

Tsuruno, Ally of Mikazuki Household

[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 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Flame | MR/W80-001 T: None

L0C0

Tsuruno, Ally of Mikazuki Household

[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 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic - Flame | MR/W80-001SP T: None

L0C0

Felicia, Ally of Mikazuki Household

[C] During your turn, if you have another ::Magic:: Chara, this gains +3000 Pow.  
[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "Reason Why I Became a Magical Girl" is in your CZ, choose up to 1 ::Magic:: Chara in your WR and return it to your hand, and may pay. If so, look at the top card of your LB, search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic | MR/W80-002 T: None

L1C0

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Felicia, Ally of Mikazuki Household

[C] During your turn, if you have another ::Magic:: Chara, this gains +3000 Pow.  
[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "Reason Why I Became a Magical Girl" is in your CZ, choose up to 1 ::Magic:: Chara in your WR and return it to your hand, and may pay. If so, look at the top card of your LB, search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic | MR/W80-002SP T: None

L1C0

Iroha, Ally of Mikazuki Household

[A] When this is placed from hand to the Stage or via the effect of [A] ability of your "Iroha's Doppel" to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "To Cure Little Sister's Illness" is in the CZ, may pay. If so, you declare either 2, 3, or 4, deal X Damage to your Opp., and this gains +4000 Pow for the turn. X is equal to the number you declared this way. (DC can occur)

Magic - Cuisine | MR/W80-003 T: Soul

L3C2

Iroha, Ally of Mikazuki Household

[A] When this is placed from hand to the Stage or via the effect of [A] ability of your "Iroha's Doppel" to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "To Cure Little Sister's Illness" is in the CZ, may pay. If so, you declare either 2, 3, or 4, deal X Damage to your Opp., and this gains +4000 Pow for the turn. X is equal to the number you declared this way. (DC can occur)

Magic - Cuisine | MR/W80-003SP T: Soul

L3C2

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Felicia, Raring to Go

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Magic - Weapon | MR/W80-004 T: None

L0C0

Felicia, Raring to Go

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Magic - Weapon | MR/W80-004S T: None

L0C0

Iroha, Each One's Thoughts

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
[S] [Rest this] Choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Cuisine | MR/W80-005 T: None

L1C0

Iroha, Finding out the Truth Behind the Rumors

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Cuisine | MR/W80-006 T: Soul

L1C1

Iroha, Finding out the Truth Behind the Rumors

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Cuisine | MR/W80-006S T: Soul

L1C1

Ui Tamaki

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."  
[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.

Magic | MR/W80-007 T: Soul

L2C1

Sana, Each One's Thoughts

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
[S] [Rest this] If there are 2 or fewer cards in your Memory, choose a ::Magic:: Chara in your WR and Send it to Memory.

Magic - Shield | MR/W80-008 T: Soul

L2C2

Sana, Each One's Thoughts

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
[S] [Rest this] If there are 2 or fewer cards in your Memory, choose a ::Magic:: Chara in your WR and Send it to Memory.

Magic - Shield | MR/W80-008S T: Soul

L2C2

Sana, Precious Memory

[C] During your turn, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Magic:: Charas.  
[A] [Choose a "Sana, Where She Belongs" in your Memory and put it in the WR] When this attacks, may pay. If so, this gains +1000 Pow and +2 Soul for the turn.

Magic | MR/W80-009 T: Soul

L3C2

Sana, Precious Memory

[C] During your turn, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Magic:: Charas.  
[A] [Choose a "Sana, Where She Belongs" in your Memory and put it in the WR] When this attacks, may pay. If so, this gains +1000 Pow and +2 Soul for the turn.

Magic | MR/W80-009S T: Soul

L3C2

Mami, Rumor of the Saint of Kamihama

[C] You may play this from your hand without meeting the color requirement.  
[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 a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Opp.'s LB in their Clock.

Magic - Rumor | MR/W80-010 T: Soul

L3C2

Mami, Rumor of the Saint of Kamihama

[C] You may play this from your hand without meeting the color requirement.  
[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 a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Opp.'s LB in their Clock.

