

"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

L0C0

"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

L0C0

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

L0C0

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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

L1C0

Hibiki, Rare Quality

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

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

L1C0

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

L1C1

Devil Survivor 2 Anime Extra Pack

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

L1C1

"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

L2C1

"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

L3C2

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

L3C2

"Devil Summoner" Jungo

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

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

L0C0

"Devil Summoner" Daichi

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

Summoner | DS2/SE16-12 T: None

L0C0

Keita, Lone Wolf

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

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

L0C0

Ronaldo, Ex-Ploice

[C] During your turn, this gains +1000 Pow.

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

L0C0

Io, Thinking of Family

--No Text--

Summoner | DS2/SE16-15 T: None

L0C0

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

L0C0

"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

L1C0

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

L1C0



Otome, JP's Exclusive Doctor

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

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

L0C0

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

L1C0

Yamato & Cerberus

--No Text--

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

L1C0

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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

L1C1

"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

L2C1

Yamato, Severing Fate

[C] All your other Charas gain "[C] This cannot Side Attack".

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

L2C1

Devil Survivor 2 Anime Extra Pack

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

L1C1

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