

"Present Exchange" Syaro

[C] If there are 2 or fewer climax cards in your WR, this gets -1 Level while in your hand.
[A] [Discard a Chara with either "Syaro" or "Chiya" in name from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return the top card of your Clock to your hand.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other Charas with either "Syaro" or "Chiya" in name.

Fleur De Lapin - Special Student | GU/WE26-001 T:

L3
C2

"Present Exchange" Syaro

[C] If there are 2 or fewer climax cards in your WR, this gets -1 Level while in your hand.
[A] [Discard a Chara with either "Syaro" or "Chiya" in name from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return the top card of your Clock to your hand.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other Charas with either "Syaro" or "Chiya" in name.

Fleur De Lapin - Special Student | GU/WE26-001SP

L3
C2

Syaro, Embarrassed Laugh

[A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a Chara in your WR with either "Syaro" or "Chiya" in name and Swap them.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Fleur De Lapin - Special Student | GU/WE26-002 T:

L0
C0

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Syaro, Every Day is Best Shot

[C] If you have another "Chiya, Every Day is Best Shot", all your other Charas gain +500 Pow.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put then in the WR. For each Climax card revealed this way, search your LB for up to 1 Chara with either "Best Shot" or "Treasure" in name, reveal it, put it in your hand, and shuffle your LB.

Fleur De Lapin - Special Student | GU/WE26-003 T:

L0
C0

Obon de Syaro

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, if you have another Chara with either "Syaro" or "Chiya" in name, may pay. If so, perform the following action up to 4 times.
"Choose a card in your Clock and return it to your hand, discard a card from your hand to the WR, and put the top card of your LB in your Clock."

Fleur De Lapin - Special Student | GU/WE26-004 T:

L0
C0

Syaro, Horrible with Rabbits

[C] If you have another ::Rabbit:: Chara, this gains the following ability. "[C] This cannot attack."
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, Rest this.

Fleur De Lapin - Special Student | GU/WE26-005 T:

L1
C0

Is the Order a Rabbit?? Extra Pack

Syaro, Fun Time is Best Shot

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either "Best Shot" or "Treasure" in name, this gains +1 Soul for the turn. (Put the revealed card back where it was)

Fleur De Lapin - Special Student | GU/WE26-006 T:

L0
C0

Syaro, Club Helper?

[C] If all your Charas have either "Syaro" or "Chiya" in name, this gains +2000 Pow.
[A] [(1)] When the Battle Opp. of this becomes Reversed, if "Perfect Aim" is in your CZ, may pay. If so, choose up to 1 of your Opp.'s Charas and return it to hand, search your LB for up to 1 Chara with either "Syaro" or "Chiya" in name, reveal it, put it in your hand, and shuffle your LB.

Fleur De Lapin - Special Student | GU/WE26-007 T:

L2
C1

Perfect Aim

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

GU/WE26-008 T: Soul Shot

"Present Exchange" Chiya

[C] If there are 3 or fewer cards in your Stock, this gains +1000 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 Level 1 or lower Chara with either "Syaro" or "Chiya" in name, reveal it, put it in your hand, and shuffle your LB.

Ama Usa An - Wagashi | GU/WE26-009 T: None

L0
C0

"Present Exchange" Chiya

[C] If there are 3 or fewer cards in your Stock, this gains +1000 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 Level 1 or lower Chara with either "Syaro" or "Chiya" in name, reveal it, put it in your hand, and shuffle your LB.

Ama Usa An - Wagashi | GU/WE26-009SP T: None

L0
C0

Chiya, Okay So Long as You Are Having Fun

[A] When you use the BACKUP of this, if you have a Chara with either "Syaro" or "Chiya" in name, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Ama Usa An - Wagashi | GU/WE26-010 T: None

L1
C0

Chiya, Accident

[A] When this is placed from hand or Memory to the Stage, all your Charas gain +2000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Chiya, Accident" in your Memory and put it in any Slot on the Stage.

