

Alice, Healthy Girl

[A] When your CX is placed in the CX Zone, reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your ::Kiniro:: Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "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."

Kiniro - Blonde | KMS/W133-001 T: None

L0
C0

Alice, Healthy Girl

[A] When your CX is placed in the CX Zone, reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your ::Kiniro:: Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "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."

Kiniro - Blonde | KMS/W133-001S T: None

L0
C0

Alice, Healthy Girl

[A] When your CX is placed in the CX Zone, reveal the top card of your LB. If it's Level 1 or higher, choose 1 of your ::Kiniro:: Charas, and that Chara gains +1000 Pow and +1 Soul for the turn. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "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."

Kiniro - Blonde | KMS/W133-001SP T: None

L0
C0

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Karen, 15th Anniversary

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "Popular Among the Crowd" is in the CX Zone and you have another Chara, look at up to 3 cards from top of your LB and search for up to 1 ::Kiniro:: Chara or "Because We Are Friends", reveal it, put it in your hand, put the rest in the WR, this gains +1000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 1 ::Kiniro:: Chara in your Memory and send it to Memory.

Kiniro - Blonde | KMS/W133-002 T: Soul

L1
C0

Karen, 15th Anniversary

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "Popular Among the Crowd" is in the CX Zone and you have another Chara, look at up to 3 cards from top of your LB and search for up to 1 ::Kiniro:: Chara or "Because We Are Friends", reveal it, put it in your hand, put the rest in the WR, this gains +1000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 1 ::Kiniro:: Chara in your Memory and send it to Memory.

Kiniro - Blonde | KMS/W133-002b T: Soul

L1
C0

Karen, 15th Anniversary

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "Popular Among the Crowd" is in the CX Zone and you have another Chara, look at up to 3 cards from top of your LB and search for up to 1 ::Kiniro:: Chara or "Because We Are Friends", reveal it, put it in your hand, put the rest in the WR, this gains +1000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 1 ::Kiniro:: Chara in your Memory and send it to Memory.

Kiniro - Blonde | KMS/W133-002S T: Soul

L1
C0

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Karen, 15th Anniversary

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "Popular Among the Crowd" is in the CX Zone and you have another Chara, look at up to 3 cards from top of your LB and search for up to 1 ::Kiniro:: Chara or "Because We Are Friends", reveal it, put it in your hand, put the rest in the WR, this gains +1000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 1 ::Kiniro:: Chara in your Memory and send it to Memory.

Kiniro - Blonde | KMS/W133-002SSP T: Soul

L1
C0

Karen, Carefree Girl

[C] If you have 4 or more ::Kiniro:: Charas, this gets -1 Level while in your hand.
[C] If you have another ::Kiniro:: Chara, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Kiniro:: Charas, you may choose a Chara in your Clock and send it to Memory.

Kiniro - Blonde | KMS/W133-003 T: Soul

L3
C2

Karen, Carefree Girl

[C] If you have 4 or more ::Kiniro:: Charas, this gets -1 Level while in your hand.
[C] If you have another ::Kiniro:: Chara, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Kiniro:: Charas, you may choose a Chara in your Clock and send it to Memory.

Kiniro - Blonde | KMS/W133-003S T: Soul

L3
C2

Karen, Carefree Girl

[C] If you have 4 or more ::Kiniro:: Charas, this gets -1 Level while in your hand.
[C] If you have another ::Kiniro:: Chara, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Kiniro:: Charas, you may choose a Chara in your Clock and send it to Memory.

Kiniro - Blonde | KMS/W133-003SP T: Soul

L3
C2

Alice, 15th Anniversary

[C] **RECOLLECTION** If there are 2 or more ::Blonde:: Charas in your Memory, this gains +1000 Pow and you do not take damage from effects of [A] abilities of your Opp.'s Charas during this card's battle, if there are 5 or more ::Blonde:: Charas in your Memory, this gains "[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 3 Damage to your Opp.", and if there are 6 or more ::Blonde:: Charas in your Memory, +1 to Damage dealt by effect of **CX COMBO** of this. (DC can occur)
[A] **CX COMBO** When this attacks, if "Blonde Angel" is in the CX Zone, either deal 1 Damage to your Opp. or choose up to 1 ::Kiniro:: Chara in your Clock and send it to Memory. (DC can occur)

Kiniro - Blonde | KMS/W133-004 T: Soul

L3
C2

Alice, 15th Anniversary

[C] **RECOLLECTION** If there are 2 or more ::Blonde:: Charas in your Memory, this gains +1000 Pow and you do not take damage from effects of [A] abilities of your Opp.'s Charas during this card's battle, if there are 5 or more ::Blonde:: Charas in your Memory, this gains "[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 3 Damage to your Opp.", and if there are 6 or more ::Blonde:: Charas in your Memory, +1 to Damage dealt by effect of **CX COMBO** of this. (DC can occur)
[A] **CX COMBO** When this attacks, if "Blonde Angel" is in the CX Zone, either deal 1 Damage to your Opp. or choose up to 1 ::Kiniro:: Chara in your Clock and send it to Memory. (DC can occur)

Kiniro - Blonde | KMS/W133-004b T: Soul

L3
C2

Alice, 15th Anniversary

[C] **RECOLLECTION** If there are 2 or more ::Blonde:: Charas in your Memory, this gains +1000 Pow and you do not take damage from effects of [A] abilities of your Opp.'s Charas during this card's battle, if there are 5 or more ::Blonde:: Charas in your Memory, this gains "[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 3 Damage to your Opp.", and if there are 6 or more ::Blonde:: Charas in your Memory, +1 to Damage dealt by effect of **CX COMBO** of this. (DC can occur)
[A] **CX COMBO** When this attacks, if "Blonde Angel" is in the CX Zone, either deal 1 Damage to your Opp. or choose up to 1 ::Kiniro:: Chara in your Clock and send it to Memory. (DC can occur)

Kiniro - Blonde | KMS/W133-004EX T: Soul

L3
C2

Alice, 15th Anniversary

[C] **RECOLLECTION** If there are 2 or more ::Blonde:: Charas in your Memory, this gains +1000 Pow and you do not take damage from effects of [A] abilities of your Opp.'s Charas during this card's battle, if there are 5 or more ::Blonde:: Charas in your Memory, this gains "[A] [(2) Discard 2 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 3 Damage to your Opp.", and if there are 6 or more ::Blonde:: Charas in your Memory, +1 to Damage dealt by effect of **CX COMBO** of this. (DC can occur)
[A] **CX COMBO** When this attacks, if "Blonde Angel" is in the CX Zone, either deal 1 Damage to your Opp. or choose up to 1 ::Kiniro:: Chara in your Clock and send it to Memory. (DC can occur)