Magic - Rumor | MR/W80-010S T: Soul

L3C2

Iroha, Discussing Presents

[A] At the beginning of your MP, look at the top card of your LB and put it either on top of the LB or in the WR.  
[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, choose up to 1 Chara in your WR and return it to your hand.

Magic - Cuisine | MR/W80-011 T: None

L0C0

Tsuruno, Invitation to Games

[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 card from among them and put it in your hand, and put the rest in the WR. X = the number of your other ::Magic:: Charas.  
[A] When your card is Sent to Memory, choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Flame | MR/W80-012 T: None

L0C0

Tsuruno, Investigating Rumors

[C] During your turn, all your other ::Magic:: Charas gain +500 Pow and  
[A] **ENCORE** [Discard a ::Magic:: Chara from your hand to the WR]  
[A] [Rest this from Stand] When your other ::Magic:: Chara attacks, may pay. If so, that Chara gains +2000 Pow and the following ability for the turn. "[A] At the end of this card's attack, Reverse this."

Magic - Flame | MR/W80-013 T: None

L1C0

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Iroha, Searching for Her Little Sister

[C] All your other ::TRAIT:: Charas gain +500 Pow.  
[A] When Damage taken by you isn't Canceled, if there are 2 or fewer Markers under this, choose a Level 2 or higher Chara in your WR and put it face-down under this as Marker.  
[A] At the start of your MP, if you are Level 2 or higher and there are 3 or more Markers under this, put all Markers from under this in the WR, and choose an "Iroha's Doppel" in your WR and put it in the Slot this is in.

Magic - Cuisine | MR/W80-014 T: Soul

L1C1

Mami, Magical Girl of Mitakihara City

[A] At the start of your Climax Phase, if this is in the Front Row, choose one of your Charas and either give it +1 Level or -1 Level for the turn.  
[A] At the start of your Attack Phase, choose a Chara in your Front Row, and if all Charas in your Front Row have the same Level as that Chara, this gains +1000 Pow and +1 Soul for the turn.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Magic - Tea | MR/W80-015 T: Soul

L2C1

Iroha's Doppel

[C] During your turn, this gains +2000 Pow.  
[A] During the turn this is placed via the effect of [A] ability of "Iroha, Searching for Her Little Sister" to the Stage, at the start of your Climax Phase, you may choose an Opp.'s Chara and put it in the WR.  
[A] At the start of your Draw Phase, put this in the WR, and choose up to 1 "Iroha, Ally of Mikazuki Household" in your WR and put it in the Slot this was in.

Magic - Doppel | MR/W80-016 T: Soul

L3C2

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Iroha, Going Back Together!

[C] During your turn, all your other "Felicia, Mercenary's Reward" gain +2000 Pow and ::Cuisine::.  
[A] [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 "Felicia, Mercenary's Reward", reveal it, put it in your hand, and shuffle your LB.

Magic - Cuisine | MR/W80-017 T: None

L0C0

Sana, Heartful Gratitude

[A] When your card is Sent to Memory, choose 1 of your ::Magic:: Charas, and that Chara gains +2000 Pow for the turn.  
[A] **CX COMBO** When your Opp. Levels-Up, if "A Step Towards Tomorrow" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Magic | MR/W80-018 T: None

L0C0

Mami, Troublesome Self-Introduction

[A] [Put this in your Clock] When this becomes Reversed in battle, may pay. If so, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand. (Otherwise put it back where it was)

Magic - Weapon | MR/W80-019 T: None

L0C0

Felicia, Mercenary's Reward

--No Text--

Magic - Mercenary | MR/W80-020 T: None

L0C0

Tsuruno, Return from Delivery

[C] If you have 2 or more other ::Magic:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Welcome to Banbanzai" is in the CZ, you may have this card get -1 Soul for the turn. If so, choose a ::Magic:: Chara in your WR and return it to your hand.

Magic - Flame | MR/W80-021 T: None

L1C0

Sana, Imprisoned Girl

[A] When this attacks, if you have 2 or more other ::Magic:: Charas, this gains +2000 Pow for the turn.  
[A] When the Battle Opp. of your other Chara becomes Reversed, you may put the top card of your LB in the WR.

Magic | MR/W80-022 T: None

L1C0

Felicia, Magical Girl Transformation

[A] [Put a "Felicia, Raring to Go" from your Memory in the WR] When this attacks, may pay. If so, this gains +1000 Pow and +2 Soul for the turn.

