

"Summer Dress" Shiroha

[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Summer Dress" Shiroha in your WR and send it to Memory.

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Summer Pockets:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Summer Pockets - Time | SMP/W82-001 T: None

L0
C0

"Summer Dress" Shiroha

[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Summer Dress" Shiroha in your WR and send it to Memory.

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Summer Pockets:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Summer Pockets - Time | SMP/W82-001SP T: None

L0
C0

"Summer Pockets" Umi

[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) Discard a card from hand to the WR] When this attacks, if "Naturally Nostalgia" is in your CZ, may pay. If so, choose 1 of your Charas, and for the turn that Chara gains the following ability. "[A] At the end of this Chara's Attack, deal 2 Damage to your Opp." (DC can occur)

Summer Pockets - Time | SMP/W82-002 T: Soul

L3
C2

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"Summer Pockets" Umi

[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) Discard a card from hand to the WR] When this attacks, if "Naturally Nostalgia" is in your CZ, may pay. If so, choose 1 of your Charas, and for the turn that Chara gains the following ability. "[A] At the end of this Chara's Attack, deal 2 Damage to your Opp." (DC can occur)

Summer Pockets - Time | SMP/W82-002SP T: Soul

L3
C2

"Summer Pockets" Shiki

[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 of them and put it in your hand, and put the rest in the WR. X = # of your ::Summer Pockets: Charas.

[A] CX COMBO [(1) When this attacks, if "Finally... I Wanted to See You..." is in your CZ and this card has 3 or fewer Soul, may pay. If so, when this card deals Attack Damage, it instead deals 1 Damage X times, where X is the Soul of this card. (This is not considered [A] Damage. DC can occur)

Summer Pockets - Oni | SMP/W82-003 T: Soul

L3
C2

"Summer Pockets" Shiki

[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 of them and put it in your hand, and put the rest in the WR. X = # of your ::Summer Pockets: Charas.

[A] CX COMBO [(1) When this attacks, if "Finally... I Wanted to See You..." is in your CZ and this card has 3 or fewer Soul, may pay. If so, when this card deals Attack Damage, it instead deals 1 Damage X times, where X is the Soul of this card. (This is not considered [A] Damage. DC can occur)

Summer Pockets - Oni | SMP/W82-003SP T: Soul

L3
C2

Summer Pockets Reflection Blue Booster Pack

"That Summer Once Again" Umi

[A] When this becomes Reversed, if the Cost 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.

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

Summer Pockets - Time | SMP/W82-004 T: None

L1
C0

"Makeup" Shiroha

[C] RECOLLECTION On your turn, if you have a card in Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow."

Summer Pockets - Time | SMP/W82-005 T: None

L1
C0

"Makeup" Shiroha

[C] RECOLLECTION On your turn, if you have a card in Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow."

Summer Pockets - Time | SMP/W82-005S T: None

L1
C0

"To the Other Side of the Blinding Light" 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] [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 - Time | SMP/W82-006 T: None

L1
C0

"Joining the Demons" Shiki

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

[A] At the beginning of your Climax Phase, choose up to 2 of your "Summer Pockets" Shiki, and for the turn they gain +1 Soul.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Summer Pockets - Oni | SMP/W82-007 T: Soul

L1
C1

"Joining the Demons" Shiki

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

[A] At the beginning of your Climax Phase, choose up to 2 of your "Summer Pockets" Shiki, and for the turn they gain +1 Soul.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Summer Pockets - Oni | SMP/W82-007S T: Soul

L1
C1

"Cooking with Two People" Shiroha & Umi

[C] All your other ::Summer Pockets:: Charas gain +1000 Pow.

