

Ricca, Story of Two Worlds

[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 ::Magic:: or ::Student Council::.
[A] [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.
(Note: This card has a different Japanese name than DC3/W46-091)

Magic - Student Council | DC3/W46-078 T: Soul

L3
C2

Ricca, Story of Two Worlds

[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 ::Magic:: or ::Student Council::.
[A] [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.
(Note: This card has a different Japanese name than DC3/W46-091)

Magic - Student Council | DC3/W46-078SP T: Soul

L3
C2

Charles, Favor by the Beachside

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Student Council::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Student Council | DC3/W46-079 T: None

L0
C0

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Charles, Favor by the Beachside

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas with either ::Magic:: or ::Student Council::, Rest it, and move it to an empty Slot in the Back Row.

Magic - Student Council | DC3/W46-079S T: None

L0
C0

Ricca, Research of Cherry

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

Magic - Student Council | DC3/W46-080 T: None

L1
C0

Charles, Ed's Wish

[A] **RECOLLECTION** When this attacks, if there are 2 or more cards in your Memory, this gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Magic:: or ::Student Council::.

Magic - Student Council | DC3/W46-081 T: Soul

L2
C1

Da Capo III With You / Dal Segno Booster Pack

Shiki, On Top of the Warm Knees

[C] All your other ::Magic:: Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Doll | DC3/W46-082 T: None

L1
C0

Shiki, On Top of the Warm Knees

[C] All your other ::Magic:: Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Doll | DC3/W46-082S T: None

L1
C0

Himeno, Just Like a Honeymoon

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.

Magic - Yukata | DC3/W46-083 T: None

L1
C0

Himeno, Just Like a Honeymoon

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.

Magic - Yukata | DC3/W46-083SP T: None

L1
C0

Himeno, Award Ceremony

[C] All your other ::Magic:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a ::Magic:: Chara in your WR and Swap them.

Magic | DC3/W46-084 T: None

L0
C0

Sara, Until No More Tears Come Out...

[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] [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 Clock with either ::Magic:: or ::Sports:: and return it to your hand, and put the top card of your LB in your Clock.

Magic - Sports | DC3/W46-085 T: None

L0
C0

Shiki, Chocolate Banana

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Magic:: or ::Doll::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Doll | DC3/W46-086 T: Soul

L2
C1

Shiki, Inside the Library

[C] If you have another Level 3 or higher Chara, this gains +2000 Pow.
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.

Magic - Doll | DC3/W46-087 T: Soul

L3
C2

Sara, Future Bride

[C] For each of your other Charas with either ::Magic:: or ::Sports::, this gains +500 Pow.

Magic - Sports | DC3/W46-088 T: None

L1
C1

Mikoto, Wavering of Feelings

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Newspaper:: or ::Love::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Newspaper - Love | DC3/W46-089 T: None

L0
C0

Mikoto, Wavering of Feelings

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Newspaper:: or ::Love::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Newspaper - Love | DC3/W46-089S T: None

L0
C0

Charles, Early Summer Dream

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

Newspaper - Student Council | DC3/W46-090 T:

L1
C0

Ricca, Story of Two Worlds (Alt)

[A] **RECOLLECTION** When this attacks, if "With You" is in the CZ, you may choose a Level X or lower Chara in your WR with either ::Newspaper:: or ::Student Council:: and return it to your hand. X = # of cards in your Memory.
(Note: This card has a different Japanese name than DC3/W46-078 and DC3/W46-078SP)

Newspaper - Student Council | DC3/W46-091 T:

L1
C0

Mikoto, Being More True to Herself

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Newspaper:: or ::Love::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] When this attacks, choose 1 of your other Charas with either ::Newspaper:: or ::Love::, and that Chara gains +2000 Pow for the turn.

Newspaper - Love | DC3/W46-092 T: Soul

L3
C2

Ricca, Watery Eyes

[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 Cost 0 Chara in your WR with either ::Newspaper:: or ::Student Council:: whose Level is equal to or lower than your Level and put it in any Slot on the Stage.
[S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Newspaper:: and ::Student Council::, reveal it, put it in your hand, and put the rest in the WR.

