

[C] This gains +X Pow. X = 1000 times # of snacks you have eaten today.

[A] **CX COMBO** [Eat a snack that was next to your Stock] When this attacks, if "Snack Time" is in your CZ, may pay. If so, put as many number of snacks from your pockets next to your Stock.

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

[C] This gains +X Pow. X = 1000 times # of snacks you have eaten today.

[A] **CX COMBO** [Eat a snack that was next to your Stock] When this attacks, if "Snack Time" is in your CZ, may pay. If so, put as many number of snacks from your pockets next to your Stock.

L1  
C0

[A] When this is placed from hand or from top of the LB to the Stage, play Rock-Paper-Scissors exactly once with your Opp.. If you tie, deal 5 Damage to all players. (DC can occur)  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

<div> <div>LO</div> <div>C0</div> </div>
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[C] For each doll on this card that isn't protruding, this gains +5000 Pow.

[A] When this is placed from hand to the Stage, play Rock-Paper-Scissors with your Opp. until you lose, and put a doll on top of this card up to the number of times you won.

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

[A] When this is placed from hand to the Stage, play Rock-Paper-Scissors with your Opp. until someone wins. If you lose, put this in your WR and search your LB for up to 1 Chara whose Level is equal to or lower than your Level and put it in an empty Slot on the Stage. (do not shuffle your LB after doing so)

L1  
C0

[A] When this is placed from hand to the Stage, your Opp. may give you an unopened Weiss Schwarz pack. If so, you give this card to your Opp..

L2	
C1	

[A] **CX COMBO** When "Super Excited!" is placed in your CZ, if this is in the Front Row Center Slot, this gains the following ability for the turn. "[C] When this attacks, instead Front Attack against all Charas in your Opp.'s Front Row." (Choose which Chara to attack one at a time, and go through the steps of Trigger Step -> Counter Step -> Damage Step -> Battle Step for each attack)

L3  
C2

L1  
C0

[S] [Counter] **BACKUP 3000, Level 1** [Say "Kokoro-chan" and discard this card from your hand to the WR]

L1
C0

[S] [(1)] Declare a number between 0, 1, 2, and 3. Reveal the top card of your LB, and put it in your hand if the Level of the card is the same as the number you declared. Otherwise, put it back and laugh it off. (Climax cards are considered Level 0 for this effect)

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

[C] **RECOLLECTION** If "Ken, For His Beloved" and this is in your Memory, they gain the following ability. "[C] If this is in your Memory, this cannot be chosen as target of any player's effect."

L1  
C0

[C] If you slept less than 7 hours last night, this does not Stand during your Stand Phase.  
[A] During your Opp.'s turn, whenever a loud sound occurs, Stand this.

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

For each different trait among Charas in your WR, this gets -1 Level and -1 Cost while in your hand.  
During your Opp.'s next turn, gain control of your Opp..  
Afterwards, your Opp. gains an additional turn.

**L13**  
**C13**

[C] You must keep saying "Ahahahaha. Ahahahaha."  
(Enunciate!)

1

[A] When this is placed from hand to the Stage, choose up to 1 snack in your pocket and put it next to your Stock, and all your Charas gain +1 Soul for the turn.

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[C] When this card is revealed as part of Damage Process, you may say "Cancel" to Cancel that Damage. If so, discard a card from your hand to the WB.

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

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

[A] When this is placed from hand to the Stage, if you and your Opp. both agree, the two of you may exchange unopened Weiss Schwarz packs.

**L3**  
**C2**

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

[A] When this is placed from hand to the Stage, if you and your Opp. both agree, the two of you may exchange unopened Weiss Schwarz packs.

**L3**  
**C2**

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

L1  
C0

L1  
C0

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LO  
CO

**LO**  
**CO**

<div> <div>LO</div> <div>CO</div> </div>
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## Milky Holmes Fan Fun Party Pack

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

L2  
C1

**L1**  
**C0**

\_\_\_\_\_

\_\_\_\_\_

**L3**  
**C2**

**L3**  
**C2**

**L4**  
**C3**

**L4**  
**C3**

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

L1  
C0

**L1**  
**C0**

### Irene's Father, Beat Up

[C] If you're wearing glasses, take off your glasses and continue playing with a different personality.

