

Sheryl, Cool Senpai?

[S] [Rest 2 of your ::Detective:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.
 [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, search your LB for up to 1 ::Detective:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Detective - Camera | MK/S33-001 T: None

L0
C0

Sheryl, Cool Senpai?

[S] [Rest 2 of your ::Detective:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.
 [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, search your LB for up to 1 ::Detective:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Detective - Camera | MK/S33-001R T: None

L0
C0

Nero, Yukata Dress

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Detective:: Charas, you may put the top card of your LB in your Stock.
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.

Detective - Sweets | MK/S33-002 T: Soul

L3
C2

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Nero, Yukata Dress

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Detective:: Charas, you may put the top card of your LB in your Stock.
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.

Detective - Sweets | MK/S33-002SP T: Soul

L3
C2

"New Detective Outfit" Sora Tokui

[S] [Rest 2 of your ::Detective:: Charas] Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Detective - Sweets | MK/S33-003 T: None

L0
C0

Nero, Making a Joke

[A] When you use the **BACKUP** of this, choose a card in your Level Zone and a Climax in your WR and Swap them.
 [S] [Counter] **BACKUP 3000, Level 1** [Discard this card from hand to the WR]

Detective - Sweets | MK/S33-004 T: None

L1
C0

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Nero, Making a Joke

[A] When you use the **BACKUP** of this, choose a card in your Level Zone and a Climax in your WR and Swap them.
 [S] [Counter] **BACKUP 3000, Level 1** [Discard this card from hand to the WR]

Detective - Sweets | MK/S33-004R T: None

L1
C0

Alice, Apprentice Detective

[C] **ASSIST** All your ::Detective:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with **EXPERIENCE**, reveal it, put it in your hand, and shuffle your LB.

Detective | MK/S33-005 T: Soul

L1
C1

Alice, Apprentice Detective

[C] **ASSIST** All your ::Detective:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with **EXPERIENCE**, reveal it, put it in your hand, and shuffle your LB.

Detective | MK/S33-005R T: Soul

L1
C1

Kazumi, Apprentice Detective

[C] During your turn, this gains +1000 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Detective | MK/S33-006 T: None

L1
C1

Kazumi, Apprentice Detective

[C] During your turn, this gains +1000 Pow.
 [A] **ENCORE** [Put the top card of your LB in your Clock]

Detective | MK/S33-006S T: None

L1
C1

Alice, Admiration Towards Detectives

[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 attacks, if "Two's Inference" is in the CZ, choose 1 of your other ::Detective:: Charas, and that Chara gains +3000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is canceled, you may deal 1 Damage to your Opp.." (DC can occur)

Detective | MK/S33-007 T: Soul

L3
C2

Alice, Admiration Towards Detectives

[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 attacks, if "Two's Inference" is in the CZ, choose 1 of your other ::Detective:: Charas, and that Chara gains +3000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is canceled, you may deal 1 Damage to your Opp.." (DC can occur)

Detective | MK/S33-007SP T: Soul

L3
C2

Sheryl, Escape From Worthless

[A] This ability activates up to once per turn. When your Climax card is placed in your Level Zone, this gains +2500 Pow for the turn.
 [A] When this attacks, if "Let's Eat Something Then Head Back" is in the CZ, all your Charas gain +1 Soul for the turn.

Detective - Camera | MK/S33-008 T: None

L1
C0

"Not Just Songs" Marine

[C] For each Marker under this, this gains +1 Level and +1500 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a "Melodia" in your WR and put it face-down under this as Marker.

No Traits | MK/S33-009 T: None

L1
C0

"Not Just Songs" Marine

[C] For each Marker under this, this gains +1 Level and +1500 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a "Melodia" in your WR and put it face-down under this as Marker.

No Traits | MK/S33-009SP T: None

L1
C0

Marine, Child's World

[C] During your turn, if this card has ::Music::, all your other Charas gain +2000 Pow.
 [A] When the Battle Opp. of 1 of your other Charas becomes Reversed, all your Charas gain ::Music:: for the turn.

No Traits | MK/S33-010 T: Soul

L1
C1

Nero, Christmas Girl

[A] [(1) Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Climax card in your WR and return it to your hand.
 [A] [Put this in the WR] When "Fluffy Things in the Forest" is placed in your CZ, may pay. If so, choose up to 1 "Nero, Yukata Dress" or "Sora Tokui, Overdrive!" in your hand and put it in the Slot this was in.

Detective - Sweets | MK/S33-011 T: Soul

L2
C1

Kazumi, Confronting Phantom Thieves
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +2000 Pow.

