

Nina, Baby Bird Fulfilling Her Dreams

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Lion, Baby Bird Fulfilling Her Dreams", put it in any Slot on the Stage, and shuffle your LB.

Logicalist - Foreigner | HLL/WE28-P04 T: None

L0
C0

Yayoi, Last Battle

[C] If you have 2 or more other Charas with either "Yayoi", "Mahiro", "Karin", or "Karen" in name, this gains +1000 Pow.
[A] At the start of your Opp's Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Logicalist:: or ::Foreigner::, you may move this to an empty Slot in the Front Row.

Logicalist - Foreigner | HLL/WE29-01 T: None

L0
C0

Yayoi, Last Battle

[C] If you have 2 or more other Charas with either "Yayoi", "Mahiro", "Karin", or "Karen" in name, this gains +1000 Pow.
[A] At the start of your Opp's Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Logicalist:: or ::Foreigner::, you may move this to an empty Slot in the Front Row.

Logicalist - Foreigner | HLL/WE29-01HR T: None

L0
C0

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Yayoi, Last Battle

[C] If you have 2 or more other Charas with either "Yayoi", "Mahiro", "Karin", or "Karen" in name, this gains +1000 Pow.
[A] At the start of your Opp's Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Logicalist:: or ::Foreigner::, you may move this to an empty Slot in the Front Row.

Logicalist - Foreigner | HLL/WE29-01SP T: None

L0
C0

Nina, Proof of Power

[C] If you have 2 or more other Charas with either ::Logicalist:: or ::Foreigner::, this gains +2000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Precious Friends" is in the CZ, may pay. If so, until the next end of your Opp's turn, this gains +2500 Pow, +1 Soul, and the following ability. "[C] Chara Opposite this gets -1 Soul."
[A] At the start of your Opp's Draw Phase, if this is in the Front Row, choose 1 of your Charas with either ::Logicalist:: or ::Foreigner::, and that Chara gains the following ability for the turn. "[C] Chara Opposite this gets -1 Soul."

Logicalist - Foreigner | HLL/WE29-02 T: Soul

L3
C2

Nina, Proof of Power

[C] If you have 2 or more other Charas with either ::Logicalist:: or ::Foreigner::, this gains +2000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Precious Friends" is in the CZ, may pay. If so, until the next end of your Opp's turn, this gains +2500 Pow, +1 Soul, and the following ability. "[C] Chara Opposite this gets -1 Soul."
[A] At the start of your Opp's Draw Phase, if this is in the Front Row, choose 1 of your Charas with either ::Logicalist:: or ::Foreigner::, and that Chara gains the following ability for the turn. "[C] Chara Opposite this gets -1 Soul."

Logicalist - Foreigner | HLL/WE29-02HR T: Soul

L3
C2

Hina Logic Vol. 2 Extra Pack

Nina, Proof of Power

[C] If you have 2 or more other Charas with either ::Logicalist:: or ::Foreigner::, this gains +2000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Precious Friends" is in the CZ, may pay. If so, until the next end of your Opp's turn, this gains +2500 Pow, +1 Soul, and the following ability. "[C] Chara Opposite this gets -1 Soul."
[A] At the start of your Opp's Draw Phase, if this is in the Front Row, choose 1 of your Charas with either ::Logicalist:: or ::Foreigner::, and that Chara gains the following ability for the turn. "[C] Chara Opposite this gets -1 Soul."

Logicalist - Foreigner | HLL/WE29-02SP T: Soul

L3
C2

Karen, Preparing for the School Festival

[A] This ability activates up to once per turn. When you use **BACKUP**, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[A] **BOND!** "Karin, Preparing for the School Festival"
[Discard a card from your hand to the WR]

Logicalist - Ninja | HLL/WE29-03 T: None

L0
C0

Nina, Relaxing Moment

[C] All your other Charas with either "Lion" or "Nina" in name gain +500 Pow.
[A] At the start of your Climax Phase, choose 1 of your Charas with either "Lion" or "Nina" in name, and that Chara gains +500 Pow for the turn.

Logicalist - Book | HLL/WE29-04 T: None

L0
C0

Michael, Nina's New Foreigner

[C] All your other Charas with either ::Logicalist:: or ::Foreigner:: gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas with "Nina" in name, and that Chara gains +500 Pow until the next end of your Opp's turn.

Foreigner | HLL/WE29-05 T: None

L0
C0

Yayoi, Emergency Situation

[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 ::Logicalist:: or ::Foreigner::.

Logicalist - Daughter | HLL/WE29-06 T: None

L1
C0

Nina, Maiden's Shyness

[A] When this is placed from hand to the Stage, choose up to 2 "Nina, Proof of Pow" in your WR and put them on the bottom of your LB in any order.
[S] **MERGE** [Put a "Michael, Nina's New Foreigner" from your Stage face-up under this as Marker] Search your LB for up to 1 "Nina, Proof of Pow", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Nina, Proof of Pow" as Markers in any order, and shuffle your LB.

