

Asuna, Optimistic Feeling
 [A] [(1)] When this attacks, if "Revelation of "the Wife" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to hand.
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +3500 Pow for the turn.

Avatar - Weapon | SAO/S26-001 T: None

L1
C0

Asuna, Optimistic Feeling
 [A] [(1)] When this attacks, if "Revelation of "the Wife" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas and return it to hand.
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +3500 Pow for the turn.

Avatar - Weapon | SAO/S26-001R T: None

L1
C0

Asuna, Light of Hope
 [A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp., (DC can occur)
 [A] When this attacks, if "On top of "Yggdrasil" is in the CZ, all your Charas gain +5000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put that Chara in Stock."

Avatar - Weapon | SAO/S26-002 T: Soul

L3
C2

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Asuna, Light of Hope
 [A] This ability activates up to once per turn. During the turn this is placed from hand or via **CHANGE** to the stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp., (DC can occur)
 [A] When this attacks, if "On top of "Yggdrasil" is in the CZ, all your Charas gain +5000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put that Chara in Stock."

Avatar - Weapon | SAO/S26-002SP T: Soul

L3
C2

Asuna, Precious Time
 [C] During your turn, all your other Charas gain +500 Pow.
 [S] [Rest 2 of your Charas] Choose 1 of your ::Avatar:: Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | SAO/S26-003 T: None

L0
C0

Asuna, Debuting Home Cooking
 [C] If you have 1 or fewer other Charas, this gains +1 Level and +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, this gains +1000 Pow and +1 Soul for the turn.

Avatar - Weapon | SAO/S26-004 T: None

L0
C0

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Asuna, Debuting Home Cooking
 [C] If you have 1 or fewer other Charas, this gains +1 Level and +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, this gains +1000 Pow and +1 Soul for the turn.

Avatar - Weapon | SAO/S26-004S T: None

L0
C0

Asuna, Inside the Bird Cage
 [C] If you have another "Kirito, Two Worlds", this gains +2000 Pow.

Avatar - Weapon | SAO/S26-005 T: Soul

L2
C1

Asuna Yuuki
 [A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
 [A] **CHANGE** [(2)] Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Asuna, Light of Hope" in your WR and put it in the Slot this was in.
 (Note: Because this card's Japanese name is different from the text used to target "Chara with "Asuna" in name" and "Chara with "Yuuki" in name", it has neither "Asuna" nor a "Yuuki" for the purpose of those specific effects. Cards that target this card by specific complete name still target this card.)

Net | SAO/S26-006 T: Soul

L2
C1

Asuna Yuuki
 [A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
 [A] **CHANGE** [(2)] Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Asuna, Light of Hope" in your WR and put it in the Slot this was in.
 (Note: Because this card's Japanese name is different from the text used to target "Chara with "Asuna" in name" and "Chara with "Yuuki" in name", it has neither "Asuna" nor a "Yuuki" for the purpose of those specific effects. Cards that target this card by specific complete name still target this card.)

Net | SAO/S26-006S T: Soul

L2
C1

Asuna, Bride of the Fairy King
 [A] **BOND**/"Kirito, Two Worlds" [(1)]

Avatar - Weapon | SAO/S26-007 T: None

L0
C0

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

Avatar - Weapon | SAO/S26-008 T: None

L0
C0

Asuna, Family Side
 [C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times # of your Charas with **ASSIST**.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 card in your Opp.'s WR and return it to the LB, then shuffle that LB.
 (Note: Because this card's Japanese name is different from all other cards with "Asuna" in name, it is not considered an "Asuna" for the purpose of effects.)

Net | SAO/S26-009 T: Soul

L1
C1

Asuna, Kind Appearance
 [C] During your turn, for each of your other Rested Charas, this gains +500 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Avatar - Weapon | SAO/S26-010 T: None

L1
C1

Asuna, Shy Smile
 [C] If you have 3 or more other Charas with either ::Avatar:: or ::Net::, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
 [C] All your other Charas gain the following ability.
 "[C] This cannot Side Attack."

