

Apron Nero

[C] **ASSIST** All your Charas in front of this gain +1 Soul.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Detective:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Detective - Sweets | MK/S11-001 T: Soul

L2
C1

Uniform Nero

[A] When this is placed from hand to the Stage, this gains +4000 Pow and +1 Soul for the turn.
[A] When this is placed from hand to the Stage, if there are fewer cards in your hand than your Opp.'s hand, you may put the top card of your LB in your Stock.

Detective - Sweets | MK/S11-002 T: Soul

L3
C2

Opera Kobayashi

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] Choose up to 2 of your ::Detective:: Charas, and those Charas gain +1 Soul for the turn.

Detective | MK/S11-003 T: None

L0
C0

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Sports Festival Nero & Elly

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Detective - Sports | MK/S11-004 T: None

L0
C0

Nero Yuzurizaki

[A] [(2)] When this attacks, if "A Date with Just the Two of Us" is in the CZ, may pay. If so, choose up to 2 of your other Charas and return them to your hand.

Detective - Sweets | MK/S11-005 T: None

L1
C0

Nero Yuzurizaki

[A] [(2)] When this attacks, if "A Date with Just the Two of Us" is in the CZ, may pay. If so, choose up to 2 of your other Charas and return them to your hand.

Detective - Sweets | MK/S11-005S T: None

L1
C0

Milky Holmes Booster Pack

Yukata Sheryl

[A] When this attacks, if "First Encounter with Opera" is in the CZ, your Opp. may not play Events from hand until the next end of your Opp.'s turn.
[A] When this attacks, if "First Encounter with Opera" is in the CZ, this gains +1500 Pow for the turn.

Detective - Yukata | MK/S11-006 T: None

L1
C0

Cat-Ear Nero

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.
[A] When this attacks, if "Stealth And Toys" is in the CZ, you may choose an Opp.'s Chara and return it to hand.

Detective - Animal | MK/S11-007 T: Soul

L2
C2

Cat-Ear Nero

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.
[A] When this attacks, if "Stealth And Toys" is in the CZ, you may choose an Opp.'s Chara and return it to hand.

Detective - Animal | MK/S11-007SP T: Soul

L2
C2

Chief Chef Mr. Ishinagare

[S] [(1) Rest 2 of your Charas] This gains +1500 Pow and +1 Soul for the turn.

Phantom Thief - Cook | MK/S11-008 T: None

L0
C0

"Three-Card" Rat

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock."

Phantom Thief - Flame | MK/S11-009 T: None

L1
C0

"Three-Card" Rat

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock."

Phantom Thief - Flame | MK/S11-009S T: None

L1
C0

Narcisscist Nijyuri Sensei

[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]

Phantom Thief - Narcisscist | MK/S11-010 T: Soul

L1
C1

Sugar Rush Nero

[C] During your turn, all your other Charas gain +1000 Pow.
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If you do so, choose a "Cat-Ear Nero" in your WR and put it in the Slot that this was in.

Detective - Sweets | MK/S11-011 T: Soul

L1
C2

Always Smiling Sheryl

[A] **ENCORE** [Discard a Chara from your hand to the WR]
[S] [Rest 1 of your ::Detective:: Charas] This gains +1000 Pow for the turn.

Detective - Camera | MK/S11-012 T: Soul

L2
C1

Sheryl & Kamaboko

[C] During your turn, for each of your other ::Detective:: Charas, this gains +500 Pow.
[A] **BOND/"Cat-Ear Nero"** [(1)]

Detective - Animal | MK/S11-013 T: None

L0
C0

Controlling Nero

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Detective:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Detective - Sweets | MK/S11-014 T: None

L0
C0

"Three-Card" Twenty

[C] During your turn, this gains +1000 Pow.

Phantom Thief - Narcisscist | MK/S11-015 T: None

L0
C0

"Three-Card" Twenty

[C] During your turn, this gains +1000 Pow.

Phantom Thief - Narcissist | MK/S11-015S T: None

L0

C0

Yukata Nero

--No Text--

Detective - Yukata | MK/S11-016 T: None

L0

C0

Nero & Sheryl

--No Text--

Detective - Sweets | MK/S11-017 T: None

L1

C1

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Classmate Nezu-kun

[S] [(1)] This gains +1 Soul for the turn.