Kiniro - Blonde | KMS/W133-004S T: Soul

L3
C2

Karen, Bright Smile

[A] When the Trigger Check of this reveals a CX with a Choice Trigger Icon, you may choose a Chara in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kiniro - Blonde | KMS/W133-005 T: None

L0
C0

Karen, Bright Smile

[A] When the Trigger Check of this reveals a CX with a Choice Trigger Icon, you may choose a Chara in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, search your LB for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kiniro - Blonde | KMS/W133-005S T: None

L0
C0

Alice & Karen, Two Blonde Girls

[A] [Put a ::Kiniro:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Kiniro - Blonde | KMS/W133-006 T: Soul

L0
C0

Alice & Karen, Two Blonde Girls

[A] [Put a ::Kiniro:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Kiniro - Blonde | KMS/W133-006S T: Soul

L0
C0

Alice, Summer Outfit

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Kiniro - Blonde | KMS/W133-007 T: None

L0
C0

Alice, Summer Outfit

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Kiniro - Blonde | KMS/W133-007S T: None

L0
C0

Alice Became Small

[A] When this is placed from hand to the Stage, choose 1 of your ::Kiniro:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB and search for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Kiniro - Blonde | KMS/W133-008 T: Soul

L1
C0

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Alice Became Small

[A] When this is placed from hand to the Stage, choose 1 of your ::Kiniro:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB and search for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Kiniro - Blonde | KMS/W133-008S T: Soul

L1
C0

Alice, Blonde Blue-Eyed British Girl

[C] During your turn, this gains +2000 Pow.

[A] **CX COMBO RECOLLECTION** When this becomes Reversed, if "State of Shock" is in your CX Zone and there's a card in your Memory, choose 1 of the following 2 effects, and perform it. "Put up to 2 cards from top of your LB in your Stock." "Search your LB for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and shuffle your LB."

Kiniro - Blonde | KMS/W133-009 T: None

L1
C0

Alice, Blonde Blue-Eyed British Girl

[C] During your turn, this gains +2000 Pow.

[A] **CX COMBO RECOLLECTION** When this becomes Reversed, if "State of Shock" is in your CX Zone and there's a card in your Memory, choose 1 of the following 2 effects, and perform it. "Put up to 2 cards from top of your LB in your Stock." "Search your LB for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and shuffle your LB."

Kiniro - Blonde | KMS/W133-009S T: None

L1
C0

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Karen, Summer Outfit

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "What You Think of When Summer Is Mentioned" is in the CX Zone, you may put that Chara in Clock.

[A] **RECOLLECTION** When this is placed from hand to the Stage, if there is 1 or more colors among cards in your Memory, 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. If there are 2 or more colors among cards in your Memory, this cannot be chosen as target of Opp.'s effect this turn. If there are 3 or more colors among cards in your Memory, this gains +2500 Pow for the turn. If there are 4 or more colors among cards in your Memory, choose up to 1 Chara in your Opp.'s WR and put it in an empty Slot on the Stage.

Kiniro - Blonde | KMS/W133-010 T: Soul

L3
C2

Karen, Summer Outfit

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "What You Think of When Summer Is Mentioned" is in the CX Zone, you may put that Chara in Clock.

[A] **RECOLLECTION** When this is placed from hand to the Stage, if there is 1 or more colors among cards in your Memory, 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. If there are 2 or more colors among cards in your Memory, this cannot be chosen as target of Opp.'s effect this turn. If there are 3 or more colors among cards in your Memory, this gains +2500 Pow for the turn. If there are 4 or more colors among cards in your Memory, choose up to 1 Chara in your Opp.'s WR and put it in an empty Slot on the Stage.

Kiniro - Blonde | KMS/W133-010S T: Soul

L3
C2

Alice, Blonde Princess

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Kiniro - Blonde | KMS/W133-011 T: None

L0
C0

Alice, Blonde Princess

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Kiniro - Blonde | KMS/W133-011S T: None

L0
C0

Karen, Flowing Aura

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top of your LB or in the WR."

[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.

Kiniro - Blonde | KMS/W133-012 T: None

L0
C0

Karen, Flowing Aura

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top of your LB or in the WR."

[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.

Kiniro - Blonde | KMS/W133-012S T: None

L0
C0

Karen, Summer Vacation Destination

[A] [Put 1 of your other ::Kiniro:: Charas from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Kiniro:: Chara, put it in your hand. (Otherwise put it back where it was)

Kiniro - Blonde | KMS/W133-013 T: None

L0
C0

Karen, Summer Vacation Destination

[A] [Put 1 of your other ::Kiniro:: Charas from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Kiniro:: Chara, put it in your hand. (Otherwise put it back where it was)

Kiniro - Blonde | KMS/W133-013S T: None

L0
C0

Alice, Shino No.2

[A] When your CX is placed in the CX Zone, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

[A] [Discard a CX from your hand to the WR] When your CX with a Treasure Trigger Icon is triggered, may pay. If so, draw a card.

[S] **3Turn** [Rest 2 of your ::Kiniro:: Charas] Draw a card, and discard a card from your hand to the WR.

Kiniro - Blonde | KMS/W133-014 T: None

L1
C0

Alice, Shino No.2

[A] When your CX is placed in the CX Zone, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

[A] [Discard a CX from your hand to the WR] When your CX with a Treasure Trigger Icon is triggered, may pay. If so, draw a card.

[S] **3Turn** [Rest 2 of your ::Kiniro:: Charas] Draw a card, and discard a card from your hand to the WR.

Kiniro - Blonde | KMS/W133-014S T: None

L1
C0

Karen, Worried About Future

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Kiniro:: Chara in your WR and send it to Memory. At the start of your next turn, return that Chara from your Memory to your hand.

[A] When this attacks, choose 1 of your ::Kiniro:: Charas, and that Chara gains +3000 Pow for the turn.

Kiniro - Blonde | KMS/W133-015 T: None

L1
C0

Karen, Worried About Future

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Kiniro:: Chara in your WR and send it to Memory. At the start of your next turn, return that Chara from your Memory to your hand.

[A] When this attacks, choose 1 of your ::Kiniro:: Charas, and that Chara gains +3000 Pow for the turn.