Newspaper - Student Council | DC3/W46-093 T:

L0
C0

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Mikoto, Future Dream

[C] All your other Charas with either ::Newspaper:: or ::Love:: gain +500 Pow.
[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 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Newspaper - Love | DC3/W46-094 T: None

L0
C0

Mikoto, Losing Sight of Things

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Newspaper:: or ::Love::, 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]

Newspaper - Love | DC3/W46-095 T: None

L1
C0

Himeno, Early Summer Dream

[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 your LB or in the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Newspaper | DC3/W46-096 T: None

L1
C0

Da Capo III With You / Dal Segno Booster Pack

Mikoto. Polite Hungry Creature

[C] **ASSIST** All your Level 3 and higher Charas in front of this gain +2000 Pow.
[S] [Rest this] Reveal the top card of your LB. If it's a Chara with either ::Newspaper:: or ::Love::, choose 1 of your Charas, and that Chara gains +4 Level for the turn. (Put the revealed card back where it was)

Newspaper - Love | DC3/W46-097 T: Soul

L2
C1

With You

[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.

DC3/W46-098 T: 2 Soul

With You

[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.

DC3/W46-098R T: 2 Soul

Sumomo, Happy Time

[C] This gets +3 Level while on the Stage. This gains +X Pow and cannot be Reversed by effects of [A] abilities of your Opp.'s Charas. X = 1000 times Level of the Chara Opposite this.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a "Sumomo, Smile You Want to Protect" from your hand to the WR] This ability activates up to once per turn. When your Chara in the Front Row Center Slot attacks, if "Encounter Caused by the Book" is in the CZ, may pay. If so, Stand this.

Chairman - Play | DC3/W46-099 T: Soul

L3
C2

Sumomo, Happy Time

[C] This gets +3 Level while on the Stage. This gains +X Pow and cannot be Reversed by effects of [A] abilities of your Opp.'s Charas. X = 1000 times Level of the Chara Opposite this.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a "Sumomo, Smile You Want to Protect" from your hand to the WR] This ability activates up to once per turn. When your Chara in the Front Row Center Slot attacks, if "Encounter Caused by the Book" is in the CZ, may pay. If so, Stand this.

Chairman - Play | DC3/W46-099SP T: Soul

L3
C2

Aoi, Gnilruk Practice

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

Magic - Waitress | DC3/W46-100 T: None

L0
C0

Aoi, Gnilruk Practice

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

Magic - Waitress | DC3/W46-100S T: None

L0
C0

Sumomo Observing People

[C] Your other Chara in the Front Row Center Slot gains the following ability. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."
[A] [(1)] When your Climax is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Chairman - Play | DC3/W46-101 T: None

L0
C0

Sara, Brilliance on the Holy Night

[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 other Charas with either ::Newspaper:: or ::Sports::, this gains +500 Pow.
[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.

Newspaper - Sports | DC3/W46-102 T: Soul

L3
C2

Sara, Brilliance on the Holy Night

[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 other Charas with either ::Newspaper:: or ::Sports::, this gains +500 Pow.
[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.

Newspaper - Sports | DC3/W46-102SP T: Soul

L3
C2

Sumomo, Under the Same Umbrella

[C] **ASSIST** All your Level 0 and lower Charas in front of this gain +1000 Pow.
[S] [(2) Rest 2 of your Charas] Look at up to 2 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.

Chairman - Play | DC3/W46-103 T: None

L0
C0

Aoi, Start of a New Year

[A] [(1) 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 Climax card in your WR and return it to your hand.

Magic - Waitress | DC3/W46-104 T: None

L0
C0

Aoi, Early Summer Dream

[A] When the Battle Opp. of this becomes Reversed, if "Even Though It Was a Dream....." is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 Chara with either ::Newspaper:: or ::Waitress::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Newspaper - Waitress | DC3/W46-105 T: None

L1
C1

Sumomo, Smile You Want to Protect

[C] This gets -1 Level while on the Stage.
[C] For each of your other Level 0 or lower Charas, this gains +500 Pow.

Chairman - Play | DC3/W46-106 T: None

L1
C0

Sumomo, Love as Sweet as Sgar

[C] This gets -2 Level while on the Stage. This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.

Chairman - Play | DC3/W46-107 T: Soul

L2
C1

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Sumomo's Sketchbook

If you don't have a Chara with "Sumomo" in name, you cannot play this from your hand. Search your LB for up to 1 BLUE Chara, reveal it, put it in your hand, and shuffle your LB. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

DC3/W46-108 T: None

L1
C1

Encounter Caused by the Book

[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.