Avatar - Weapon | SAO/S26-011 T: Soul

L2
C2

Asuna, "Undine" Girl
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Avatar - Weapon | SAO/S26-012 T: None

L0
C0

Asuan, "Conquering Team"'s Off Day
 --No Text--

Avatar - Weapon | SAO/S26-013 T: None

L0
C0

Akihiko Kayaba
 [S] [(1) Send this to Memory] Choose 1 of your ::Avatar:: Charas, and that Chara gains +4000 Pow for the turn.

Net - Science | SAO/S26-014 T: None

L1
C0

Asuna, Ways to Enjoy Vacation
--No Text--

Avatar - Weapon | SAO/S26-015 T: None

L1
C0

Asuna, Putting Self in the Frontline
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Avatar - Weapon | SAO/S26-016 T: Soul

L2
C1

Alicia Rue, Lord of "Cait Sith"
--No Text--

Avatar - Magic | SAO/S26-017 T: Soul

L2
C1

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Asuna's Present
[Counter] If you don't have an ::Avatar:: Chara, you cannot play this from your hand. Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn. Send this to Memory.

SAO/S26-018 T: None

L1
C1

On Top of "Yggdrasil"
[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S26-019 T: Soul Bounce

Revelation of "the Wife"
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SAO/S26-020 T: 2 Soul

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Leafa, "Sylph" Expert
[C] All your other Charas with either ::Avatar:: or ::Net:: gain +1000 Pow.
[A] [(1) Rest this] When your other Chara becomes Reversed in battle, if this is Standing, may pay. If so, that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" for the turn.

Avatar - Weapon | SAO/S26-021 T: Soul

L2
C1

Leafa & Suguha, Virtual And Reality
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, if "Fairy Dance" is in the CZ, may pay. If so, search your LB for up to 2 Charas with either ::Avatar:: or ::Net::, reveal them, put them in your hand, and shuffle your LB.

Avatar - Net | SAO/S26-022 T: Soul

L3
C2

Leafa & Suguha, Virtual And Reality
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, if "Fairy Dance" is in the CZ, may pay. If so, search your LB for up to 2 Charas with either ::Avatar:: or ::Net::, reveal them, put them in your hand, and shuffle your LB.

Avatar - Net | SAO/S26-022SP T: Soul

L3
C2

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

Avatar - Weapon | SAO/S26-023 T: None

L0
C0

Suguha, Supporting Big Brother
[A] **BOND**"Kirito, Unwavering Determination" [(1)]
[A] **CHANGE** [(1) Discard a card from your hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Suguha, Kirito's Little Sister" in your WR and put it in the Slot this was in.

Net - Sports | SAO/S26-024 T: None

L0
C0

Suguha, Supporting Big Brother
[A] **BOND**"Kirito, Unwavering Determination" [(1)]
[A] **CHANGE** [(1) Discard a card from your hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Suguha, Kirito's Little Sister" in your WR and put it in the Slot this was in.

Net - Sports | SAO/S26-024R T: None

L0
C0

Leafa, Girl of Virtual World
[A] When this is placed from hand to the Stage, Rest 1 of your Standing ::Avatar:: Charas.

Avatar - Weapon | SAO/S26-025 T: None

L1
C0

Leafa, Girl of Virtual World
[A] When this is placed from hand to the Stage, Rest 1 of your Standing ::Avatar:: Charas.

Avatar - Weapon | SAO/S26-025S T: None

L1
C0

Suguha, Changing
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with either ::Avatar:: or ::Net::.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Net - Sports | SAO/S26-026 T: Soul

L2
C1

Suguha, Changing
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with either ::Avatar:: or ::Net::.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Net - Sports | SAO/S26-026S T: Soul

L2
C1

"Speedholic" Leafa
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.
[A] When this attacks, choose up to 2 of your Charas with either ::Avatar:: or ::Net::, and those Charas gain +500 Pow for the turn.

Avatar - Weapon | SAO/S26-027 T: None

L0
C0

"Veteran Player" Leafa
[C] During your Climax Phase, you cannot play a Climax card from hand.