[S] [(1) Rest this] Choose 1 of your Charas, and for the turn that Chara gains ::Fried Rice:: and the following ability. "[A] This ability activates up to once per turn. When Damage done by this card is canceled, you may deal 1 Damage to your Opp." (DC can occur)

Summer Pockets - Time | SMP/W82-008 T: Soul

L2
C1

"Sunflower Field" Shiroha

[C] If you have 4 or more ::Summer Pockets: Charas, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] [(2)] When this is placed from hand to the Stage, if you have another Chara with "Summer Pockets" in name, may pay. If so, your Opp. chooses a Climax in their WR, returns all cards in their WR other than that Climax to their LB, and shuffles their LB.

Summer Pockets - Time | SMP/W82-009 T: Soul

L3
C2

"Sunflower Field" Shiroha

[C] If you have 4 or more ::Summer Pockets: Charas, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] [(2)] When this is placed from hand to the Stage, if you have another Chara with "Summer Pockets" in name, may pay. If so, your Opp. chooses a Climax in their WR, returns all cards in their WR other than that Climax to their LB, and shuffles their LB.

Summer Pockets - Time | SMP/W82-009S T: Soul

L3
C2

"Maid Uniform" Shiroha

[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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Time | SMP/W82-010 T: None

L0
C0

"Promise of Reunion" Umi

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

Summer Pockets - Time | SMP/W82-011 T: None

L0
C0

"Summer Moment" Umi

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

Summer Pockets - Time | SMP/W82-012 T: None

L0
C0

"That Summer Once Again" Shiroha

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.
[A] When this attacks, if you have another "What I Can Do" Shiroha, look at the top card of your LB and put it on top of your LB or in the WR, put up to 1 card from the top of your LB in your Stock, and for the turn this gains +500 Pow.

Summer Pockets - Time | SMP/W82-013 T: None

L1

C1

"Just a Little.. Goodbye" Umi

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Summer Pockets - Time | SMP/W82-014 T: Soul

L2

C1

"Summer Sunshine" Shiroha

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

Summer Pockets - Time | SMP/W82-015 T: Soul

L2

C2

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"Let's Play Tag!" Shiki

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.
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, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 card from among them, and put the remaining cards in the WR."

Summer Pockets - Oni | SMP/W82-016 T: None

L0

C0

"Rice Ball Revolution" Shiki

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Oni | SMP/W82-017 T: None

L0

C0

"Summer Festival" Kyouko

[C] Chara Opposite this cannot move to another Slot.
[C] If there are 5 or more cards in your hand, this gains +2000 Pow.

Summer Pockets - Book | SMP/W82-018 T: None

L0

C0

Summer Pockets Reflection Blue Booster Pack

"Summer is Ahead of You" Umi

[A] [Discard a ::Summer Pockets:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top 2 cards of your LB, your Opp. choose a Chara or Event from among them, add that card to your hand, and discard the remaining to the WR.

Summer Pockets - Time | SMP/W82-019 T: None

L0

C0

"Happy New Year" Shiroha

[A] CX COMBO When this attacks, if "My First Kiss" is in your CZ and you have 2 or more other ::Summer Pockets:: Charas, look at up to 4 cards from the top of your LB, choose up to 1 ::Summer Pockets:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and for the turn this gains +500 Pow.

Summer Pockets - Time | SMP/W82-020 T: None

L0

C0

"Peaceful Time" Shiroha

--No Text--

Summer Pockets - Time | SMP/W82-021 T: None

L0

C0

"Happy Times" Shiroha

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

Summer Pockets - Time | SMP/W82-022 T: None

L1

C0

"You Did Your Best, OK?" Umi

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Summer Pockets - Time | SMP/W82-023 T: Soul

L1

C1

"Summer Session" Shiroha

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Summer Pockets - Time | SMP/W82-024 T: Soul

L2

C1

Islamon Fight

BRAINSTORM If you do not have a Chara with ::Summer Pockets:: this cannot be played from hand.
Choose 1 of your Charas, and that Chara gains +1 Soul for the turn. Both players flip over the top 3 cards of their Libraries and put those cards in their WR. If the total Pow of Charas from among the cards of yours placed into the WR by this effect is equal to or greater than the total Pow of Charas from among the cards of your Opp. placed into the WR by this effect, choose up to 2 ::Summer Pockets:: Charas in your WR and return them to hand.

