

**Fuka, Feeling of Freedom in the Summer**  
 [C] During your turn, this gains +1000 Pow.  
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

*Melee - Haouryu | VS/W50-001 T: None*

L0  
C0

**Fuka, Feeling of Freedom in the Summer**  
 [C] During your turn, this gains +1000 Pow.  
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

*Melee - Haouryu | VS/W50-001R T: None*

L0  
C0

**Einhard, Under-15 Champion**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Champion Who Goes Down in History" is in your CZ, search your LB for up to 1 ::Melee:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Melee - Haouryu | VS/W50-002 T: None*

L1  
C0

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**Einhard, Under-15 Champion**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Champion Who Goes Down in History" is in your CZ, search your LB for up to 1 ::Melee:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Melee - Haouryu | VS/W50-002SP T: None*

L1  
C0

**"Piercing Strike" Fuka**  
 [C] If you have 4 or more ::Melee:: Charas, this gets -1 Level while in your hand.  
 [C] For each Marker under this, this gains +1500 Pow.  
 [A] When this attacks, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
 [A] **CX COMBO** [(2) Put all Markers from under this in the WR] When this attacks, if "Decision After the Rain" is in the CZ, may pay. If so, perform the following action X times. "Deal 1 Damage to your Opp.," X = # of Markers put in the WR this way. (DC can occur)

*Melee - Haouryu | VS/W50-003 T: Soul*

L3  
C2

**"Piercing Strike" Fuka**  
 [C] If you have 4 or more ::Melee:: Charas, this gets -1 Level while in your hand.  
 [C] For each Marker under this, this gains +1500 Pow.  
 [A] When this attacks, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
 [A] **CX COMBO** [(2) Put all Markers from under this in the WR] When this attacks, if "Decision After the Rain" is in the CZ, may pay. If so, perform the following action X times. "Deal 1 Damage to your Opp.," X = # of Markers put in the WR this way. (DC can occur)

*Melee - Haouryu | VS/W50-003SP T: Soul*

L3  
C2

Vivid Strike! Booster Pack

**Embarrassed, Einhard**  
 [A] When this attacks, if you have 1 or fewer other Chara, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.  
 [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.

*Melee - Haouryu | VS/W50-004 T: None*

L0  
C0

**Fuka, Large Back**  
 [C] For each Marker under this, this gains +1 Level and +1500 Pow.  
 [A] When this attacks, if you have 2 or more other ::Melee:: Charas, 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.

*Melee - Haouryu | VS/W50-005 T: None*

L0  
C0

**Fuka, Large Back**  
 [C] For each Marker under this, this gains +1 Level and +1500 Pow.  
 [A] When this attacks, if you have 2 or more other ::Melee:: Charas, 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.

*Melee - Haouryu | VS/W50-005S T: None*

L0  
C0

**Einhard & Fuka, Bathing Together**  
 [A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if it has a Treasure 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.  
 [S] **CX COMBO BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each "Decision After the Rain" or "Champion Who Goes Down in History" revealed this way, search your LB for up to 1 ::Melee:: Chara, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

*Melee - Haouryu | VS/W50-006 T: None*

L0  
C0

**Einhard & Fuka, Bathing Together**  
 [A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if it has a Treasure 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.  
 [S] **CX COMBO BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each "Decision After the Rain" or "Champion Who Goes Down in History" revealed this way, search your LB for up to 1 ::Melee:: Chara, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

*Melee - Haouryu | VS/W50-006S T: None*

L0  
C0

**Einhard, Basic Form**  
 [A] [(1) Put this face-down under the Chara in battle as Marker] When your other Chara with "Fuka" in name that has a Marker becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.  
 [S] [Rest this] Choose 1 of your ::Melee:: Charas, and that Chara gains +1500 Pow for the turn.

*Melee - Haouryu | VS/W50-007 T: None*

L0  
C0

**Einhard, Basic Form**  
 [A] [(1) Put this face-down under the Chara in battle as Marker] When your other Chara with "Fuka" in name that has a Marker becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.  
 [S] [Rest this] Choose 1 of your ::Melee:: Charas, and that Chara gains +1500 Pow for the turn.