Avatar - Weapon | SAO/S26-028 T: None

L0
C0

Suguha, Kirito's Little Sister
 [A] [(1)] Put the top card of your LB in your Clock. When "Memory of Last Night" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 1 or lower ::Avatar:: Chara and put it in any Slot on the Stage, shuffle your LB, and that Chara gains +1000 Pow for the turn.

Net - Sports | SAO/S26-029 T: None

L1
C1

Leafa, Troubled Maiden
 [C] If you have 3 or more other Charas with either ::Avatar:: or ::Net::, this gains +1000 Pow.

Avatar - Weapon | SAO/S26-030 T: Soul

L2
C1

Suguha, Tutor
 [C] If Chara Opposite this is Level 3 or higher, this gains +3000 Pow.

Net - Sports | SAO/S26-031 T: Soul

L2
C2

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Recon, Caring about Something
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your Clock and return it to your hand, and choose a card in your hand and put it in Clock.

Avatar - Weapon | SAO/S26-032 T: None

L0
C0

Leafa, Taking Off From Territory
 --No Text--

Avatar - Weapon | SAO/S26-033 T: None

L0
C0

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

Net - Sports | SAO/S26-034 T: None

L1
C0

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Oberon, Game Master
 [S] [(1)] Choose 1 Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Avatar - Weapon | SAO/S26-035 T: None

L1
C0

Suguha, Youth Days
 --No Text--

Net - Sports | SAO/S26-036 T: None

L1
C1

Sakuya, Lord of "Sylph"
 --No Text--

Avatar - Weapon | SAO/S26-037 T: Soul

L2
C1

Swilvane Specialty
 Choose a Chara with either ::Avatar:: or ::Net:: in your Clock and return it to your hand. Put this in Clock.

SAO/S26-038 T: None

L1
C0

Fairy Dance
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SAO/S26-039 T: 2 Soul

Memory of Last Night
 [C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S26-040 T: Treasure

Silica, "Cait Sith" Girl
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is not a Chara with either ::Avatar::, ::Net::, or ::Dragon::, at the start of your Encore Step, put this in your WR. (Put the revealed card back where it was)

Avatar - Weapon | SAO/S26-041 T: None

L1
C1

Silica, "Cait Sith" Girl
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is not a Chara with either ::Avatar::, ::Net::, or ::Dragon::, at the start of your Encore Step, put this in your WR. (Put the revealed card back where it was)

Avatar - Weapon | SAO/S26-041SP T: None

L1
C1

Silica, Relieved Smile
 [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] [(2)] When this attacks, if "Accident in Battle" is in the CZ, may pay. If so, Deal 1 Damage to your Opp., and choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

Avatar - Weapon | SAO/S26-042 T: Soul

L2
C1

Silica, Looking Up at the Sky
 [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 ::Avatar:: Chara, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | SAO/S26-043 T: None

L0
C0

Lisbeth, "Leprechaun" Girl
 [C] If there are 5 or more cards in your Stock, 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."

Avatar - Weapon | SAO/S26-044 T: None

L1
C0

Lisbeth, "Leprechaun" Girl
 [C] If there are 5 or more cards in your Stock, 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."

Avatar - Weapon | SAO/S26-044S T: None

L1
C0

Silica, Embarrassed Look
 [C] For each of your other Charas with either **::Avatar::**, **::Net::**, or **::Dragon::**, this gains +500 Pow.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Avatar - Weapon | SAO/S26-045 T: Soul

L3
C2

Silica, Embarrassed Look
 [C] For each of your other Charas with either **::Avatar::**, **::Net::**, or **::Dragon::**, this gains +500 Pow.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Avatar - Weapon | SAO/S26-045S T: Soul

L3
C2

Lisbeth, Brilliant Smile
 [A] When this is placed from hand to the Stage, look at the top card of you LB and put it either on top of the LB or in the WR.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either **::Avatar::** or **::Net::**.
 [A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Avatar - Weapon | SAO/S26-046 T: Soul

L3
C2

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Lisbeth, Brilliant Smile
 [A] When this is placed from hand to the Stage, look at the top card of you LB and put it either on top of the LB or in the WR.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either **::Avatar::** or **::Net::**.
 [A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Avatar - Weapon | SAO/S26-046SP T: Soul

L3
C2

Rika Shinozaki
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 Chara in your WR with either **::Avatar::** or **::Net::** and return it to your hand.