Phantom Thief - Flame | MK/S11-018 T: Soul

L2

C1

"Three-Card" Stone River

--No Text--

Phantom Thief - Weapon | MK/S11-019 T: Soul

L2

C2

"Three-Card" Stone River

--No Text--

Phantom Thief - Weapon | MK/S11-019S T: Soul

L2

C2

Milky Holmes Booster Pack

Almighty Toys?

[Counter] Choose 1 of your ::Detective:: Charas, and that Chara gains +2500 Pow and +1 Soul for the turn.

MK/S11-020 T: None

L1

C1

Snacky Detective

Choose up to 6 cards in your Opp.'s WR and return them to the LB. Your Opp. shuffles that LB.

MK/S11-021 T: None

L3

C4

Gathering Foodstuffs

Choose 1 of your Charas, and that Chara gains +5000 Pow for the turn.
If the Opp. has 0 cards in his or her Clock, your Opp. may not use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by the rules.)

MK/S11-022 T: None

L2

C0

Stealth And Toys

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

MK/S11-023 T: Soul Bounce

A Date with Just the Two of Us

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

MK/S11-024 T: Soul Shot

First Encounter with Opera

[C] All your Charas gain +2 Soul.

MK/S11-025 T: 2 Soul

Book-Loving Elly

[A] **CHANGE** [(1)] Put this in the WR [At the start of your Draw Phase, may pay. If so, choose a "Halloween Night Elly" in your WR and put it in the Slot this was in.
[S] [Rest this] Put the top card of your LB in your Stock.

Detective - Book | MK/S11-026 T: Soul

L2

C1

Book-Loving Elly

[A] **CHANGE** [(1)] Put this in the WR [At the start of your Draw Phase, may pay. If so, choose a "Halloween Night Elly" in your WR and put it in the Slot this was in.
[S] [Rest this] Put the top card of your LB in your Stock.

Detective - Book | MK/S11-026S T: Soul

L2

C1

Embarassed Elly

[A] When this is placed from hand to the Stage, choose 1 of your ::Detective:: Charas, and that Chara gains +1500 Pow for the turn.
[A] When this attacks, if "Tri-Ascend" is in the CZ, choose a Chara in your Opp.'s Front Row, and that Chara gets -2000 Pow for the turn.

Detective - Book | MK/S11-027 T: None

L1

C0

Jumping the Gun Cordelia

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, look at the top card of the Opp.'s LB and put it either on top or bottom of the LB.
[A] **BOND/"Embarassed Elly"** [Put the top card of your LB in your Clock]

Detective - Sports | MK/S11-028 T: None

L0

C0

Elly & Nero

[A] This ability activates up to twice per turn. When your other ::Detective:: Chara is placed from hand to the Stage, this gains +1500 Pow for the turn.

Detective - Book | MK/S11-029 T: None

L0

C0

Hirano & Saku

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

Police - Weapon | MK/S11-030 T: None

L1

C0

Hercule Barton
[C] If there are 6 or more cards in your Stock, this gains +1500 Pow.
[A] When this attacks, if "Plushies And Hercule" is in the CZ, choose up to 1 ::Detective:: Chara in your WR and put it in your Stock, and this gains +3000 Pow for the turn.

Detective - Book | MK/S11-031 T: Soul

L2
C2

Halloween Night Elly
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

Detective - Book | MK/S11-032 T: Soul

L3
C2

Halloween Night Elly
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1500 Pow.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

Detective - Book | MK/S11-032SP T: Soul

L3
C2

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Rei Kamitsu
[C] All your other ::Police:: Charas gain +500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Police - Glasses | MK/S11-033 T: None

L0
C0

Enjoy Cleaning Cordelia
[A] When this attacks, if "Merry-Go-Round" is in the CZ, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.

Detective - Sports | MK/S11-034 T: None

L1
C0

Saku Tooyama
[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it is a ::Police:: Chara, put it in your hand and discard a card from your hand. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Police - Headphones | MK/S11-035 T: Soul

L1
C1

Milky Holmes Booster Pack

Saku Tooyama
[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it is a ::Police:: Chara, put it in your hand and discard a card from your hand. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Police - Headphones | MK/S11-035S T: Soul

L1
C1

No-Good Cordelia
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, all your other Charas gain +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Detective - Sports | MK/S11-036 T: Soul

L2
C1

Hirano Hasegawa
[C] For each Marker under this, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB under this as Marker.