Detective | MK/S33-012 T: Soul

L2
C1

Melodia
 [C] You can have as many copies of card with the same name as this in your Deck.
 [C] All your other "Melodia" and "Not Just Songs" Marine' gain +1000 Pow.

Element - Music | MK/S33-013 T: None

L0
C0

Nero, Sightseeing in London
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Sweets Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Detective - Sweets | MK/S33-014 T: None

L0
C0

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Alice, Road to School in Spring
 [A] When this attacks, choose 1 of your other Charas with "Kazumi" in name, and that Chara gains +1 Soul for the turn.

Detective | MK/S33-015 T: None

L0
C0

Yellow Phantom Thief "Yellow Black Hole"
 [C] If this is on the Stage, this gains ::Detective::.
 [A] When this is placed from hand to the Stage, if there's 1 or fewer Charas in your Opp.'s Front Row, you may choose 1 Level 1 or lower Chara in your Opp.'s Front Row and put it in Stock.

Phantom Thief - Mask | MK/S33-016 T: None

L0
C0

Kazumi, Preparing to Dispatch
 [C] For each of your other "Alice, Warm Air", this gains +1000 Pow.

Detective | MK/S33-017 T: None

L0
C0

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Sheryl, London Sightseeing
 [C] If you have 2 or more other Charas with either "Sheryl" and/or "Sherlock" in name, this gains +1000 Pow and +1 Soul.

Detective - Camera | MK/S33-018 T: Soul

L2
C1

Marine, Whose Songs Were Stolen
 [A] [(1) Discard a card from hand to the WR] When this attacks, may pay. If so, all your Charas gain +500 Pow and +1 Soul for the turn.

No Traits | MK/S33-019 T: Soul

L2
C1

Madame Visconte
 [A] When this attacks, choose 1 of your other Level 1 or lower Charas, and that Chara gains +1 Soul for the turn.

Phantom Thief | MK/S33-020 T: Soul

L2
C1

Outright Foreshadowing
 Choose 1 1 of your Standing ::Detective:: Charas and Rest it. If so, search your LB for up to 1 ::Detective:: Chara, reveal it, put it in your hand, and shuffle your LB.

MK/S33-021 T: None

L1
C0

Bound's Toys
 [Counter] Choose up to 2 Charas with "Alice" in name in your WR and up to 2 Charas with "Kazumi" in name in your WR and put them on top of the LB in any order. If 4 cards were put on top of the LB in this way, choose 1 Chara in battle, and that Chara gains the following ability for the turn. * [C] This cannot deal Damage to players.

MK/S33-022 T: None

L2
C3

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

MK/S33-023 T: 2 Soul

Let's Eat Something Then Head Back
 [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/S33-024 T: 2 Soul

Two's Inference
 [C] All your Charas gain +1000 Pow and +1 Soul.

MK/S33-025 T: Soul Bounce

Himeyuri, Emergency Contact
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 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, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Detective - Police | MK/S33-026 T: None

L0
C0

Himeyuri, Emergency Contact
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 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, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Detective - Police | MK/S33-026S T: None

L0
C0

Elly, Yukata Dress
 [A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, if "LB of Slumber" is in the CZ, you may put that Chara in Clock.

Detective - Book | MK/S33-027 T: Soul

L3
C2

Elly, Yukata Dress
 [A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, if "LB of Slumber" is in the CZ, you may put that Chara in Clock.

Detective - Book | MK/S33-027SP T: Soul

L3
C2

Alice, Warm Air
 [C] All your other ::Detective:: Charas gain +500 Pow.
 [S] [(1) Rest 2 of your Charas] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Detective | MK/S33-028 T: None

L0
C0

Alice, Warm Air
 [C] All your other ::Detective:: Charas gain +500 Pow.
 [S] [(1) Rest 2 of your Charas] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Detective | MK/S33-028S T: None

L0
C0

Saku of the Manegerial Department
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Police: Chara, reveal it, put it in your hand, and put the rest in the WR.

Police - Headphones | MK/S33-029 T: None

L0
C0

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"New Detective Outfit" Mikoi Sasaki
 [A] [(1) Discard a card from hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 ::Detective:: Chara, reveal it, put it in your hand, and shuffle your LB.

Detective - Book | MK/S33-030 T: None

L0
C0

Elly, Praying for Solution
 [C] ASSIST All your Charaters in front of this gain +500 Pow.
 [A] [Discard a card from hand to the WR] When your Charas' Trigger Checks reveal a Climax card, if it has a Treasure Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
 [S] [Rest 2 of your ::Detective:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.

