

"Devil Summoner" Io
 [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 revealed this way, search your LB for up to 1 ::Summoner:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summoner | DS2/SE16-01 T: None

L0
C0

"Devil Summoner" Hibiki
 [C] All your other Charas with either ::Summoner:: and/or ::Demon:: gain +500 Pow.
 [A] When another ::Summoner:: Chara of yours becomes Reversed, put the top card of your LB under this as Marker.
 [A] When a Marker is placed under this card, if there are 11 or more Markers under this, put all Markers from under this in the WR, and choose a "Lucifer" either in your hand or in your WR and put it Rested in any Slot on the Stage.

Summoner - Dragon | DS2/SE16-02 T: None

L0
C0

Airi, Active Girl
 [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 ::Summoner:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Summoner - Music | DS2/SE16-03 T: None

L0
C0

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"Devil Summoner" Keita
 [S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains [A] When a Level 1 or higher Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Summoner:: Chara, reveal it, and put it in your hand. Discard a card from your hand to the WR. Shuffle your LB" for the turn.

Summoner - Sports | DS2/SE16-04 T: None

L1
C0

Hibiki, Rare Quality
 [C] For each your other Level 0 or lower Chara, this gains +500 Pow.

Summoner - Dragon | DS2/SE16-05 T: None

L1
C0

Daichi & Evil Frost
 [A] When you use the **BACKUP** of this, choose 1 of your ::Summoner:: Charas, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Summoner - Demon | DS2/SE16-06 T: Soul

L1
C1

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Io, 7-Day Battle
 [A] When your other ::Summoner:: Chara attacks, this gains +1000 Pow for the turn.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Summoner | DS2/SE16-07 T: None

L1
C1

"Devil Summoner" Airi
 [C] If you have another Chara with "Jungo" in name, this gains +2000 Pow and +1 Soul.

Summoner - Music | DS2/SE16-08 T: Soul

L2
C1

"Shining One" Hibiki
 [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, if "Byakko Summoning" is in the CZ, choose up to 1 of your Opp.'s Charas and return it to the hand, and this gains +3000 Pow for the turn.

Summoner - Dragon | DS2/SE16-09 T: Soul

L3
C2

Io, Knows Everyone
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When your other ::Summoner:: Chara attacks, this gains +1000 Pow for the turn.

Summoner | DS2/SE16-10 T: Soul

L3
C2

"Devil Summoner" Jungo
 [A] **BOND/"Devil Summoner" Airi'** [(1)]

Summoner - Chef | DS2/SE16-11 T: None

L0
C0

"Devil Summoner" Daichi
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Summoner | DS2/SE16-12 T: None

L0
C0

Keita, Lone Wolf
 [S] [Rest 2 of your ::Summoner:: Charas] This gains +2500 Pow for the turn.

Summoner - Sports | DS2/SE16-13 T: None

L0
C0

Ronaldo, Ex-Ploice
 [C] During your turn, this gains +1000 Pow.

Summoner - Police | DS2/SE16-14 T: None

L0
C0

Io, Thinking of Family
 --No Text--

Summoner | DS2/SE16-15 T: None

L0
C0

Hibiki, Will to Survive
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Summoner:: Chara, put it in Clock. (Otherwise put it back where it was)

Summoner - Dragon | DS2/SE16-16 T: None

L0
C0

"Devil Summoner" Ronaldo
 [S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Summoner - Police | DS2/SE16-17 T: None

L1
C0

Joe, Not Serious
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Summoner - Glasses | DS2/SE16-18 T: None

L1
C0

Hinako, Big Sister Like
 [C] During your turn, all your other Charas gain +1000 Pow.
 [A] When your Chara's Trigger Check reveals a Climax, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Summoner - Glasses | DS2/SE16-19 T: Soul

L1
C1

Hibiki & Byakko
 --No Text--

Summoner - Demon | DS2/SE16-20 T: None

L1
C1

Hibiki, Will to Fight
 [C] If the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow.

Summoner - Dragon | DS2/SE16-21 T: Soul

L2
C1

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Io & Lugh
 [A] [(1)] When this attacks, if "I, Want to Live" is in the CZ, may pay. If so, all your Charas gain +2000 Pow for the turn, and your Opp. may not use "[A] ENCORE" for the turn. (This includes the "[A] ENCORE [(3)]" provided by rules)

Summoner - Demon | DS2/SE16-22 T: Soul

L2
C1

"Devil Summoner" Hinako
 [C] If you have 2 or more other ::Summoner:: Charas, this gains +1000 Pow.

