

Otome, Cherry-Colored Confession

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

Magic - Student Council | DC/WE20-01 T: None

L0
C0

Sakura, World of Reunion

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.
[A] When this attacks, choose up to 1 'End of the Dream Story "Sakura"' in your Memory and put it in Stock, and choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Magic | DC/WE20-03 T: Soul

L3
C2

Aisia, Magic to Fall in Love

[C] If you have 3 or more other ::Magic:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard a Card from hand to the WR] When this is Front Attacked, may pay. If so, this gains +3500 Pow for the turn.

Magic - Toy | DC/WE20-04 T: Soul

L3
C2

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Koko, Dressed Up

[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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Yukata | DC/WE20-05 T: None

L1
C0

Yume, Honest Feelings

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, Rest this. (Put the revealed card back where it was)

Magic | DC/WE20-06 T: None

L0
C0

Nemu, Always Together

[A] [Discard a card from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR with either ::Magic:: and/or ::Banana:: and return it to your hand.
[S] [Rest 1 of your Charas with **ASSIST**] This gains +1000 Pow for the turn.

Magic - Judgment | DC/WE20-07 T: None

L1
C0

Da Capo Sakura Saku Extra Pack

Sakura, Returned Head of the Academy

[A] At the start of your Encore Step, if "Dreamlike Scenery" is in the CZ, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Sakura, Returned Head of the Academy" in your Memory and put it in any Slot on the Stage, and that Chara gains +3500 Pow for that turn.

Magic - Teacher | DC/WE20-11 T: None

L1
C0

End of the Dream Story "Sakura"

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] [(2) Send this to Memory] When "Unwithering Cherry Blossom" is placed in your CZ, may pay. If so, search your LB for up to 1 "Sakura, World of Reunion" and put it in the Slot this was in, and shuffle your LB.

Magic | DC/WE20-12 T: Soul

L2
C1

Mahiru, Christmas Memory

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[C] **RECOLLECTION** If there are 2 or more ::Simple Example:: Charas in your Memory, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow."

Simple Example - Sweets | DC/WE20-13 T: Soul

L2
C1

"Alone" Aisia

[A] At the start of your Encore Step, if "I Will Not Forget." is in the CZ and this is in the Front Row, you may choose 1 of your other Level 2 or lower Charas and send it to Memory. If so, at the start of your next Draw Phase, put that Chara from your Memory in any Slot on the Stage, and that Chara gains +6500 Pow for that turn.
[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the start of your Encore Step, if this is Rested, may pay. If so, choose 1 "Aisia, Magic to Fall in Love" in your WR and put it in the Slot this was in.

Magic - Toy | DC/WE20-14 T: Soul

L2
C1

Unwithering Cherry Blossom

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

DC/WE20-15 T: Soul Bounce

I Will Not Forget.

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

DC/WE20-16 T: Soul Shot

Dreamlike Scenery

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

DC/WE20-17 T: 2 Soul

Kotori, By Your Side

[S] [Put a ::Music:: Chara from your hand in Clock, Rest this] Choose a Chara in your Clock and return it to your hand.

Music - Magic | DC/WE20-18 T: None

L0
C0

Nanaka, Overslept

[C] Chara Opposite this gains +1 Soul.
[A] **SHIFT Level 1**

Music - Magic | DC/WE20-19 T: None

L1
C0

Minatsu in Swimsuits

[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."

Mecha - Banana | DC/WE20-21 T: None

L0
C0

Erica, the Usual Disturbance

[S] [(1) Discard a card from hand to the WR, send this to Memory] Choose 1 ::Royalty:: Chara in your WR whose Level is equal to or lower than your Level and put it in the Slot this was in.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Student Council - Royalty | DC/WE20-24 T: Soul

L2
C1

Miharu, Important Wish

[C] If you have 3 or more other Charas with either ::Mecha:: and/or ::Banana::, this gains the following ability. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara."
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Mecha - Banana | DC/WE20-25 T: Soul

L2
C1

Anzu, Words Forgot to Say

[A] When your other Chara with either ::Magic:: and/or ::Play:: attacks, this gains +1000 Pow for the turn.

Magic - Play | DC3/WE20-30 T: Soul

L2C1

"Magician of Justice" Girl

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

Magic | DC3/WE20-02 T: None

L0C0

Himeno, Summer Memories

[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 Stock. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Newspaper - Swimsuit | DC3/WE20-08 T: None

L1C0

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Himeno, Summer Memories

[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 Stock. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Newspaper - Swimsuit | DC3/WE20-08SP T: None

L1C0

Ricca, Welcoming New Students!

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.
[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:: and/or ::Student Council::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

Newspaper - Student Council | DC3/WE20-09 T:

L3C2

Ricca, Welcoming New Students!

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +1500 Pow.
[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:: and/or ::Student Council::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

Newspaper - Student Council | DC3/WE20-09SP T:

L3C2

Da Capo Sakura Saku Extra Pack

Sara, New Club Member

[A] [(1) Discard a card from hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 Chara with either ::Newspaper:: and/or ::Sports::, reveal it, put it in your hand, and shuffle your LB.

Newspaper - Sports | DC3/WE20-10 T: None

L0C0

Sara, New Club Member

[A] [(1) Discard a card from hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 Chara with either ::Newspaper:: and/or ::Sports::, reveal it, put it in your hand, and shuffle your LB.

Newspaper - Sports | DC3/WE20-10SP T: None

L0C0

Charles, Autumn of Appetite

[A] [(1) Discard a card from 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 Chara with either ::Newspaper:: and/or ::Student Council::, reveal it, put it in your hand, and shuffle your LB.

Newspaper - Student Council | DC3/WE20-20 T:

L0C0

Shiki in Swimsuits

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[S] [Rest 2 of your Charas] Choose 1 of your ::Student Council:: Charas, and that Chara gains +1500 Pow for the turn.

Student Council - Judgment | DC3/WE20-22 T: None

L0C0

Mikoto in Swimsuits

[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 ::Newspaper:: and/or ::Play::.

Newspaper - Love | DC3/WE20-23 T: None

L0C0

Aoi, Girl of Many Mysteries

[C] If there are 6 or more cards in your hand, this gains +1500 Pow.

Newspaper - Waitress | DC3/WE20-26 T: None

L0C0

Sakura, Pleasant Big Sister

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest 2 of your ::Magic:: Charas] Draw a card, and discard a card from your hand to the WR.

Magic - Sweets | DC3/WE20-27 T: None

L1C0

Youko, Cute Club President

[C] **ASSIST** All your ::Sports:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Attack Phase, you may choose 1 of your Rested ::Sports:: Charas and Stand it.

Sports | DC3/WE20-28 T: Soul

L1C1

Sumomo, For the Smile

[C] For each of your other Level 0 or lower Charas, this gains +500 Pow.
[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 the LB.

Chairman - Play | DC3/WE20-29 T: None

L1C1