DC3/W46-109 T: 2 Soul

Encounter Caused by the Book

[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.

DC3/W46-109R T: 2 Soul

Da Capo III With You / Dal Segno Booster Pack

Even Though It Was a Dream.....

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

DC3/W46-110 T: Draw

Even Though It Was a Dream.....

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

DC3/W46-110a T: Draw

Himari, A Moment in the Morning

[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.
[A] At the start of your Opp.'s Attack Phase, you may move this to a vacant Front Row Center Slot.

Kazanashima - Hat | DS/W46-001 T: None

L0
C0

Himari, A Moment in the Morning

[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.
[A] At the start of your Opp.'s Attack Phase, you may move this to a vacant Front Row Center Slot.

Kazanashima - Hat | DS/W46-001SP T: None

L0
C0

Himari, Ambition for Two

[A] When you use the **BACKUP** of this, if you have a ::Kazanashima:: 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]

Kazanashima - Hat | DS/W46-002 T: None

L1
C0

Himari, Girl wit the White Hat

[C] **EXPERIENCE** If "Himari, Innocent Water Spray" is in your Level Zone, this gets -1 Level while in your hand.
[A] When "Wind's Mischief" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 ::Kazanashima:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kazanashima - Hat | DS/W46-003 T: Soul

L2
C1

Himari, Wandering Angel

[A] When this is placed from hand to the Stage, look at up to 6 cards from top of your LB and choose 3 of them and put them in the WR. Put the rest on top of your LB in any order.

[A] This ability activates up to twice per turn. When your other ::Kazanashima:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

[A] [(2)] When this attacks, reveal the top card of your LB. If it's a ::Kazanashima:: Chara, may pay. If so, put the top card of your Clock in the WR. (Put the revealed card back where it was)

Kazanashima - Hat | DS/W46-004 T: Soul

L3
C2

Himari, Wandering Angel

[A] When this is placed from hand to the Stage, look at up to 6 cards from top of your LB and choose 3 of them and put them in the WR. Put the rest on top of your LB in any order.

[A] This ability activates up to twice per turn. When your other ::Kazanashima:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

[A] [(2)] When this attacks, reveal the top card of your LB. If it's a ::Kazanashima:: Chara, may pay. If so, put the top card of your Clock in the WR. (Put the revealed card back where it was)

Kazanashima - Hat | DS/W46-004S T: Soul

L3
C2

Medesu, Dear Friend of an Incredible Hat

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

Kazanashima - Hat | DS/W46-005 T: None

L0
C0

Himari, Desiring

[C] During your turn, all your other ::Kazanashima:: Charas gain +1000 Pow.

[S] [Rest 2 of your Charas] Look at the top card of your LB and put it either on top or bottom of your LB.

Kazanashima - Hat | DS/W46-006 T: None

L1
C0

Himari, Everlasting Summer Paradise

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

[A] When this is placed from hand to the Stage, if "Medesu, Dear Friend of an Incredible Hat" is not in your Memory, your Opp. may choose a card in his or her WR and return it to the LB. If he or she does, he or she shuffles that LB.

Kazanashima - Hat | DS/W46-007 T: Soul

L2
C2

Himari in Swimsuits

[C] All your other ::Kazanashima:: Charas gain +500 Pow.

[A] [Discard a card from your hand to the WR] When "Beginning And Beginning" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Kazanashima:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kazanashima - Hat | DS/W46-008 T: None

L0
C0

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

[A] This ability activates up to twice per turn. When your other ::Kazanashima::: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

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

[A] When this attacks, put the top card of your LB in the WR. If it's a Climax card, all your Charas gain +1 Soul for the turn.

[A] [[1]] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

LO
CO

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Kazanashima:: Chara, this gains +1500 Pow until the next end of your Opp.'s turn. (Put the revealed card back where it was)

L1
C0

--No Text--

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

Send this to Memory.

[A] **RECOLLECTION** [Put this in the WR] When Damage taken by you is not Cancelled, if this is in your Memory and the Damage was 3 or more, may pay. If so, search your LB for up to 2 ::Kazanashima:: Charas, reveal them, put them in your hand, choose a card in your hand and put it in your Stock, and shuffle your LB.

L1	
C1	

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

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

—

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

1

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

[C] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains +1500 Pow and the following ability.
 "[C] During battles involving this, your Opp. cannot 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.