Ama Usa An - Wagashi | GU/WE26-011 T: Soul

L3
C2

Chiya, Every Day is Best Shot

[C] Your other Chara with either "Best Shot" or "Treasure" in name in the Front Row Center Slot gains "[A] ENCORE [Discard a Chara from your hand to the WR]".
[C] If you have another "Syaro, Every Day is Best Shot", all your other Charas gain +500 Pow.

Ama Usa An - Wagashi | GU/WE26-012 T: None

L0
C0

Chiya, Puffy Face

[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either "Syaro" or "Chiya" in name, reveal it, put it in your hand, and shuffle your LB.
[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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Ama Usa An - Wagashi | GU/WE26-013 T: Soul

L2
C1

Chiya, Precious Best Shot

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of the LB in any order.

Ama Usa An - Wagashi | GU/WE26-014 T: None

L0
C0

Chiya, Mistress!? Game

[A] When this attacks, if "Make Yourselfs Comfortable, Raise Your Heads" is in the CZ, reveal the top card of your LB. If it's a Chara with either "Syaro" or "Chiya" in name, choose 1 of your Opp.'s Charas, and that Chara gets -4000 Pow for the turn. (Put the revealed card back where it was)

Ama Usa An - Wagashi | GU/WE26-015 T: Soul

L2
C2

Make Yourselfs Comfortable, Raise Your Heads

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

GU/WE26-016 T: 2 Soul

"Present Exchange" Cocoa

[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, choose a Chara in your WR with either ::Rabbit House:: or ::Bread:: and return it to your hand.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Rabbit House - Bread | GU/WE26-017 T: None

L0
C0

Chino & Cocoa, Good to Have Met

[C] For each of your other ::Rabbit House:: Charas, this gains +500 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.
[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Pillow Fight" is in your CZ, may pay. If so, deal 1 Damage to your Opp., deal 1 Damage to your Opp., and this gains +6000 Pow for the turn. (DC can occur)

Rabbit House | GU/WE26-018 T: Soul

L3
C2

Chino & Cocoa, Good to Have Met

[C] For each of your other ::Rabbit House:: Charas, this gains +500 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.
[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Pillow Fight" is in your CZ, may pay. If so, deal 1 Damage to your Opp., deal 1 Damage to your Opp., and this gains +6000 Pow for the turn. (DC can occur)

Rabbit House | GU/WE26-018SPa T: Soul

L3
C2

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Chino & Cocoa, Good to Have Met

[C] For each of your other ::Rabbit House:: Charas, this gains +500 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.
[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Pillow Fight" is in your CZ, may pay. If so, deal 1 Damage to your Opp., deal 1 Damage to your Opp., and this gains +6000 Pow for the turn. (DC can occur)

Rabbit House | GU/WE26-018SPb T: Soul

L3
C2

"Present Exchange" Rize

[C] If you have another "Cocoa, Get Well Visit" and "Chino Being Playful", this gets -1 Level while in your hand.
[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 you have 2 or more other ::Rabbit House:: Charas, this gains +2000 Pow for the turn.

Rabbit House - Weapon | GU/WE26-019 T: Soul

L3
C2

"Present Exchange" Rize

[C] If you have another "Cocoa, Get Well Visit" and "Chino Being Playful", this gets -1 Level while in your hand.
[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 you have 2 or more other ::Rabbit House:: Charas, this gains +2000 Pow for the turn.