SMP/W82-025 T: None

L2

C0

Finally... I Wanted to See You...

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

SMP/W82-026 T: Choice

Finally... I Wanted to See You...

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

SMP/W82-026R T: Choice

My First Kiss

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

SMP/W82-027 T: Soul Bounce

My First Kiss

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

SMP/W82-027R T: Soul Bounce

Naturally Nostalgia

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

SMP/W82-028 T: Choice

Naturally Nostalgia

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

SMP/W82-028R T: Choice

"Summer Dress" Kamome

[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.
[A] CX COMBO At the beginning of your Encore Step, if "Preparing for Tomorrow" is in your CZ and this is in the Front Row and you have another ::Summer Pockets:: Chara, and this has no Chara or a Reversed Chara Opposite this, draw up to 2 cards. If you draw 2 cards, choose a card from your hand and discard it to the WR.

Summer Pockets - Pirate | SMP/W82-029 T: None

"Summer Dress" Kamome

[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.
[A] CX COMBO At the beginning of your Encore Step, if "Preparing for Tomorrow" is in your CZ and this is in the Front Row and you have another ::Summer Pockets:: Chara, and this has no Chara or a Reversed Chara Opposite this, draw up to 2 cards. If you draw 2 cards, choose a card from your hand and discard it to the WR.

Summer Pockets - Pirate | SMP/W82-029SP T:

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"Summer Dress" Tsumugi

[C] If you have 4 or more ::Summer Pockets:: Charas, this gets -1 Level while in your hand.
[C] **RECOLLECTION** During your turn, if "Picture Found in the Storage" is in your Memory, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Summer Pockets - Plush | SMP/W82-030 T: Soul

"Summer Dress" Tsumugi

[C] If you have 4 or more ::Summer Pockets:: Charas, this gets -1 Level while in your hand.
[C] **RECOLLECTION** During your turn, if "Picture Found in the Storage" is in your Memory, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Summer Pockets - Plush | SMP/W82-030SP T: Soul

"To the Other Side of the Blinding Light" Tsumugi

[A] [(1)] When a Climax is placed to your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Tsumugi" or "Tsumugi" (kana) or "Shizuku" in name or "Picture Found in the Storage" from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Plush | SMP/W82-031 T: None

Summer Pockets Reflection Blue Booster Pack

"To the Other Side of the Blinding Light" Tsumugi

[A] [(1)] When a Climax is placed to your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Tsumugi" or "Tsumugi" (kana) or "Shizuku" in name or "Picture Found in the Storage" from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Plush | SMP/W82-031S T: None

"Summer Sunshine" Miki

[A] CX COMBO When "Just Like a Lot of Kisses" is placed in your CZ, if you have 2 or more other ::Summer Pockets:: Charas, look at up to 4 cards from the top of your LB, choose up to 1 ::Summer Pockets:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Summer Pockets - Weapon | SMP/W82-032 T: None

"Summer Sunshine" Miki

[A] CX COMBO When "Just Like a Lot of Kisses" is placed in your CZ, if you have 2 or more other ::Summer Pockets:: Charas, look at up to 4 cards from the top of your LB, choose up to 1 ::Summer Pockets:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Summer Pockets - Weapon | SMP/W82-032S T:

"To the Other Side of the Blinding Light" Kamome

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(2)] At the beginning of your Encore Step, may pay. If so, reveal up to 1 Climax with a Treasure Trigger Icon from your hand to your Opp., return that Climax to your LB and shuffle your LB.

Summer Pockets - Pirate | SMP/W82-033 T: Soul

"To the Other Side of the Blinding Light" Kamome

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(2)] At the beginning of your Encore Step, may pay. If so, reveal up to 1 Climax with a Treasure Trigger Icon from your hand to your Opp., return that Climax to your LB and shuffle your LB.

