

Shuko & Ririko, Exodia Exodus

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

Sneaker Bunko - VR - Magic | Seo/W62-043 T: None

L1

C0

Yumiel, Live-In Maid

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Sneaker Bunko - Maid - Fairy | Sfl/W62-011 T: None

L0

C0

Sayu, Highschool Girl Leaving Home

[A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, and shuffle your LB.
[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: Charas, and for the turn, that Chara gains +1500 Pow and ::Miso Soup::.

Sneaker Bunko - Uniform - Housework | Shg/W62-031 T: None

L0

C0

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Aine, Embarassing Appearance

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[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 ::Sneaker Bunko:: or ::Heart Hybrid Gear::, you may move this to an empty Slot in your Front Row.

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-073 T: None

L0

C0

Aine, Embarassing Appearance

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[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 ::Sneaker Bunko:: or ::Heart Hybrid Gear::, you may move this to an empty Slot in your Front Row.

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-073SP T: None

L0

C0

Grace and Heart Hybrid

[A] When this becomes Reversed in battle, put the top 2 cards of your LB in the WR. If there were at least 1 Level 2 or higher card among them, you may put this in your Stock. (Climax cards are considered Level 0 for this effect)
[A] **BOND/"Kizuna & Aine, Ecstasy Hybrid"** [Discard a card from your hand to the WR]

Sneaker Bunko - Heart Hybrid Gear - Sister (Sst-MT) | Shh/W62-076 T: None

L0

C0

Kadokawa Sneaker Bunko Booster Pack

Grace and Heart Hybrid

[A] When this becomes Reversed in battle, put the top 2 cards of your LB in the WR. If there were at least 1 Level 2 or higher card among them, you may put this in your Stock. (Climax cards are considered Level 0 for this effect)
[A] **BOND/"Kizuna & Aine, Ecstasy Hybrid"** [Discard a card from your hand to the WR]

Sneaker Bunko - Heart Hybrid Gear - Sister (Sst-MT) | Shh/W62-076S T: None

L0

C0

Kizuna & Aine, Ecstasy Hybrid

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Sneaker Bunko:: or ::Heart Hybrid Gear::, this gains +2000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Heart Hybrid ON!" is in the C2, reveal the top card of your LB. If it's a Chara with either ::Sneaker Bunko:: or ::Heart Hybrid Gear::, put it in your hand. (Otherwise put it back where it was)

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-078 T: None

L1

C0

Kizuna & Aine, Ecstasy Hybrid

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Sneaker Bunko:: or ::Heart Hybrid Gear::, this gains +2000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Heart Hybrid ON!" is in the C2, reveal the top card of your LB. If it's a Chara with either ::Sneaker Bunko:: or ::Heart Hybrid Gear::, put it in your hand. (Otherwise put it back where it was)

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-078SBR T: None

L1

C0

Hayuru and Heart Hybrid

[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] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-080 T: Soul

L2

C1

Hayuru and Heart Hybrid

[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] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-080S T: Soul

L2

C1

Aine and Climax Hybrid

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
[C] If there's a Marker under this, this gains +4500 Pow and ::Immoral Weapon::.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] When this is placed from hand to the Stage, you may choose a "Kizuna & Aine, Ecstasy Hybrid" in your WR and put it face-up under this as Marker.

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-082 T: Soul

L3

C2

Reiri and Heart Hybrid

[S] [Rest this] Reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Sneaker Bunko - Heart Hybrid Gear - Teacher | Shh/W62-093 T: None

L0

C0

Yurishia and Heart Hybrid

[C] If there are 2 or fewer cards in your Stock, this cannot attack.
[C] All of your other Charas gain the following ability. "[C] This cannot Side Attack."

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-096 T: None

L1

C0

Silvia and Climax Hybrid

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

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-098 T: Soul

L2

C1

Aine and Grace and Connective Hybrid

Choose 1 of your Standing ::Sneaker Bunko:: or ::Heart Hybrid Gear:: Charas and Rest it. If so, search your LB for up to 2 Charas with either ::Sneaker Bunko:: or ::Heart Hybrid Gear::, reveal them, and put them in your hand, and shuffle your LB.

Shh/W62-101 T: None

L1

C2

Heart Hybrid ON!!

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

Shh/W62-103 T: Draw

Heart Hybrid ON!!

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

Shh/W62-103R T: Draw

Hayuru & Aine & Yurishia

[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.
[C] All your other Charas with either ::Sneaker Bunko:: or ::Heart Hybrid Gear:: gain +500 Pow.