L3
C2

[C] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains +1500 Pow and the following ability.
 "[C] During battles involving this, your Opp. cannot 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.

L3
C2

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, perform the following action. "Choose a card in your Clock and return it to hand, and put the top card of your LB in your Clock".

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

[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.

[S] ([1]) Choose 1 of your **;;Kazanashima**: Charas, and that Chara gains +1500 Pow for the turn.

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

[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.

[S] ([1]) Choose 1 of your ::Kazanashima:: Charas, and that Chara gains +1500 Pow for the turn.

LO
CO

[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 ::Kazanashima:: Chara in your Clock and return it to hand, and put the top card of your LB in your Clock.

[S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB and search for up to 1 ::Kazanashima:: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

[C] **RECOLLECTION** If there are cards in your Memory, this gains +2500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WRI]".

$$\frac{L1}{C0}$$

[C] **ASSIST** All your ::Kazanashima:: Charas in front of this gain +1500 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.

L2
C1

[C] If there are 3 or fewer Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.

[A] [(2) Send a "Hazuki, Connected Hearts" from your WR to Memory, Send this to Memory] When this is Front Attacked, may pay. If so, choose up to 1 "Hazuki, Perfect Ojou-sama" in your hand and put it in the Slot this was in as defending Chariot.

$$\frac{L2}{C1}$$

Hazuki, Heart-Thumping Accident

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

Kazanashima - Student Council | DS/W46-023 T:

L0
C0

Hazuki, Feelings That Can't Be Described

--No Text--

Kazanashima - Student Council | DS/W46-024 T:

L0
C0

Hazuki in Swimsuits

[A] When "Haruhi....." is placed in your CZ, if this is in the Front Row, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

[A] **CHANGE** [Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a "Hazuki, Truth in 10th Year" in your WR and put it in the Slot this was in.

Kazanashima - Student Council | DS/W46-025 T:

L1
C0

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Hazuki, Truth in 10th Year

[C] During your Opp.'s turn, for each of your other ::Kazanashima:: Charas, this gains +500 Pow.

[S] [Rest 2 of your Charas] Put this in your Stock. Choose a "Hazuki in Swimsuits" in your WR and put it in the Slot this was in.

Kazanashima - Student Council | DS/W46-026 T:

L1
C1

Hazuki, Council President's Speech

[C] For each of your other "Hazuki, Council President's Speech", this gains +1000 Pow.

[A] When "Photo Booth Together" is placed in your CZ, if this is in your Front Row, search your LB for up to 1 "Hazuki, Council President's Speech" and put it in any Slot on the Stage, and shuffle your LB.

Kazanashima - Student Council | DS/W46-027 T:

L2
C1

Lively Welcome Party

Choose up to 1 "Hazuki, Defending Champion" in your Memory and put it in your Stock. Put this in your Stock.

DS/W46-028 T: None

L1
C0

Da Capo III With You / Dal Segno Booster Pack

Haruhi.....

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

DS/W46-029 T: Treasure

Haruhi.....

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

DS/W46-029R T: Treasure

Photo Booth Together

[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.

DS/W46-030 T: 2 Soul

Photo Booth Together

[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.

DS/W46-030a T: 2 Soul

Noeri, Little Sister That Takes Care of Others

[A] **RECOLLECTION** When this attacks, if there are cards in your Memory, this gains +1500 Pow for the turn.

[A] [(1)] When this attacks, if "First Step Towards Definitely Being Happy" is in the CZ, may pay. If so, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Kazanashima - Family | DS/W46-031 T: None

L1
C0

Noeri, Little Sister That Takes Care of Others

[A] **RECOLLECTION** When this attacks, if there are cards in your Memory, this gains +1500 Pow for the turn.

[A] [(1)] When this attacks, if "First Step Towards Definitely Being Happy" is in the CZ, may pay. If so, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Kazanashima - Family | DS/W46-031SP T: None

L1
C0

Noeri in Swimsuits

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were any Climax cards among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

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

Kazanashima - Family | DS/W46-032 T: None

L0
C0

Noeri in Swimsuits

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were any Climax cards among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

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

Kazanashima - Family | DS/W46-032S T: None

L0
C0

Noeri, Cooking

[C] All your other ::Kazanashima:: Charas gain +500 Pow.

[S] [(2) Rest this] Choose a Level X or lower Chara in your WR and return it to your hand. X = # of cards in your Memory.