Summoner - Glasses | DS2/SE16-23 T: Soul

L2
C1

Jungo, Kind Cook
 [C] If you have another Chara with "Airi" in name, this gains +1500 Pow.
 [A] ENCORE [Put the top card of your LB in your Clock]

Summoner - Chef | DS2/SE16-24 T: Soul

L2
C2

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"Devil Summoner" Joe
 [A] [(1)] Discard a card from your hand to the WR. When this attacks, may pay. If so, all your Charas gain +500 Pow and +1 Soul for the turn.

Summoner - Glasses | DS2/SE16-25 T: Soul

L2
C2

Lucifer
 [C] If there are Markers under this, this gains +3000 Pow and [A] This ability activates up to once per turn. When the Damage dealt by this card is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)
 [A] When this is placed to the Stage via the [A] effect of "Devil Summoner" Hibiki, you may put the top card of your Clock face-down under this as Marker.

Angel - Demon | DS2/SE16-26 T: Soul

L3
C2

Dead Face Video
 Reveal the top card of your Lbrary. If it's a Climax, choose 1 of your Charas and put it in the WR. If it's not, all your Charas gain [A] When this is placed from Stage to the WR, you may put it Rested in the Slot this was in" until the next end of your Opp.'s turn. (Put the revealed card back where it was)

DS2/SE16-27 T: None

L2
C2

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

DS2/SE16-28 T: Soul Bounce

I, Want to Live
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

DS2/SE16-29 T: 2 Soul

"Anguished One" Alcor
 [A] When this attacks, choose 1 of your other Charas with "Yamato" in name. That Chara gains +1500 Pow for the turn.
 [A] When this attacks, choose 1 of your other Charas with "Hibiki" in name. That Chara gains +1 Level and +1000 Pow for the turn.

Septentrion | DS2/SE16-30 T: None

L0
C0

Makoto, Gallant Beauty
 [C] If you have 1 or fewer other Charas, this gains +1000 Pow and [A] ENCORE [Discard a Chara from your hand to the WR].

Summoner - Operator | DS2/SE16-31 T: None

L0
C0

"Devil Summoner" Fumi
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Summoner:: Chara, at the beginning of your Encore Step, put this in the WR. (Put the revealed card back where it was)

Summoner - Science | DS2/SE16-32 T: None

L1
C0

"Devil Summoner" Yamato
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Charas.
 [A] CHANGE [(2)] Discard a card from hand to the WR, put this in the WR. At the start of your Climax Phase, may pay. If so, choose a "Yamato, the Last Battle" in your WR and put it in the Slot this was in.

Summoner - Dragon | DS2/SE16-33 T: Soul

L2
C1

Yamato, the Last Battle
 [A] When this is placed from hand to the Stage or via CHANGE to the Stage, all your Charas gain [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB" for the turn.
 [A] When this attacks, if "Demon Fusion" is in the CZ, this gains +4000 Pow until the next end of your Opp.'s turn.

Summoner - Dragon | DS2/SE16-34 T: Soul

L3
C2

Yamato, Power of "Dragon Stream"
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Dragon Stream" in your WR and return it to your hand.
 [A] When this attacks, choose 1 of your other Charas. That Chara gains +500 Pow for the turn.

Summoner - Dragon | DS2/SE16-35 T: None

L0
C0

Fumi, No Care for Daily Chores
 [C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
 [S] [(1)] Draw a card, and discard a card from your hand to the WR.

Summoner - Science | DS2/SE16-36 T: None

L0
C0

Otome, JP's Exclusive Doctor
 [C] During your Opp.'s turn, thsi gains +1000 Pow.

Summoner - Doctor | DS2/SE16-37 T: None

L0
C0

Alcor, Incredible Existence
 [A] [(1) Discard a card from hand to the WR] When this attacks, if "Yamato VS Alcor" is in the CZ, may pay. If so, search your LB for up to 1 Chara with "Yamato" in name and up to 1 Chara with "Hibiki" in name, reveal them, and put them in your hand. Shuffle your LB.

Septentrion | DS2/SE16-38 T: None

L1
C0

Yamato & Cerberus
 --No Text--

Summoner - Demon | DS2/SE16-39 T: None

L1
C0

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"Devil Summoner" Otome
 [C] **ASSIST** All your ::Summoner:: Charas in front of this gain +1 Level and +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.

Summoner - Doctor | DS2/SE16-40 T: Soul

L1
C1

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

Summoner - Operator | DS2/SE16-41 T: Soul

L2
C1

Yamato, Severing Fate
 [C] All your other Charas gain "[C] This cannot Side Attack".

Summoner - Dragon | DS2/SE16-42 T: Soul

L2
C1

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Dragon Stream
 If you don't have a Chara with either "Yamato" and/or "Hibiki" in name, you cannot play this from your hand.
 Choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn. Send this to Memory.

DS2/SE16-43 T: None

L1
C1

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

DS2/SE16-44 T: Draw

Yamato VS Alcor
 [A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

DS2/SE16-45 T: 2 Soul

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