(This card is not legal for WGP tournaments)

Glasses | MK/SJ01-033J T: None

L1  
C0

### Irene, Calm Elementary School Student

[C] All your other Charas with "Kokoro" in name gain +500 Pow and IQ.  
[A] [Call over someone who knows EMT techniques] When this is placed from hand to the Stage, may pay. If so, that person chooses an "Irene's Father, Beat Up" in your WR and return it to your hand. Afterwards, you thank that person.

(This card is not legal for WGP tournaments)

Glasses | MK/SJ01-034J T: None

L0  
C0

### Chief Fleeing

[A] At the start of your Opp.'s Attack Phase, if there is no Chara in your Opp.'s Front Row with "Henriette" in name, you may move this to another empty Slot.

(This card is not legal for WGP tournaments)

Meat | MK/SJ01-035J T: None

L0  
C0

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### Kokoro in High Spirits

[C] After your Attack Phase, proceed to Final Phase.

(This card is not legal for WGP tournaments)

Police - Mask | MK/SJ01-036J T: None

L2  
C1

### Let's Karuta!

If you are Level 1 or lower, call over 1 of your friends not playing in this game and ask them to be the reader. If so, this game is over, and start a game of karuta. (Cards that you don't want damaged or would cause problems if ownership gets mixed up should be put away before karuta begins!)

(This card is not legal for WGP tournaments)

MK/SJ01-037J T: None

L1  
C0

### Punishment of the Giant!!

[C] At the start of your Final Phase, you may put this from your hand to the CZ.  
[A] [(4)] During your Final Phase, when this is placed from hand to the CZ, if none of the players have a Chara in their respective Front Row Center Slots, may pay. If so, deal 4 Damage to your Opp.. Damage from this card cannot be nullified or Cancelled.

(This card is not legal for WGP tournaments)

MK/SJ01-038J T: None

## Milky Holmes Fan Fun Party Pack

### Cli!

[C] This cannot be played alone and must be put in the CZ along with "Max!".

[A] When this is placed from hand to the Stage, play Rock-

you win, take an additional turn. Otherwise, proceed  
MK/SJ01-039J T: 2 Soul

### Max!

[C] This cannot be played alone and must be put in the CZ along with "Cli!".

Paper-Scissors with your Opp. until someone wins. If

the End Phase of this turn.

MK/SJ01-040J T: None

### Arsene, Rival

[A] When this is placed from hand to the Stage, all players look at up to 4 cards from top of his or her respective Libraries and chooses up to 4 Charas and put them in separate Slots on the Stage, and then put the rest in the WR.

(This card is not legal for WGP tournaments)

Phantom Thief - Mask | MK/SJ01-041J T: Soul

L2  
C1

### Arsene, Rival

[A] When this is placed from hand to the Stage, all players look at up to 4 cards from top of his or her respective Libraries and chooses up to 4 Charas and put them in separate Slots on the Stage, and then put the rest in the WR.

(This card is not legal for WGP tournaments)

Phantom Thief - Mask | MK/SJ01-041JSP T: Soul

L2  
C1

### Cordelia in the Garden

[A] When this is placed from hand to the Stage, put up to 2 cards from top of your Clock in the WR, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.  
[A] At the start of your Encore Step, Send this to Memory.

(This card is not legal for WGP tournaments)

Detective - Sports | MK/SJ01-042J T: Soul

L3  
C2

### Cordelia in the Garden

[A] When this is placed from hand to the Stage, put up to 2 cards from top of your Clock in the WR, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.  
[A] At the start of your Encore Step, Send this to Memory.