*Melee - Haouryu | VS/W50-007S T: None*

L0  
C0

**Fuka, Morning Road Work**  
 [C] All your other ::Melee:: Charas gain +1000 Pow.  
 [A] This ability activates up to twice per turn. When your other ::Haouryu:: Chara is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.  
 [A] When your Chara's Trigger Check reveals a Climax card, if it has a Treasure Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

*Melee - Haouryu | VS/W50-008 T: Soul*

L2  
C1

**Einhard, Dignified Ring Entrance**  
 [C] For each of your other ::Haouryu:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, and choose up to 1 of them and put it in your hand. Put the rest in your WR.  
 [A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.

*Melee - Haouryu | VS/W50-009 T: Soul*

L3  
C2

**Einhard, Dignified Ring Entrance**  
 [C] For each of your other ::Haouryu:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, and choose up to 1 of them and put it in your hand. Put the rest in your WR.  
 [A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.

*Melee - Haouryu | VS/W50-009S T: Soul*

L3  
C2

**"Master And Pupil of Haouryu" Einhard & Fuka**  
 [A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 ::Haouryu:: Chara of GREEN Event among them, this gains +1500 Pow until the next end of your Opp.'s turn. If there are at least 2, put up to 1 card from top of your Clock in the WR. If there are at least 3, you may deal 1 Damage to your Opp.. (DC can occur)

*Melee - Haouryu | VS/W50-010 T: Soul*

L3  
C2

**"Master And Pupil of Haouryu" Einhard & Fuka**  
 [A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 ::Haouryu:: Chara of GREEN Event among them, this gains +1500 Pow until the next end of your Opp.'s turn. If there are at least 2, put up to 1 card from top of your Clock in the WR. If there are at least 3, you may deal 1 Damage to your Opp.. (DC can occur)

*Melee - Haouryu | VS/W50-010S T: Soul*

L3  
C2

**Fuka, Always in a Bad Mood**  
 [A] When this is placed from hand to the Stage, choose 1 of your ::Melee:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, if you have no other Charas, may pay. If so, choose a Level 1 or lower Chara in your WR with "Fuka" in name and put it in the Slot this was in.

*Melee - Haouryu | VS/W50-011 T: None*

L0  
C0

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

*Melee - Haouryu | VS/W50-012 T: None*

L1  
C0

**Fuka, Unwind With Refreshments**  
 [C] If all your Charas are ::Haouryu::, this gains +1 Level and +1500 Pow.  
 [A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE [(3)]" provided by rules)

*Melee - Haouryu | VS/W50-013 T: None*

L1  
C0

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**Einhard, Kouhais to be Proud of**  
 [C] If you have 2 or more other ::Melee:: Charas, this gains +1500 Pow and "[A] ENCORE [Discard a GREEN card from your hand to the WR]".

*Melee - Haouryu | VS/W50-014 T: None*

L1  
C1

**Harry Tribeca**  
 [C] During your turn, for each of your other ::Melee:: Charas, this gains +1000 Pow.  
 [A] [Discard a ::Melee:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Els Tasmin" in your WR and put it in any Slot on the Stage.  
 [A] When your other ::Melee:: Chara attacks, this gains +1500 Pow for the turn.

*Melee - Delinquent | VS/W50-015 T: Soul*

L2  
C1

**Els Tasmin**  
 [C] During your Opp.'s turn, for each of your other ::Melee:: Charas, this gains +1000 Pow.  
 [C] If you have 2 or more other ::Melee:: Charas, this may Side Attack without Soul Penalty.  
 [A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Harry Tribeca" and this, then Stand and Swap them.

