discard a card from your hand to the WR] When this attacks, if "Lots of Memories" is in the CZ and you have another ::Summer Pockets:: Chara, may pay. If so, this gains +2000 Pow and the following ability until the next end of your Opp.'s turn. "[A] At the start of your Opp.'s Attack Phase, choose up to X of your Opp.'s Charas, and they get -1 Soul for the turn. X = 1 + # of 'Picture Found in the Storage' in your Memory."

Summer Pockets - Plush | SMP/W60-078 T: Soul

L3C2

"Something I Want to Talk About" Tsumugi

[C] RECOLLECTION If "Picture Found in the Storage" is in your Memory, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] CX COMBO RECOLLECTION [(1) Discard a card from your hand to the WR] When this attacks, if "Lots of Memories" is in the CZ and you have another ::Summer Pockets:: Chara, may pay. If so, this gains +2000 Pow and the following ability until the next end of your Opp.'s turn. "[A] At the start of your Opp.'s Attack Phase, choose up to X of your Opp.'s Charas, and they get -1 Soul for the turn. X = 1 + # of 'Picture Found in the Storage' in your Memory."

Summer Pockets - Plush | SMP/W60-078S T: Soul

L3C2

"My Plan of Attack" Tsumugi

[C] ASSIST All your Charas in front of this gain +500 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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Plush | SMP/W60-079 T: None

L0C0

"My Plan of Attack" Tsumugi

[C] ASSIST All your Charas in front of this gain +500 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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Plush | SMP/W60-079S T: None

L0C0

"Thinking of Little Sister" Ai

[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, choose up to 1 "Time with Onee-chan" Ao' in your WR and put it Rested in the Slot this was in.
[S] [(1) Send this Standing card to Memory] Choose up to 1 "Summer Pockets" Ao' in your WR and return it to your hand.

Summer Pockets - Twins | SMP/W60-080 T: None

L0
C0

"Thinking of Little Sister" Ai

[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, choose up to 1 "Time with Onee-chan" Ao' in your WR and put it Rested in the Slot this was in.
[S] [(1) Send this Standing card to Memory] Choose up to 1 "Summer Pockets" Ao' in your WR and return it to your hand.

Summer Pockets - Twins | SMP/W60-080S T: None

L0
C0

"Veranding" Tsumugi

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

Summer Pockets - Plush | SMP/W60-081 T: None

L1
C0

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"Veranding" Tsumugi

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

Summer Pockets - Plush | SMP/W60-081S T: None

L1
C0

Ai Sorakado

[C] If there's a Marker under this, this gains +2500 Pow.
[C] All your other ::Summer Pockets:: Charas gain +1500 Pow.
[C] During battles involving this, your Opp. cannot play Events or BACKUP from hand.
[A] When this attacks, if you have 2 or more other ::Summer Pockets:: Charas, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Summer Pockets - Twins | SMP/W60-082 T: Soul

L3
C2

"Realized Reality" Kamome

[C] RECOLLECTION During your turn, if "Hard-Working Maid-san" Kamome' is in your Memory, this gains +3000 Pow.
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, if this is in the Front Row, put up to 1 card from top of your LB in your Stock, choose up to 1 Climax card in your hand with Treasure Trigger Icon, reveal it, return it to the LB, and shuffle your LB.

Summer Pockets - Pirate | SMP/W60-083 T: Soul

L3
C2

Summer Pockets Booster Pack

"Realized Reality" Kamome

[C] RECOLLECTION During your turn, if "Hard-Working Maid-san" Kamome' is in your Memory, this gains +3000 Pow.
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, if this is in the Front Row, put up to 1 card from top of your LB in your Stock, choose up to 1 Climax card in your hand with Treasure Trigger Icon, reveal it, return it to the LB, and shuffle your LB.

Summer Pockets - Pirate | SMP/W60-083S T: Soul

L3
C2

Inari

[C] 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.
[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 RECOLLECTION, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Animal | SMP/W60-084 T: None

L0
C0

"Reason to Seek Memories" Ao

[C] RECOLLECTION If "Thinking of Little Sister" Ai' is in your Memory, this gains +3000 Pow.