Summer Pockets - Pirate | SMP/W82-033S T: Soul

"Merry Christmas" Shizuku

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 Pow.
[A] CX COMBO [Put 1 "Ms. Good Friend" Shizuku from your Memory to the WR] When "Definitely Don't Want to Forget" is placed to your CZ, if this is in your Front Row, may pay. If so, choose up to 2 ::Summer Pockets:: Charas from your WR, place them to your Stock in any order, and for the turn this gains +3000 Pow.

Summer Pockets - Oppai | SMP/W82-034 T: Soul

"Blessed Confetti" Shizuku

[C] **ASSIST** All your ::Summer Pockets:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Ms. Good Friend" Shizuku in your WR and send it to Memory.
[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose as many "Ms. Good Friend" Shizuku as you like in your Memory, return them to your hand, and perform the following action X times. "Discard a card from your hand to the WR, choose 1 of your Opp.'s Charas, and for the turn that Chara gets -1 Soul." X equals the number of cards returned to your hand from your Memory via this effect.

Summer Pockets - Oppai | SMP/W82-035 T: Soul

"Blessed Confetti" Shizuku

[C] **ASSIST** All your ::Summer Pockets:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Ms. Good Friend" Shizuku in your WR and send it to Memory.
[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose as many "Ms. Good Friend" Shizuku as you like in your Memory, return them to your hand, and perform the following action X times. "Discard a card from your hand to the WR, choose 1 of your Opp.'s Charas, and for the turn that Chara gets -1 Soul." X equals the number of cards returned to your hand from your Memory via this effect.

Summer Pockets - Oppai | SMP/W82-035S T: Soul

"Summer Festival" Miki

[C] When you pay the cost for the [A] of "Already Falling in Love" Miki & Hairi you may put a Marker from beneath this to the WR instead of paying 1 Stock.
[A] When this is placed from hand to the Stage, draw 2 cards, choose 2 cards from your hand and place them facedown underneath this as Marker in any order, and place up to 1 card from the top of your LB to Stock.
[A] [Discard a Chara from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Summer Pockets - Weapon | SMP/W82-036 T: Soul

"Aggressive Fashion" Shizuku

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

Summer Pockets - Oppai | SMP/W82-037 T: None

"Familiar Place" Miki

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

Summer Pockets - Weapon | SMP/W82-038 T: None

"Maid Uniform" Kamome

[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 for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Summer Pockets - Pirate | SMP/W82-039 T: None

"Maid Uniform" Tsumugi

[A] [(2)] Discard a Climax card from hand to the WR. When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, may pay. If so, search your LB for up to 2 Charas with "Summer Pockets" in name, show them to your Opp., put them in your hand, and shuffle your LB.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Summer Pockets - Plush | SMP/W82-040 T: None

L0
C0

"Shy Appearance" Miki

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] When this card's Damage is cancelled, you may return this to hand.

Summer Pockets - Weapon | SMP/W82-041 T: None

L0
C0

"Beach Counseling Center" Shizuku

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.
[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

Summer Pockets - Oppai | SMP/W82-042 T: None

L0
C0

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"Summer Moment" Kamome

[A] [(1)] When a Climax is placed to your CZ, may pay. If so, reveal the top card of your LB. If that is a Chara with ::Summer Pockets:: or an Event put it in your hand. (otherwise put it back)
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Summer Pockets - Pirate | SMP/W82-043 T: None

L0
C0

Together Forever

[Counter] If you have 5 or more ::Summer Pockets:: Charas, choose 1 Chara in Battle, and for the turn it gets "[C] This cannot deal Damage to players".
Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

SMP/W82-044 T: None

L2
C3

Definitely Don't Want to Forget

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

SMP/W82-045 T: Treasure

Summer Pockets Reflection Blue Booster Pack

Just Like a Lot of Kisses

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

SMP/W82-046 T: Stock

Preparing for Tomorrow

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

SMP/W82-047 T: Treasure

Preparing for Tomorrow

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

SMP/W82-047R T: Treasure

"How to Hold Hands" Shiki

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If the revealed card is a ::Summer Pockets:: Chara, this gets +1 Level and +1500 Pow for the turn. (Put the revealed card back where it was)
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Summer Pockets:: Charas, Rest it and move it to an empty Slot in the Back Row.