Sneaker Bunko - Heart Hybrid Gear - Amaterasu | Shh/W62-110 T: None

L0C0

Iris, Dragonslayer

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and your Opp. takes X Damage. X = sum of # of Soul Trigger Icons among those cards. (DC can occur)
[A] CX COMBO [(2)] When this attacks, if "Iris' Request" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +3000 Pow for the turn. (DC can occur)

Sneaker Bunko - Royalty - Weapon | Sks/W62-002 T: Soul

L3C2

Iris, Dragonslayer

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and your Opp. takes X Damage. X = sum of # of Soul Trigger Icons among those cards. (DC can occur)
[A] CX COMBO [(2)] When this attacks, if "Iris' Request" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +3000 Pow for the turn. (DC can occur)

Sneaker Bunko - Royalty - Weapon | Sks/W62-002SBR T: Soul

L3C2

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Iris, First Princess of Belzerg Kingdom

[A] When this attacks, put the top 2 cards of your LB in the WR, choose 1 other ::Sneaker Bunko:: or ::Royalty:: Chara, and that Chara gains +X Pow for the turn.. X = 1500 times the sum of the Levels of those cards. (Climax cards are considered Level 0 for this effect)
[A] [(1)] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Sneaker Bunko - Royalty - Weapon | Sks/W62-004 T: None

L0C0

Darkness, Daughter of the Dustiness Family

[A] When you use the BACKUP of this, if you have a ::Sneaker Bunko:: or ::Adventurer:: or ::Worries:: Chara, 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]

Sneaker Bunko - Adventurer - Worries | Sks/W62-007 T: None

L1C0

Darkness, Daughter of the Dustiness Family

[A] When you use the BACKUP of this, if you have a ::Sneaker Bunko:: or ::Adventurer:: or ::Worries:: Chara, 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]

Sneaker Bunko - Adventurer - Worries | Sks/W62-007S T: None

L1C0

Kadokawa Sneaker Bunko Booster Pack

Chris, Thief

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a Chara with ::Sneaker Bunko:: or ::Adventurer:: or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [(1)] Choose 1 of your Charas with either ::Sneaker Bunko:: or ::Adventurer::, and that Chara gains +1 Soul for the turn.

Sneaker Bunko - Adventurer - Rogue | Sks/W62-012 T: None

L0C0

Darkness, Pervert Crusader

[C] This gains +1500 Pow for each other ::Sneaker Bunko:: or ::Adventurer:: or ::Worries:: Chara in your Back Row.
[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in your Front Row, may pay. If so, Rest this.

Sneaker Bunko - Adventurer - Worries | Sks/W62-023 T: Soul

L2C2

Iris' Request

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

Sks/W62-027 T: Soul Bounce

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

Sks/W62-027R T: Soul Bounce

Megumin, Genius Crimson Demon

[C] If there are 2 or fewer cards in your Stock, this gains +1500 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 ::Sneaker Bunko::, ::Adventurer::, or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Adventurer - Magic | Sks/W62-049 T: None

L0C0

Megumin, Genius Crimson Demon

[C] If there are 2 or fewer cards in your Stock, this gains +1500 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 ::Sneaker Bunko::, ::Adventurer::, or ::Magic::, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Adventurer - Magic | Sks/W62-049SP T: None

L0C0

"To Further Heights" Megumin

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Real Explosion Magic" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Megumin" in your WR and return it to your hand.

Sneaker Bunko - Adventurer - Magic | Sks/W62-053 T: None

L1C0

"To Further Heights" Megumin

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Real Explosion Magic" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Megumin" in your WR and return it to your hand.

Sneaker Bunko - Adventurer - Magic | Sks/W62-053SBR T: None

L1C0

Yunyun, Chief Daughter of the Crimson Demon Clan

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Sneaker Bunko - Adventurer - Magic | Sks/W62-060 T: None

L1C0

Yunyun, Chief Daughter of the Crimson Demon Clan

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Sneaker Bunko - Adventurer - Magic | Sks/W62-060S T: None

L1C0

Wiz, Famous Shop Owner

[A] When this is placed from hand to the Stage, choose a Level 3 or lower Chara in your Opp.'s Back Row. That Chara does not Stand during your Opp.'s next Stand Phase.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Sneaker Bunko - Death - Magic | Sks/W62-062 T: Soul

L2C1

Megumin & Yunyun, Rivalry

[C] For each of your other Charas with either ::Sneaker Bunko::, ::Adventurer::, or ::Magic::, this gains +1000 Pow.
[A] ENCORE [Discard a Chara with either ::Sneaker Bunko::, ::Adventurer::, or ::Magic:: from your hand to the WR]

Sneaker Bunko - Adventurer - Magic | Sks/W62-064 T: Soul

L2C2

Yunyun, Bearer of Blue Lightning
 [C] This gains +X Pow. X = 2000 times Level of the Chara Opposite this.
 [A] When this attacks, Rest all of your other Standing Charas.

Sneaker Bunko - Adventurer - Magic | Sks/W62-067 T: None

LO
CO

Aqua, Arch Priest

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.

Sneaker Bunko - Adventurer - Goddess | Sks/W62-084 T: None

L0
C0

Aqua, Arch Priest

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.

[B] When this is placed from hand to the Stage, choose 1 of your Opp.'s Chara and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.

Sneaker Bunko - Adventurer - Goddess | Sks/W62-084S T: None

L0

C0

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Eris, Real Goddess
 [A] [Discard a card from hand to WR] When this card is placed from hand to Stage, may pay. If so, choose a level 0 or lower Chara in your WR and place it to any slot on the Stage.