Kiniro - Blonde | KMS/W133-015S T: None

L1
C0

[C] If there's a CX with a Choice Trigger Icon in your CX Zone, this gains a Choice Trigger Icon in all zones.

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +4000 Pow.

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

[C] If there's a CX with a Choice Trigger Icon in your CX Zone, this gains a Choice Trigger Icon in all zones.

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +4000 Pow.

L1
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 CX with a choice Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

[A] **RECOLLECTION** When this is placed from hand to the Stage, if there are 2 or more ::Kinoiro: Charas in your Memory, this gains +3000 Pow and the following ability for the turn. "[A] When the Battle Opp.s of this becomes Reversed, you may choose a ::Kinoiro: Chara in your WR and send it to Memory."

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

[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 CX with a choice Trigger icon, reveal it, put it in your hand, and shuffle your LB.

[A] **RECOLLECT** When this is placed from hand to the Stage, if there are 2 or more ♫Kinoiro: Charas in your Memory, this gains +3000 Pow and the following ability for the turn. ♪A) When the Battle Opp.s of this becomes Reversed, you may choose a ♫Kinoiro: Chara in your WR and send it to Memory.^a

L2
C1

[A] **RECOLLECTION** [Discard a ::Kinoiro:: Chara from your hand to the WR] If this is in Memory, and at the start of your CX Phase you are Level 3 or higher, you may pay. If so, choose 1 of your ::Kinoiro:: Chara and this and swap them.

L3
C2

[A] **RECOLLECTION** [Discard a ::Kinoir:: Chara from your hand to the WR] If this is in Memory, and at the start of your CX Phase you are Level 3 or higher, may pay. If so, choose 1 of your ::Kinoir:: Chara and this and swap them.

L3
C2

[A] When this is placed from hand to the Stage, this gains +1000 Pow for the turn, and you may perform the following effect. "Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock."

L3
C2

[A] When this is placed from hand to the Stage, this gains +1000 Pow for the turn, and you may perform the following effect. "Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock."

L3
C2

[A] When this is placed from hand to the Stage, this gains +4500 Pow for the turn.

L0
C0

[A] When this is placed from hand to the Stage, this gains +4500 Pow for the turn.

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

[C] During your turn, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, choose up to 1 of your other Front Row ::Kiniro:: Charas, Rest this, and move this to an empty Slot behind the chosen Chara.

LO
CO

[A] When the Battle Opp. of this becomes Reversed, choose up to 1 of your other Front Row ::Kiniro:: Charas, Rest this, and move this to an empty Slot behind the chosen Chara.

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

[C] During your turn, if there's a Marker under this, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a :Kinro: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a :Kinro: Chara or an Event, you may put it face-up under this as Marker. (Otherwise put it back where it was)

L1
C0

[C] During your turn, if there's a Marker under this, this gains +2500 Pow and the following ability. '[A] When the Battle Opp. of this becomes Reversed, choose a :Kinrō: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.'

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a :Kinrō: Chara or an Event, you may put it face-up under this as Marker. (Otherwise put it back where it was)

L1
C0

[A] When you use the **BACKUP** of this, if you have a ::Kiniro:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

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

[A] When you use the **BACKUP** of this, if you have a ::Kiriho:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

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

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may draw a card. If so, discard a card from your hand to the WR.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

L2
C0

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may draw a card. If so, discard a card from your hand to the WR.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

L2
C0

Alice, Ready to Go

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is at least 1 CX among them, you may choose 1 of your Opp.'s Level 3 or lower Charas and return it to their hand.
[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 that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Kiniro - Blonde | KMS/W133-025 T: Soul

L2

C1

Alice, Ready to Go

[A] When this is placed from hand to the Stage, put the top 4 cards of your LB in the WR. If there is at least 1 CX among them, you may choose 1 of your Opp.'s Level 3 or lower Charas and return it to their hand.
[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 that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Kiniro - Blonde | KMS/W133-025S T: Soul

L2

C1

Captain Karen

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Kiniro - Blonde | KMS/W133-026 T: Soul

L2

C1

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Captain Karen

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Kiniro - Blonde | KMS/W133-026S T: Soul

L2

C1

Alice, Strict Coach

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Kiniro:: Charas, at the start of your CX Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Kiniro - Blonde | KMS/W133-027 T: Soul

L2

C1

Alice, Strict Coach

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Kiniro:: Charas, at the start of your CX Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Kiniro - Blonde | KMS/W133-027S T: Soul

L2

C1

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Because We Are Friends

If you have 1 or fewer ::Kiniro:: Charas, you cannot play this from hand. Search your LB for up to 1 YELLOW CX, reveal it, put it in your hand, shuffle your LB, and send this to Memory.
[A] **RECOLLECTION** If this is in Memory, at the start of your MP, you may choose a ::Kiniro:: Chara in your WR and this and swap them.

KMS/W133-028 T: None

L1

C1

Because We Are Friends

If you have 1 or fewer ::Kiniro:: Charas, you cannot play this from hand. Search your LB for up to 1 YELLOW CX, reveal it, put it in your hand, shuffle your LB, and send this to Memory.
[A] **RECOLLECTION** If this is in Memory, at the start of your MP, you may choose a ::Kiniro:: Chara in your WR and this and swap them.

KMS/W133-028S T: None

L1

C1

Popular Among the Crowd

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-029 T: Choice

Popular Among the Crowd

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-029A T: Choice

Popular Among the Crowd

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-029R T: Choice

Blonde Angel

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-030 T: Choice

Blonde Angel

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-030A T: Choice

Blonde Angel

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-030R T: Choice

State of Shock

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-031 T: Choice

State of Shock

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-031R T: Choice

What You Think of When Summer Is Mentioned

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-032 T: Choice

What You Think of When Summer Is Mentioned

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

KMS/W133-032R T: Choice

[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, 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 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

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

[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, 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 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

LO
CO

[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, 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 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

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

[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, 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 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Girl Who's Similar to a Kokeshi Doll" is in your CX Zone, choose up to 1 **:Kiniro: Chara in your WR and return it to your hand, and if there are 2 or fewer cards in your Memory, choose up to 1 "Shinobu, Gentle Downturned Eyes" in your WR and send it to Memory.

L1
C0

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Girl Who's Similar to a Kokeshi Doll" is in your CX Zone, choose up to 1 ::Kiniro:: Chara in your WR and return it to your hand, and if there are 2 or fewer cards in your Memory, choose up to 1 "Shinobu, Gentle Downturned Eyes" in your WR and send it to Memory.