*Melee | VS/W50-016 T: Soul*

L2  
C1

Vivid Strike! Booster Pack

**Fuka, Senpai's Teaching**  
 [A] **CX COMBO** When this attacks, if "Precious Childhood Friend" is in the CZ, put up to 1 card from top of your LB in your Stock, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Melee:: Chara, reveal it, put it in your hand, and shuffle your LB."  
 [A] When this becomes Reversed, if the Level of the Battle Opp. is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

*Melee - Haouryu | VS/W50-017 T: Soul*

L2  
C1

**Einhard, Set Up!**  
 [C] If you have 2 or more other ::Melee:: Charas, this gains +2500 Pow and "[A] ENCORE [Discard a ::Melee:: Chara from your hand to the WR]".  
 [A] **CX COMBO** [Put a "Let's Go, Tio" from your CZ in the WR] When this attacks, may pay. If so, choose up to 2 ::Melee:: Charas in your WR and put them in your Stock in any order, and this gains +1500 Pow until the next end of your Opp.'s turn.

*Melee - Haouryu | VS/W50-018 T: Soul*

L2  
C2

**Fabia, Distantly Related**  
 [A] **BOND**/"Einhard, Under-15 Champion" [(1)]

*Melee | VS/W50-019 T: None*

L0  
C0

**Einhard Stratos**  
 [C] All your other ::Haouryu:: Charas gain +500 Pow.  
 [C] Your other Chara in the Front Row Center Slot gains the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

*Melee - Haouryu | VS/W50-020 T: None*

L0  
C0

**Fabia Crozelg**  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Huracan" in your WR and return it to your hand.

*Melee | VS/W50-021 T: None*

L0  
C0

**Einhard, Somewhat Happy**  
 [C] If you have 1 or fewer other Chara, this gains +1500 Pow.

*Melee - Haouryu | VS/W50-022 T: None*

L0  
C0

**Harry, Mischievous Personality**  
 [C] All your other Charas gain the following ability. "[C] This cannot Side Attack."  
 [A] **RESONANCE** [(1) Reveal an "Els, Friendly With Harry?" in your hand] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card.

*Melee - Delinquent | VS/W50-023 T: None*

L0  
C0

**Fuka, Discovered Raw Gem**  
 [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, put this in your Stock.

*Melee - Haouryu | VS/W50-024 T: None*

L0  
C0

**Els, Friendly With Harry?**  
 --No Text--

*Melee | VS/W50-025 T: None*

L1  
C0

**Fuka, Proper Manner**  
 [A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Haouryu:: Charas.  
 [S] [Counter] **BACKUP 500, Level 1** [(1) Discard this card from your hand to the WR]

*Melee - Haouryu | VS/W50-026 T: Soul*

L1  
C1

**Fuka, Confronting Rinne**  
 [C] For each Marker under this, this gains +1 Level and +1500 Pow.  
 [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.

*Melee - Haouryu | VS/W50-027 T: None*

L1  
C1

**Huracan**  
 [Counter] If you don't have a Chara with "Fuka" in name, you cannot play this from hand.  
 Choose up to 1 of your ::Haouryu:: Charas and Rest it, then choose up to 1 of your ::Haouryu:: Chara in your WR and put it face-down under your "Fuka, Confronting Rinne" or "Fuka, Large Back" as Marker.

*VS/W50-028 T: None*

L1  
C0

**Asteion**  
 If you don't have a Chara with "Einhard" in name, you cannot play this from hand.  
 Look at up to 3 cards from top of your LB and search for up to 1 GREEN card, reveal it, put it in your hand, and put the rest in the WR.  
 Choose 1 of your Charas, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

VS/W50-029 T: None

L2  
C0

**Champion Who Goes Down in History**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

VS/W50-030 T: Treasure

**Champion Who Goes Down in History**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

VS/W50-030R T: Treasure

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**Decision After the Rain**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

VS/W50-031 T: Treasure

**Decision After the Rain**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

VS/W50-031R T: Treasure

**Precious Childhood Friend**  
 [A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and they gain +2000 Pow and +1 Soul for the turn.