Police - Weapon | MK/S11-037 T: Soul

L2
C2

Hirano Hasegawa
[C] For each Marker under this, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB under this as Marker.

Police - Weapon | MK/S11-037S T: Soul

L2
C2

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

Detective - Yukata | MK/S11-038 T: None

L0
C0

My Pace Saku
[S] [(2)] Choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Police - Headphones | MK/S11-039 T: None

L0
C0

Close Combat Hirano
[C] If there are 3 or fewer cards in your Stock, this gains +1000 Pow.

Police - Weapon | MK/S11-040 T: None

L0
C0

Casual Cloth Elly
--No Text--

Detective - Book | MK/S11-041 T: None

L0
C0

Uniform Elly
[A] **ENCORE** [Put the top card of your LB in your Clock]
[S] [(1)] This gains +2000 Pow for the turn.

Detective - Book | MK/S11-042 T: Soul

L1
C1

Tenacious Cordelia
--No Text--

Detective - Sports | MK/S11-043 T: None

L1
C1

Information Gatherer Saku
--No Text--

Police - Headphones | MK/S11-044 T: Soul

L2
C1

Ideal Room
Search your LB for up to 1 ::Police:: Chara, reveal it, and put it in your hand. Shuffle your LB. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Put this in your Clock.

MK/S11-045 T: None

L1
C0

Sudden Dazzle

Look at the top card of your Opp.'s LB and put it either on top or bottom of the LB. Put this in your Stock.

MK/S11-046 T: None

L2
C0

Stubbornly Opened Door

[Counter] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Detective:: Charas.

MK/S11-047 T: None

L1
C0

Tri-Ascend

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

MK/S11-048 T: 2 Soul

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Plushie And Hercule

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

MK/S11-049 T: Stock

Merry-Go-Round

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

MK/S11-050 T: Treasure

Sherlock Shellingford

[C] **ASSIST** All your ::Detective:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] **CHANGE** [(1) Put this in your WR] At the start of your Draw Phase, may pay. If so, choose a "Clumsy Detective Sheryl" in your WR and put it in the Slot this was in.

Detective - Camera | MK/S11-051 T: Soul

L1
C1

Milky Holmes Booster Pack

Sherlock Shellingford

[C] **ASSIST** All your ::Detective:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] **CHANGE** [(1) Put this in your WR] At the start of your Draw Phase, may pay. If so, choose a "Clumsy Detective Sheryl" in your WR and put it in the Slot this was in.

Detective - Camera | MK/S11-051S T: Soul

L1
C1

Clumsy Detective Sheryl

[A] When this attacks, if "Sherlock's Lap Pillow" is in the CZ, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and this gains +3000 Pow for the turn.

Detective - Camera | MK/S11-052 T: Soul

L2
C2

Clumsy Detective Sheryl

[A] When this attacks, if "Sherlock's Lap Pillow" is in the CZ, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and this gains +3000 Pow for the turn.

Detective - Camera | MK/S11-052SP T: Soul

L2
C2

"IQ1300?" Kokoro

[C] If you have another "Rei Kamitsu", this gains +1000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Police | MK/S11-053 T: None

L0
C0

Snack-offering Nero

[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack".

Detective - Sweets | MK/S11-054 T: None

L0
C0

Natural Girl Sheryl

[C] For each of your other ::Detective:: Charas, this gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Detective - Camera | MK/S11-055 T: None

L1
C0

Tsugiko Zenigata

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a card in your Opp.'s WR and put it on top of the LB.

Police - Weapon | MK/S11-056 T: None

L1
C1

Tsugiko Zenigata

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a card in your Opp.'s WR and put it on top of the LB.

Police - Weapon | MK/S11-056S T: None

L1
C1

Kokoro Akechi

[A] **EXPERIENCE** When your Opp.'s Standing Chara becomes Rested, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Police | MK/S11-057 T: Soul

L2
C2

Kokoro Akechi

[A] **EXPERIENCE** When your Opp.'s Standing Chara becomes Rested, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Police | MK/S11-057S T: Soul

L2
C2

Energetic Nero

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Detective:: Chara in your WR and return it to your hand.
[A] **BOND/"Brave yet Single Minded Sheryl"** [(1)]

Detective - Sweets | MK/S11-058 T: None

L0
C0

Recording Sheryl

[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 ::Detective:: Chara in your WR and return it to your hand.