[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose

L1
C0

[C] During your turn, this gains +4000 Pow.
 [A] **CX COMBO** When the Battle Opp of this becomes Reversed, if "Girl Who's Similar to a Kokeshi Doll" is in your CX Zone, choose up to 1 :Kiniro: Chara in your WR and return it to your hand, and if there are 2 or fewer cards in your Memory, choose up to 1 "Shinobu, Gentle Downturned Eyes" in your WR and send it to Memory.
 [A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose

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

[S] **BRAINSTORM** ([1] Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

LO
CO

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

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

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Kiniro:: Charas, Rest it and move it to an empty Slot in the Back Row.

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

[A] When this attacks, choose 1 of your ::Kiniro:: Charas, and that Chara gains +1500 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Kiniro:: Charas, Rest it and move it to an empty Slot in the Back Row.

LO
CO

[A] When this attacks, choose 1 of your ::Kinoiro:: Charas, and that Chara gains +1500 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Kinoiro:: Charas, Rest it and move it to an empty Slot in the Back Row.

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Kiniro:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)

[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Kiniro:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)

[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.

L1
C0

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

L2
C1

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

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

[C] **RECOLLECTION** During your Opp's turn, if there are 2 or more "Shinobu, Admiration for Overseas" in your Memory, this gains +3000 Pow.

[A] When this is placed from hand or Memory to the Stage, you may put the top card of your Clock in the WR.

[S] [Rest this] Choose a "Shinobu, Admiration for Overseas" in your WR or Memory and this and swap them.

L3
C2

(C) **RECOLLECTION** During your Opp.'s turn, if there are 2 or more "Shinobu, Admiration for Overseas" in your Memory, this gains +3000 Pow.

[A] When this is placed from hand or Memory to the Stage, you may put the top card of your Clock in the WR.

[S] [Rest this] Choose a "Shinobu, Admiration for Overseas" in your WR or Memory and this and swap them.

L3
C2

Isami, Getting Out of Slump

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +5000 Pow.
[A] **CX COMBO** At the start of your Encore Step, if "Charismatic Fashion Model" is in the CX Zone, this is in the Front Row, you have 2 or more other ::Kiniro:: Charas, and either Chara Opposite this doesn't exist or is Reversed, you may deal 1 Damage to your Opp.. (DC can occur)

Kiniro - Model | KMS/W133-049 T: Soul

L2
C1

Isami, Getting Out of Slump

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +5000 Pow.
[A] **CX COMBO** At the start of your Encore Step, if "Charismatic Fashion Model" is in the CX Zone, this is in the Front Row, you have 2 or more other ::Kiniro:: Charas, and either Chara Opposite this doesn't exist or is Reversed, you may deal 1 Damage to your Opp.. (DC can occur)

Kiniro - Model | KMS/W133-049S T: Soul

L2
C1

Isami, Mischievous Joke

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, perform the following action twice. "Choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1."

Kiniro - Model | KMS/W133-050 T: Soul

L3
C2

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Isami, Mischievous Joke

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, perform the following action twice. "Choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1."

Kiniro - Model | KMS/W133-050S T: Soul

L3
C2

My Treasure

[Counter] If you don't have a ::Kiniro:: Chara, you cannot play this from your hand.
[Discard a CX from your hand to the WR] may pay. If so, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."

KMS/W133-051 T: None

L2
C1

My Treasure

[Counter] If you don't have a ::Kiniro:: Chara, you cannot play this from your hand.
[Discard a CX from your hand to the WR] may pay. If so, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."

KMS/W133-051S T: None

L2
C1

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Girl Who's Similar to a Kokeshi Doll

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-052 T: Treasure

Girl Who's Similar to a Kokeshi Doll

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-052A T: Treasure

Girl Who's Similar to a Kokeshi Doll

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-052R T: Treasure

Trash Belongs in Trash Can!

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-053 T: Treasure

Trash Belongs in Trash Can!

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-053R T: Treasure

Charismatic Fashion Model

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-054 T: Treasure

Charismatic Fashion Model

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

KMS/W133-054R T: Treasure

Yoko, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +3000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Kiniro - Big Eater | KMS/W133-055 T: None

L0
C0

Yoko, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +3000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Kiniro - Big Eater | KMS/W133-055b T: None

L0
C0

Yoko, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +3000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Kiniro - Big Eater | KMS/W133-055S T: None

L0
C0

Yoko, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +3000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Kiniro - Big Eater | KMS/W133-055SSP T: None

L0
C0

Yoko, Energetic Girl

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +1500 Pow and the following 2 abilities. "[C] During your turn, this gains +2000 Pow." "[A] **ENCORE** (Discard a Chara from your hand to the WR)"
[A] **CX COMBO** When this attacks, if "Supportive and Reliable" is in the CX Zone and you have another ::Kiniro:: Chara, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and this gains 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."

Kiniro - Big Eater | KMS/W133-056 T: None

L1
C1

Yoko, Energetic Girl

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +1500 Pow and the following 2 abilities. "[C] During your turn, this gains +2000 Pow." [A] **ENCORE** [Discard a Chara from your hand to the WR]
[A] **CX COMBO** When this attacks, if "Supportive and Reliable" is in the CX Zone and you have another ::Kiniro:: Chara, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and this gains 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."

Kiniro - Big Eater | KMS/W133-056S T: None

L1
C1

Yoko, Energetic Girl

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +1500 Pow and the following 2 abilities. "[C] During your turn, this gains +2000 Pow." [A] **ENCORE** [Discard a Chara from your hand to the WR]
[A] **CX COMBO** When this attacks, if "Supportive and Reliable" is in the CX Zone and you have another ::Kiniro:: Chara, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and this gains 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."

Kiniro - Big Eater | KMS/W133-056SP T: None

L1
C1

Yoko, Tsukkomi Girl Full of Energy

[C] This card's Pow cannot be increased or decreased.
[A] **CX COMBO** At the start of your Attack Phase, if "Ideal Proposal" is in the CX Zone, you may Stand this.
[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Kiniro - Big Eater | KMS/W133-057 T: Soul

L3
C2

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Yoko, Tsukkomi Girl Full of Energy

[C] This card's Pow cannot be increased or decreased.
[A] **CX COMBO** At the start of your Attack Phase, if "Ideal Proposal" is in the CX Zone, you may Stand this.
[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Kiniro - Big Eater | KMS/W133-057S T: Soul

L3
C2

Kana, 15th Anniversary

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] [(1) Put this in the WR] Choose 1 of your Charas, that Chara gains +2000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 2 "Honoka, Tennis Club" in your WR and send them to Memory.