Detective - Book | MK/S33-031 T: None

L1
C0

Elly, Praying for Solution
 [C] ASSIST All your Charaters in front of this gain +500 Pow.
 [A] [Discard a card from hand to the WR] When your Charas' Trigger Checks reveal a Climax card, if it has a Treasure Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
 [S] [Rest 2 of your ::Detective:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.

Detective - Book | MK/S33-031R T: None

L1
C0

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Kazumi, Admiration Towards Detectives
 [C] EXPERIENCE If "Alice, Admiration Towards Detectives" and "Kazumi, Admiration Towards Detectives" are in your Level Zone, this gets -1 Level while in your hand.
 [A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Detective | MK/S33-032 T: Soul

L3
C2

Kazumi, Admiration Towards Detectives
 [C] EXPERIENCE If "Alice, Admiration Towards Detectives" and "Kazumi, Admiration Towards Detectives" are in your Level Zone, this gets -1 Level while in your hand.
 [A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Detective | MK/S33-032SP T: Soul

L3
C2

Alice, Staying Over
 [C] EXPERIENCE If "Kazumi, Admiration Towards Detectives" is in your Level Zone, this gains +1500 Pow.

Detective - Pajama | MK/S33-033 T: None

L1
C0

Kazumi, Staying Over
 [A] [(1)] When this attacks, if "Toys of Arrows" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2000 Pow for the turn.

Detective - Pajama | MK/S33-034 T: None

L1
C0

Kazumi, Staying Over
 [A] [(1)] When this attacks, if "Toys of Arrows" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2000 Pow for the turn.

Detective - Pajama | MK/S33-034S T: None

L1
C0

Hirano of Human Resources Department
 [C] ASSIST All your ::Police:: Charas in front of this gain +500 Pow and "[A] ENCORE [Put the top card of your LB in your Clock]".

Police - Weapon | MK/S33-035 T: Soul

L1
C1

Alice, Very Angry!
 [A] When you use the BACKUP of this, if you have a Chara with either "Alice" or "Kazumi" in name, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for hte turn.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Detective | MK/S33-036 T: Soul

L2
C1

"Won't Sing" Cordelia
 [A] This ability activates up to once per turn. When your Climax card is placed in your Level Zone, this gains +2500 Pow for the turn.
 [A] [(1)] When "Secret Ingredient of Curry" is placed in your CZ, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Detective - Sports | MK/S33-037 T: Soul

L2
C1

Kazumi, Cringing
 [A] When this attacks, all your other Charas with "Alice" in name gain +500 Pow.
 [A] BOND/"Alice, Admiration Towards Detectives" [(1)]

Detective | MK/S33-038 T: None

L0
C0

Cordelia, One-Shot Swimming Competition
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Sports:: Chara, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the card back where it was)
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Chara in your Opp.'s Front Row, and that Chara gets -3000 Pow for the turn.

Detective - Sports | MK/S33-039 T: None

L0
C0

Elly, Covered in Honey
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, put this in the WR. (Put the revealed card back where it was)

Detective - Book | MK/S33-040 T: None

L0
C0

Cordelia, Sudden Inspiration
 [C] If there are 5 or more cards in your Stock, this gains +1000 Pow.
 [A] ENCORE [Put the top card of your LB in your Clock]

Detective - Sports | MK/S33-041 T: None

L1
C0

Kazumi's Father, Belonging to IDO
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "First Phantom Thief" in your WR and return it to your hand.

Detective - Glasses | MK/S33-042 T: None

L1
C0

Himeyuri, Temporarily Return to the Country
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the stage, may pay. If so, search your LB for up to 1 ::Detective:: Chara and up to 1 ::Police:: Chara, reveal them, put them in your hand, and shuffle your LB.

Detective - Police | MK/S33-043 T: Soul

L2
C1

Inspector Hartley Queen
 [A] [Discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, put all cards in your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from top of his or her LB in Stock.

Police | MK/S33-044 T: Soul

L2
C1

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Elly, One-Shot Swimming Competition
 [C] If all your Charas have ::Book::, this gains +2000 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".

Detective - Book | MK/S33-045 T: Soul

L2
C2

First Phantom Thief
 Look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Alice" and/or "Kazumi" in name, reveal it, put it in your hand, and put the rest in the WR.

MK/S33-046 T: None

L1
C0

Gathering Foodstuffs
 Choose a Chara in your Clock and return it to your hand. Send this to Memory.