Magic - Weapon | MR/W80-023 T: None

L1C0

Mercenary Life

If you have 2 or fewer ::Magic:: Charas, you cannot play this from your hand.  
Search your LB for up to 1 Chara whose Level is equal to or lower than your Level and put it in any Slot on the Stage, shuffle your LB, and at the end of the turn, put that Chara in the WR.

MR/W80-024 T: None

L2C1

To Cure Little Sister's Illness

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

MR/W80-025 T: Choice

To Cure Little Sister's Illness

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

MR/W80-025R T: Choice

Welcome to Banbanzai

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

MR/W80-026 T: Soul Bounce

Reason Why I Became a Magical Girl

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

MR/W80-027 T: Choice

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

\_\_\_\_\_

[C] All your Charas gain +2 Soul.

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[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.  
[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.

$\frac{L_0}{C_0}$

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[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

[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.

	$\frac{L0}{C0}$
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[C] If you have 4 or more ::Magic:: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, if you have another ::Magic:: Chara, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects."  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

L3  
C2

[A] When this is placed from hand to the Stage, if you have another :Magic: Chara, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects."

	L3
	C2

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[C] If you have 2 or more other ::Magic:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Encounter with New Enemies" is in your CZ, you may choose a **::Magic::** Chara in your WR and put it in your Stock.

	<b>L1</b>
	<b>C0</b>

[C] If you have 2 or more other ::Magic:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Encounter with New Enemies" is in your CZ, you may choose a **::Magic::** Chara in your WR and put it in your Stock.

**L1**  
**C0**

[A] At the start of your Attack Phase, choose a Chara in your Front Row, and if all Charas in your Front Row has the same Level as that Chara, this gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR." [A] When this attacks, choose 1 of your other ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Magic:: Charas.

	L1
	C0

[A] At the start of your Attack Phase, choose a Chara in your Front Row, and if all Charas in your Front Row has the same Level as that Chara, this gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR."

[A] When this attacks, choose 1 of your other ::Magic:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Magic:: Charas.

	<b>L1</b>
	<b>C0</b>

[A] When this attacks, if you have another **:Magic:** Chara, this gains +1500 Pow for the turn.

[A] **CX COMBO** [Discard a "Black Feather" from your hand to the WR] When this attacks, if "The Sisters' Performance" is in the CZ and you have another **:Magic:** Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 **:Magic:** Charas, reveal them, put them in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

L1  
C0

[C] For each of your other ::Magic:: Charas, this gains +500 Pow.  
 [A] **CX COMBO** [Discard a "Black Feather" from your hand to the WR] When this attacks, if "The Sisters' Performance" is in the CZ and you have another ::Magic:: Chara, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 ::Magic:: Chara in your WR and put it in your Stock. (DC can occur)

	L2
	C1

[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Magic:: Charas.

[A] When this is placed from hand to the Stage, you may choose a "Yachiyo, Invitation to Food" in your Memory and put it in your Stock.

[A] When your card is Sent to Memory, if you have another ::Magic:: Chara, this gains +4000 Pow for the turn.

L3  
C2

[A] When "You're Going to Compensate Me for This Right!" is placed in your CZ, if this is in the Front Row, this gains +3000 POW for the turn, and all your Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Magic: Chara in your WR and put it in your Stock."

[A] ([1] Discard a card from your hand to the WR) This ability activates up to once per turn. When another Chara is placed from the Stage to the WR, if this is in the Front Row, may pay. If so, deal 1 Damage to your Opp. (DC can occur)

L3  
C2

[A] When "You're Going to Compensate Me for This Right?" is placed in your CZ, if this is in the Front Row, this gains +3000 Pow for the turn, and all your Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a :Magic:: Chara in your WR and put it in your Stock."

[A] (1) Discard a card from your hand to the WR) This ability activates up to once per turn. When another Chara is placed from the Stage to the WR, if this is in the Front Row, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

	L3
	C2

[S] **BRAINSTORM** ((1)) 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. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

L0  
C0

[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, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

**L0**  
**C0**

[C] All your other ::Magic:: Charas gain +500 Pow.