Kiniro - Tennis Club | KMS/W133-058 T: None

L0
C0

Kana, 15th Anniversary

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] [(1) Put this in the WR] Choose 1 of your Charas, that Chara gains +2000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 2 "Honoka, Tennis Club" in your WR and send them to Memory.

Kiniro - Tennis Club | KMS/W133-058b T: None

L0
C0

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Kana, 15th Anniversary

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] [(1) Put this in the WR] Choose 1 of your Charas, that Chara gains +2000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 2 "Honoka, Tennis Club" in your WR and send them to Memory.

Kiniro - Tennis Club | KMS/W133-058S T: None

L0
C0

Kana, 15th Anniversary

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)
[S] [(1) Put this in the WR] Choose 1 of your Charas, that Chara gains +2000 Pow for the turn, and if there are 2 or fewer cards in your Memory, choose up to 2 "Honoka, Tennis Club" in your WR and send them to Memory.

Kiniro - Tennis Club | KMS/W133-058SSP T: None

L0
C0

Yoko, Summer Outfit

[C] This card's Pow cannot be increased or decreased.
[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Kiniro - Big Eater | KMS/W133-059 T: None

L0
C0

Yoko, Summer Outfit

[C] This card's Pow cannot be increased or decreased.
[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Kiniro - Big Eater | KMS/W133-059S T: None

L0
C0

Yoko & Aya, Friends Since Junior High School

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, all players return all cards in their WRs to their respective Libraries, then shuffle those Libraries.
[A] [Clock] **SHIFT Level 0**

Kiniro | KMS/W133-060 T: Soul

L2
C1

Yoko & Aya, Friends Since Junior High School

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, all players return all cards in their WRs to their respective Libraries, then shuffle those Libraries.
[A] [Clock] **SHIFT Level 0**

Kiniro | KMS/W133-060S T: Soul

L2
C1

Honoka, 15th Anniversary

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your CX Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1.

Kiniro - Tennis Club | KMS/W133-061 T: Soul

L3
C2

Honoka, 15th Anniversary

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your CX Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1.

Kiniro - Tennis Club | KMS/W133-061b T: Soul

L3
C2

Honoka, 15th Anniversary

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your CX Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1.

Kiniro - Tennis Club | KMS/W133-061S T: Soul

L3
C2

Honoka, 15th Anniversary

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your CX Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1.

Kiniro - Tennis Club | KMS/W133-061SSP T: Soul

L3
C2

Yoko, Studying for Exam

[A] When this is placed from hand to the Stage, choose 1 of your other ::Kiniro:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Kiniro:: Chara in your WR and return it to your hand.

Kiniro - Big Eater | KMS/W133-062 T: None

L0
C0

Yoko, Studying for Exam

[A] When this is placed from hand to the Stage, choose 1 of your other ::Kiniro:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Kiniro:: Chara in your WR and return it to your hand.

Kiniro - Big Eater | KMS/W133-062S T: None

L0
C0

Yoko, Not Used to Wearing Dresses

[A] [(1) Send a ::Kiniro:: Chara from your hand to Memory] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Kiniro - Big Eater | KMS/W133-063 T: None

L0
C0

Yoko, Not Used to Wearing Dresses

[A] [(1) Send a ::Kiniro:: Chara from your hand to Memory] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Kiniro - Big Eater | KMS/W133-063S T: None

L0
C0

Kota & Mitsuki, Lying Twins

[S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your ::Kiniro:: Charas.

Kiniro - Twins | KMS/W133-064 T: None

L1
C0

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Kota & Mitsuki, Lying Twins

[S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your ::Kiniro:: Charas.

Kiniro - Twins | KMS/W133-064S T: None

L1
C0

Yoko, Cute Gestures

[C] If all your Charas are ::Kiniro::, this gains +3000 Pow.
[A] **ACCELERATE** [Put a ::Kiniro:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row and you have another ::Kiniro:: Chara, may pay. If so, search your LB for up to 2 ::Kiniro:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, discard a card from your hand to the WR, and shuffle your LB.

Kiniro - Big Eater | KMS/W133-065 T: None

L1
C0

Yoko, Cute Gestures

[C] If all your Charas are ::Kiniro::, this gains +3000 Pow.
[A] **ACCELERATE** [Put a ::Kiniro:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row and you have another ::Kiniro:: Chara, may pay. If so, search your LB for up to 2 ::Kiniro:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, discard a card from your hand to the WR, and shuffle your LB.

Kiniro - Big Eater | KMS/W133-065S T: None

L1
C0

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Honoka, Tennis Club

[C] For each of your other Back Row ::Kiniro:: Charas, this gains +2500 Pow.
[A] **CX COMBO RECOLLECTION** If this is in Memory and you are Level 2 or higher, when "Blonde Girl Beloved More Than Anybody Else" is placed in your CX Zone, you may put this in an empty Slot on the Stage.

Kiniro - Tennis Club | KMS/W133-065SP T: None

L2
C1

Honoka, Tennis Club

[C] For each of your other Back Row ::Kiniro:: Charas, this gains +2500 Pow.
[A] **CX COMBO RECOLLECTION** If this is in Memory and you are Level 2 or higher, when "Blonde Girl Beloved More Than Anybody Else" is placed in your CX Zone, you may put this in an empty Slot on the Stage.

Kiniro - Tennis Club | KMS/W133-066 T: None

L2
C1

Honoka, Tennis Club

[C] For each of your other Back Row ::Kiniro:: Charas, this gains +2500 Pow.
[A] **CX COMBO RECOLLECTION** If this is in Memory and you are Level 2 or higher, when "Blonde Girl Beloved More Than Anybody Else" is placed in your CX Zone, you may put this in an empty Slot on the Stage.

Kiniro - Tennis Club | KMS/W133-066S T: None

L2
C1

Yoko, Big Eating Challenge

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [(5) Discard 4 cards from your hand to the WR, put another Standing ::Kiniro:: Chara from your Stage in the WR] Your Opp. puts the top 9 cards of their LB in their WR, then puts the top X cards of their LB in their Clock. X = # of CX among those 9 cards.