Rabbit House - Weapon | GU/WE26-019SP T: Soul

L3
C2

Is the Order a Rabbit?? Extra Pack

Rize, Being Herself

[A] When this is placed from hand to the Stage, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Rabbit House:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Rabbit House - Weapon | GU/WE26-020 T: None

L0
C0

Cocoa, Going Together

[A] [(1) 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, and your Opp. chooses up to 1 Level 0 or lower Chara in his or her WR and put it in the Slot that Chara was in.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Rabbit House - Bread | GU/WE26-021 T: None

L1
C0

Rize Being Ladylike

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Rize, Big Transformation!", this gains +1 Level and +1000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "Liberal Interpretation of Phantom of the Opera" is in your CZ, you may choose a Chara in your WR and return it to your hand.
[A] [Put this in the WR] At the start of your Opp.'s Draw Phase, may pay. If so, choose a "Rize, Big Transformation!" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Rabbit House - Weapon | GU/WE26-022 T: None

L1
C0

Cocoa, Get Well Visit

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Rabbit House - Bread | GU/WE26-023 T: Soul

L2
C1

Cocoa, Every Day is Best Shot

[A] When this is placed from hand to the Stage, you may put the top card of your LB in the WR. If so, choose 1 of your other Charas with either "Best Shot" or "Treasure" in name, and for each Soul Trigger of the card put in the WR via this effect, that Chara gains +1 Soul for the turn.

Rabbit House - Bread | GU/WE26-024 T: Soul

L1
C0

Rize, Every Day is Best Shot

[A] When this attacks, you may put the top card of your LB in the WR. If so, for each Soul Trigger of the card put in the WR via this effect, this gains +1 Soul for the turn.

Rabbit House - Weapon | GU/WE26-025 T: Soul

L1
C0

Rize, Big Transformation!

[C] If this is on the Stage, this is also considered to have "Rose" as the name.
[A] [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Rize Being Ladylike" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Rabbit House - Weapon | GU/WE26-026 T: None

L1
C0

Mocha, Big News

[C] All your other "Cocoa in the Wood-Framed Town" gain +1000 Pow.
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] **BOND/"Cocoa in the Wood-Framed Town"** [Discard a card from your hand to the WR]

Bread | GU/WE26-027 T: Soul

L2
C1

Cocoa, Summer Best Shot

[A] When this is placed from hand to the Stage, you may put the top card of your LB in the WR. If there is a Soul Trigger on that card, draw a card, and discard a card from your hand to the WR.

Rabbit House - Bread | GU/WE26-028 T: Soul

L1
C0

Rize, Best Shot Even While Taking Break

[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR with either "Best Shot" or "Treasure" in name and return it to your hand. If so, discard a card from your hand to the WR.

Rabbit House - Weapon | GU/WE26-029 T: Soul

L1
C1

Rize, Club Helper!

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Rabbit House - Weapon | GU/WE26-030 T: Soul

L2
C1

Cocoa, By the Name of Big Sister

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other Charas with either ::Rabbit House:: or ::Bread::.
[A] **ENCORE** [Discard a RED card from your hand to the WR]

Rabbit House - Bread | GU/WE26-031 T: Soul

L2
C2

Full of Best Shot

[C] **RECOLLECTION** If this is in Memory, all your Charas with either "Best Shot" or "Treasure" in name gain +4000 Pow.

GU/WE26-050a T: 2 Soul

Full of Best Shot

[C] **RECOLLECTION** If this is in Memory, all your Charas with either "Best Shot" or "Treasure" in name gain +4000 Pow.

GU/WE26-050b T: 2 Soul

Full of Best Shot

[C] **RECOLLECTION** If this is in Memory, all your Charas with either "Best Shot" or "Treasure" in name gain +4000 Pow.

GU/WE26-050c T: 2 Soul

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Syaro, Graceful Aura

[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul.

GU/WE26-P01 T: Soul

L2
C1

Chimame Corps, Flully And Warm

[A] [Discard a BLUE Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock, and this gains +1000 Pow for the turn.
[A] When this attacks, if you have 2 or more other BLUE Charas, choose 1 of your Charas, and that Chara gains +1 Level and +1500 Pow for the turn.

Rabbit House | GU/WE26-P08S T: Soul

L3
C2

Is the Order a Rabbit?? Extra Pack