

### "Nightmare or Queen" Kurumi

[A] [(1) Put a ::Date:: or ::Elemental:: Chara from your WR to the bottom of 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, show it to your Opp., put it in your hand, and shuffle your LB.

Date - Elemental | DAL/WE33-001 T: None

L0  
C0

### "Nightmare or Queen" Kurumi

[A] [(1) Put a ::Date:: or ::Elemental:: Chara from your WR to the bottom of 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, show it to your Opp., put it in your hand, and shuffle your LB.

Date - Elemental | DAL/WE33-001OFR T: None

L0  
C0

### Kurumi, Girl Dressed in Nightmares

[C] If all of your Charas are ::Date:: or ::Elemental::, this gains +1000 Pow.  
[A] CX COMBO When "Black and White Facing Off" is placed to your CZ and you have another ::Date:: or ::Elemental:: Chara, for the turn this gains the following 2 abilities. "[C] The Chara Opposite this cannot move to another Slot, cannot be Sent to Memory, and cannot be returned to hand." "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Date:: or ::Elemental:: Chara in your WR and return it to your hand."

Date - Elemental | DAL/WE33-002 T: None

L1  
C0

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### Kurumi, Girl Dressed in Nightmares

[C] If all of your Charas are ::Date:: or ::Elemental::, this gains +1000 Pow.  
[A] CX COMBO When "Black and White Facing Off" is placed to your CZ and you have another ::Date:: or ::Elemental:: Chara, for the turn this gains the following 2 abilities. "[C] The Chara Opposite this cannot move to another Slot, cannot be Sent to Memory, and cannot be returned to hand." "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Date:: or ::Elemental:: Chara in your WR and return it to your hand."

Date - Elemental | DAL/WE33-002OFR T: None

L1  
C0

### Kurumi, Black-Clothed Spirit

[C] For each of your other Back Row Chara with ::Date:: and/or ::Elemental::, this gains +1000 Pow.  
[C] [Clock] **ALARM** If this is on the top of your Clock, you are Level 2 or higher, and you have 4 or more Charas with ::Date:: and/or ::Elemental::, this gains the following ability. "[S] [(2) Discard a card from hand to the WR] Place this to any Slot on your Stage, put the top card of your LB to Clock."  
[A] When this is placed from hand to the Stage or via the effect of [S] of "Kurumi, Black-Clothed Spirit" to the Stage, you may put the top card of your Clock in the WR.

Date - Elemental | DAL/WE33-003 T: Soul

L3  
C2

### "Zafkiel" Kurumi

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.  
[A] CX COMBO When this attacks, if "Zafkiel" is in your CZ, choose 1 of your Charas, for the turn that Chara gains +1000 Pow, and for the turn this card gains the following ability. "[A] [(2) Discard a card from hand to the WR] At the end of this card's Attack, may pay. If so, choose a card in your Clock and deal X Damage to your Opp. X equals the Level of that card + 1." (Climax Cards are considered Level 0. DC can occur)

Date - Elemental | DAL/WE33-004 T: Soul

L3  
C2

## Date A Bullet Extra Pack

### "Zafkiel" Kurumi

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.  
[A] CX COMBO When this attacks, if "Zafkiel" is in your CZ, choose 1 of your Charas, for the turn that Chara gains +1000 Pow, and for the turn this card gains the following ability. "[A] [(2) Discard a card from hand to the WR] At the end of this card's Attack, may pay. If so, choose a card in your Clock and deal X Damage to your Opp. X equals the Level of that card + 1." (Climax Cards are considered Level 0. DC can occur)

Date - Elemental | DAL/WE33-004SP T: Soul

L3  
C2

### Kurumi, Holding at Gunpoint

[A] When this attacks, choose 1 of your ::Date:: or ::Elemental:: Charas, and for the turn that Chara gains +1500.  
[A] [Clock] **ALARM** If this is on the top of your Clock, at the beginning of your Opp.'s Climax Phase, for the turn all of your Charas with ::Date:: and/or ::Elemental:: gain the following ability. "[A] [Discard a card from hand to the WR] When this is Front Attacked, may pay. If so, for the turn this gains +2000 Pow."

Date - Elemental | DAL/WE33-005 T: None

L0  
C0

### Kurumi, Visitor

[A] When a Climax with a Choice Trigger Icon is placed in your CZ, for the turn all of your Charas gain +500 Pow.  
[S] CX COMBO **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each "Zafkiel" and/or "Black and White Facing Off" revealed this way, choose up to 1 Chara in your WR, return it to your hand, choose 1 of your Charas and for the turn that Chara gains +1000 Pow.