Summer Pockets - Twins | SMP/W60-085 T: None

L1
C0

"Sleeping Over" Kamome

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax card with the same name as a Climax card in your WR, reveal it, put it in your hand, and shuffle your LB.
[A] CX COMBO [Discard a "Chasing Dream" from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Summer Pockets - Pirate | SMP/W60-086 T: None

L1
C0

"Morning Water Bath" Kamome

[C] ASSIST All your Charas in front of this gain +1000 Pow.
[C] RECOLLECTION If there are 2 or more ::Pirate:: Charas in your Memory, this gains "[C] ASSIST All your Charas in front of this gain +1000 Pow."

Summer Pockets - Pirate | SMP/W60-087 T: Soul

L2
C1

"Role of the Sorakado Household" Ao

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2500 Pow and "[A] ENCORE [Discard a ::Summer Pockets:: Chara from your hand to the WR]"
[A] CX COMBO When this attacks, if "Weight of Memories" is in the CZ and all your Charas are ::Summer Pockets::, look at up to 2 cards from top of your LB, search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, put the rest in the WR, and this gains +2000 Pow for the turn.

Summer Pockets - Twins | SMP/W60-088 T: Soul

L2
C2

Chibi Hairi

[C] ASSIST All your Charas in front of this gain +500 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Summer Pockets:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Summer Pockets - Time | SMP/W60-089 T: None

L0
C0

"Naked Anniversary" Ryouichi

[C] If there are no other ::Weapon:: Charas, this loses all ::Clothes:: and gains the following ability. "[C] All your other ::Summer Pockets:: Charas gain +500 Pow."
[C] If there is another ::Weapon:: Chara, this gains the following ability. "[C] During your turn, this gains +2000 Pow."

Summer Pockets - Clothes | SMP/W60-090 T: None

L0
C0

"Tenzen Zone" Tenzen

[A] When this is placed from the WR to the Stage, put the top card of your LB under this as Marker.
[A] [(2)] When this attacks, if there's a Marker under this, may pay. If so, choose 1 of your Opp.'s Cost 0 or lower Charas and put it on the bottom of the LB.
[A] [Discard a card from your hand to the WR] When this attacks, if there is no Marker under this, may pay. If so, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Summer Pockets - Sports | SMP/W60-091 T: None

L0
C0

"Wrong Idea as She Wakes Up" Ao

[C] All your other "Sparrow of the Island" Ao' gain +1 Level and +500 Pow.
[C] All your other ::Summer Pockets:: Charas gain +500 Pow.

Summer Pockets - Twins | SMP/W60-092 T: None

L0
C0

"Sky Is Blue" Kamome

[C] All your other ::Summer Pockets:: Charas gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Pirate | SMP/W60-093 T: None

L0
C0

"Pinky Promise" Tsumugi

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

Summer Pockets - Plush | SMP/W60-094 T: None

L0
C0

"Cat Pajama" Tsumugi
--No Text--

Summer Pockets - Plush | SMP/W60-095 T: Soul

L2
C1

A Certain Guy's Talk
Choose 1 of your Standing ::Summer Pockets:: Charas and Rest it. If so, choose up to 2 Level 0 or lower Charas in your WR and put them in separate Slots on the Stage.
Send this to Memory.

SMP/W60-096 T: None

L1
C1

Your Own Sin
[Counter] If you have no ::Summer Pockets:: Charas, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This does not Reverse."

SMP/W60-097 T: None

L1
C1

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

SMP/W60-098 T: Draw

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

SMP/W60-098R T: Draw

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

SMP/W60-099 T: Soul Gate

Summer Pockets Booster Pack

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

SMP/W60-099R T: Soul Gate

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

SMP/W60-100 T: Draw

Chibi Shiroha
[C] This cannot be chosen as target of Opp.'s effects.
[C] All your other ::Summer Pockets:: Charas gain +1000 Pow.

Summer Pockets - Time | SMP/W60-101 T: Soul

L2
C1

Chibi Ao
[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] 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."

Summer Pockets - Twins | SMP/W60-102 T: Soul

L2
C1

Chibi Kamome
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Summer Pockets - Pirate | SMP/W60-103 T: None

L0
C0

Chibi Mutsugi
[A] When this attacks, if you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow for the turn.

Summer Pockets - Plush | SMP/W60-104 T: None

L1
C0

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

Summer Pockets - Time | SMP/W60-105 T: None

L1
C1