(This card is not legal for WGP tournaments)

Detective - Sports | MK/SJ01-042JSP T: Soul

L3  
C2

### Arsene, Aesthetics of Thievery

[A] [Say "Bewitching Toys" in a charming voice] When this becomes Reversed in battle, may pay. If so, randomly choose a card in your Opp.'s hand and put it in the WR.

(This card is not legal for WGP tournaments)

Phantom Thief - Mask | MK/SJ01-043J T: None

L0  
C0

### Elly, Ephemeral Beauty

[A] [Wrap your body in cloth] When this is placed from the Stage to the WR, may pay. If so, put this Rested in the Slot this was in. (We recommend using bath towel for this...)

(This card is not legal for WGP tournaments)

Detective - Book | MK/SJ01-044J T: None

L0  
C0

### Henriette, Sexy Santa

[C] You may only have up to 1 card with the same name as this in your Deck.  
[A] When this is placed from hand to the Stage, if you have another "Sheryl in A Good Mood", "Nero, Tension MAX", "Elly, Single Sock", and "Cordelia, Rock Star", reveal the top card of your LB. If it's Level 2 or higher, you win this game. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

(This card is not legal for WGP tournaments)

Detective - Student Council | MK/SJ01-045J T: Soul

L3  
C4

### Cordelia, Searching for Gyoza

[A] When this is placed from hand to the Stage, your next dinner shall be gyoza (dumplings).  
[S] BRAINSTORM ((1) Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each card with the Gyoza Icon revealed this way, perform the following action. "Draw up to 2 cards, and discard a card from your hand to the WR."  
(The Gyoza Icon is located below the cost of the card if it's present)

(This card is not legal for WGP tournaments)

Detective - Sports | MK/SJ01-046J T: None

L0  
C0

### Troubled Elly

[C] ASSIST All your Charas in front of this gain the following ability. "[C] All your Charas behind this gain +1000 Pow."

[A] BOND/"Nero, Excellent (?) Detective" [Be restless in an embarrassed way]

(This card is not legal for WGP tournaments)

Detective - Book | MK/SJ01-047J T: None

L0  
C0

### Cordelia, Rock Star

[C] You may only have up to 1 card with the same name as this in your Deck.

(This card is not legal for WGP tournaments)

Detective - Sports | MK/SJ01-048J T: Draw

L1  
C0

Arsene, Miscalculation of the Goddess

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB and put them in separate empty Slots on the stage, and then put those cards in the WR. X is the number of empty Slots on your Stage. (Events and Climax cards are put in the Slots this way as well.)

(This card is not legal for WGP tournaments)

Phantom Thief - Mask | MK/SJ01-049J T: Soul

L2C1

Henriette, Surprise Party

[A] When this is placed from hand to the Stage, you and all player around you who love Milky Holmes draw a card. (Do not cause problems with other games in-progress)

(This card is not legal for WGP tournaments)

Detective - Student Council | MK/SJ01-050J T: None

L0C0

Cordelia, Shocking Scene

[A] When this is placed from hand to the Stage, you may act like Cordelia. If so, look at the top card of your LB and put it face-down under this as Marker.

[A] When either you or your Opp. would touch this card, if there's a Marker under this, this deals 2 Damage to that player. (DC can occur)

(This card is not legal for WGP tournaments)

Detective - Sports | MK/SJ01-051J T: None

L1C0

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Henriette, Hmm???

[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, your Opp. may comment on why you are like Arsene. If so, all players draw a card.

(This card is not legal for WGP tournaments)

Detective - Student Council | MK/SJ01-052J T: Soul

L2C1

Unforeseen Circumstances

When this is played from hand or placed from the Stage to the WR, all players put all of his or her Charas in the WR.

(This card is not legal for WGP tournaments)

MK/SJ01-053J T: None

L2C2

No.1 Renowned Detective of Yokohama

[A] [Dance to the Hook of "Seikai wa Hitotsu! Janai!!"] When this is placed from hand to the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Trigger Check of this reveals a card, if it's a Climax, for the turn, the next Damage this card would deal cannot be Cancelled. Otherwise, this deals 3 Damage to you."