Date - Elemental | DAL/WE33-006 T: None

L0  
C0

### Kurumi, Difference in Status

[C] All your other Charas with ::Date:: and/or ::Elemental:: gain +500 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 "Zafkiel" Kurumi, reveal it, put it in your hand, and shuffle your LB.  
[S] **RESONANCE** [Reveal a "Zafkiel" Kurumi from your hand, Rest this] Choose a card in your Clock and return it to hand, choose a card in your hand and place it to Clock.

Date - Elemental | DAL/WE33-007 T: Soul

L1  
C0

### Hibiki, Original Appearance

[C] **RECOLLECTION** On your turn, if you have a card in Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow."

Date - Elemental | DAL/WE33-008 T: None

L1  
C0

### Kurumi, Calm and Collected

[A] When this goes from the Stage to the WR, look at up to the top 4 cards of your LB, choose up to 1 YELLOW Climax, reveal it to your Opp., add it to your hand, and put the remaining cards in the WR. If you added a card to your hand, choose 1 card from your hand and discard it to the WR.  
[S] [Put this in the WR] Choose 1 of your ::Date:: or ::Elemental:: Charas and for the turn that Chara gains +2000 Pow.

Date - Elemental | DAL/WE33-009 T: None

L1  
C0

### Kurumi, Reasonable Judgment

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[S] [Rest this] Choose a Chara with ::Date:: or ::Elemental:: in your WR and place it to the top or bottom of your Clock. If a card is placed in this way, at the end of your turn, put the bottom card of your Clock to the WR.

Date - Elemental | DAL/WE33-010 T: Soul

L2  
C1

### Kurumi & Hibiki, New Story

[C] For each of your other Charas with "Kurumi" and/or "Hibiki" in name, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.

Date - Elemental | DAL/WE33-011 T: Soul

L3  
C2

### "One Bullet" Kurumi

[A] [Return 2 Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.  
[A] When this attacks, choose 1 of your ::Date:: or ::Elemental:: Charas, and for the turn that Chara gains +1500 Pow.

Date - Elemental | DAL/WE33-012 T: None

L0  
C0

### Kurumi, Diamonds Cut Diamonds

[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.

Date - Elemental | DAL/WE33-013 T: None

L0  
C0

### "Precision Shooting" Kurumi

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Date - Elemental | DAL/WE33-014 T: Soul

L1  
C1

### Hibiki, Fleeting Joint Struggle

[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Charas and return it to hand.  
[A] [(1) Send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a "Lucifugus" White Queen in your WR and put it Rested in the Slot this was in.

Date - Elemental | DAL/WE33-015 T: Soul

L3  
C2

### Kurumi, Memories That Never Fade

[C] **RECOLLECTION** If "Sawa, Memories that Never Fade" is in your Memory, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] [(1)] Send this Standing card to Memory] Choose up to 1 "Zafkiel" Kurumi" in your WR and return it to your hand.

Date | DAL/WE33-016 T: None

L0  
C0

### Hibiki, In Recollection

[C] You may play your Climax cards without meeting the color requirement.  
[C] All your other Charas with ::Date:: and/or ::Elemental:: gain +500 Pow.

Date - Elemental | DAL/WE33-017 T: None

L0  
C0

### Kurumi, No Questions Asked

[A] [Clock] **SHIFT Level 0**  
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Date - Elemental | DAL/WE33-018 T: None

L1  
C0

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### Kurumi, Holding a White Cat

[C] If your Opp. has an ::Cat: Chara, this cannot attack.  
[C] **RECOLLECTION** If "Kurumi, Memories That Never Fade" is in your Memory, this gains +3000 Pow.  
[C] **RECOLLECTION** If "Sawa, Memories That Never Fade" is in your Memory, this gains the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Date - Elemental | DAL/WE33-019 T: None

L1  
C0

### Kurumi, Transaction

[A] This ability activates up to twice per turn. When your Chara is placed from hand in Clock, this gains +3000 Pow for the turn.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Date - Elemental | DAL/WE33-020 T: None

L1  
C0

### Kurumi, Deadly Bullet Coming Through

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to your Opp.'s Memory."  
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Date - Elemental | DAL/WE33-021 T: Soul

L2  
C1

## Date A Bullet Extra Pack

### Kurumi, Shadows that Shouldn't Be There

[C] During your turn, if you have 2 or more other Charas with ::Date:: and/or ::Elemental::, this gains +4000 Pow.  
[A] [Clock] **Alarm** If this is on top of your Clock, and you have a ::Date: or ::Elemental: Chara, at the beginning of your Climax Phase, choose 1 of your Charas, and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara to your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock to their WR."