VS/W50-032 T: 2 Soul

**ViVid Strike! Booster Pack**

**Let's Go, Tio**  
 [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.

VS/W50-033 T: 2 Soul

**Vivio, Optimistic Regardless**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Melee:: Charas.  
 [A] **CX COMBO** When this attacks, if "Practicing With Just the Two of Them" is in the CZ, reveal the top card of your LB. If it's a ::Melee:: Chara or "Sacred Heart", put it in your hand. (Otherwise put it back where it was)

Melee - Odd-Eye | VS/W50-034 T: None

L1  
C0

**Vivio, Optimistic Regardless**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Melee:: Charas.  
 [A] **CX COMBO** When this attacks, if "Practicing With Just the Two of Them" is in the CZ, reveal the top card of your LB. If it's a ::Melee:: Chara or "Sacred Heart", put it in your hand. (Otherwise put it back where it was)

Melee - Odd-Eye | VS/W50-034R T: None

L1  
C0

**Vivio, Eyes Better Than Everybody Else**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other ::Melee:: Charas.  
 [A] **CX COMBO** When this attacks, if "Accel Smash Infinity" is in the CZ, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. [A] When the Chara Opposite this attacks, you may deal 1 Damage to your Opp.. (DC can occur)

Melee - Odd-Eye | VS/W50-035 T: Soul

L3  
C2

**Vivio, Eyes Better Than Everybody Else**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other ::Melee:: Charas.  
 [A] **CX COMBO** When this attacks, if "Accel Smash Infinity" is in the CZ, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. [A] When the Chara Opposite this attacks, you may deal 1 Damage to your Opp.. (DC can occur)

Melee - Odd-Eye | VS/W50-035SP T: Soul

L3  
C2

**Miura, Critical Strike**  
 [A] When this is placed from hand to the Stage, you may choose a ::Melee:: Chara or a "Star Saber" in your WR and return it to your hand.  
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** When this attacks, if "Sword-drawing" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Melee - Housework | VS/W50-036 T: Soul

L3  
C2

**Miura, Critical Strike**  
 [A] When this is placed from hand to the Stage, you may choose a ::Melee:: Chara or a "Star Saber" in your WR and return it to your hand.  
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** When this attacks, if "Sword-drawing" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Melee - Housework | VS/W50-036R T: Soul

L3  
C2

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

Melee - Odd-Eye | VS/W50-037 T: None

L0  
C0

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

Melee - Odd-Eye | VS/W50-037S T: None

L0  
C0

**Miura Rinaldi**  
 [A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
 [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 ::Melee:: Chara in your WR and return it to your hand.

Melee - Housework | VS/W50-038 T: None

L0  
C0

**Corona, Strike Training**  
 [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 ::Melee:: Chara in your WR and return it to your hand.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reversed that Chara.

Melee | VS/W50-039 T: None

L1  
C0

**Corona, Strike Training**  
 [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 ::Melee:: Chara in your WR and return it to your hand.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reversed that Chara.

Melee | VS/W50-039S T: None

L1  
C0

**Miura, Good at Cooking**  
 [C] For each of your other ::Melee:: Charas, this gains +500 Pow.  
  
*Melee - Housework | VS/W50-040 T: None*

**L1**  
**C0**

**Vivio, Fighting Close**  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.  
 [A] When this becomes Reversed in battle, your Opp. may choose a Chara in your WR and put it on top of your LB.  
  
*Melee - Odd-Eye | VS/W50-041 T: None*

**L1**  
**C0**

**Nove Nakajima**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] **BOND** "Vivio, Eyes Better Than Everybody Else" [Discard a card from your hand to the WR]  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
  
*Melee - Trainer | VS/W50-042 T: Soul*

**L2**  
**C1**

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**Vivio, Quick as Lightning**  
 [C] This cannot Side Attack.  
 [A] When this is placed from hand to the Stage, choose 1 of your ::Melee:: Charas, and that Chara gains +1500 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]  
  
*Melee - Odd-Eye | VS/W50-043 T: None*

**L0**  
**C0**

**Sister Sein**  
 [C] All your other "Ixveria" gain +1 Soul.  
 [C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
  
*Melee - Sister | VS/W50-044 T: None*

**L0**  
**C0**

**Rio, Bright And Energetic**  
 [A] [Discard a card from your hand to the WR] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reversed that Chara.  
  