Kiniro - Big Eater | KMS/W133-067 T: Soul

L3
C2

Yoko, Big Eating Challenge

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [(5) Discard 4 cards from your hand to the WR, put another Standing ::Kiniro:: Chara from your Stage in the WR] Your Opp. puts the top 9 cards of their LB in their WR, then puts the top X cards of their LB in their Clock. X = # of CX among those 9 cards.

Kiniro - Big Eater | KMS/W133-067S T: Soul

L3
C2

Kana, Tennis Club

[C] When you play this from your hand, you may choose 1 of your "Honoka, Tennis Club" and return it to your hand. If so, you may play this with 0 Cost.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(2) Discard 3 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. If the 4th card revealed from LB for this damage is a CX, deal 4 Damage to your Opp.. (DC can occur)

Kiniro - Tennis Club | KMS/W133-068 T: None

L3
C2

Kana, Tennis Club

[C] When you play this from your hand, you may choose 1 of your "Honoka, Tennis Club" and return it to your hand. If so, you may play this with 0 Cost.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(2) Discard 3 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. If the 4th card revealed from LB for this damage is a CX, deal 4 Damage to your Opp.. (DC can occur)

Kiniro - Tennis Club | KMS/W133-068S T: None

L3
C2

Kana, Tennis Club

[C] When you play this from your hand, you may choose 1 of your "Honoka, Tennis Club" and return it to your hand. If so, you may play this with 0 Cost.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(2) Discard 3 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. If the 4th card revealed from LB for this damage is a CX, deal 4 Damage to your Opp.. (DC can occur)

Kiniro - Tennis Club | KMS/W133-068SP T: None

L3
C2

Yoko, Summer Destination, Redux

[C] All your other "Yoko, Summer Destination" gain +1 Soul and the following ability. "[A] During battles involving this, when Damage dealt by this is Cancelled or when Damage taken by you is Cancelled, you may put this on the bottom of your Stock."
[S] [(1) Rest 2 of your Charas] Put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Levels of those cards. (CX are considered to be Level 0 for this effect)

Kiniro - Big Eater | KMS/W133-069 T: None

L0
C0

Yoko, Summer Destination, Redux

[C] All your other "Yoko, Summer Destination" gain +1 Soul and the following ability. "[A] During battles involving this, when Damage dealt by this is Cancelled or when Damage taken by you is Cancelled, you may put this on the bottom of your Stock."
[S] [(1) Rest 2 of your Charas] Put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Levels of those cards. (CX are considered to be Level 0 for this effect)

Kiniro - Big Eater | KMS/W133-069S T: None

L0
C0

Honoka, Surprising Skills

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] **CX COMBO RECOLLECTION** If this is in Memory, when "What You Think of When Summer Is Mentioned" is placed in your CX Zone, look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR.
[S] [(1) Send this Standing card to Memory] Choose a "NAME" in your WR and return it to your hand.

Kiniro - Tennis Club | KMS/W133-070 T: Soul

L0
C0

Honoka, Surprising Skills

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] **CX COMBO RECOLLECTION** If this is in Memory, when "What You Think of When Summer Is Mentioned" is placed in your CX Zone, look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR.
[S] [(1) Send this Standing card to Memory] Choose a "NAME" in your WR and return it to your hand.

Kiniro - Tennis Club | KMS/W133-070S T: Soul

L0
C0

Kota & Mitsuki, Can't Be True to Themselves

[A] [(1) Put a ::Kiniro:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, draw a card.
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, draw a card, and discard a card from your hand to the WR.

Kiniro - Twins | KMS/W133-071 T: None

L0
C0

Kota & Mitsuki, Can't Be True to Themselves

[A] [(1) Put a ::Kiniro:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, draw a card.
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, draw a card, and discard a card from your hand to the WR.

Kiniro - Twins | KMS/W133-071S T: None

L0
C0

Yoko, Summer Destination

--No Text--

Kiniro - Big Eater | KMS/W133-072 T: None

L0
C0

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Yoko, Summer Destination

--No Text--

Kiniro - Big Eater | KMS/W133-072S T: None

L0
C0

Yoko, Sound of "Daddy's Girl"

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +2000 Pow.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose another ::Kiniro:: Chara in your Front Row Center Slot and this, Stand and swap them, and this gains +1500 Pow for the turn.

Kiniro - Big Eater | KMS/W133-073 T: None

L1
C0

Yoko, Sound of "Daddy's Girl"

[C] If you have 2 or more other ::Kiniro:: Charas, this gains +2000 Pow.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose another ::Kiniro:: Chara in your Front Row Center Slot and this, Stand and swap them, and this gains +1500 Pow for the turn.

Kiniro - Big Eater | KMS/W133-073S T: None

L1
C0

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Yoko, Repeating Scene

[A] When this is placed from hand to the Stage, you may choose a ::Kiniro:: Chara in your Memory and put it on the bottom of your Stock.
[A] When your CX is placed in the CX Zone, choose up to 2 of your Charas, and those Chara gain +2500 Pow for the turn.
[S] [Discard an "Aya, Graceful Girl" from your hand to the WR, Rest this] Choose 1 of the following 2 effects and perform it. "Choose 1 of your Opp.'s Charas and return it to your hand." "Choose a Chara in your WR and return it to your hand."

Kiniro - Big Eater | KMS/W133-074 T: None

L2
C1

Yoko, Repeating Scene

[A] When this is placed from hand to the Stage, you may choose a ::Kiniro:: Chara in your Memory and put it on the bottom of your Stock.
[A] When your CX is placed in the CX Zone, choose up to 2 of your Charas, and those Chara gain +2500 Pow for the turn.
[S] [Discard an "Aya, Graceful Girl" from your hand to the WR, Rest this] Choose 1 of the following 2 effects and perform it. "Choose 1 of your Opp.'s Charas and return it to your hand." "Choose a Chara in your WR and return it to your hand."