Date - Elemental | DAL/WE33-022 T: Soul

L2  
C1

### Unleashed Chain

You may put a card from your hand to the bottom of your Clock. If you do, search your LB for up to 2 Charas with "Kurumi" in name, show them to your Opp., put them in your hand, and shuffle your LB.

DAL/WE33-023 T: None

L1  
C0

### Black and White Facing Off

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

DAL/WE33-024 T: Choice

### Black and White Facing Off

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

DAL/WE33-024SP T: Choice

### Zafkiel

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

DAL/WE33-025 T: Choice

### White Queen, White-Clothed Spirit

[A] CX COMBO When this attacks, if "Memories Collide" is in your CZ and you have 2 or more other Charas with ::Date: and/or ::Elemental:, look at up to 3 cards from the top of your LB, choose up to 1 Chara with ::Date: and/or ::Elemental: from among them, show it to your Opp., put it in your hand, discard the remaining cards to the WR, choose 1 of your other Charas with ::Date: and/or ::Elemental:, and for the turn that Chara gains +1500 Pow.

Date - Elemental | DAL/WE33-026 T: None

L1  
C0

### "Lucifugus" White Queen

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Hibiki, Fleeting Joint Struggle" to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO When this attacks, if "Lucifugus" is in your CZ and you have 2 or more other Charas with ::Date: and/or ::Elemental:, choose and perform 1 of the following 2 effects. "Choose up to 2 cards in your Opp.'s WR, return them to their LB, your Opp. Shuffles their LB, and for the turn this gains +2 Soul." "You may put the top 2 cards of your Stock to the WR. If you do, Deal 2 Damage to your Opp." (DC can occur)

Date - Elemental | DAL/WE33-027 T: Soul

L3  
C2

### "Lucifugus" White Queen

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Hibiki, Fleeting Joint Struggle" to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO When this attacks, if "Lucifugus" is in your CZ and you have 2 or more other Charas with ::Date: and/or ::Elemental:, choose and perform 1 of the following 2 effects. "Choose up to 2 cards in your Opp.'s WR, return them to their LB, your Opp. Shuffles their LB, and for the turn this gains +2 Soul." "You may put the top 2 cards of your Stock to the WR. If you do, Deal 2 Damage to your Opp." (DC can occur)

Date - Elemental | DAL/WE33-027SP T: Soul

L3  
C2

### White Queen, Declaration of War

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.  
[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 Chara in your WR and return it to your hand.

Date - Elemental | DAL/WE33-028 T: None

L0  
C0

### White Queen, Reaching the Ending

[C] All of your other Charas with "White Queen" in name gain the following ability. "[A] Put a Chara in Memory with ::Date: and/or ::Elemental: into your WR] At the beginning of your Opp.'s Attack Phase may pay. If so, choose 1 of your other Charas with ::Date: and/or ::Elemental: and this card, Stand and Swap them."  
[C] All of your other Level 0 and Lower Charas gain +500 Pow and the following ability. "[A] When this is Reversed in Battle, if you have 2 or less Charas in Memory, you may Send this to Memory."

Date - Elemental | DAL/WE33-029 T: None

L1  
C0

### White Queen, Shadow Set in White

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] If you have 2 or more other Charas with ::Date: and/or ::Elemental:, this gains +2000 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.

Date - Elemental | DAL/WE33-030 T: Soul

L3  
C2

### "Dollmaster" Panie

[C] If this is on the Stage, this gains ::Doll:.  
[C] All of your other Level 0 or lower Charas gain "[A] **ENCORE** [Discard a Chara from hand to the WR]."  
[S] [Rest 2 of your Charas with ::Date: and/or ::Elemental:] Choose 1 of your Charas and for the turn that Chara gains +2000 Pow.

Date - Elemental | DAL/WE33-031 T: None

L0  
C0

Sawa, Happy Days

[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 Chara in your WR with either ::Date:: or ::Elemental:: and return it to your hand.  
[A] [Discard a card from hand to the WR] When this is placed from Stage to the WR may pay. If so, choose a "Kurumi, Memories That Never Fade" or "Sawa, Memories That Never Fade" in your WR and return it to hand.

Date | DAL/WE33-032 T: None

L0  
C0

Yui, Kunoichi

[A] When this attacks, choose 1 of your ::Date:: or ::Elemental:: Charas, and for the turn that Chara gains +1500.  
[A] [(1)] When this is placed from the Stage to either the WR or Memory, if all of your Charas are ::Date:: and/or ::Elemental::, may pay. If so, search your LB for up to 1 "Yui, Kunoichi", place it Rested to any Slot on your Stage, and Shuffle your LB.