*Melee | VS/W50-045 T: None*

**L0**  
**C0**

**ViVid Strike! Booster Pack**

**Nove, Remembering the Past**  
 [A] **CX COMBO** [(1) Put the top card of your LB in your Clock] When "Bond With Athlete" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 "Vivio, Promise Passed On" and up to 1 "Miura Rinaldi", put them Rested in separate Slots on the Stage, and shuffle your LB.  
  
*Melee - Trainer | VS/W50-046 T: None*

**L0**  
**C0**

**Yumina, Wishing to Become a Sports Doctor**  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.  
 [A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +2000 Pow for the turn.  
  
*Sports | VS/W50-047 T: None*

**L1**  
**C0**

**"Super Transform Time" Rio**  
 [A] When you use the **BACKUP** of this, choose 1 of your ::Melee:: 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]  
  
*Melee | VS/W50-048 T: None*

**L1**  
**C0**

**Mikaya Chevelle**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, 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."  
  
*Melee - Weapon | VS/W50-049 T: None*

**L1**  
**C0**

**Mikaya, Master of Iaido**  
 [A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]  
  
*Melee - Weapon | VS/W50-050 T: Soul*

**L2**  
**C1**

**Vivio, Naive And Romantic**  
 [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 ::Melee:: Chara in your WR and return it to your hand.  
 [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.  
  
*Melee - Odd-Eye | VS/W50-051 T: Soul*

**L2**  
**C1**

**Corona Timil**  
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
 [S] [Rest this] Choose 1 of your ::Melee:: Charas, and that Chara gains +1000 Pow for the turn.  
  
*Melee | VS/W50-052 T: None*

**L0**  
**C0**

**Yumina Enclave**  
 [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, choose a Chara in your WR and return it to your hand.  
  
*Sports | VS/W50-053 T: None*

**L0**  
**C0**

**Ixveria**  
 --No Text--  
  
*No Traits | VS/W50-054 T: None*

**L0**  
**C0**

**Gather Up, Nakajima Gym!**  
 [A] At the start of your Encore Step, put the top card of your LB in the WR. If it's Level 0 or lower, put this in the WR. (Climax cards are considered Level 0 for this effect)  
  
*Melee | VS/W50-055 T: None*

**L0**  
**C0**

**Ixveria, Healer of the Church**  
 [A] When your other ::Melee:: Chara in battle becomes Reversed, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1) Put the top card of your LB in your Clock] This ability activates up to once per turn. When you use an [S] ability, may pay. If so, choose a Chara in your WR and return it to your hand.  
  
*No Traits | VS/W50-056 T: None*

**L1**  
**C0**

**Chantez Apinion**  
 [C] During your turn, for each of your other Level 0 or lower Charas, this gains +1000 Pow.  
  
*Melee - Sister | VS/W50-057 T: None*

**L1**  
**C0**

**Nove in Suits**  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your ::Melee:: Charas.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

*Melee - Trainer | VS/W50-058 T: None*

L1  
C1

**Miura, Strong Striker**  
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Melee:: Charas, you may put the top card of your LB in your Stock.  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other ::Melee:: Charas.

*Melee - Housework | VS/W50-059 T: Soul*

L2  
C1

**Lutecia Alpine**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 1000 times # of your Charas with **ASSIST**.  
 [S] [(2) Rest this] Put the top card of your Clock in the WR.

*Melee - Daughter | VS/W50-060 T: Soul*

L2  
C2

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**Rio Wesley**  
 [C] If there are 3 or fewer Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.  
 [C] When you play this from your hand, you may choose 1 of your "Rio, Bright And Energetic" and put it in the WR. If so, you may play this with 0 Cost.  
 [C] If all your Charas are ::Melee::, this gains +3000 Pow.