Net | SAO/S26-047 T: None

L0
C0

Lisbeth, Realization of Affection
 [A] When this attacks, if "Until the Smile Returns" is in the CZ, put the top 3 cards of your LB in the WR. If the cards put in the WR in this way are all Charas with either **::Avatar::** or **::Net::**, choose a Chara in your WR and return it to your hand.

Avatar - Weapon | SAO/S26-048 T: None

L0
C0

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Keiko, Cease-Fire Agreement
 [A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your WR, put the top card of your LB in your Clock.

Net - Animal | SAO/S26-049 T: None

L0
C0

Keiko Ayano
 [C] ASSIST All your Charas with either **::Avatar::** or **::Net::** in front of this gain +1 Level and +500 Pow.
 [A] [(1)] Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Chara ith either **::Avatar::**, **::Net::**, or **::Dragon::**, reveal it, put it in your hand, and shuffle your LB.

Net - Animal | SAO/S26-050 T: Soul

L1
C1

Rika, Cease-Fire Agreement
 [A] ACCELERATE [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose 1 Chara in your WR with either **::Avatar::** or **::Net::** and return it to your hand.

Net | SAO/S26-051 T: Soul

L2
C1

Rika, Cease-Fire Agreement
 [A] ACCELERATE [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose 1 Chara in your WR with either **::Avatar::** or **::Net::** and return it to your hand.

Net | SAO/S26-051R T: Soul

L2
C1

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

Net - Animal | SAO/S26-052 T: None

L0
C0

Lisbeth, Adventure to Gather Materials
 --No Text--

Avatar - Weapon | SAO/S26-053 T: None

L0
C0

Silica, On Guard to Kindness
 --No Text--

Avatar - Weapon | SAO/S26-054 T: None

L1
C0

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

Avatar - Weapon | SAO/S26-055 T: Soul

L1
C1

Lisbeth, Kind Warmth
 --No Text--

Avatar - Weapon | SAO/S26-056 T: Soul

L2
C2

Eugene, Commander
 [C] During battles involving this, you cannot play Events or BACKUP from your hand.

Avatar - Weapon | SAO/S26-057 T: Soul

L2
C2

"Demonic Sword Gram"
 Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. Your Opp. cannot play Events or BACKUP from hand this turn.

SAO/S26-058 T: None

L2
C1

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

SAO/S26-059 T: Salvage

L2
C1

Until the Smile Returns
 [C] All your Charas gain +2 Soul.

SAO/S26-060 T: 2 Soul

L2
C1

Yui, Adventure to Find Mama
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest 2 of your Charas] Look at the top card of your LB and put it either on top or bottom of the LB.

Net | SAO/S26-061 T: Soul

L2
C1

Yui, Adventure to Find Mama
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Rest 2 of your Charas] Look at the top card of your LB and put it either on top or bottom of the LB.

Net | SAO/S26-061SP T: Soul

L2
C1

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Kirito, "Dual Wield" Demon
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] [(3) Discard 2 cards from hand to the WR] This ability activates up to once per turn. When this attacks, if you are Level 3 or higher and there are 6 cards in your Clock, may pay. If so, Stand this.

Avatar - Weapon | SAO/S26-062 T: Soul

L3
C2

Kirito, "Dual Wield" Demon
 [A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
 [A] [(3) Discard 2 cards from hand to the WR] This ability activates up to once per turn. When this attacks, if you are Level 3 or higher and there are 6 cards in your Clock, may pay. If so, Stand this.

