

Shaking With Excitement? Yukari
 [C] If there is at least 1 destroyed gate among the circles this Mem occupies, this Mem gains +2000 Pow.
 [LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

TD01/001 | Charm - Serpent God | W: Tetra-Heaven

L3
C0

Sightseeing Flight Yukari
 [A] When this Mem enters the Field, look at the top card of your deck.
 [LD] [(3)] Draw a card. Choose 1 of your Opp.'s Mem, and that Mem gets -2000 Pow for the turn.

TD01/002 | Charm - Serpent God | W: Tetra-Heaven

L2
C0

Stock Pot Full of Food Yukari
 [C] [Rest this Mem] Choose 1 of your other Mem, and that Mem gains +1000 Pow for the turn.

TD01/003 | Charm - None | W: Tetra-Heaven

L1
C0

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Imprisoned Quetz
 [C] All your Opp.'s Mem next to this Mem get -1000 Pow.

TD01/004 | Serpent God - None | W: Tetra-Heaven

L1
C0

Full Shots Unloaded at Point-Blank Range Mana
 [LD] [(3)] This Mem gains +2000 Pow and "[C] During this Mem's battle, if this Mem is next to the battle Opp., this Mem gains +1 aura." for the turn.

TD01/005 | Contemplate - Shishin | W: Tetra-Heaven

L4
C0

Emergency Evasion Mana
 [A] When your card named "Astro Step" is placed to the Battle Zone during this Mem's battle, draw a card, and Discard a card.
 [LD] [(3)] This Mem gains +5000 Pow for the turn. Then, if there are 3 or more blue cards in your level zone, additionally draw a card.

TD01/006 | Contemplate - Shishin | W: Tetra-Heaven

L4
C0

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Sniping Preparation Mana
 [C] During this Mem's battle, if this Mem is next to the battle Opp., this Mem gains +2000 Pow.
 [LD] [(3)] This Mem gains +1 aura and "[A] At the start of the End of Battle Step during the battle this Mem is attacking, choose a card in your Level Zone and stand it." for the turn.

TD01/007 | Contemplate - Shishin | W: Tetra-Heaven

L3
C0

Forced Charge Mana
 [A] When this Mem destroys an Opp.'s gate that is next to this Mem, draw a card, and Discard a card.
 [LD] [(3)] Draw a card. Choose 1 of your other Mem, and that Mem gains +1000 Pow for the turn.

TD01/008 | Contemplate - Shishin | W: Tetra-Heaven

L2
C0

Sweets of Love Mana
 --No Text--

TD01/009 | Contemplate - None | W: Tetra-Heaven

L1
C0

Calm Eyes Mana
 [A] When this Mem loses a battle while defending, choose a ::Tetra-Heaven:: card in your Level Zone and stand it.
 [A] VG: When this Mem enters the Field, you may choose a Mem with 0 soul in your Opp.'s front row and return it to hand.

TD01/010 | Contemplate - None | W: Tetra-Heaven

L1
C0

A Moment in the Afternoon Artemis
 --No Text--

TD01/011 | Shishin - None | W: Tetra-Heaven

L1
C0

Goddess of the Moon Artemis
 [A] When this Mem enters the Field, choose 1 of your "Mana", and that Mem gains +1000 Pow for the turn.
 [A] VG: When this Mem enters the Field, you may choose a Mem with 0 soul in your Opp.'s front row and return it to hand.

TD01/012 | Shishin - None | W: Tetra-Heaven

L1
C0

Quiet Appeal
 [A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +2 aura. Then, if that Mem is ::Tetra-Heaven::, it additionally gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

TD01/013 | None - None | W: Tetra-Heaven

L0
C0

One Word Advice
 [A] [(1)] When this tactics is placed from hand to the Battle Zone, may pay. If so, for the battle, your Mem in battle gains +5000 Pow, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

TD01/014 | None - None | W: Tetra-Heaven

L0
C0

Astro Step
 [C] All your ::Tetra-Heaven:: Mem gain +1 aura.
 [A] When this paradox is placed to the Battle Zone, your ::Tetra-Heaven:: Mem in battle gains +2000 Pow for the battle.

TD01/015 | None - None | W: Tetra-Heaven

L0
C0

Satellite Snipe
 [C] All your Mem gain +1 Aura.

TD01/016 | None - None | W: Tetra-Heaven

L0
C0

Sky Garden
 [A] When this gate is destroyed, Stock the top 3 cards of your Deck.

TD01/G001 | None - None | W: Tetra-Heaven

L0
C0

Athena's Balneum
 [A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

TD01/G002 | None - None | W: Tetra-Heaven

L0
C0

Fountain of Dreams

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

TD01/G003 | None - None | W: Tetra-Heaven

LO
CO

Throne Room

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mem's and rest them.

TD01/G004 | None - None | W: Tetra-Heaven

LO
CO

Tower of Latium

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose a level 4 or lower Mem in your DZ and deploy it without paying cost.

TD01/G005 | None - None | W: Tetra-Heaven

LO
CO

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