*Melee | VS/W50-061 T: Soul*

L2  
C2

**Star Saber**  
 Choose 1 of your "Miura, Crit Strike", and that Chara gains +2000 Pow and the following ability for the turn. "[A] When this attacks, you may deal 5 Damage to your Opp.." (DC can occur)

*VS/W50-062 T: None*

L3  
C3

**Sacred Heart**  
 If you have no Chara with "Vivio" in name, you cannot play this from hand.  
 Choose up to 2 Charas with **BACKUP** in your WR and return them to your hand, discard a card from your hand to the WR, choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

*VS/W50-063 T: None*

L1  
C1

**ViVid Strike! Booster Pack**

**Accel Smash Infinity**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*VS/W50-064 T: Salvage*

**Accel Smash Infinity**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*VS/W50-064R T: Salvage*

**Practicing With Just the Two of Them**  
 [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.

*VS/W50-065 T: 2 Soul*

**Sword-drawing**  
 [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.

*VS/W50-066 T: 2 Soul*

**Bond With Athlete**  
 [A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and they gain +2000 Pow and +1 Soul for the turn.

*VS/W50-067 T: 2 Soul*

**Rinne, Feeling of Freedom in the Summer**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Melee:: or ::Clothes::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Rinne, Forceful Offensive" in your WR and put it Rested in any Slot on the Stage.

*Melee - Daughter | VS/W50-068 T: None*

L0  
C0

**Rinne, Feeling of Freedom in the Summer**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Melee:: or ::Clothes::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Rinne, Forceful Offensive" in your WR and put it Rested in any Slot on the Stage.

*Melee - Daughter | VS/W50-068R T: None*

L0  
C0

**"Past in Fetters" Rinne**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your Back Row Charas with either ::Melee:: or ::Clothes::, 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.

*Melee - Daughter | VS/W50-069 T: Soul*

L3  
C2

**"Past in Fetters" Rinne**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your Back Row Charas with either ::Melee:: or ::Clothes::, 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.

*Melee - Daughter | VS/W50-069SP T: Soul*

L3  
C2

**Rinne, Unwind With Refreshments**  
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
 [A] 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.

*Melee - Daughter | VS/W50-070 T: None*

L0  
C0

**Rinne, Cold Eyes**  
 [C] Your other Chara in the Front Row Center Slot gains +500 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, search your LB for up to 1 Chara with either ::Melee:: or ::Clothes::, reveal it, put it in your hand, and shuffle your LB.

*Melee - Daughter | VS/W50-071 T: None*

L0  
C0

**Rinne, Cold Eyes**  
 [C] Your other Chara in the Front Row Center Slot gains +500 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, search your LB for up to 1 Chara with either ::Melee:: or ::Clothes::, reveal it, put it in your hand, and shuffle your LB.

*Melee - Daughter | VS/W50-071S T: None*

L0  
C0

**Jill, Firm Teaching Stance**  
 [C] All your other ::Melee:: Charas gain +500 Pow.  
 [A] [Discard a card from your hand to the WR] This ability activates up to once per turn. When your other Chara is placed from the WR to the Stage, may pay. If so, choose a Chara in your WR with "Rinne" in name and return it to your hand.

Melee - Trainer | VS/W50-072 T: None

L1  
C0

**Rinne, Set Up!**  
 [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 Charas with either ::Melee:: or ::Clothes:: among them.  
 [A] **CX COMBO** [(1) Discard a "Scuderia Set Up" from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Rinne, Seeking Strength" in your WR and put it Rested in any Slot on the Stage.

Melee - Daughter | VS/W50-073 T: None

L1  
C0

**Rinne, Set Up!**  
 [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 Charas with either ::Melee:: or ::Clothes:: among them.  
 [A] **CX COMBO** [(1) Discard a "Scuderia Set Up" from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Rinne, Seeking Strength" in your WR and put it Rested in any Slot on the Stage.