Sneaker Bunko - Goddess | Sks/W62-089 T: None

L1
C0

Aqua in Maid Uniform

[S] **BRAINSTORM** [(1)] Discard a card from your hand to the WR, Rest 2
 ::Sneaker Bunko::, ::Adventurer::, or ::Goddess:: Charas! Flip over the top 3
 cards of your LB and put them in the WR. Choose a Level X or lower
 ::Sneaker Bunko::, ::Adventurer::, or ::Goddess:: Chara in your WR and
 place it to any slot on your Stage. X = # of ::Sneaker Bunko::, ::Adventurer::,
 or ::Goddess:: Charas revealed this way.

Sneaker Bunko - Adventurer - Goddess | Sks/W62-099 T: Souil

L2
C1

Freyja, First Royal Princess of Jioral

[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 ::Sneaker Bunko:: Charas.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Sneaker Bunko - Royalty - Hero | Sky/W62-069 T: None

L1

C1

Kadokawa Sneaker Bunko Booster Pack

Ayato, Problem Child

[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in your Front Row, may pay. If so, Rest this.

Sneaker Bunko - Favor - Relics | Sle/W62-021 T: None

L1

C2

Deedlit, Eternal Maiden

[C] For each of your other Charas with either ::Sneaker Bunko:: or ::Lodoss Island::, this gains +500 Pow.

[A] [Discard a card 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.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Call to the Spirits of the Wind" is in your CZ, you may put that Chara in Clock.

Sneaker Bunko - Lodoss Island - Elf | SIs/W62-030 T: Soul

L3

C2

Deedlit, Eternal Maiden

[C] For each of your other Charas with either ::Sneaker Bunko:: or ::Lodoss Island::, this gains +500 Pow.

[A] [Discard a card 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.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Call to the Spirits of the Wind" is in your CZ, you may put that Chara in Clock.

Sneaker Bunko - Lodoss Island - Elf | Sls/W62-030SP T: Soul

L3

C2

Deedlit & Parn, Lodoss Knights

[A] This ability activates up to once per turn. When the Battle Opp. of your other Charas becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[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 card revealed this way, search your LB for up to 1 Chara with either ~Sneaker Bunko.; or ~Lodoss Island.; reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Lodoss Island - Elf / SIs/W62-032 T: None

L0
C0

Deedlit & Parn, Lodoss Knights

[A] This ability activates up to once per turn. When the Battle Opp. of your other Charas becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] **BRAINSTORM** (1) Rest 2 of your Charas) Flip over the top 4 cards of your SB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 Chara with either ~Sneaker Bunko.: or ~Lodoss Island., reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Lodoss Island - Elf | SIs/W62-032SBR T: None

L0

C0

Deedlit, Fairy of the Forest of No Return

[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

[A] ((1)) Put the top card of your LB in your Clock! When this is placed from the Stage to the WR, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Sneaker Bunko - Lodoss Island - Elf / SIs/W62-033 T: None

L0
C0

Deedlit, Fairy of the Forest of No Return

[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WF, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Sneaker Bunko - Lodoss Island - Elf / SIs/W62-033S T: None

LO
CO

Parn, Knight of Lodoss

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Legendary Free Knight" is in the CZ, choose up to 1 "Deedlit, Eternal Maiden" in your WR and return it to hand, and choose 1 Chara, for the turn, it gains +3000 Pow.

Sneaker Bunko - Lodoss Island - Knight | SIs/W62-038 T: None

L1
C0

Parn, Knight of Lodoss

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Legendary Free Knight" is in the CZ, choose up to 1 "Deedlit, Eternal Maiden" in your WR and return it to hand, and choose 1 Chara, for the turn, it gains +3000 Pow.

Sneaker Bunko - Lodoss Island - Knight | SIs/W62-038S T: None

Deedlit, Spirit Summoner

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Sneaker Bunko:: or ::Lodoss Island::.

[[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Opp.'s WR and put it in an empty Slot on their Stage.

Sneaker Bunko - Lodoss Island - Elf | SIs/W62-039 T: Soul

L2
C1

Deedlit & Parn

[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, choose 1 of your Opp.'s Front Row Charas, and it gets -1000 Pow for the turn.

[A] When this attacks, choose 1 of your Opp.'s Front Row Charas, and it gets -1000 Pow for the turn.

Sneaker Bunko - Lodoss Island - Elf | SIs/W62-040 T: None

Flowers and Deedlit

[C] **EXPERIENCE** If "Flowers and Deedlit" is in your Level Zone, this gains +1500 Pow.

[A] When this becomes Reversed in Battle, put this on bottom of the LB.

Sneaker Bunko - Lodoss Island - Elf | SIs/W62-044 T: None

L1
C0

A Moment Before the Battle

[Counter] Choose 1 of your Opp.'s Charas and Rest it.

Sls/W62-046 T: None

L3

C3

Call to the Spirits of the Wind

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

Sls/W62-047 T: Treasure

Call to the Spirits of the Wind

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

Sls/W62-047R T: Treasure

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Legendary Free Knight

[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.