Summer Pockets - Oni | SMP/W82-048 T: None

L0
C0

"How to Hold Hands" Shiki

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If the revealed card is a ::Summer Pockets:: Chara, this gets +1 Level and +1500 Pow for the turn. (Put the revealed card back where it was)
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Summer Pockets:: Charas, Rest it and move it to an empty Slot in the Back Row.

Summer Pockets - Oni | SMP/W82-048S T: None

L0
C0

"Sunflower Field" Umi

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +3000 Pow.
[A] CX COMBO [Discard a ::Summer Pockets:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Routine Breakfast" is in your CZ choose up to 1 ::Summer Pockets:: Chara in your WR, return it to hand, and may pay. If so, choose up to 1 ::Summer Pockets:: Chara or "Summer Pockets" and return it to hand.

Summer Pockets - Time | SMP/W82-049 T: None

L1
C0

"Sunflower Field" Umi

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +3000 Pow.
[A] CX COMBO [Discard a ::Summer Pockets:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Routine Breakfast" is in your CZ choose up to 1 ::Summer Pockets:: Chara in your WR, return it to hand, and may pay. If so, choose up to 1 ::Summer Pockets:: Chara or "Summer Pockets" and return it to hand.

Summer Pockets - Time | SMP/W82-049S T: None

L1
C0

"Summer Pockets" Miki

[C] **RECOLLECTION** If "Already Falling in Love" Miki & Hairi' is in your Memory, this gains the following ability. "[C] During Battles involving this Chara, your Opp. may not play **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When the Battle Opp. of this is Reversed, if "Wondering if This is My Dream" is in your CZ, deal 1 Damage to your Opp., and put that Chara on the top of their LB. (DC can occur)

Summer Pockets - Weapon | SMP/W82-050 T: Soul

L3
C2

"Summer Pockets" Miki

[C] **RECOLLECTION** If "Already Falling in Love" Miki & Hairi' is in your Memory, this gains the following ability. "[C] During Battles involving this Chara, your Opp. may not play **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When the Battle Opp. of this is Reversed, if "Wondering if This is My Dream" is in your CZ, deal 1 Damage to your Opp., and put that Chara on the top of their LB. (DC can occur)

Summer Pockets - Weapon | SMP/W82-050SP T:

L3
C2

"Already Fallen in Love" Miki & Hairi

[A] **RECOLLECTION** [(3) Discard a card from hand to WR] At the beginning of your Encore Step, if you have 2 or more other Charas with "Miki" in name and this is in Memory, may pay. If so, deal 1 Damage to your Opp., choose up to 1 Chara from your WR and return it to hand. (DC can occur)
[S] [(1)] If you have 2 or less cards in Memory, look at up to 3 cards from the top of your LB, choose up to 1 ::Summer Pockets:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and send this to Memory.

Summer Pockets | SMP/W82-051 T: None

L0
C0

"Already Fallen in Love" Miki & Hairi

[A] **RECOLLECTION** [(3) Discard a card from hand to WR] At the beginning of your Encore Step, if you have 2 or more other Charas with "Miki" in name and this is in Memory, may pay. If so, deal 1 Damage to your Opp., choose up to 1 Chara from your WR and return it to hand. (DC can occur)
[S] [(1)] If you have 2 or less cards in Memory, look at up to 3 cards from the top of your LB, choose up to 1 ::Summer Pockets:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and send this to Memory.

Summer Pockets | SMP/W82-051S T: None

L0
C0

"That Summer Once Again" Ao

[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those cards to your WR."
[A] When this attacks, choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Summer Pockets:: Charas.