Melee - Daughter | VS/W50-073S T: None

L1  
C0

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**Rinne, Forceful Offensive**  
 [C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Melee - Daughter | VS/W50-074 T: None

L1  
C0

**Rinne, Seeking Strength**  
 [C] If all your Charas are either ::Melee:: or ::Clothes::, this gains +2500 Pow and the Chara Opposite this gains the following ability. "[C] This cannot Side Attack."  
 [A] During your Opp.'s turn, when the Battle Opp. of this becomes Reversed, you may draw a card.

Melee - Daughter | VS/W50-075 T: Soul

L2  
C3

**Rinne, Seeking Strength**  
 [C] If all your Charas are either ::Melee:: or ::Clothes::, this gains +2500 Pow and the Chara Opposite this gains the following ability. "[C] This cannot Side Attack."  
 [A] During your Opp.'s turn, when the Battle Opp. of this becomes Reversed, you may draw a card.

Melee - Daughter | VS/W50-075S T: Soul

L2  
C3

Vivid Strike! Booster Pack

**Rinne, Ready in the Drizzle**  
 [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] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Distraction-less Strike" is in the CZ, may pay. If so, choose any number of "Roy, Beloved Grandfather", "Roy Berlinetta", "Classmate Bully", and/or "Scuderia" in your Memory, put them in your WR, and deal X Damage to your Opp.. X = # of cards put in the WR from Memory by this effect. (DC can occur)

Melee - Daughter | VS/W50-076 T: Soul

L3  
C2

**Roy Berlinetta**  
 [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 Chara with "Rinne" in name, reveal it, put it in your hand, and shuffle your LB.

Clothes | VS/W50-077 T: None

L0  
C0

**Classmate Bully**  
 [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 Cimax card among them, Rest this.  
 [A] [Choose 1 of your Charas on Stage with "Rinne" in name and put it in Clock, Send this to Memory] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Just End Everything" Rinne and put it in any Slot on the Stage. Afterwards, shuffle your LB, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

Melee | VS/W50-078 T: None

L0  
C0

**"Just End Everything" Rinne**  
 [C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1000 Pow.  
 [A] **CX COMBO** When this attacks, if "The Past That Can't Be Changed" is in the CZ and all your Charas are either ::Melee:: or ::Clothes::, choose up to 1 "Roy, Beloved Grandfather", "Roy Berlinetta", or "Classmate Bully" in your WR and Send it to Memory, and this gains +3000 Pow for the turn.

Melee - Daughter | VS/W50-079 T: None

L1  
C0

**Rinne, Confronting Fuka**  
 [C] During Battles involving this, no player may play **BACKUP** from hand.  
 [A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

Melee - Daughter | VS/W50-080 T: None

L1  
C1

**Rinne, Ring Entrance!**  
 [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 your Opp. and put it in the WR.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Melee - Daughter | VS/W50-081 T: Soul

L2  
C1

**Jill, Changed Feel**  
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] **CX COMBO** When "Cruel Training" is placed in your CZ, if you have 2 or more other ::Melee:: Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Melee:: 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 for the turn.

Melee - Trainer | VS/W50-082 T: Soul

L2  
C1

**Fuka & Rinne, Sleepover**  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
 [A] **ENCORE** [Discard a BLUE card from your hand to the WR]

Melee | VS/W50-083 T: Soul

L2  
C1

**Viktoria Dahlgrun**  
 [C] All your other "Sieglinde Eremiah" gain the following ability. "[C] For each of your other ::Melee:: Charas, this gains +500 Pow."  
 [C] All your other ::Melee:: Charas gain +500 Pow.

Melee - Daughter | VS/W50-084 T: None

L0  
C0

**Dan Berlinetta**  
 [A] **BOND**/"Rinne, Confronting Fuka" [Discard a card from your hand to the WR]  
 [S] [Rest this] Choose 1 of your "Rinne, Confronting Fuka", and that Chara gains +2500 Pow for the turn.

Clothes | VS/W50-085 T: None

L0  
C0

**Lorrie Berlinetta**  
 [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 "Scuderia" in your WR and return it to your hand.