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L0  
C0

### Sana, Chess Match

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Magic | MR/W80-040 T: Soul

L2  
C1

### Yachiyo, Past Talk

[A] This ability activates up to once per turn. When your other "Tsuruno, Magical Girl Service" is placed from hand to the Stage, you may choose 1 ::TRAIT:: Chara in your WR and put it to Stock.  
[A] **BOND**/"Tsuruno, Magical Girl Service" [Discard a card from your hand to the WR]

Magic - Model | MR/W80-041 T: None

L0  
C0

### Alina, Sudden Assault

[A] When you use the **BACKUP** of this, all the battling Charas gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put it Rested in the Slot this was in."  
[S] [Counter] **BACKUP 0, Level 1** [Discard this card from your hand to the WR]

Magic - Magius | MR/W80-042 T: None

L1  
C0

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### Sana, How to Spend the New Year's Present Money

[A] [Put a "Sana, Where She Belongs" from your Memory in the WR] When this attacks if you have 2 or more other ::Magic:: Charas, may pay. If so, this gains +3000 Pow until the next end of your Opp.'s turn.  
[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR.

Magic | MR/W80-043 T: None

L1  
C0

### Sana, Feeling of Returning the Favor

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic | MR/W80-044 T: Soul

L1  
C1

### Yachiyo, On Alert Against the Unknown

[C] All your other ::Magic:: Charas gain +1000 Pow.  
[A] When your Climax is placed in your CZ, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Magic - Model | MR/W80-045 T: Soul

L2  
C1

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### Seance Shrine

[Counter] If you have 1 or fewer ::Magic:: Charas, you cannot play this from hand.  
Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn. If there are 2 or fewer cards in your Memory, perform the following action.  
"Choose a Chara in your WR, and if it's a Chara with the same card name as a Chara in your Memory, you may Send that Chara to Memory."

MR/W80-046 T: None

L1  
C1

### You're Going to Compensate Me for This Right!?

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

MR/W80-047 T: Treasure

### You're Going to Compensate Me for This Right!?

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

MR/W80-047R T: Treasure

### Encounter with New Enemies

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

MR/W80-048 T: Stock

### Encounter with New Enemies

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

MR/W80-048R T: Stock

### The Sisters' Performance

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

MR/W80-049 T: Treasure

### Momoko, Finding out the Truth Behind the Rumors

[A] At the start of your Opp.'s Attack Phase, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[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 and return it to your hand.

Magic | MR/W80-050 T: None

L0  
C0

### Momoko, Finding out the Truth Behind the Rumors

[A] At the start of your Opp.'s Attack Phase, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.  
[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 and return it to your hand.

Magic | MR/W80-050SP T: None

L0  
C0

### Kaede, Finding out the Truth Behind the Rumors

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Kaede's Doppel" to the Stage, you may put the top card of your Clock in the WR.  
[A] [Discard 2 cards from your hand to the WR] This ability activates up to once per turn. During your turn, when your Opp.'s Chara is placed from the Stage to the WR or when an Opp.'s Chara in battle becomes Reversed, may pay. If so, deal 1 Damage to your Opp., choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (DC can occur)

Magic - Plant | MR/W80-051 T: Soul

L3  
C2

### Kaede, Finding out the Truth Behind the Rumors

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Kaede's Doppel" to the Stage, you may put the top card of your Clock in the WR.  
[A] [Discard 2 cards from your hand to the WR] This ability activates up to once per turn. During your turn, when your Opp.'s Chara is placed from the Stage to the WR or when an Opp.'s Chara in battle becomes Reversed, may pay. If so, deal 1 Damage to your Opp., choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (DC can occur)

Magic - Plant | MR/W80-051SP T: Soul

L3  
C2

### Rena, Finding out the Truth Behind the Rumors

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Connect" is in your CZ, may pay. If so, Stand this.  
[A] **CHANGE** [Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a ::Magic:: Chara in your WR and put it in the Slot this was in. (This does not trigger if this isn't on the Stage at the start of the Encore Step)

Magic - Weapon | MR/W80-052 T: Soul

L3  
C2

### Rena, Finding out the Truth Behind the Rumors

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Connect" is in your CZ, may pay. If so, Stand this.  
[A] **CHANGE** [Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, choose a ::Magic:: Chara in your WR and put it in the Slot this was in. (This does not trigger if this isn't on the Stage at the start of the Encore Step)