Sls/W62-048 T: 2 Soul

Legendary Free Knight

[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.

Sls/W62-048R T: 2 Soul

Deeditl & Parn, Heroes

[C] If this is in the Front Row, all your Charas with either ::Sneaker Bunko:: or ::Lodoss Island:: gain +1500 Pow.
[A] [(1)] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this.

Sneaker Bunko - Lodoss Island - Elf | Sls/W62-108 T: Soul

L3

C2

Kadokawa Sneaker Bunko Booster Pack

Natsuki Kayahara, "Far East Cities League" Tokyo

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Choose 1 ::Sneaker Bunko:: Chara in your WR and return it to your hand.

Sneaker Bunko - Far East - Red Clothes | Smc/W62-065 T: None

L0

C0

Black Rabbit, Descendant of the Moon

[C] If you are Level 2 or higher, this card gains the following ability. [S] [(1) Discard a card from hand to the WR, put this card in the WR] Put up to 1 "Black Rabbit, Vision-Confusing Miniskirt" from your hand to the Slot this was in."
[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 with either ::Sneaker Bunko:: or ::Favor:: and return it to your hand.

Sneaker Bunko - Favor - Moon | Smi/W62-001 T:

L0

C0

Black Rabbit, Descendant of the Moon

[C] If you are Level 2 or higher, this card gains the following ability. [S] [(1) Discard a card from hand to the WR, put this card in the WR] Put up to 1 "Black Rabbit, Vision-Confusing Miniskirt" from your hand to the Slot this was in."
[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 with either ::Sneaker Bunko:: or ::Favor:: and return it to your hand.

Sneaker Bunko - Favor - Moon | Smi/W62-001SP T: None

L0

C0

Asuka, Problem Child

[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: or ::Favor:: Charas, and that Chara gains +3000 Pow for the turn.
[S] [Discard a card from your hand to the WR, Rest this] Choose 1 of your other Charas and return it to hand.
[S] [(1) Rest this] Choose 1 of Opp.'s Level 3 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

Sneaker Bunko - Favor - Daughter | Smi/W62-009 T: Soul

L2

C1

Asuka, Problem Child

[S] [Rest this] Choose 1 of your ::Sneaker Bunko:: or ::Favor:: Charas, and that Chara gains +3000 Pow for the turn.
[S] [Discard a card from your hand to the WR, Rest this] Choose 1 of your other Charas and return it to hand.
[S] [(1) Rest this] Choose 1 of Opp.'s Level 3 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

Sneaker Bunko - Favor - Daughter | Smi/W62-009SBR T: Soul

L2

C1

Black Rabbit, Vision-Confusing Miniskirt

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO When this attacks, if "The Legend of the "Rabbit in the Moon" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When Damage dealt by this is not Cancelled, deal 1 Damage to your Opp.." (DC can occur)

Sneaker Bunko - Favor - Moon | Smi/W62-010 T: Soul

L3

C2

Black Rabbit, Vision-Confusing Miniskirt

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO When this attacks, if "The Legend of the "Rabbit in the Moon" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to twice per turn. When Damage dealt by this is not Cancelled, deal 1 Damage to your Opp.." (DC can occur)

Sneaker Bunko - Favor - Moon | Smi/W62-010S T: Soul

L3

C2

Asuka, Bathing Women's Association

[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 your LB in any order.
[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.

Sneaker Bunko - Favor - Daughter | Smi/W62-013 T: None

L0

C0

You, Problem Child

[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, Look at up to 2 cards from the top of your LB. Choose up to 2 ::Sneaker Bunko:: or ::Favor:: Charas from among them, reveal them, and put them in your hand. Put the remaining cards into the WR.

Sneaker Bunko - Favor - Animal | Smi/W62-015 T: None

L0

C0

You, Problem Child

[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, Look at up to 2 cards from the top of your LB. Choose up to 2 ::Sneaker Bunko:: or ::Favor:: Charas from among them, reveal them, and put them in your hand. Put the remaining cards into the WR.

Sneaker Bunko - Favor - Animal | Smi/W62-015S T: None

L0

C0

Izayoi, Problem Child

[C] This cannot Side attack.
[C] For each of your other Charas with either ::Sneaker Bunko:: or ::Favor::, this gains +1000 Pow.

Sneaker Bunko - Favor - Relics | Smi/W62-016 T: Soul

L2

C1

You, Bathing Women's Association

[A] When this is placed from hand to the Stage, choose 1 [S] Ability on one of your ::Sneaker Bunko:: or ::Favor:: Charas, and this gains that Ability for the turn.