Logicalist - Book | HLL/WE29-07 T: Soul

L2
C1

Karin, Preparing for the School Festival

[A] [(2)] Put a Chara from your 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 your Opp's Level and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Logicalist - Ninja | HLL/WE29-08 T: Soul

L2
C1

Yayoi, Relaxing Moment

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[A] **CX COMBO** [(1)] When "Fledgling Logicalists" is placed in your CZ, may pay. If so, choose a Chara in your WR with either ::Logicalist:: or ::Foreigner:: and return it to your hand.
[A] [(1)] When your Chara's Trigger Check reveals a Climax card, if its Trigger Icons are 2 Soul Trigger Icons, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Logicalist - Daughter | HLL/WE29-09 T: None

L0
C0

Veronica, ALCA Bureau Chief

[A] When this attacks, choose 1 of your Charas with either ::Logicalist:: or ::Foreigner::, and that Chara gains +1 Level and +1000 Pow for the turn.
[S] [Rest this] Choose 1 of your Charas with either ::Logicalist:: or ::Foreigner::, and that Chara gains +1 Level and +1000 Pow for the turn.

Logicalist | HLL/WE29-10 T: None

L0
C0

Principal, Watching Over

[A] [Clock] **ALARM** If this is on top of the Clock and you are Level 2 or higher, when you use **MERGE**, search your LB for up to 1 Chara with either ::Logicalist:: or ::Foreigner::, reveal it, put it in your hand, and shuffle your LB.

Foreigner - Teacher | HLL/WE29-11 T: None

L1
C0

Rino, Treat on New Year's Eve

[C] During your turn, all your other Charas with either ::Logicalist:: or ::Foreigner:: gain +1000 Pow.
[A] When you use **MERGE**, you may draw a card. If so, discard a card from your hand to the WR.

Logicalist - Teacher | HLL/WE29-12 T: None

L1
C0

Karin, Tasty Things

[C] All your other Charas with either ::Logicalist:: or ::Foreigner:: gain +500 Pow.
[A] [(1)] Rest this] When your other Chara with Marker becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.

Logicalist - Ninja | HLL/WE29-13 T: Soul

L2
C1

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, choose a "Lion, Time Between Just the Two of Them" in your WR and put it in any Slot on the Stage.

[A] **CX COMBO** When "Perfect Smiles" is placed in your CZ, if this is in the Front Row, all your Charas gain +3000 Pow for the turn.

L3
C2

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|----|
| LO |
| CO |

| |
|----|
| L0 |
| C0 |

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

L1
C0

| | |
|----|--|
| L1 | |
| C0 | |

L1
C0

| |
|----|
| L1 |
| C0 |

L1
C0

L2
C2

L1
C0

L1
C0

L1
C0

L3
C2

L3
C2

L3
C2

[C] For each Marker under this, this gains +1000 Pow.
 [A] When this attacks, you may choose a Chara in your WR and put it face-up under this as Marker.
 [A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "To the New Life" is in the CZ, may pay. If so, look at up to X cards from top of your Opp.'s LB, choose up to X of them and put them in the WR, return the rest to the LB, and shuffle that LB. $X = 3$ if there are 3 or fewer Markers under this, $X = 4$ if there are 4 or more Markers under this.

L3
C2

[C] For each Marker under this, this gains +1000 Pow.
 [A] When this attacks, you may choose a Chara in your WR and put it face-up under this as Marker.
 [A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "To the New Life" is in the CZ, may pay. If so, look at up to X cards from top of your Opp.'s LB, choose up to X of them and put them in the WR, return the rest to the LB, and shuffle that LB. $X = 3$ if there are 3 or fewer Markers under this, $X = 4$ if there are 4 or more Markers under this.

L3
C2

[C] For each Marker under this, this gains +1000 Pow.

[A] When this attacks, you may choose a Chara in your WR and put it face-up under this as Marker.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "To the New Life" is in the CZ, may pay. If so, look up to X cards from top of your Opp.'s LB, choose up to X of them and put them in the WR, return the rest to the LB, and shuffle that LB. X = 3 if there are 3 or fewer Markers under this, X = 4 if there are 4 or more Markers under this.

L3
C2

[A] When this is placed from hand to the Stage or via effect of [S] of "Mahiro, Festival" to the Stage, look at up to 3 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.

[A] [3] Discard either a Chara with either ::Logicalist:: or ::Foreigner:: to a "Mahiro's Inventions" from your hand to the WR [When this attacks, may pay. If so, deal X Damage to your Opp.. X = # of "Mahiro's Inventions" in your WR. (DC can occur)]

L3
C2

[A] When this is placed from hand to the Stage or via effect of [S] of "Mahiro, Festival" to the Stage, look at up to 3 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.