Summer Pockets - Twins | SMP/W82-052 T: None

L1
C0

"That Summer Once Again" Ao

[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those cards to your WR."
[A] When this attacks, choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Summer Pockets:: Charas.

Summer Pockets - Twins | SMP/W82-052S T: None

L1
C0

"Peony Sparkler" Shiki

[C] If there are 5 or more Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.
[A] **CX COMBO** [Put a "Unique Snoring" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 4 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Summer Pockets - Oni | SMP/W82-053 T: Soul

L2
C1

"To the Other Side of the Blinding Light" Ao

[C] During your turn, all your other Charas with "Summer Pockets" in the name gain +1000 Pow.
[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[S] [(3) Discard 2 cards from hand to the WR] Deal 5 Damage to your Opp.. (DC can occur)

Summer Pockets - Twins | SMP/W82-054 T: Soul

L2
C2

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"With Your Hand" Shiki

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 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 - Oni | SMP/W82-055 T: Soul

L3
C2

"With Your Hand" Shiki

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 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 - Oni | SMP/W82-055S T: Soul

L3
C2

"Resistant to Adults" Umi

[C] If this is in the Front Row, all of the ::Summer Pockets:: Charas in your hand gain "[S] [Counter] **BACKUP 2000, Level 0** [Discard this card from your hand to the WR]", and all of your ::Summer Pockets:: Charas gain +1000 Pow.
[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Summer Pockets - Time | SMP/W82-056 T: Soul

L3
C2

Summer Pockets Reflection Blue Booster Pack

"Resistant to Adults" Umi

[C] If this is in the Front Row, all of the ::Summer Pockets:: Charas in your hand gain "[S] [Counter] **BACKUP 2000, Level 0** [Discard this card from your hand to the WR]", and all of your ::Summer Pockets:: Charas gain +1000 Pow.
[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Summer Pockets - Time | SMP/W82-056S T: Soul

L3
C2

"What I Protected" Shiki

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Summer Pockets - Oni | SMP/W82-057 T: None

L0
C0

"Seven's Sea" Miki & Umi

[A] At the beginning of your MP, 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 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Summer Pockets - Weapon | SMP/W82-058 T: None

L0
C0

"Public Radar" Miki

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

Summer Pockets - Weapon | SMP/W82-059 T: None

L0
C0

"Memory Waiting" Nanami

[A] When your other ::Time:: Chara or Chara with "Summer Pockets" in name is placed from hand to the Stage, for the turn that Chara gains +1000 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/W82-060 T: None

L1
C0

"Maid Uniform" Ao

[A] **CX COMBO** [(1)] When this attacks, if "Once More.. Okay?" is in your CZ, may pay. If so, all of your other Charas gain the following ability for the turn. [A] When this Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Summer Pockets:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W82-061 T: None

L1
C0

"Course Preview" Miki

[S] [Discard a "Peaceful Time" Shiroha' from your hand to the WR]
Choose up to 1 of your Opp.'s Front Row Charas with Cost 0 or lower and put it in their WR, and for the turn this gains +1 Soul.

Summer Pockets - Weapon | SMP/W82-062 T: None

L1
C0

"Repainted Memory" Miki

[A] [(4) Discard a ::Summer Pockets:: Chara from hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Weapon | SMP/W82-063 T: Soul

L2
C1

"People who Love Me" Shiki

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your ::Summer Pockets:: Charas and this, then Stand and Swap them.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Summer Pockets - Oni | SMP/W82-064 T: Soul

L2
C1

"Echoes of Summer" Ao & Kamome

[C] If this is in the Front Row Center Slot, this gains +2000 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 - Music | SMP/W82-065 T: None

L0
C0

"Happy Times" Umi

[C] Your other "Returning Memory" Shiki' gain +1500 Pow, ::Rice Ball::, and [A] **ENCORE** [Discard a Chara from hand to the WR].
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Time | SMP/W82-066 T: None

L0
C0

"Devil Coach Style" Umi

[C] All your other ::Summer Pockets:: Charas gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, look at the top card of your LB and put it either on top of the LB or in the WR.