Kiniro - Big Eater | KMS/W133-074S T: None

L2
C1

Yoko, Starting by Looking the Part

[C] For each of your other ::Kiniro:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Kiniro - Big Eater | KMS/W133-075 T: Soul

L2
C2

Yoko, Starting by Looking the Part

[C] For each of your other ::Kiniro:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Kiniro - Big Eater | KMS/W133-075S T: Soul

L2
C2

Supportive and Reliable

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

KMS/W133-076 T: Soul Standby

Supportive and Reliable

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

KMS/W133-076A T: Soul Standby

Supportive and Reliable

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

KMS/W133-076R T: Soul Standby

Ideal Proposal

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

KMS/W133-077 T: Soul Standby

Ideal Proposal

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

KMS/W133-077R T: Soul Standby

Blonde Girl Beloved More Than Anybody Else

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

KMS/W133-078 T: Salvage

Blonde Girl Beloved More Than Anybody Else

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

KMS/W133-078A T: Salvage

Blonde Girl Beloved More Than Anybody Else

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

KMS/W133-078R T: Salvage

Aya, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 "Aya, 15th Anniversary" or a Level 1 or higher Chara, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Kiniro - Tsundere | KMS/W133-079 T: None

L0
C0

Aya, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 "Aya, 15th Anniversary" or a Level 1 or higher Chara, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Kiniro - Tsundere | KMS/W133-079b T: None

L0
C0

Aya, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 "Aya, 15th Anniversary" or a Level 1 or higher Chara, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Kiniro - Tsundere | KMS/W133-079S T: None

L0
C0

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Aya, 15th Anniversary

[C] If all your Charas are ::Kiniro::, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 "Aya, 15th Anniversary" or a Level 1 or higher Chara, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

Kiniro - Tsundere | KMS/W133-079SSP T: None

L0
C0

Aya, Graceful Girl

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +4500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Smart Twintails" is in the CX Zone and you have 2 or more other ::Kiniro:: Charas, may pay. If so, choose up to 1 card in your Opp.'s WR, return it to the LB, your Opp. shuffles their LB, you deal 2 Damage to your Opp., and put up to 1 card from top of your Clock in the WR. (DC can occur)
[A] When this card is triggered, if there are 5 or fewer cards in your hand, you may return the top card of your Stock to your hand.

Kiniro - Tsundere | KMS/W133-080 T: None

L3
C2

Aya, Graceful Girl

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +4500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Smart Twintails" is in the CX Zone and you have 2 or more other ::Kiniro:: Charas, may pay. If so, choose up to 1 card in your Opp.'s WR, return it to the LB, your Opp. shuffles their LB, you deal 2 Damage to your Opp., and put up to 1 card from top of your Clock in the WR. (DC can occur)
[A] When this card is triggered, if there are 5 or fewer cards in your hand, you may return the top card of your Stock to your hand.

Kiniro - Tsundere | KMS/W133-080S T: None

L3
C2

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Aya, Graceful Girl

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +4500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Smart Twintails" is in the CX Zone and you have 2 or more other ::Kiniro:: Charas, may pay. If so, choose up to 1 card in your Opp.'s WR, return it to the LB, your Opp. shuffles their LB, you deal 2 Damage to your Opp., and put up to 1 card from top of your Clock in the WR. (DC can occur)
[A] When this card is triggered, if there are 5 or fewer cards in your hand, you may return the top card of your Stock to your hand.

Kiniro - Tsundere | KMS/W133-080SP T: None

L3
C2

Karasuma-sensei, English Teacher

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Kiniro - Teacher | KMS/W133-081 T: None

L0
C0

Karasuma-sensei, English Teacher

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Kiniro - Teacher | KMS/W133-081S T: None

L0
C0

Karasuma-sensei, English Teacher

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Kiniro - Teacher | KMS/W133-081SP T: None

L0
C0

Kuzehashi-sensei, Home Economics Teacher

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, search your LB for up to 2 ::Kiniro:: Charas, reveal them, put them in your hand, and shuffle your LB.

Kiniro - Teacher | KMS/W133-082 T: None

L0
C0

Kuzehashi-sensei, Home Economics Teacher

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, search your LB for up to 2 ::Kiniro:: Charas, reveal them, put them in your hand, and shuffle your LB.

Kiniro - Teacher | KMS/W133-082S T: None

L0
C0

Kuzehashi-sensei, Home Economics Teacher

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, search your LB for up to 2 ::Kiniro:: Charas, reveal them, put them in your hand, and shuffle your LB.

Kiniro - Teacher | KMS/W133-082SP T: None

L0
C0

Aya, Can't-Be-True-to-Herself Shy Personality

[A] **CX COMBO** When "Good Wife" is placed in your CX Zone, if you have 2 or more other ::Kiniro:: Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB and search for up to 1 ::Kiniro:: Chara, either put it in your hand or on the bottom of your Stock, and put the rest in the WR."
[S] [Put this in your Clock] Look at up to 4 cards from top of your LB and search for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kiniro - Tsundere | KMS/W133-083 T: None

L1
C0

Aya, Can't-Be-True-to-Herself Shy Personality

[A] **CX COMBO** When "Good Wife" is placed in your CX Zone, if you have 2 or more other ::Kiniro:: Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB and search for up to 1 ::Kiniro:: Chara, either put it in your hand or on the bottom of your Stock, and put the rest in the WR."
[S] [Put this in your Clock] Look at up to 4 cards from top of your LB and search for up to 1 ::Kiniro:: Chara, reveal it, put it in your hand, and shuffle your LB.

Kiniro - Tsundere | KMS/W133-083S T: None

L1
C0

Shinobu & Aya, Friends Since Junior High School

[C] During your turn, this gains +5000 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, your Opp. chooses a CX in their WR, returns all but the chosen card from their WR to their LB, and shuffles their LB.

Kiniro | KMS/W133-084 T: Soul

L2
C1

Shinobu & Aya, Friends Since Junior High School

[C] During your turn, this gains +5000 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, your Opp. chooses a CX in their WR, returns all but the chosen card from their WR to their LB, and shuffles their LB.

Kiniro | KMS/W133-084S T: Soul

L2
C1

Aya, Summer Outfit

[C] If there are 5 or fewer cards in your LB or if there are 5 or fewer cards in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Kiniro:: Charas, this gains +2000 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.

Kiniro - Tsundere | KMS/W133-085 T: Soul

L3
C2

Aya, Summer Outfit

[C] If there are 5 or fewer cards in your LB or if there are 5 or fewer cards in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Kiniro:: Charas, this gains +2000 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.

Kiniro - Tsundere | KMS/W133-085S T: Soul

L3
C2

Aya, Shocked Like Never Before

[C] If all your Charas are ::Kiniro::, this gains +2000 Pow.
[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Kiniro:: Chara in your WR and return it to your hand.

Kiniro - Tsundere | KMS/W133-086 T: None

L0
C0

Aya, Shocked Like Never Before

[C] If all your Charas are ::Kiniro::, this gains +2000 Pow.
[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Kiniro:: Chara in your WR and return it to your hand.