[A] [3] Discard either a Chara with either ::Logicalist:: or ::Foreigner:: of a "Mahiro's Inventions" from your hand to the WR [When this attacks, may pay. If so, deal X Damage to your Opp.. X = # of "Mahiro's Inventions" in your WR. (DC can occur)]

L3
C2

[A] When this is placed from hand to the Stage or via effect of [S] of "Mahiro, Festival" to the Stage, look at up to 3 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.

[A] ([3] Discard either a Chara with either ::Logicalist:: or ::Foreigner:: or a "Mahiro's Inventions" from your hand to the WR) When this attacks, may pay, If so, deal X Damage to your Opp.. X = # of "Mahiro's Inventions" in your WR. (DC can occur)

| | |
|----|--|
| L3 | |
| C2 | |

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB to the WR. For each Climax card revealed this way, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."

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

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB to the WR. For each Climax card revealed this way, search your LB for up to 1 Chara with either "Lion" or "Nina", reveal it, put it in your hand, and shuffle your LB.

LO
CO

[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.

LO
CO

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

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

[S] **MERGE** [Put a "Dread, Mahiro's New Foreigner" from your Stage face-up under this as Marker] Search your LB for up to 1 "Mahiro, Firing All Shots!", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Mahiro, Firing All Shots!" as Markers in any order, and shuffle your LB.

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

[A] When this is placed from hand to the Stage, choose up to 2 "Yuko's Hospitality" in your WR and put them on the bottom of your LB in any order.

[S] **MERGE** [Put a "Styx, Yuko's New Foreigner" from your Stage face-up under this as Marker] Search your LB for up to 1 "Yuko's Hospitality", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Yuko's Hospitality" as Markers in any order, and shuffle your LB.

L2
C1

[C] If you don't have another Chara with either ::Student Council:: or "Yuko" in name, this does not Stand during your Stand Phase.
[C] This cannot Side Attack.

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

[C] If you have 2 or more other Charas with either ::Logicalist:: or ::Foreigner::, this gains +1000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Fledgling Logicalists" is in your CZ, search your LB for up to 1 Chara with either ::Logicalist:: or ::Foreigner::, reveal it, put it in your hand, and shuffle your LB.

L1
C0

[A] When this is placed from hand to the Stage, choose up to 2 "Lion, Light of Healing" in your WR and put them on the bottom of your LB in any order.

[S] **MERGE** [Put a "Bel, Moment of Oath" from your Stage face-up under this as Marker] Search your LB for up to 1 "Lion, Light of Healing", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Lion, Light of Healing" as Markers in any order, and shuffle your LB.

L2
C1

[A] When this is placed from hand to the Stage or via effect of [A] of "Nina, Time Between Just the Two of Them" to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] **CX COMBO** ([1]) When the Battle Opp. of this becomes Reversed, if "Perfect Smiles" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

L3
C2

[C] All your other Charas with either ::Logicalist:: or ::Foreigner:: gain +500 Pow.

[A] When your other Chara with "Yuko" in name or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

[S] (Rest this) Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

LO
CO

[A] [Put this face-up under a Chara with "Lion" in name as Marker] When your other Chara with "Lion" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2000 Pow for the turn.

LO
CO

[C] All your other Charas with either ::Logicialist:: or ::Foreigner:: gain +500 Pow.

[S] [(2) Rest this] Search your LB for up to 1 Chara with "Mahiro" in name, reveal it, put it in your hand, and shuffle your LB.

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

[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 ::Logicalist:: or ::Foreigner:: and return it to your hand.

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

[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 "Yayoi" or "Mahiro" in name, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[C] If you have 2 or more other Charas with either ::Logicalist:: or ::Foreigner::, this gains +1000 Pow.
 [A] **CX COMBO** [(1)] When "Fledgling Logicalists" is placed in your CZ, if this is in the Front Row, may pay. If so, all your Charas gain +2000 Pow for the turn.

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

[C] **ASSIST** All your Charas with either ::Logicalist: or ::Foreigner: in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When you use **MERGE**, you may draw a card. If so, discard a card from your hand to the WR.

[S] [Rest this] Choose 1 of your Charas with "Yuko" in name, and if that Chara has 2 or fewer Markers under it, look at the top card of your LB, and put it face-up under that Chara as Marker.

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

If you have no Charas with "Yuko" in name, you cannot play this from your hand.
Choose up to 1 Chara in your WR with either ::Logicalist:: or ::Foreigner:: and return it to your hand, and all your Charas gain +2000 Pow for the turn.

L2
C1

Search your LB for up to 1 Chara with "Lion" in name and up to 1 Chara with "Bel" in name, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB.

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

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

[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.

HLL/WE29-50 T: 2 Soul