Magic - Weapon | MR/W80-052SP T: Soul

L3  
C2

Tsuruno, Mascot Girl

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Magic - Flame | MR/W80-053 T: None

L0  
C0

Tsuruno, Mascot Girl

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Magic - Flame | MR/W80-053S T: None

L0  
C0

Touka Satomi

[A] When your Chara's Trigger check reveals a Climax card, if it has a Treasure Trigger Icon, choose 1 of your Charas, and that Charcater gains +2000 Pow for the turn.  
[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 and return it to your hand.

Magic - Genius | MR/W80-054 T: None

L0  
C0

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Touka Satomi

[A] When your Chara's Trigger check reveals a Climax card, if it has a Treasure Trigger Icon, choose 1 of your Charas, and that Charcater gains +2000 Pow for the turn.  
[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 and return it to your hand.

Magic - Genius | MR/W80-054S T: None

L0  
C0

Rena, Each One's Thoughts

[C] This cannot Side Attack.  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, search your LB for up to 1 RED Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | MR/W80-055 T: None

L0  
C0

Tsuruno, Each One's Thoughts

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, may pay. If so, choose up to 1 ::Magic:: Chara in your WR and Send it to Memory, and this gains +3000 Pow for the turn.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose as many "Tsuruno, Mascot Girl" in your Memory and put them in the WR, and perform the following action X times. "Choose 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn." X equals to the number of cards put from Memory to the WR via this effect.

Magic - Flame | MR/W80-056 T: Soul

L3  
C2

Madoka Magia Record Anime Booster Pack

Tsuruno, Each One's Thoughts

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, may pay. If so, choose up to 1 ::Magic:: Chara in your WR and Send it to Memory, and this gains +3000 Pow for the turn.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose as many "Tsuruno, Mascot Girl" in your Memory and put them in the WR, and perform the following action X times. "Choose 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn." X equals to the number of cards put from Memory to the WR via this effect.

Magic - Flame | MR/W80-056S T: Soul

L3  
C2

Kaede's Doppel

[C] If you have 2 or more other ::Magic:: Charas, this gains +2000 Pow.  
[A] During the turn this is placed via the effect of [A] ability of "Kaede, Each One's Thoughts" to the Stage, at the start of your Climax Phase, look at up to 4 cards from top of your LB and search for up to 2 ::Magic:: Charas, reveal them put them in your hand, choose up to 2 cards (from the ones looked at and not put in hand) and put them on top of the LB in any order, and put the rest in the WR.  
[A] At the start of your Draw Phase, put this in the WR, and choose up to 1 "Kaede, Finding out the Truth Behind the Rumors" in your WR and put it in the Slot this was in.

Magic - Doppel | MR/W80-057 T: Soul

L3  
C2

Rena, the Usual Bickering

[A] [Discard a "Kaede, Finding out the Truth Behind the Rumors" 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 your Opp. and put it in the WR, and your Opp. chooses up to 1 Level 0 or lower Chara in their WR and put it in the Slot that Chara was in.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic | MR/W80-058 T: None

L1  
C0

Tsuruno, Heating up!

[A] [(1) Put a "Tsuruno, Mascot Girl" from your Memory in your WR] When this attacks, may pay. If so, choose a Chara in your WR and return it to your hand.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Flame | MR/W80-059 T: None

L1  
C0

Kyoko, Scouting Kamihama City

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] [(1) Rest 1 of your other Standing Charas with either "Sayaka" or "Kyoko" in name] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either "Sayaka" or "Kyoko" in name, reveal it, put it in your hand, and shuffle your LB.