Summer Pockets - Time | SMP/W82-067 T: None

L0
C0

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.

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

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

[C] For each Marker under this, this gains +2000 Pow.
 [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 the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

L1
C0

L1
C0

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

L2
C1

L1
C0

LO
CO

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

L3
C2

L3
C2

"Ms. Good Friend" Shizuku

[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 Chara in your WR and return it to your hand.
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Summer Pockets - Oppai | SMP/W82-080 T: None

L0
C0

"Ms. Good Friend" Shizuku

[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 Chara in your WR and return it to your hand.
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Summer Pockets - Oppai | SMP/W82-080S T: None

L0
C0

"Ms. Good Friend" Tsumugi

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [(1) Rest another of your Standing Charas with "Tsumugi" or "Tsumugi" (kana) or "Shizuku" in name] During the turn that this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with "Tsumugi" or "Tsumugi" (kana) or "Shizuku" in name, show it to your Opp., put it in your hand, and shuffle your LB.

Summer Pockets - Plush | SMP/W82-081 T: None

L1
C0

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"Ms. Good Friend" Tsumugi

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [(1) Rest another of your Standing Charas with "Tsumugi" or "Tsumugi" (kana) or "Shizuku" in name] During the turn that this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with "Tsumugi" or "Tsumugi" (kana) or "Shizuku" in name, show it to your Opp., put it in your hand, and shuffle your LB.

Summer Pockets - Plush | SMP/W82-081S T: None

L1
C0

"Midsummer Beach" Ao

[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, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.
[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Thinking of Little Sister" Ai in your WR and send it to Memory.

Summer Pockets - Twins | SMP/W82-082 T: Soul

L3
C2

"Midsummer Beach" Ao

[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, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.
[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Thinking of Little Sister" Ai in your WR and send it to Memory.

Summer Pockets - Twins | SMP/W82-082S T: Soul

L3
C2

Summer Pockets Reflection Blue Booster Pack

"Commanding Wind" Kamome

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard a card from hand to the WR] When this card Attacks, if you have a Chara in your Front Row Center Slot with "Summer Pockets" in name, may pay. If so, deal 1 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Summer Pockets - Pirate | SMP/W82-083 T: Soul

L3
C2

"Commanding Wind" Kamome

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard a card from hand to the WR] When this card Attacks, if you have a Chara in your Front Row Center Slot with "Summer Pockets" in name, may pay. If so, deal 1 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Summer Pockets - Pirate | SMP/W82-083S T: Soul

L3
C2

"After all it's Obvious" Ao

[C] All your other "Sleeping Face Without Guard" Ao gain +1000 Pow.
[C] ASSIST All your Charas in front of this gain +500 Pow.
[A] [Discard a RED or BLUE card from hand to the WR] When this is placed from hand to the Stage, if you have 6 or less cards in hand, may pay. If so, search your LB for up to 1 "Sleeping Face Without Guard" Ao, show it to your Opp., put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W82-084 T: None

L0
C0

"Summer Sunshine" Kamome

[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] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Summer Pockets - Pirate | SMP/W82-085 T: None

L0
C0

"Summer Sunshine" Tsumugi

[C] If you have 2 or more other "Summer Pockets" Charas, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "For the Last Time, Thank You" is in your CZ, until the next end of your Opp.'s turn this gains the following ability. "[A] At the beginning of your Opp.'s Attack Phase, choose and perform 1 of the following 2 effects. Return this to your hand." Move this to a slot in the Front Row without a Chara Opposite it."

Summer Pockets - Plush | SMP/W82-086 T: None

L0
C0

"That Summer Once Again" Tsumugi

[C] RECOLLECTION If "Picture Found in the Storage" is in your Memory, this gains +2500 Pow and the following ability. "[A] [Put this in the WR] When another of your Charas is Front Attacked, may pay. If so, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow."