Kazanashima - Family | DS/W46-033 T: None

L0
C0

Noeri, Wanting to Grow

[C] For each of your other ::Kazanashima:: Charas, this gains +500 Pow.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, put the top card of your LB in the WR. If the card put in the WR this way has at least 1 Soul Trigger Icon, Stand this.

Kazanashima - Family | DS/W46-034 T: Soul

L3
C2

Noeri, Acknowledging Her Feelings

[C] If you have 1 or fewer other Charas, all your other Charas gain +150 Pow.

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 1 or higher, you may put this in your Stock. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Kazanashima - Family | DS/W46-035 T: None

L0
C0

Noeri, Aquarium Date

[A] **RECOLLECTION** When you use the **BACKUP** of this, if you have 2 or more ::Kazanashima:: Charas in your Memory, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

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

Kazanashima - Family | DS/W46-036 T: Soul

L1
C1

Noeri, Overly Nervous

[C] If you have 2 or more other ::Kazanashima:: Charas, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Kazanashima - Family | DS/W46-037 T: None

L1
C1

Mei, Favorite Little Sister

[A] When this attacks, if "Mei, Thinking of Big Brother" is in your Clock, this gains +4000 Pow for the turn.
[A] [Clock] **SHIFT Level 0**

Family | DS/W46-038 T: None

L0
C0

Noeri, Welcoming the Morning Together

--No Text--

Kazanashima - Family | DS/W46-039 T: None

L0
C0

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Noeri at the Bath

[A] When this is placed from hand to the Stage, Rest this.

Kazanashima - Family | DS/W46-040 T: None

L0
C0

Mei, Thinking of Big Brother

[A] When this attacks, if "Mei, Favorite Little Sister" is in your Clock, this gains +4000 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

Family | DS/W46-041 T: None

L1
C0

Noeri, Step-Sister

[A] [Clock] **ALARM** If this is on top of your Clock and you have 2 or more ::Kazanashima:: Charas, at the start of your Climax Phase, choose 1 of your Charas and Stand it, and that Chara gains +2000 Pow for the turn.

Kazanashima - Family | DS/W46-042 T: Soul

L2
C1

Da Capo III With You / Dal Segno Booster Pack

Noeri, First Date

[A] When "Becoming True Family" is placed in your CZ, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may Reverse that Chara."
[A] When your other ::Kazanashima:: Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Kazanashima - Family | DS/W46-043 T: Soul

L2
C1

Noeri, Everlasting Summer Paradise

[C] If there are 5 or more Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Kazanashima:: Charas, you may put the top card of your LB in your Stock.

Kazanashima - Family | DS/W46-044 T: Soul

L2
C1

My Onii-chan...

Choose up to 5 non-Climax cards in your WR and return them to your LB, and shuffle your LB. If you return 5 cards this way, deal X damage to your Opp., choose 1 of your ::Kazanashima:: Charas, and that Chara gains +4000 Pow for the turn. X = # of Climax cards in your WR. (DC can occur)

DS/W46-045 T: None

L3
C2

First Step Towards Definitely Being Happy

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

DS/W46-046 T: Salvage

First Step Towards Definitely Being Happy

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

DS/W46-046R T: Salvage

Becoming True Family

[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.

DS/W46-047 T: 2 Soul

Becoming True Family

[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.

DS/W46-047a T: 2 Soul

Io, Morning Accident

[C] **RECOLLECTION** If there are 2 or more ::Kazanashima:: Chara in your Memory, this gains +1000 Pow.
[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 "The Daughter of the Demon King Rises" is placed in your CZ, if this is in your Front Row, may pay. If so, choose 1 of your other ::Kazanashima:: Charas and this, and for the turn, they gain +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, put the top 3 cards of your LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards put in the WR this way." (DC can occur)
Kazanashima - Chuniabyo | DS/W46-048 T: Soul

L3
C2

Io, Morning Accident

[C] **RECOLLECTION** If there are 2 or more ::Kazanashima:: Chara in your Memory, this gains +1000 Pow.
[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 "The Daughter of the Demon King Rises" is placed in your CZ, if this is in your Front Row, may pay. If so, choose 1 of your other ::Kazanashima:: Charas and this, and for the turn, they gain +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, put the top 3 cards of your LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards put in the WR this way." (DC can occur)
Kazanashima - Chuniabyo | DS/W46-048SP T: Soul

L3
C2

Ame, Welcome to the Paradise

[C] If you have 4 or more ::Kazanashima:: 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] When this attacks, choose 1 of your other ::Kazanashima:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Kazanashima:: Charas.