Sneaker Bunko - Favor - Animal | Smi/W62-018 T: None

L1

C0

Izayoi, Unidentified

[C] All your Opp.'s Charas gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sneaker Bunko - Favor - Relics | Smi/W62-019 T: None

L1

C0

Izayoi's Plaything

[Counter] Choose 1 of your Charas, and it gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, deal 1 Damage to your Opp.." (DC can occur)

Smi/W62-024 T: None

L2

C1

The Legend of the "Rabbit in the Moon"

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

Smi/W62-026 T: Soul Shot

L1

C0

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The Legend of the "Rabbit in the Moon"

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

Smi/W62-026R T: Soul Shot

L1

C0

Asuka & You

[C] Chara Opposite this cannot move to another Slot. [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Sneaker Bunko - Favor - Sweets | Smi/W62-106 T: None

L0

C0

Kakkou & Fuyuhotaru

[A] When this attacks, put the top 3 cards of your LB in the WR. If there were at least 1 Climax card among them, choose 1 of your Opp.'s Front Row Charas, and it gets -3000 Pow for the turn. If there was not, all of your Opp.'s Charas get -500 Pow for the turn. [A] **ENCORE** [Discard a Chara from your hand to the WR]

Sneaker Bunko - Insect - Place | Smu/W62-036 T: None

L1

C0

Kadokawa Sneaker Bunko Booster Pack

Chocolat in Swimsuit

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

Sneaker Bunko - God - Sweets | Snk/W62-003 T: Soul

L3

C2

Chocolat in Swimsuit

[C] If you have 4 or more ::Sneaker Bunko:: Charas, this gets -1 Level while in your hand. [A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

Sneaker Bunko - God - Sweets | Snk/W62-003SP T: Soul

L3

C2

Furano in Swimsuit

[A] **CX COMBO** When "Furano Cannot Be Tame" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB, search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, put the rest in the WR." [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Reject Five - Poison Tongue | Snk/W62-005 T: None

L0

C0

Furano in Swimsuit

[A] **CX COMBO** When "Furano Cannot Be Tame" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB, search for up to 1 ::Sneaker Bunko:: Chara, reveal it, put it in your hand, put the rest in the WR." [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Reject Five - Poison Tongue | Snk/W62-005SBR T: None

L0

C0

Ouka in Swimsuit

[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 an "Ouka in Swimsuit" in your Memory and put it in any Slot on the Stage.

Sneaker Bunko - Reject Five - Daughter | Snk/W62-006 T: None

L0

C0

Ouka in Swimsuit

[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 an "Ouka in Swimsuit" in your Memory and put it in any Slot on the Stage.

Sneaker Bunko - Reject Five - Daughter | Snk/W62-006S T: None

L0

C0

Chocolat, Bitter or Sweet

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Naked Girls' Talk" is in your CZ, and you have another ::Sneaker Bunko:: Chara, perform 1 of the following abilities. "Put up to 2 cards from the top of your LB in your Stock." "Choose up to 1 Chara from your WR and return it to your hand."

Sneaker Bunko - God - Sweets | Snk/W62-008 T:

L1

C0

Chocolat, Bitter or Sweet

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Naked Girls' Talk" is in your CZ, and you have another ::Sneaker Bunko:: Chara, perform 1 of the following abilities. "Put up to 2 cards from the top of your LB in your Stock." "Choose up to 1 Chara from your WR and return it to your hand."

Sneaker Bunko - God - Sweets | Snk/W62-008S T: None

L1

C0

Utage in Swimsuit

[C] **ASSIST** All your Charas in front of this gain +500 Pow. [A] When your Climax card is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Teacher - Delinquent | Snk/W62-014 T: None

L0

C0

Ouka, the Daughter of the UOG President

[C] This cannot Side attack. [A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Sneaker Bunko - Reject Five - Daughter | Snk/W62-020 T: None

L1

C0

Utage, Legal Lolli Teacher

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 2 Charas with ::Sneaker Bunko:: from them, reveal them, put them face-down under this in any order as Marker, and put the rest in the WR. [S] [(1) Put 2 Markers from under this in the WR] Choose 1 of your Opp.'s Level 3 or lower Charas in Front Row and put it in the WR.

Sneaker Bunko - Teacher - Delinquent | Snk/W62-022 T: None

L2

C1

Chocolat's Awakening

Choose up to 2 of your Charas, and for the turn they gain +4000 Pow and the following ability. "[C] This card cannot be chosen by your Opp.'s Abilities."

Snk/W62-025 T: None

L3

C0

Naked Girls' Talk

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

Snk/W62-028 T: Soul Bounce

Naked Girls' Talk

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

Snk/W62-028R T: Soul Bounce

Furano Cannot Be Tame

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

Snk/W62-029 T: Soul Shot

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Furano Cannot Be Tame

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

Snk/W62-029R T: Soul Shot

Chocolat, Want to Be Next to You

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your other ::Sneaker Bunko:: Charas, and that Chara gains +2000 Pow for the turn.