Magic - Sweets | MR/W80-060 T: None

L1  
C0

Kaede, Each One's Thoughts

[A] When Damage taken by you isn't Canceled, if there are 2 or fewer Markers under this, choose a Level 2 or higher Chara in your WR and put it face-down under this as Marker.  
[A] At the start of your MP, if you are Level 2 or higher and there are 3 or more Markers under this, put all Markers from under this in the WR, and choose an "Kaede's Doppel" in your WR and put it in the Slot this is in.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Plant | MR/W80-061 T: Soul

L1  
C1

Mifuyu, Wings of Magius

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Discard either a "Tsukuyo, Sisters in Good Coordination", "Tsukasa, Sisters in Good Coordination", or "Black Feather" from your hand to the WR, Rest this] Look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic | MR/W80-062 T: Soul

L2  
C1

Tsuruno, Strongest Magical Girl

[C] If there are 5 or more Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.  
[A] **CX COMBO** [Put a "Leeway Due to Being the Strongest" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from top of your LB and search for up to 4 ::Magic:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Magic - Flame | MR/W80-063 T: Soul

L2  
C1

Momoko, Each One's Thoughts

[C] For each of your other ::TRAIT:: Charas, this gains +1000 Pow.  
[A] When this is placed from the WR to the Stage, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your Stock.  
[A] **CX COMBO** [(2) Put a "Connect" from your CZ in the WR] At the end of your turn, if this is in the Front Row, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Magic | MR/W80-064 T: Soul

L2  
C2

Rena, Encounter at the Rooftop

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [(2) Rest this] Search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and shuffle your LB.

Magic | MR/W80-065 T: None

L0  
C0

Kaede, Regarding Artistic Taste

[A] When this Direct Attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.  
[S] **CX COMBO** [(3)] Choose a "Connect" in your WR and put it in your CZ.

Magic - Plant | MR/W80-066 T: None

L0  
C0

Momoko, Accurate Advice

[A] When this is placed from hand to the Stage, if you have another ::Magic:: Chara, this gains +1000 Pow until the next end of your Opp.'s turn.  
[A] This ability activates up to once per turn. When your Opp.'s Chara is placed from the Stage to the WR or when an Opp.'s Chara in battle becomes Reversed, choose 1 of your ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.

Magic | MR/W80-067 T: None

L0  
C0

**Black Feather**

[C] You may have as many copies of cards with the same name as this in your deck.  
[C] This cannot Side Attack.  
[C] If there is another "Black Feather" in your Back Row, this gains the following ability. "[C] For each of your other ::Magic:: Charas, tshi gains +1000 Pow."

Magic | MR/W80-068 T: None

L0

C0

**Tsuruno, Advice to Allies**

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

Magic - Flame | MR/W80-069 T: None

L0

C0

**Kyoko, Sudden Reinforcement**

[C] All of your Opp.'s Charas gain "[A] **ENCORE** (2)]".

Magic - Sweets | MR/W80-070 T: None

L0

C0

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**Lil Kyubey**

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with "Iroha" in name, you may draw a card. If so, discard a card from your hand to the WR.  
[A] When this is placed from hand to the Stage, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.

Magic - Mystery | MR/W80-071 T: None

L1

C0

**Momoko, Magical Girl Transformation**

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] At the start of your Climax Phase, you choose another Level 2 or lower Chara and either give it +1 Level or -1 Level for the turn.  
(TL Note: You get to choose whether the chosen Chara gains or loses a level, but the gain/loss is mandatory)

Magic - Weapon | MR/W80-072 T: Soul

L2

C1

**Tsuruno, Magical Girl Service**

--No Text--

Magic - Flame | MR/W80-073 T: Soul

L2

C2

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**Chinese Restaurant Banbanzai**

Deal 50 Damage to your Opp.. (DC can occur)  
Look at up to 4 cards from top of your LB and search for up to 1 ::Magic:: Chara, reveal it, put it in your hand, and put the rest in the WR.

MR/W80-074 T: None

L2

C0

**Lucky Owl Water**

If you don't have a ::Magic:: Chara, you cannot play this from hand.  
Draw up to 2 cards, and Send this to Memory.  
[A] When this is placed from Memory to the WR, discard 4 cards from your hand.  
[A] **RECOLLECTION** At the start of your Climax Phase, if this is in Memory and you didn't play a "Lucky Owl Water" during this turn, put this in the WR.