Kazanashima - Science | DS/W46-049 T: Soul

L3
C2

Ame, Welcome to the Paradise

[C] If you have 4 or more ::Kazanashima:: 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] When this attacks, choose 1 of your other ::Kazanashima:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Kazanashima:: Charas.

Kazanashima - Science | DS/W46-049SP T: Soul

L3
C2

Ame, Artificial Intelligence in Girl Form

[A] When this is placed from hand to the Stage, choose 1 of your other ::Kazanashima:: Charas, and that Chara gains +1000 Pow for the turn.
[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Kazanashima - Science | DS/W46-050 T: None

L0
C0

Ame in Swimsuits

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.
[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 ::Kazanashima:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kazanashima - Science | DS/W46-051 T: None

L0
C0

Ame in Swimsuits

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.
[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 ::Kazanashima:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kazanashima - Science | DS/W46-051S T: None

L0
C0

Io, Dreamy Girl

[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 ::Kazanashima:: Charas put in the WR this way.

Kazanashima - Chunibyō | DS/W46-052 T: None

L0
C0

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Io, Dreamy Girl

[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 ::Kazanashima:: Charas put in the WR this way.

Kazanashima - Chunibyō | DS/W46-052S T: None

L0
C0

Io, Truth Behind the Strange Feeling

[C] If all your Charas are ::Kazanashima::, this gains +1000 Pow.

[A] When this becomes Reversed in battle, your Opp. may choose a Chara in your WR and put it on top of your LB.

Kazanashima - Chunibyō | DS/W46-053 T: None

L1
C0

Io, Master-Servant Relationship

[C] For each of your other ::Kazanashima:: Charas, this gains +500 Pow.

[A] [(1)] When the Battle Opp. of this becomes Reversed, if "The Two From Now On" is in your CZ, may pay. If so, choose 1 of your Opp.'s Cost 0 or lower Charas and put it on the bottom of the LB.

Kazanashima - Chunibyō | DS/W46-054 T: None

L1
C0

Da Capo III With You / Dal Segno Booster Pack

Io, Princess's Desire

[A] When this is placed from hand to the Stage or via the effect of [S] ability of "Io, Daughter of the Demon King" to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.
[S] [Rest 2 of your Charas] Put this in the WR. Choose an "Io, Daughter of the Demon King" in your WR and put it in the Slot this was in.

Kazanashima - Chunibyō | DS/W46-055 T: None

L1
C0

Io, Daughter of the Demon King

[A] When this is placed from hand to the Stage or via the effect of [S] ability of "Io, Princess's Desire" to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Kazanashima:: Charas.

[S] [Rest 2 of your Charas] Put this in the WR. Choose an "Io, Princess's Desire" in your WR and put it in the Slot this was in.

Kazanashima - Chunibyō | DS/W46-056 T: None

L1
C0

Ame, True Happiness

[C] **RECOLLECTION** If there are cards in your Memory, this gains +1500 Pow.

[A] When "Wishing Upon the Shooting Star..." is placed in your CZ, if this is in your Front Row, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's a ::Kazanashima:: Chara, put it in your hand." (Otherwise put it back where it was)

Kazanashima - Science | DS/W46-057 T: None

L1
C1

Ame, Brilliant Smile

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

Kazanashima - Science | DS/W46-058 T: Soul

L2
C1

Ame, Response to the Confession of Love

[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, draw a card.

[A] **RECOLLECTION** When this attacks, if there are 2 or more ::Kazanashima:: Chara in your Memory, this gains +X Pow for the turn. X = 2000 times Level of the Chara Opposite this.

Kazanashima - Science | DS/W46-059 T: Soul

L2
C1

Io, Changing

[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 your WR. For each Climax card revealed this way, choose 1 of your ::Kazanashima:: Charas, and that Chara gains +2000 Pow for the turn.

Kazanashima - Chunibyō | DS/W46-060 T: None

L0
C0

Ame, Aquarium Date

[C] If you have 1 or fewer other Charas, this gains +1 Level and +1000 Pow.