Avatar - Weapon | SAO/S26-062SP T: Soul

L3
C2

Kirito, Waiting Out Rain
 [A] When this attacks, choose 1 of your other Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Avatar - Weapon | SAO/S26-063 T: None

L0
C0

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Kazuto, Challenging "ALO"
 [A] [(1)] When your other Chara attacks, may pay. If so, that Chara gains the following ability for the turn.
 "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Net | SAO/S26-064 T: None

L0
C0

Kazuto, Challenging "ALO"
 [A] [(1)] When your other Chara attacks, may pay. If so, that Chara gains the following ability for the turn.
 "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Net | SAO/S26-064R T: None

L0
C0

Kirito, "Spriggan" Youth
 [A] **BOND**/**Asuna, Inside the Bird Cage** [(1)]
 [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 Chara with either ::Avatar:: or ::Net::, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | SAO/S26-065 T: None

L1
C0

Kirito, "Spriggan" Youth
 [A] **BOND**/**Asuna, Inside the Bird Cage** [(1)]
 [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 Chara with either ::Avatar:: or ::Net::, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | SAO/S26-065S T: None

L1
C0

Kirito, Unwavering Determination
 [C] If there are 5 or more cards in your hand, this gains +2000 Pow.
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose 1 "The Seed" in your WR and return it to your hand.

Avatar - Weapon | SAO/S26-066 T: None

L1
C0

Kirito, Newlywed Life
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [(1)] Draw a card, and discard a card from your hand to the WR.

Avatar - Weapon | SAO/S26-067 T: None

L0
C0

Yui, Memories Regained
 [C] During your Opp.'s turn, all your other Charas gain +500 Pow.
 [A] [(1) Rest 2 of your Standing Charas] When you use **ACCELERATE**, may pay. If so, put the top card of your Clock in the WR.

Net | SAO/S26-068 T: None

L0
C0

Kirito, Two Worlds
 [C] If you have another "Asuna, Inside the Bird Cage", this gains +2000 Pow.
 [A] When this attacks, if "Confronting the Strongest Player" is in the CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

Avatar - Weapon | SAO/S26-069 T: Soul

L2
C1

Kazuto, Encounter with MMO
 [A] **CHANGE** [(1) Discard a card from your hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 'Kirito, "Dual Wield" Demon' in your WR and put it in the Slot this was in.

Net | SAO/S26-070 T: Soul

L2
C2

"Navigation Pixie" Yui
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [(1)] When "Reunion with Yui" is placed in your CZ, if you have this and 2 or more other Charas with ::Avatar:: or ::Net:: in the Front Row, may pay. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Net | SAO/S26-071 T: Soul

L3
C2

"Navigation Pixie" Yui
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] [(1)] When "Reunion with Yui" is placed in your CZ, if you have this and 2 or more other Charas with ::Avatar:: or ::Net:: in the Front Row, may pay. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Net | SAO/S26-071S T: Soul

L3
C2

Yui in Summer Dress
 --No Text--

Net - Yukata | SAO/S26-072 T: None

L0
C0

Kirito in "Flower Garden"
 [A] When this becomes Reversed, if you have 1 or fewer other Charas with either ::Avatar:: or ::Net::, put this in Clock.

Avatar - Weapon | SAO/S26-073 T: None

L0
C0

Yui, Simple Answer
 [C] During your Opponent's turn, this gains +1000 Pow.

Net | SAO/S26-074 T: None

L1
C0

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

Avatar - Weapon | SAO/S26-075 T: Soul

L1
C1

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Kirito, Battle in the Frontlines
 --No Text--

Avatar - Weapon | SAO/S26-076 T: None

L1
C1

Klein, Frank Man
 --No Text--

Avatar - Weapon | SAO/S26-077 T: Soul

L2
C1

"The Seed"
 [Counter] Choose 1 of your Charas with either ::Avatar:: or ::Net::, and that Chara gains +2000 Pow for the turn.

SAO/S26-078 T: None

L1
C0

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Confronting the Strongest Player
 [C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S26-079 T: Soul Gate

Reunion with Yui
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SAO/S26-080 T: 2 Soul