MK/S33-047 T: None

L2
C2

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

MK/S33-048 T: Treasure

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

MK/S33-049 T: 2 Soul

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

MK/S33-050 T: Treasure

Sheryl, Yukata Dress
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other ::Detective:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Detective - Camera | MK/S33-051 T: Soul

L3
C2

Sheryl, Yukata Dress
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other ::Detective:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Detective - Camera | MK/S33-051SP T: Soul

L3
C2

Kokoro, Tiny Police
 [C] If you have 2 or more "Kokoro, 5 Seconds Before Snapping", this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Police:: Chara, you may deal 1 Damage to your Opp. (DC can occur. Put the revealed card back where it was)
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Police - Mask | MK/S33-052 T: Soul

L3
C2

Kokoro, Tiny Police
 [C] If you have 2 or more "Kokoro, 5 Seconds Before Snapping", this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Police:: Chara, you may deal 1 Damage to your Opp. (DC can occur. Put the revealed card back where it was)
 [A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Police - Mask | MK/S33-052R T: Soul

L3
C2

Kokoro, 5 Seconds Before Snapping
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Police:: Charas, and that Chara gains +1000 Pow for th 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 ::Police:: Chara in your WR and return it to your hand.

Police - Mask | MK/S33-053 T: None

L0
C0

Kokoro, 5 Seconds Before Snapping
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Police:: Charas, and that Chara gains +1000 Pow for th 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 ::Police:: Chara in your WR and return it to your hand.

Police | MK/S33-053S T: None

L0
C0

Tsugiko of General Affairs Department
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Police - Weapon | MK/S33-054 T: None

L1
C0

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

Detective - Sweets | MK/S33-055 T: None

L1
C0

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

Detective - Sweets | MK/S33-055S T: None

L1
C0

"Mamyu Hanasaki" Kokoro
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Police:: Charas, you may choose a ::Police:: Chara in your WR and put it in your Stock.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Police - Music | MK/S33-056 T: None

L1
C1

"New Detective Outfit" Suzuko Mimori
 [C] If you have 2 or more other ::Detective:: Charas, this gains +1000 Pow.

Detective - Camera | MK/S33-057 T: None

L1
C1

Totsukawa, Plotting Something
 [C] If this is on the Stage, this gains ::Phantom Thief:: gain +500 Pow.
 [C] All your other Charas with either ::Police:: and/or ::Phantom Thief:: gain +500 Pow.
 [A] **CHANGE** [Put this in the WR] At the start of your Draw Phase, may pay. If so, choose 1 "Pink Phantom Thief "Pink Lovely Doom" in your WR and put it in the Slot this was in.

Police | MK/S33-058 T: None

L0
C0

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

Detective - Camera | MK/S33-059 T: None

L0
C0

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

Detective - Camera | MK/S33-059S T: None

L0
C0

Pink Phantom Thief "Pink Lovely Doom"
 [C] If this is on the Stage, this gains ::Police::.
 [A] When this is placed from hand to the Stage, put the top card of your LB in your Clock.

Phantom Thief - Mask | MK/S33-060 T: None

L1
C0

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Lily, Self-Confidence and Courage
 [A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
 [S] [Rest 2 of your ::Detective:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.

Detective - Glasses | MK/S33-061 T: Soul

L2
C1

"New Detective Outfit" Sheryl
 [C] Your other Chara in your Front Row Center Slot gains +X Pow. X = 1000 times # of Markers under this.
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.
 [A] When "Hilly Path to Spring" is placed in your CZ, you may choose a ::Detective:: Chara in your WR and put it face-down under this as Marker.

Detective - Camera | MK/S33-062 T: Soul

L2
C1

"Secretly" Nero
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Sweets:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] [(1) Put this in your Clock] When "Play Count 65" is placed in your CZ, may pay. If so, search your LB for up to 1 Level 1 or lower ::Sweets:: Chara and put it in the Slot this was in, and shuffle your LB.

Detective - Sweets | MK/S33-063 T: None

L0
C0

Keiko Totsukawa
 [C] If this is on the Stage, this gains ::Phantom Thief::.
 [A] [Choose 1 of your other ::Police:: Charas from your Stage and put it in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.

Police | MK/S33-064 T: None

L0
C0

Red Phantom Thief "Red Lion of the Gale"
 [A] This ability activates up to twice per turn. When your other ::Phantom Thief:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

Phantom Thief - Mask | MK/S33-065 T: None

L0
C0

Lily, Timid Girl
 --No Text--

Detective - Glasses | MK/S33-066 T: None

L0
C0

Sheryl, Hospitality
 [C] All your other Charas with either "Sheryl" and/or "Sherlock" in name gain +500 Pow.
 [S] [(2) Rest this] Choose a Chara with either "Sheryl" and/or "Sherlock" in name in your WR and return it to your hand.