Detective - Headphones | MK/S11-059 T: None

L0
C0

Kobayashi's Rival Kamitsu
[C] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Choose a ::Police:: Chara in your WR and return it to your hand.

Police - Glasses | MK/S11-060 T: None

L1
C0

Kobayashi's Rival Kamitsu
[C] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Choose a ::Police:: Chara in your WR and return it to your hand.

Police - Glasses | MK/S11-060S T: None

L1
C0

Sister Role Tsugiko
[C] All your other ::Police:: Charas gain +1000 Pow.

Police - Weapon | MK/S11-061 T: Soul

L2
C1

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Brave yet Single Minded Sheryl
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] When this attacks, if "Psychokinesis" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand, and all your ::Detective:: Charas gain +2000 Pow for the turn.

Detective - Camera | MK/S11-062 T: Soul

L3
C2

Fortune Cookie Tsugiko
[C] If you have 2 or more other ::Police:: Charas, this gains +1000 Pow.

Police - Weapon | MK/S11-063 T: None

L0
C0

Joint Investigation Kokoro & Sheryl
[A] [Rest 1 of your Standing Charas] When this is placed from hand to the Stage, if your Opp. has a "Joint Investigation Kokoro & Sheryl", may pay. If so, play Rock-Paper-Scissors with your Opp. until someone wins, and the winner draws 1 card.

Detective - Police | MK/S11-064 T: None

L0
C0

Milky Holmes Booster Pack

Sheryl Amongst Cherry Blossoms
[A] When this is placed from your hand to the Stage, reveal the top card of your LB. If it is not a ::Detective:: Chara, put that card in Clock. (Otherwise put it back where it was)

Detective - Camera | MK/S11-065 T: None

L0
C0

Problem Child Nero
[A] [(1)] When this attacks, if "Direct Hack" is in your CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

Detective - Sweets | MK/S11-066 T: None

L1
C0

G4's Leader Kokoro
--No Text--

Police - Umbrella | MK/S11-067 T: None

L1
C0

Toys Activated! Sheryl
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Detective - Camera | MK/S11-068 T: Soul

L2
C1

Gluttonous Nero
--No Text--

Detective - Sweets | MK/S11-069 T: Soul

L2
C2

Inhale!
Choose 1 of your Standing Charas with "Sheryl" in name and Rest it. If so, choose a card in your Opp.'s WR and Send it to Memory, and Send this to Memory.

MK/S11-070 T: None

L1
C2

Critical Chop
Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp.'s of this is equal to or lower than the Level of this, you may Reverse that Chara."

MK/S11-071 T: None

L2
C0

PDA
Choose 2 of your Standing Charas and Rest them. If so, choose a ::Detective:: Chara in your WR and return it to your hand.

MK/S11-072 T: None

L1
C0

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

MK/S11-073 T: Salvage

Sherlock's Lap Pillow
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

MK/S11-074 T: 2 Soul

Direct Hack
[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

MK/S11-075 T: 2 Soul

Uniform Cordelia
[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When "Cordelia's Proposal" is placed in your CZ, choose 1 of your ::Detective:: Charas, and that Chara gains +2000 Pow for the turn.

Detective - Sports | MK/S11-076 T: None

L1
C0

Uniform Cordelia

[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When "Cordelia's Proposal" is placed in your CZ, choose 1 of your ::Detective:: Charas, and that Chara gains +2000 Pow for the turn.

Detective - Sports | MK/S11-076SP T: None

L1
C0

Team Unifier Cordelia

[C] During your Opp.'s turn, all your other Charas gain +1000 Pow.
[A] **CHANGE** [(1) Put this in the WR] At the start of your Draw Phase, may pay. If so, choose a "Reliable Sister Cordelia" in your WR and put it in the Slot this was in.

Detective - Sports | MK/S11-077 T: Soul

L2
C1

Halloween Night Henriette

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If you do, choose a "Phantom Thief Arsene" in your WR and put it in the Slot this was in.

Detective - Mask | MK/S11-078 T: None

L0
C0

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Halloween Night Henriette

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If you do, choose a "Phantom Thief Arsene" in your WR and put it in the Slot this was in.