Date - Elemental | DAL/WE33-033 T: None

L0  
C0

White Queen, Holding at Gunpoint

[C] Your other Chara with ::Date:: and/or ::Elemental:: in your Front Row Center Slot gains +1000 Pow.  
[A] When your Chara Triggers a Climax with a Treasure Trigger Icon, you may draw a card. If so, choose a card from your hand and discard it to the WR.

Date - Elemental | DAL/WE33-034 T: None

L0  
C0

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Sawa, Memories That Never Fade

[S] [(1)] If you have 2 or fewer cards in your Memory, look at up to 3 cards from the top of your LB, choose up to 1 Chara with ::Date:: and/or ::Elemental:: from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, and send this to Memory.

Date | DAL/WE33-035 T: None

L0  
C0

White Queen, Bullet Flip

[C] **RECOLLECTION** If "Sawa, Memories that Never Fade" is in your Memory, this gains +2000 Pow.  
[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Date:: or ::Elemental::, reveal it, put it in your hand, and shuffle your LB.

Date - Elemental | DAL/WE33-036 T: None

L1  
C0

Tsuan, In Recollection

[C] This gets -1 Level while on the Stage.  
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

Date - Elemental | DAL/WE33-037 T: None

L1  
C0

Date A Bullet Extra Pack

"Balancing Bullet" White Queen

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage may pay. If so, choose a Chara with ::Date:: and/or ::Elemental:: from your Clock, return it to hand, and put the top card of your LB into your Clock.

Date - Elemental | DAL/WE33-038 T: None

L0  
C0

White Queen, Reminiscences of a Close Friend

[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 ::Date:: or ::Elemental::, reveal it, put it in your hand, and shuffle your LB.

Date - Elemental | DAL/WE33-039 T: None

L0  
C0

White Queen, Deadly Move

[C] You cannot play Events or **BACKUP** from hand.

Date - Elemental | DAL/WE33-040 T: None

L0  
C0

Izumi, In Recollection

[A] At the beginning of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, for the turn, this cannot Front Attack.

Date - Elemental | DAL/WE33-041 T: None

L0  
C0

White Queen, White Space

[C] **RECOLLECTION** If there is a card in your Memory, this gains +3000 Pow.  
[A] [Discard a Climax with a Treasure Trigger Icon from hand to the WR] When this attacks, may pay. If so, for the turn this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Date - Elemental | DAL/WE33-042 T: None

L1  
C0

Izumi, Proper Sword

[C] This gets -1 Level while on the Stage.  
[C] During your turn this gains +4000 Pow.

Date - Elemental | DAL/WE33-043 T: None

L1  
C0

Panie, In Recollection

[C] If this is on the Stage, this gets -1 Level and gains ::Doll::.  
[C] For each of your other Level 0 or lower Charas, this gains +500 Pow.

Date - Elemental | DAL/WE33-044 T: None

L1  
C0

White Queen, Lonely World

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your Chara Triggers a Climax with a Treasure Trigger Icon, you may draw 2 cards. If so, choose 2 cards in your hand and discard them to the WR.

Date - Elemental | DAL/WE33-045 T: Soul

L2  
C1

White Queen, Overwhelming Difference

[C] For each of your other Back Row Charas with ::Date:: and/or ::Elemental::, this gains +2000 Pow.  
[A] [(1) Rest 1 of your other Standing Charas with ::Date:: or ::Elemental::] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with ::Date:: and/or ::Elemental::, show it to your Opp., put it in your hand, and Shuffle your LB.

Date - Elemental | DAL/WE33-046 T: Soul

L2  
C1

Yui, In Recollection

[C] This gets -2 Level while on the Stage.  
[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot be moved to another Slot."  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this 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.

Date - Elemental | DAL/WE33-047 T: Soul

L2  
C1

Tsuan, Combat Readiness

[C] This gets -2 Level while on the Stage.  
[A] **RECOLLECTION** When this attacks, if you have 2 or more Charas with ::Date:: and/or ::Elemental:: in Memory, for the turn this gets +X Pow. X equals the Level of the Chara Opposite this times 2000.

Date - Elemental | DAL/WE33-048 T: Soul

L2  
C1

Thoughts Collide

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

DAL/WE33-049 T: Treasure

Thoughts Collide

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

DAL/WE33-049SP T: Treasure

Lucifugus

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

DAL/WE33-050 T: Treasure

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Date A Bullet Extra Pack