MR/W80-075 T: None

L2

C1

**Connect**

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

MR/W80-076 T: Salvage

**Connect**

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

MR/W80-076R T: Salvage

**Leeway Due to Being the Strongest**

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

MR/W80-077 T: 2 Soul

**Leeway Due to Being the Strongest**

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

MR/W80-077R T: 2 Soul

**Iroha, Playing Together**

[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 attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Cuisine | MR/W80-078 T: None

L0

C0

**Iroha, Playing Together**

[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 attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Cuisine | MR/W80-078S T: None

L0

C0

**Yachiyo, Ally of Mikazuki Household**

[C] If you have 2 or more other ::Magic:: Charas, this gains the following ability. "[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 Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Magic - Model | MR/W80-079 T: None

L1

C0

**Yachiyo, Ally of Mikazuki Household**

[C] If you have 2 or more other ::Magic:: Charas, this gains the following ability. "[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 Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Magic - Model | MR/W80-079SP T: None

L1

C0

**Yachiyo, Person She Wanted to See**

[A] CX COMBO When "Mistrusting Reunion" is placed in your CZ, choose 1 of the following actions and perform it. "Choose 1 of your ::Magic:: Charas, and that Chara gains +2000 Pow for the turn." "Choose 1 of your ::Magic:: Charas, and that Chara gains +1 Soul for the turn."  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 6 cards of your LB and put them in the WR. If there is at least 1 Climax card with the Book Trigger Icon among them, choose a ::Magic:: Chara in your WR and return it to your hand.

Magic - Model | MR/W80-080 T: None

L0

C0

**Iroha, Serious Gaze**

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [Rest this] If there are 2 or fewer cards in your Memory, choose a ::Magic:: Chara in your WR and Send it to Memory.

Magic - Cuisine | MR/W80-081 T: Soul

L3

C2

### Iroha, Serious Gaze

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [Rest this] If there are 2 or fewer cards in your Memory, choose a ::Magic:: Chara in your WR and Send it to Memory.

Magic - Cuisine | MR/W80-081S T: Soul

L3  
C2

### Felicia, Each One's Thoughts

[C] If this is in the Front Row, all your ::Magic:: Charas gain +1500 Pow.  
[A] [(2) Discard a card from your hand to the WR] When this attacks, if you have 2 or more other ::Magic:: Charas, may pay. If so, draw a card, discard a card from your hand to the WR, look at up to 2 cards from the top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.  
[A] When your card is Sent to Memory, if you have another ::Magic:: Chara, this gains +2000 Pow for the turn.

Magic - Weapon | MR/W80-082 T: Soul

L3  
C2

### Felicia, Each One's Thoughts

[C] If this is in the Front Row, all your ::Magic:: Charas gain +1500 Pow.  
[A] [(2) Discard a card from your hand to the WR] When this attacks, if you have 2 or more other ::Magic:: Charas, may pay. If so, draw a card, discard a card from your hand to the WR, look at up to 2 cards from the top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.  
[A] When your card is Sent to Memory, if you have another ::Magic:: Chara, this gains +2000 Pow for the turn.

Magic - Weapon | MR/W80-082S T: Soul

L3  
C2

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### Yachiyo, Each One's Thoughts

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. When this attacks, if "The Past ReMemed" is in the CZ, may pay. If so, this gains +4000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Canceled, you may Stand this."

Magic - Model | MR/W80-083 T: Soul

L3  
C2

### Yachiyo, Each One's Thoughts

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.  
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. When this attacks, if "The Past ReMemed" is in the CZ, may pay. If so, this gains +4000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Canceled, you may Stand this."

Magic - Model | MR/W80-083S T: Soul

L3  
C2

### "I'll Do Whatever" Felicia

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[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.

Magic | MR/W80-084 T: None

L0  
C0

## Madoka Magia Record Anime Booster Pack

### Yachiyo, Invitation to Food

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Magic - Model | MR/W80-085 T: None

L0  
C0

### Felicia, On the Part-time Job

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

Magic - Part-Time Job | MR/W80-086 T: None

L0  
C0

### Yachiyo, Importance of the Point

[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]

Magic - Model | MR/W80-087 T: Soul

L2  
C1

### Iroha, to the Rumor

[C] For each of your other ::Magic:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When "Price of the Wish" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a card in your WR and return it to the LB, shuffle your LB, and this gains +1000 Pow for the turn.