Sneaker Bunko - God - Sweets | Snk/W62-107 T:

L1
C0

Kunika, 506th Joint Fighter Wing

[C] If you have 2 or more other Charas with either ::Sneaker Bunko:: or ::Magic::, this gains +1000 Pow.
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "Neuri's Warm Welcome" is in your CZ, until the next end of your Opp.'s turn, this card gains the following ability. "[A] When this card is Front Attacked, you may return this card to your hand." Then, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. (Otherwise put it back where it was)

Sneaker Bunko - Magic - Weapon | Snw/W62-074 T: None

L1
C0

Kadokawa Sneaker Bunko Booster Pack

Kunika, 506th Joint Fighter Wing

[C] If you have 2 or more other Charas with either ::Sneaker Bunko:: or ::Magic::, this gains +1000 Pow.
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "Neuri's Warm Welcome" is in your CZ, until the next end of your Opp.'s turn, this card gains the following ability. "[A] When this card is Front Attacked, you may return this card to your hand." Then, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. (Otherwise put it back where it was)

Sneaker Bunko - Magic - Weapon | Snw/W62-074SP T: None

L1
C0

Jennifer, 506th Joint Fighter Wing

[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 your LB.
[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 ::Sneaker Bunko:: or ::Magic::.

Sneaker Bunko - Magic - Weapon | Snw/W62-079 T: None

L1
C0

Kunika & Heinrike, 506th Joint Fighter Wing

[C] For each of your other Charas with either ::Sneaker Bunko:: or ::Magic::, this gains +1000 Pow.
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "Neuri's Grand Attack" is in your CZ, and you have another "Kunika & Heinrike, 506th Joint Fighter Wing", put up to 1 card from top of your LB in your Stock, and choose up to 1 of your Opp.'s Level 1 or lower Back Row Chara and put it on the bottom of their LB.

Sneaker Bunko - Magic - Weapon | Snw/W62-081 T: Soul

L2
C1

Kunika & Heinrike, 506th Joint Fighter Wing

[C] For each of your other Charas with either ::Sneaker Bunko:: or ::Magic::, this gains +1000 Pow.
[A] **CX COMBO** When this card's Battle Opp. is Reversed, if "Neuri's Grand Attack" is in your CZ, and you have another "Kunika & Heinrike, 506th Joint Fighter Wing", put up to 1 card from top of your LB in your Stock, and choose up to 1 of your Opp.'s Level 1 or lower Back Row Chara and put it on the bottom of their LB.

Sneaker Bunko - Magic - Weapon | Snw/W62-081S T: Soul

L2
C1

Heinrike, 506th Joint Fighter Wing

[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.
[A] When this is placed from hand to the Stage, put the top 5 cards of your LB in the WR, and deal X Damage to your Opp.. X = # of Climaxes among them. (DC can occur)
[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

Sneaker Bunko - Magic - Weapon | Snw/W62-083 T: Soul

L3
C2

Heinrike, 506th Joint Fighter Wing

[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.
[A] When this is placed from hand to the Stage, put the top 5 cards of your LB in the WR, and deal X Damage to your Opp.. X = # of Climaxes among them. (DC can occur)
[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

Sneaker Bunko - Magic - Weapon | Snw/W62-083SBR T: Soul

L3
C2

Rosalie, 506th Joint Fighter Wing

[C] Your other Level 0 or lower Front Row Center Chara gains +1000 Pow.
[S] [(1) Rest this] Look at up to 2 cards from your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered Level 0 for this effect)

Sneaker Bunko - Magic - Weapon | Snw/W62-085 T: None

L0
C0

Carla, 506th Joint Fighter Wing

[C] If you have 6 or more cards in your hand, this card gains +1500 Pow and ::Cola::.
[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Sneaker Bunko - Magic - Weapon | Snw/W62-086 T: None

L0
C0

Geena, 506th Joint Fighter Wing

[A] When this is placed from hand to the Stage, put top 2 cards from your LB into your WR. If there is a Climax among them, choose 1 of your Opp.'s Charas and that Chara gets -500 Pow for the turn.
[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Sneaker Bunko:: or ::Magic::, and that Chara gains +1500 Pow for the turn.

Sneaker Bunko - Magic - Weapon | Snw/W62-088 T: None

L1
C0

Isabelle, 506th Joint Fighter Wing

[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] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Sneaker Bunko - Magic - Weapon | Snw/W62-092 T: None

L0
C0

Marian, 506th Joint Fighter Wing

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains the following ability for the turn. "[A] When this attacks, search your LB for up to 1 Chara with ::Sneaker Bunko:: or ::Magic::, reveal it to your Opp., and put it in your hand, choose 1 card from your hand and discard into WR, then shuffle your LB."

Sneaker Bunko - Magic - Weapon | Snw/W62-094 T: None

L0
C0

Adriana, 506th Joint Fighter Wing

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

Sneaker Bunko - Magic - Weapon | Snw/W62-097 T: Soul

L1
C1

Carla's True Feelings

Choose 1 of your Charas and put it in the WR. If so, search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

Snw/W62-100 T: None

L1C0

Neuri's Warm Welcome

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

Snw/W62-104 T: Draw

Neuri's Warm Welcome

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

Snw/W62-104R T: Draw

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Neuri's Grand Attack

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

Snw/W62-105 T: Soul Gate

Neuri's Grand Attack

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

Snw/W62-105R T: Soul Gate

Geena & Marian & Jennifer & Carla

[C] All your Charas gain the following ability. "[A] When this becomes Reversed in battle, put this on the bottom of your LB."