[A] [(1) Discard a card from your hand to the WR. Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 ::Kazanashima:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kazanashima - Science | DS/W46-061 T: None

L0
C0

Ame, the Two After School

[A] When this 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 "Lost Administrator of the Paradise" is placed in your CZ, if this is in your Front Row, reveal the top card of your LB. If it's a Cost 0 or lower Chara, you may put it in any Slot on the Stage. (Otherwise put it back where it was)

Kazanashima - Science | DS/W46-062 T: None

L0
C0

Io, Nice-Feeling Treatment

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a ::Kazanashima:: Chara, you may Send this to Memory. (Put the revealed card back where it was)

Kazanashima - Chunibyō | DS/W46-063 T: None

L0
C0

Io, Undisguised...

[A] [Put the top card of your LB in your Clock] When this becomes Reversed in battle, may pay. If so, Rest this, and this does not Stand during your next Stand Phase.

Kazanashima - Chunibyō | DS/W46-064 T: None

L0
C0

Io in Swimsuits

--No Text--

Kazanashima - Chunibyō | DS/W46-065 T: None

L0
C0

Ame, Entering the Miss Contest

[C] Chara Opposite 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."

Kazanashima - Science | DS/W46-066 T: None

L0
C0

Ame, First Kiss

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +X Pow until the next end of your Opp.'s turn. X = 500 times Level of that Chara.
[A] [Return this to your hand] When your Climax 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.

Kazanashima - Science | DS/W46-067 T: None

L1C0

Ame, Everlasting Summer Paradise

[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 "Paradise System" in your WR and return it to your hand.
[A] **RECOLLECTION** When this attacks, if there are cards in your Memory, this gains +X Pow for the turn. X = 500 times # of your ::Kazanashima:: Charas.

Kazanashima - Science | DS/W46-068 T: None

L1C0

Kanade, Ame's Successor

--No Text--

Kazanashima - Science | DS/W46-069 T: None

L1C0

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Io, Everlasting Summer Paradise

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] All your other ::Kazanashima:: Charas gain +1000 Pow.

Kazanashima - Chunibyo | DS/W46-070 T: Soul

L2C1

Io, Outfit Alchemist

[C] **RECOLLECTION** If there are 2 or more ::Kazanashima:: Charas in your Memory, for each of your other ::Kazanashima:: Charas, this gains +500 Pow.
[A] **ENCORE** [Discard a BLUE card from your hand to the WR]

Kazanashima - Chunibyo | DS/W46-071 T: Soul

L2C1

Yamato, the Thing Called Close Friends

[C] This gets -1 Level while on the Stage.
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Kazanashima:: or ::Newspaper::, you may put the top card of your LB in your Stock.

Kazanashima - Newspaper | DS/W46-072 T: Soul

L2C2

Da Capo III With You / Dal Segno Booster Pack

Paradise System

Send this to Memory.
[A] **RECOLLECTION** [Put this in the WR] When Damage taken by you is not Cancelled, if this is in your Memory and the Damage was 3 or more, may pay. If so, look at up to 4 cards from top of your LB, choose a card and put it in your hand, and put the rest on top of the LB in any order.

DS/W46-073 T: None

L1C1

The Daughter of the Demon King Rises

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

DS/W46-074 T: Soul Gate

The Daughter of the Demon King Rises

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

DS/W46-074R T: Soul Gate

The Two From Now On

[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.

DS/W46-075 T: 2 Soul

The Two From Now On

[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.

DS/W46-075a T: 2 Soul

Wishing Upon the Shooting Star...

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

DS/W46-076 T: Draw

Wishing Upon the Shooting Star...

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

DS/W46-076R T: Draw

Lost Administrator of the Paradise

[A] When this is placed from hand to the CZ, draw a card, choose up to 2 of your Charas, and they gain +1 Soul for the turn.

DS/W46-077 T: 2 Soul

Lost Administrator of the Paradise

[A] When this is placed from hand to the CZ, draw a card, choose up to 2 of your Charas, and they gain +1 Soul for the turn.

DS/W46-077a T: 2 Soul

Chibi Himari

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.
[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)

Kazanashima - Hat | DS/W46-111 T: None

L0C0

Chibi Hazuki

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

Kazanashima - Student Council | DS/W46-112 T:

L2C1

Chibi Noeri

[C] Chara Opposite this gains +2 Soul.

Kazanashima - Family | DS/W46-113 T: None

L1C0

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