Magic - Cuisine | MR/W80-088 T: Soul

L2  
C1

### Iroha, Concrete Memory

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, perform the following two effects once each. "If there are 2 or fewer cards in your Memory, choose up to 1 ::Magic:: Chara in your WR and send that Chara to Memory and this gains +4000 Pow for the turn." "Return all cards in your WR to the LB. If so, shuffle your LB."

Magic - Cuisine | MR/W80-089 T: Soul

L2  
C1

### Sayaka, Magical Girl of Mitakihara City

[C] All your other Charas with either "Sayaka" or "Kyoko" in name gain +500 Pow.  
[A] When this is placed from hand to the Stage, choose 1 of your other Charas with either "Sayaka" or "Kyoko" in name, and that Chara gains +1000 Pow for the turn.

Magic - Love | MR/W80-090 T: None

L0  
C0

### Mitama, Adjuster

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand.

Magic | MR/W80-091 T: None

L0  
C0

### Felicia, Territory of the East

[C] During your turn, this gains +2000 Pow.  
[A] When this attacks, choose 1 of your ::Magic:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Magic - Mercenary | MR/W80-092 T: None

L1  
C0

### Sayaka, Battle in the Memory Museum

[A] When this is placed from hand to the Stage, choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] When this becomes Reversed in Battle, if you have 2 or more other ::Magic:: Charas, you may choose a card in your Opp.'s Clock and put it in their WR. If so, your Opp. puts the top card of their LB in their Clock.

Magic - Love | MR/W80-093 T: None

L1  
C0

### Yachiyo, Able to Do Because We're Close Friends

[C] All your other ::Magic:: Charas gain +500 Pow.  
[A] [Choose a "Yachiyo, Invitation to Food" in your Memory and put it in the WR, Rest this] At the start of your Climax Phase, may pay. If so, put the top card of your LB in your Stock.

Magic - Model | MR/W80-094 T: Soul

L1  
C1

### Felicia, Reason for Fighting

[A] [(1) Choose a "Felicia, Raring to Go" in your Memory and put it in the WR] When this attacks, may pay. If so, choose a ::Magic:: Chara in your WR and return it to your hand, and this gains +1000 Pow for the turn.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Magic | MR/W80-095 T: Soul

L2  
C1

### Felicia, Incredible Luck

[C] This cannot Side Attack.  
[A] At the start of your Encore Step, if this is in the Front Row, return this to your hand, and choose up to 1 Level 0 or lower Chara in your hand and place it Rested to the Slot this was in.

Magic - Mercenary | MR/W80-096 T: Soul

L2  
C1

The New Roommate

If you don't have a Chara with "Yachiyo" in name, you cannot play this from hand.  
If, in your WR, there is a Chara with "Iroha" in name, a different Chara with "Yachiyo" in name, a different Chara with "Tsuruno" in name, a different Chara with "Felicia" in name, and yet another different Chara with "Sana" in name (5 separate cards), choose 1 of your Charas, and that Chara gains +5000 Pow and the following ability until the next end of your Opp.'s turn. [C] During battles involving this, your Opp. cannot play **BACKUP** from hand."

MR/W80-097 T: None

L2

C0

Price of the Wish

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

MR/W80-098 T: Soul Gate

Price of the Wish

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

MR/W80-098R T: Soul Gate

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Mistrusting Reunion

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

MR/W80-099 T: Draw

The Past Remembered

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

MR/W80-100 T: Draw

The Past Remembered

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

MR/W80-100R T: Draw

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Iroha, Reunion on the Bridge

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row, and move it to another empty Slot in the Front Row.

Magic - Cuisine | MR/W80-101 T: None

L0

C0

Yachiyo, Reunion on the Bridge

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Magic - Model | MR/W80-102 T: None

L0

C0

Tsuruno, Discussing Presents

[C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Flame | MR/W80-103 T: None

L1

C1

Felicia, Big Eater

[A] When this is placed from hand to the Stage, 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)  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Magic:: Charas.

Magic | MR/W80-104 T: Soul

L2

C1

Sana, Suddenly Named

[C] If all your Charas are ::Magic::, this gains +1000 Pow.  
[A] When your other ::TMagic:: Chara attacks, this gains +1000 Pow for the turn.

Magic | MR/W80-105 T: None

L1

C0