Detective - Mask | MK/S11-078S T: None

L0
C0

Panicking Cordelia

[C] All your other ::Detective:: Charas gain +500 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and Swap them.

Detective - Sports | MK/S11-079 T: None

L0
C0

Timid Elly

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Detective:: Charas.
[A] [(1)] When this attacks, if "Black Cat Bookmark" is in the CZ, may pay. If so, draw a card.

Detective - Book | MK/S11-080 T: None

L1
C0

Milky Holmes Booster Pack

Black Tea Loving Cordelia

[C] **EXPERIENCE** During your Opp.'s turn, if the sum of Levels in your Level Zone is 1 or higher, all your other Charas gain +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Detective - Sports | MK/S11-081 T: None

L1
C1

Deep Sigh Cordelia

[C] During your Opp.'s turn, for each of your other ::Detective:: Charas, this gains +500 Pow.
[A] When this attacks, if "Hypersensitive" is in the CZ, search your LB for up to 1 ::Detective:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Detective - Sports | MK/S11-082 T: Soul

L2
C2

Chief Admiring Elly

[A] **BOND**/"Black Tea Loving Cordelia" [Put the top card of your LB in your Clock]

Detective - Book | MK/S11-083 T: None

L0
C0

Leader of the Phantom Thief Empire Arsene

[C] All your other "'Three Card' Twenty", "'Three Card' Stone River", and "'Three Card' Rat" gain +1000 Pow.

Phantom Thief - Mask | MK/S11-084 T: None

L0
C0

Perfect Butler Tachi

[A] [(2)] When this is placed from the Stage to the Waiting Room, may pay. If so, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Butler | MK/S11-085 T: Soul

L2
C1

Student Council President Henriette

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Detective - Student Council | MK/S11-086 T: Soul

L2
C2

Reliable Sister Cordelia

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card in your Clock in the WR.
[S] [(4) Rest 2 of your Charas] Search your LB for up to 2 ::Detective:: Charas, reveal them, and put them in your hand. Shuffle your LB.

Detective - Sports | MK/S11-087 T: Soul

L3
C2

Reliable Sister Cordelia

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card in your Clock in the WR.
[S] [(4) Rest 2 of your Charas] Search your LB for up to 2 ::Detective:: Charas, reveal them, and put them in your hand. Shuffle your LB.

Detective - Sports | MK/S11-087S T: Soul

L3
C2

Arsene's Butler Yutaka

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

Phantom Thief - Butler | MK/S11-088 T: None

L0
C0

Cordelia & Elly

[C] During your Opp.'s turn, this gains +1000 Pow.

Detective - Sports | MK/S11-089 T: None

L0
C0

Cordelica Glauca

--No Text--

Detective - Sports | MK/S11-090 T: None

L0
C0

Lost in Thought Elly

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

Detective - Book | MK/S11-091 T: None

L1
C0

Phantom Thief Arsene

--No Text--

Phantom Thief - Mask | MK/S11-092 T: None

L1

C0

Former Great Detective Kobayashi

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.
[S] [Rest this] Choose 1 of your ::Detective:: Charas, and that Chara gains +1 Level for the turn.

Detective | MK/S11-093 T: Soul

L1

C1

Former Great Detective Kobayashi

[C] **ASSIST** All your Level 2 or higher Charas in front of this gain +1000 Pow.
[S] [Rest this] Choose 1 of your ::Detective:: Charas, and that Chara gains +1 Level for the turn.

Detective | MK/S11-093S T: Soul

L1

C1

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Shy Girl Elly

--No Text--

Detective - Book | MK/S11-094 T: Soul

L2

C2

Repay Kindness with Hatred

Choose 1 of your Standing ::Sports:: Charas and Rest it. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

MK/S11-095 T: None

L2

C2

Cordelia's Garden

Put up to 2 cards from top of your Clock and put them in your WR.
Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. Send this to Memory.

MK/S11-096 T: None

L3

C2

Milky Holmes Booster Pack

Cat-eared Magnifying Glass

Search your LB for up to 2 ::Detective:: Charas, reveal them, and put them in your hand. Shuffle your LB.

MK/S11-097 T: None

L2

C2

Hypersensitive

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

MK/S11-098 T: 2 Soul

Cordelia's Proposal

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

MK/S11-099 T: 2 Soul

Black Cat Bookmark

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

MK/S11-100 T: Draw