Summer Pockets - Plush | SMP/W82-087 T: None

L1
C0

"Taught Magic" Shizuku

[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] [Return a "Ms. Good Friend" Shizuku from your Memory to your hand, discard a card from hand to the WR] When this attacks, may pay. If so, for the turn this gains +3000 Pow.

Summer Pockets - Oppai | SMP/W82-088 T: None

L1
C0

"Merry Christmas" Tsumugi

[A] [Discard 2 cards from your hand to 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 your Opp. and put it in the WR.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Summer Pockets - Plush | SMP/W82-089 T: Soul

L2
C1

"This Summer I Started to Like You" Shizuku & Hairi

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] [Discard a Climax card from hand to the WR] At the beginning of your Encore Step, may pay. If so, choose a "Summer Pockets" Chara in your WR and return it to hand.

Summer Pockets | SMP/W82-090 T: Soul

L2
C1

"Chest Like a Full Moon" Shizuku

[C] ASSIST All your Charas in front of this gain +500 Pow.
[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Summer Pockets - Oppai | SMP/W82-091 T: None

L0
C0

"Subversive Fried Rice" Shizuku

[A] [Return 2 Charas from your WR to the LB, Shuffle that LB] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn.
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

Summer Pockets - Oppai | SMP/W82-092 T: None

L0
C0

"That Summer Once Again" Kamome

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Summer Pockets - Pirate | SMP/W82-093 T: None

L0
C0

"Waiter Figure" Ryouichi

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is not a Chara, place it face down underneath this as Marker. (Otherwise put it back)

[A] [Place a Marker from underneath this to the WR] When this attacks, may pay. If so, choose 1 of the following 2 effects and perform it. "For the turn this gains +4500 Pow." "For the turn this gains +1500 Pow and +2 Soul."

Summer Pockets - Clothes | SMP/W82-094 T: None

L1

C0

"In My Chest" Shizuku

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Summer Pockets - Oppai | SMP/W82-095 T: Soul

L1

C1

"Several First Kisses" Shizuku

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.

[A] **ENCORE** [(1) Put a Chara from the Stage to the WR]

Summer Pockets - Oppai | SMP/W82-096 T: None

L1

C1

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"Break Time" Tenzen

[C] For each Marker under this, this gains +1000 Pow.

[A] This ability activates up to once per turn. When you play "Rally Exchange", you may look at the top card of your LB. If so, put that card face-down under this as Marker.

[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Summer Pockets - Sports | SMP/W82-097 T: None

L1

C1

Rally Exchange

Your Opp. performs RALLY.

You draw a card, and all players draw a card for each card placed in the WR by this effect.

Send this to Memory.

[Replay] RALLY A player performing this Replay may choose a card from their hand and place it in the WR. If they do not place a card in the WR, their Opp. may draw a card. If they do place a card in the WR, their Opp. performs RALLY.

SMP/W82-098 T: None

L2

C2

Wedding for Three People

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

SMP/W82-099 T: Soul Gate

Summer Pockets Reflection Blue Booster Pack

Wedding for Three People

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

SMP/W82-099R T: Soul Gate

For the Last Time.. Thank You

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

SMP/W82-100 T: Soul Gate

"Master of Solo Play" Umi

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] [Rest this] Look at the top card of your LB. (Put the card back where it was)

Summer Pockets - Time | SMP/W82-101 T: None

L1

C0

"Heart-Pounding Maiden" Shiki

[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Summer Pockets - Oni | SMP/W82-102 T: None

L0

C0

"Chairman of Tourism Association" Miki

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

[S] [Rest this] Choose 1 of your Charas, and for the turn that Chara gains +2500 Pow, at the end of the turn, place that Chara in the WR.

Summer Pockets - Weapon | SMP/W82-103 T: Soul

L2

C1

"Return the Cow" Shizuku

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.

[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Summer Pockets:: Chara in your WR and return it to your hand.

Summer Pockets - Oppai | SMP/W82-104 T: None

L0

C0