Sneaker Bunko - Magic - Weapon | Snw/W62-111 T: None

L0C0

Kadokawa Sneaker Bunko Booster Pack

Itsuki & Honami & Adelicia & Manami & Mikan

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] This ability can be activated once per turn. Choose 1 of your Charas and Stand it.

Sneaker Bunko - Magic - Astral | Srm/W62-045 T: Soul

L2C1

Alice Kisaragi, Cute Girl-Type Android Made by Kisaragi

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your Opp.'s LB and put them on back top of the LB in the same order.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Sneaker Bunko - Android - Weapon | Ssh/W62-066 T: None

L0C0

Chtholly, Golden Fairy

[A] [Discard a card from hand to the WR] When this is placed from Stage to the WR, may pay. If so, choose 1 of your Charas with ::Sneaker Bunko:: in your Clock and return it to your hand, then put the top card of your LB into your Clock.

Sneaker Bunko - Fairy - Kenjutsu | Ssk/W62-042 T: None

L0C0

Mio and the Master-Servant Contract

[C] For each of your other Back Row Charas with either ::Sneaker Bunko:: or ::Magic:: this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO** When the Battle Opp. of this card is Reversed, if "Mio's Joy" is in your CZ, deal X Damage to your Opp.. X = # of your Opp.'s Reversed Charas.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W62-051 T: Soul

L3C2

Mio and the Master-Slave Contract

[C] For each of your other Back Row Charas with either ::Sneaker Bunko:: or ::Magic:: this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO** When the Battle Opp. of this card is Reversed, if "Mio's Joy" is in your CZ, deal X Damage to your Opp.. X = # of your Opp.'s Reversed Charas.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W62-051SP T: Soul

L3C2

Yuki and the Master-Servant Contract

[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 ::Sneaker Bunko:: or ::Magic::.
[A] [Put this in the WR] When your other Chara with either ::Sneaker Bunko:: or ::Magic:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Sneaker Bunko - Magic - Childhood Friend | Sst/W62-056 T: Soul

L2C1

Yuki and the Master-Servant Contract

[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 ::Sneaker Bunko:: or ::Magic::.
[A] [Put this in the WR] When your other Chara with either ::Sneaker Bunko:: and/or ::Magic:: is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Sneaker Bunko - Magic - Childhood Friend | Sst/W62-056SBR T: Soul

L2C1

Mio, Daughter of the Ex-Devil King Wilbert

[S] [(1)] Choose 1 of your Opp.'s Level 0 or lower Charas in the Front Row and put it in the WR.
[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, perform the following action. "Draw 2 cards. Discard 1 card to WR."

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W62-057 T: None

L0C0

Kurumi and the Master-Servant Contract

[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 ::Sneaker Bunko:: or ::Magic:: and return it to your hand.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W62-058 T: None

L0C0

Kurumi and the Master-Servant Contract

[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 ::Sneaker Bunko:: or ::Magic:: and return it to your hand.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W62-058S T: None

L0C0

Chisato, Secret Relationship

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Charater.
[A] [(2)] When this is placed from Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Sneaker Bunko - Magic - Teacher | Sst/W62-059 T: None

L1C0

Maria, Loli Erotic Succubus

[A] When your other ::Sneaker Bunko:: or ::Magic:: Chara attacks, this gains +1000 Pow for the turn.
[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes the "[A] **ENCORE** [(3)]" provided by the rules)

Sneaker Bunko - Magic - Sister (Sst-MTI) | Sst/W62-061 T: None

L1C0

[A] When your other ::Sneaker Bunko:: or ::Magic:: Chara attacks, this gains +1000 Pow for the turn.
 [A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes the "[A] **ENCORE** [(3)]" provided by the rules)

L1
C0

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] [Rest this] Choose 1 of your "Mio and the Master-Servant Contract" or "Yuki and the Master-Servant Contract", and that Chara gains +2000 Pow for the turn.

L2	
C1	

[C] All your Opp.'s Charas gain "[A] **ENCORE**
[Discard a Chara from hand to WR]".

L0
C0

COUNTER Choose 1 of your Charas, and that Chara gains +X Pow during the turn. X = # of your Charas with ::Sneaker Bunko:: and/or ::Magic:: times 1000.

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

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

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

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.
 [A] When this attacks, choose up to 2 of your Charas with either ::Sneaker Bunko:: or ::Magic::, and those Charas gain +500 Pow for the turn.

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

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Sneaker Bunko:: or ::Magic::, you may choose a Chara in your WR with either ::Sneaker Bunko:: or ::Magic:: and put it in your Stock.

L2
C1

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Sneaker Bunko:: or ::Magic::, you may choose a Chara in your WR with either ::Sneaker Bunko:: or ::Magic:: and put it in your Stock.

L2	
C1	

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is not a ::Sneaker Bunko:: or ::Magic:: Chara, Rest this card. (Put the revealed card back where it was)

LO
CO

[A] When an Opp.'s Standing Chara becomes Rested, this gains +1500 Pow for the turn.