Clothes | VS/W50-086 T: None

L0  
C0

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

Melee - Trainer | VS/W50-087 T: None

L0  
C0

**"Loser" Rinne**  
 [C] If you have no other Charas, this gains +2000 Pow.  
 [A] When this becomes Reversed in battle, put this on the bottom of the LB.

*Melee - Daughter | VS/W50-088 T: None*

L0  
C0

**Rinne, Small Happy Thing**  
 [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.  
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

*Melee - Daughter | VS/W50-089 T: None*

L0  
C0

**Viktoria With a Thoughtful Look**  
 [A] When this attacks, if you have 2 or more other ::Melee:: Charas, this gains +2000 Pow for the turn.

*Melee - Daughter | VS/W50-090 T: None*

L1  
C0

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**Roy, Beloved Grandfather**  
 [A] **CX COMBO** [(1) Send this to Memory] When "The Past That Can't Be Changed" is placed in your CZ, may pay. If so, choose a "Just End Everything" Rinne" in your WR and put it in any Slot on the Stage, and that Chara gains +2000 Pow until the next end of your Opp.'s turn.

*Clothes | VS/W50-091 T: None*

L1  
C0

**Jill, Meeting Rinne**  
 [C] If you have 2 or more other Charas with "Rinne" in name, this gains +2000 Pow.  
 [A] **ENCORE** [Discard a BLUE card from your hand to the WR]

*Melee - Trainer | VS/W50-092 T: None*

L1  
C1

**Sieglinde Eremiah**  
 --No Text--

*Melee | VS/W50-093 T: Soul*

L2  
C1

**ViVid Strike! Booster Pack**

**Portrait of Days Past**  
 [Counter] Choose up to 2 of your BLUE Charas, and they gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."

*VS/W50-094 T: None*

L1  
C2

**Scuderia**  
 [Counter] Choose 1 of your Charas with "Rinne" in name and put it in the WR. If so, return the top card of your Clock to your hand, and Send this to Memory.

*VS/W50-095 T: None*

L2  
C1

**Issuing a Challenge**  
 If you have no BLUE Charas, you cannot play this from hand.  
 Choose 1 of your Opp.'s Charas, move it to another empty Slot on your Opp.'s Stage, and that Chara gains the following ability for the turn. "[C] This cannot move to another Slot."

*VS/W50-096 T: None*

L2  
C0

**Scuderia Set Up**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*VS/W50-097 T: Soul Gate*

**Scuderia Set Up**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*VS/W50-097R T: Soul Gate*

**Distraction-less Strike**  
 [A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

*VS/W50-098 T: 2 Soul*

**The Past That Can't Be Changed**  
 [A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and they gain +2000 Pow and +1 Soul for the turn.

*VS/W50-099 T: 2 Soul*

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

*VS/W50-100 T: Soul Gate*

**Fuka, Looking Ahead**  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.  
 [A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

*Melee - Haouryu | VS/W50-101 T: None*

L0  
C0

**Einhard, Inviting to Martial Arts**  
 [C] If there are 2 or fewer cards in your Stock, this cannot attack.

*Melee - Haouryu | VS/W50-102 T: None*

L1  
C0

**Vivio, Spectating the Match**  
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +2000 Pow for the turn.  
 [A] When this becomes Reversed in battle, your Opp. may choose a Chara in your WR and put it on top of your LB.

*Melee - Odd-Eye | VS/W50-103 T: None*

L0  
C0

**Rinne, Unforgivable Thing**  
 [A] When this is placed from hand to the stage, if you have 4 or more other Charas with either ::Melee:: or ::Clothes::, you may put the top card of your LB in your Stock.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Melee:: or ::Clothes::, reveal it, put it in your hand, and shuffle your LB.

*Melee - Daughter | VS/W50-104 T: Soul*

L2  
C1

**Rinne & Fuka, Just Like the Old Days**  
[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(2) Rest this] Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

*Melee | VS/W50-P03 T: None*

**L0**  
**C0**



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**ViVid Strike! Booster Pack**