Kiniro - Tsundere | KMS/W133-086S T: None

L0
C0

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Aya, Complex

[C] During your turn, if you have another ::Kiniro:: Chara, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, put up to 4 cards from top of your LB in the WR, choose a Level X or lower ::Kiniro:: Chara in your WR and return it to your hand. X = # of cards with Soul Trigger Icon put in the WR via this effect.

Kiniro - Tsundere | KMS/W133-087 T: None

L1
C0

Aya, Complex

[C] During your turn, if you have another ::Kiniro:: Chara, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, put up to 4 cards from top of your LB in the WR, choose a Level X or lower ::Kiniro:: Chara in your WR and return it to your hand. X = # of cards with Soul Trigger Icon put in the WR via this effect.

Kiniro - Tsundere | KMS/W133-087S T: None

L1
C0

Aya, Trauma Revisited

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +2000 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn, and reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Kiniro - Tsundere | KMS/W133-088 T: None

L1
C0

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Aya, Trauma Revisited

[C] During your turn, if you have 2 or more other ::Kiniro:: Charas, this gains +2000 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn, and reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Kiniro - Tsundere | KMS/W133-088S T: None

L1
C0

Aya, Cute Gestures

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose an "Aya, Matching Notes" in your WR and send it to Memory.
[A] **RECOLLECTION** [Rest this] At the start of your Attack Phase, if there's a CX in your CX Zone and this is in the Front Row, may pay. If so, choose an "Aya, Matching Notes" in your Memory and this, swap them, and at the start of the Encore Step, swap those Charas.

Kiniro - Tsundere | KMS/W133-089 T: None

L1
C0

Aya, Cute Gestures

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose an "Aya, Matching Notes" in your WR and send it to Memory.
[A] **RECOLLECTION** [Rest this] At the start of your Attack Phase, if there's a CX in your CX Zone and this is in the Front Row, may pay. If so, choose an "Aya, Matching Notes" in your Memory and this, swap them, and at the start of the Encore Step, swap those Charas.

Kiniro - Tsundere | KMS/W133-089S T: None

L1
C0

Aya, First Time Greeting Customers

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

Kiniro - Tsundere | KMS/W133-090 T: Soul

L2
C1

Aya, First Time Greeting Customers

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

Kiniro - Tsundere | KMS/W133-090S T: Soul

L2
C1

Aya, Interested About What's Within

[A] When this is placed to the Stage via the effect of Standby Icon, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.
[S] [Send this to Memory] 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.

Kiniro - Tsundere | KMS/W133-091 T: Soul

L2
C2

Aya, Interested About What's Within

[A] When this is placed to the Stage via the effect of Standby Icon, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.
[S] [Send this to Memory] 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.

Kiniro - Tsundere | KMS/W133-091S T: Soul

L2
C2

Kuzehashi-sensei, Serious Personality

[C] **RECOLLECTION** If this is in Memory and there are no other "Kuzehashi-sensei, Serious Personality" in your Memory, "Karen, Summer Outfit" get -1 Level while in your hand.
[S] [(1)] Send this to Memory.

Kiniro - Teacher | KMS/W133-092 T: Soul

L0
C0

Kuzehashi-sensei, Serious Personality

[C] **RECOLLECTION** If this is in Memory and there are no other "Kuzehashi-sensei, Serious Personality" in your Memory, "Karen, Summer Outfit" get -1 Level while in your hand.
[S] [(1)] Send this to Memory.

Kiniro - Teacher | KMS/W133-092S T: Soul

L0
C0

Karasuma-sensei, Looking Forward to This Season

[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Choose a ::Kiniro:: Chara in your WR, return it to your hand, and discard a card from your hand to the WR."

Kiniro - Teacher | KMS/W133-093 T: None

L0
C0

Karasuma-sensei, Looking Forward to This Season

[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Choose a ::Kiniro:: Chara in your WR, return it to your hand, and discard a card from your hand to the WR."

Kiniro - Teacher | KMS/W133-093S T: None

L0
C0

Aya, Sudden Promotion

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a Chara in your WR and return it to your hand.

Kiniro - Tsundere | KMS/W133-094 T: None

L0
C0

Aya, Sudden Promotion

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a Chara in your WR and return it to your hand.

Kiniro - Tsundere | KMS/W133-094S T: None

L0

C0

Kuzehashi-sensei, Practicing Smiling

[A] When you use the **BACKUP** of this, if you have a ::Kiniro:: 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]

Kiniro - Teacher | KMS/W133-095 T: None

L1

C0

Kuzehashi-sensei, Practicing Smiling

[A] When you use the **BACKUP** of this, if you have a ::Kiniro:: 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]

Kiniro - Teacher | KMS/W133-095S T: None

L1

C0

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Karasuma-sensei, Gentle and Kind Personality

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +3000 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 0 or lower ::Kiniro:: Chara in your WR and put it in any Slot on your Stage.

Kiniro - Teacher | KMS/W133-096 T: None

L1

C0

Karasuma-sensei, Gentle and Kind Personality

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +3000 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 0 or lower ::Kiniro:: Chara in your WR and put it in any Slot on your Stage.

Kiniro - Teacher | KMS/W133-096S T: None

L1

C0

Aya, Matching Notes

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] When this attacks, if there's a CX in the CX Zone and you have another ::Kiniro:: Chara, look at up to 3 cards from top of your LB and put them on top of your LB in any order.

Kiniro - Tsundere | KMS/W133-097 T: None

L1

C1

Kinmoza - Kiniro Mosaic 15th Anniversary Booster Pack

Aya, Matching Notes

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] When this attacks, if there's a CX in the CX Zone and you have another ::Kiniro:: Chara, look at up to 3 cards from top of your LB and put them on top of your LB in any order.

Kiniro - Tsundere | KMS/W133-097S T: None

L1

C1

Aya, Cursed Item

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[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 that Chara on the bottom of your Opp.'s LB."

Kiniro - Tsundere | KMS/W133-098 T: Soul

L2

C1

Aya, Cursed Item

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[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 that Chara on the bottom of your Opp.'s LB."

Kiniro - Tsundere | KMS/W133-098S T: Soul

L2

C1

Smart Twintails

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

KMS/W133-099 T: Soul Gate

Smart Twintails

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

KMS/W133-099A T: Soul Gate

Smart Twintails

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

KMS/W133-099R T: Soul Gate

Good Wife

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

KMS/W133-100 T: Soul Gate

Good Wife

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

KMS/W133-100R T: Soul Gate