(This card is not legal for WGP tournaments)

MK/SJ01-054J T: 2 Soul

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"Future After the Rain" Nero

[C] For each of your other ::Detective:: Charas, this gains +500 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Detective - Sweets | MK/SJ01-055 T: Soul

L3C2

"Future After the Rain" Nero

[C] For each of your other ::Detective:: Charas, this gains +500 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Detective - Sweets | MK/SJ01-055R T: Soul

L3C2

"Future After the Rain" Nero

[C] For each of your other ::Detective:: Charas, this gains +500 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Detective - Sweets | MK/SJ01-055SP T: Soul

L3C2

"Future After the Rain" Elly

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

[A] This ability activates up to once per turn. When your Climax is placed in the Level Zone, this gains +2500 Pow for the turn.

Detective - Book | MK/SJ01-056 T: None

L1C1

"Future After the Rain" Elly

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

[A] This ability activates up to once per turn. When your Climax is placed in the Level Zone, this gains +2500 Pow for the turn.

Detective - Book | MK/SJ01-056R T: None

L1C1

"Future After the Rain" Elly

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

[A] This ability activates up to once per turn. When your Climax is placed in the Level Zone, this gains +2500 Pow for the turn.

Detective - Book | MK/SJ01-056SP T: None

L1C1

"Future After the Rain" Sheryl

[A] **BOND**/"Future After the Rain" Nero' [(1)]

[S] [(1) Discard a Climax card from your hand to the WR] Choose a ::Detective:: Chara in your WR and return it to your hand.

Detective - Camera | MK/SJ01-057 T: None

L0C0

"Future After the Rain" Sheryl

[A] **BOND**/"Future After the Rain" Nero' [(1)]

[S] [(1) Discard a Climax card from your hand to the WR] Choose a ::Detective:: Chara in your WR and return it to your hand.

Detective - Camera | MK/SJ01-057R T: None

L0C0

"Future After the Rain" Sheryl

[A] **BOND**/"Future After the Rain" Nero' [(1)]

[S] [(1) Discard a Climax card from your hand to the WR] Choose a ::Detective:: Chara in your WR and return it to your hand.

Detective - Camera | MK/SJ01-057SP T: None

L0C0

"Possible Future" Kokoro

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

Police - Mask | MK/SJ01-058 T: None

L0C0

"Possible Future" Kokoro

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

Police - Mask | MK/SJ01-058R T: None

L0C0

"Possible Future" Kokoro

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

Police - Mask | MK/SJ01-058SP T: None

L0C0

"Possible Future" Arsene

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Phantom Thief:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it 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 Climax card revealed this way, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief - Mask | MK/SJ01-059 T: None

L0

C0

"Possible Future" Arsene

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Phantom Thief:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it 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 Climax card revealed this way, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief - Mask | MK/SJ01-059R T: None

L0

C0

"Possible Future" Arsene

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Phantom Thief:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it 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 Climax card revealed this way, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief - Mask | MK/SJ01-059SP T: None

L0

C0

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"Future After the Rain" Cordelia

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

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the top 5 cards of your LB in your WR, and deal X Damage to your Opp.. X is the number of Climax cards put in the WR this way. (DC can occur)

Detective - Sports | MK/SJ01-060 T: Soul

L3

C2

"Future After the Rain" Cordelia

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

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the top 5 cards of your LB in your WR, and deal X Damage to your Opp.. X is the number of Climax cards put in the WR this way. (DC can occur)

Detective - Sports | MK/SJ01-060R T: Soul

L3

C2

"Future After the Rain" Cordelia

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

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the top 5 cards of your LB in your WR, and deal X Damage to your Opp.. X is the number of Climax cards put in the WR this way. (DC can occur)

Detective - Sports | MK/SJ01-060SP T: Soul

L3

C2

Milky Holmes Fan Fun Party Pack