L1
C0

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

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

[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.

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger
Check twice during this attack's Trigger Step.

[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.

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

[A] When this is placed from hand to the Stage, choose a Level 3 or lower Chara in your Opp.'s Back Row. That Chara does not Stand during your Opp.'s next Stand Phase.

L1
C0

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

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

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

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

Haruhi & Nagato & Mikuru, SOS Brigade Girls

[A] When this is placed from hand to the Stage, look at the top card of your LB and either put it on top of your LB or in the WR.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Sneaker Bunko - SOS Brigade - Brigade Chief | Ssy/W62-052 T: None

L0
C0

Haruhi & Nagato & Mikuru, SOS Brigade Girls

[A] When this is placed from hand to the Stage, look at the top card of your LB and either put it on top of your LB or in the WR.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Sneaker Bunko - SOS Brigade - Brigade Chief | Ssy/W62-052S T: None

L0
C0

Haruhi, Radiant Smile

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Sneaker Bunko:: or ::SOS Brigade:: among them.
[A] **CX COMBO** [(1)] When this attacks, if "SOS Brigade Summer Vacation" is in the CZ, may pay. If so, choose 1 of your other Charas and this, and those Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Sneaker Bunko - SOS Brigade - Brigade Chief | Ssy/W62-054 T: None

L1
C0

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Haruhi, Radiant Smile

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Sneaker Bunko:: or ::SOS Brigade:: among them.
[A] **CX COMBO** [(1)] When this attacks, if "SOS Brigade Summer Vacation" is in the CZ, may pay. If so, choose 1 of your other Charas and this, and those Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Sneaker Bunko - SOS Brigade - Brigade Chief | Ssy/W62-054S T: None

L1
C0

Haruhi, Kouyouen Academy Student

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Sneaker Bunko:: or ::SOS Brigade::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Sneaker Bunko - SOS Brigade - Brigade Chief | Ssy/W62-055 T: Soul

L2
C1

SOS Brigade Summer Vacation

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

Ssy/W62-072 T: Soul Standby

Kadokawa Sneaker Bunko Booster Pack

SOS Brigade Summer Vacation

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

Ssy/W62-072R T: Soul Standby

Nagato, Memory of Meeting

[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] **CX COMBO** When this card attacks, if "Blank Application Form" is in your CZ, perform 1 of the following abilities. "choose up to 1 card in your WR and put in your Stock, then every player shuffles all of their cards in their WR into their LB." "Put the top 6 cards from the top of your LB into your WR, and deal X Damage to your Opp.. X = # of Climaxes among those cards."

Sneaker Bunko - SOS Brigade - Alien | Ssy/W62-075 T: Soul

L3
C2

Nagato, Memory of Meeting

[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] **CX COMBO** When this card attacks, if "Blank Application Form" is in your CZ, perform 1 of the following abilities. "choose up to 1 card in your WR and put in your Stock, then every player shuffles all of their cards in their WR into their LB." "Put the top 6 cards from the top of your LB into your WR, and deal X Damage to your Opp.. X = # of Climaxes among those cards."

Sneaker Bunko - SOS Brigade - Alien | Ssy/W62-075SBR T: Soul

L3
C2

Nagato, Exposing Her True Face

[A] [(2) Send a "Haruhi, Reckless" from your Stage to Memory face-down] When this is placed from hand to the Stage, may pay. If so, choose a "Ryouko Asakura Who Should Have Changed Schools" in your WR and put it Rested in any Slot on the Stage.
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Sneaker Bunko - SOS Brigade - Alien | Ssy/W62-077 T: None

L1
C0

Nagato, Exposing Her True Face

[A] [(2) Send a "Haruhi, Reckless" from your Stage to Memory face-down] When this is placed from hand to the Stage, may pay. If so, choose a "Ryouko Asakura Who Should Have Changed Schools" in your WR and put it Rested in any Slot on the Stage.
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Sneaker Bunko - SOS Brigade - Alien | Ssy/W62-077S T: None

L1
C0

Asakura & Nagato in School Uniforms

[C] Your other Chara in your Front Row Center Slot gains +1000 Pow.
[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, search your LB for up to 1 Chara that is either ::Sneaker Bunko:: or ::Alien::, reveal it, put it in your hand, and shuffle your LB.

Sneaker Bunko - Alien - Weapon | Ssy/W62-087 T: None

L1
C0

Ryouko Asakura Who Should Have Changed Schools

[C] All your other Charas with either ::Sneaker Bunko:: and/or ::Alien:: gain +1000 Pow.
[A] When your Climax card is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Sneaker Bunko - Alien - Weapon | Ssy/W62-090 T: Soul

L2
C1

Blank Application Form

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

Ssy/W62-102 T: Soul Gate

Blank Application Form

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

Ssy/W62-102R T: Soul Gate

Nagato & Haruhi in a Normal World

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.
[A] When you refresh your LB, you may put this in your Stock.

Sneaker Bunko - SOS Brigade - Brigade Chief | Ssy/W62-P01 T: None

L1
C0