Detective - Camera | MK/S33-067 T: None

L1
C0

"Super Elite" Kokoro
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Police - Mask | MK/S33-068 T: Soul

L2
C1

Strategist "Pink Lovely Doom"
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains ::Police:: and [A] **ENCORE** [Put the top card of your LB in your Clock].
 [A] When this attacks, if "Toys of Forgetfulness" is in the CZ, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in Stock, and your Opp. shuffles that Stock.

Phantom Thief - Mask | MK/S33-069 T: Soul

L2
C1

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

Detective - Sweets | MK/S33-070 T: Soul

L2
C1

Chopping Onions
 [Counter] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of your ::Detective:: Charas.

MK/S33-071 T: None

L2
C1

Impostor Kokoro
 If you don't have a ::Police:: Chara, you cannot play this from hand.
 Deal X Damage to your Opp.. X = # of Climax cards in your WR. (DC can occur)
 Choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

MK/S33-072 T: None

L3
C3

Hilly Path to Spring
 [C] All your Charas gain +1000 Pow and +1 Soul.

MK/S33-073 T: Salvage

Play Count 65
 [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.

MK/S33-074 T: 2 Soul

Toys of Forgetfulness
 [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/S33-075 T: 2 Soul

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Cordelia, Tea Party Deep into the Night
 [C] If you have 2 or more other ::Detective:: Charas, this gains +1000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, if "King of Carnage" is in the CZ, search your LB for up to 1 ::Sports:: Chara, reveal it, put it in your hand, and shuffle your LB.

Detective - Sports | MK/S33-076 T: None

L1
C0

Cordelia, Tea Party Deep into the Night
 [C] If you have 2 or more other ::Detective:: Charas, this gains +1000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, if "King of Carnage" is in the CZ, search your LB for up to 1 ::Sports:: Chara, reveal it, put it in your hand, and shuffle your LB.

Detective - Sports | MK/S33-076R T: None

L1
C0

Cordelia, Yukata Dress
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [(1)] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, look at up to 2 cards from top of your LB and choose 1 of them and put it in your hand, and put the rest on top of the LB.

Detective - Sports | MK/S33-077 T: Soul

L3
C2

Milky Holmes Second Stage Edition Booster Pack

Cordelia, Yukata Dress
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [(1)] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, look at up to 2 cards from top of your LB and choose 1 of them and put it in your hand, and put the rest on top of the LB.

Detective - Sports | MK/S33-077SP T: Soul

L3
C2

Elly, Winter Present
 [C] ASSIST During your Opp.'s turn, all your Charas in front of this gain +1 Level and +500 Pow.
 [S] [(2) Rest this] Search your LB for up to 1 ::Book:: Chara, reveal it, put it in your hand, and shuffle your LB.

Detective - Book | MK/S33-078 T: None

L0
C0

Elly, Winter Present
 [C] ASSIST During your Opp.'s turn, all your Charas in front of this gain +1 Level and +500 Pow.
 [S] [(2) Rest this] Search your LB for up to 1 ::Book:: Chara, reveal it, put it in your hand, and shuffle your LB.

Detective - Book | MK/S33-078S T: None

L0
C0

"New Detective Outfit" Izumi Kitta
 [C] Your other Chara in your Front Row Center Slot gains +500 Pow.
 [A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Detective - Sports | MK/S33-079 T: None

L0
C0

Arsene, Great Rival
 [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, draw a card.

Phantom Thief - Mask | MK/S33-080 T: None

L0
C0

Cordelia, Finding the Truth
 [A] [(2) Discard a Climax card from 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 your Opp.'s Level and put it on the bottom of the LB.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from hand to the Watign Room]

Detective - Sports | MK/S33-081 T: Soul

L2
C1

Cordelia, Finding the Truth
 [A] [(2) Discard a Climax card from 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 your Opp.'s Level and put it on the bottom of the LB.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from hand to the Watign Room]

Detective - Sports | MK/S33-081S T: Soul

L2
C1

Commander "Violet Shadow"
 [A] When this is placed from hand to the Stage, look at up to X cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR. X = # of your Charas with either ::Phantom Thief:: and/or with "Alice" in name.
 [A] [(3) Discard 2 cards from hand to the WR, choose 1 of your other Charas from Stage and put it in the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Phantom Thief - Mask | MK/S33-082 T: Soul

L3
C2

Shion, Being Upset
 [C] If this is on the Stage, this gains ::Phantom Thief::.
 [C] All your other Charas with either ::Phantom Thief:: and/or with "Alice" in name gain +500 Pow.
 [S] [(2) Rest this] Draw a card.

No Traits | MK/S33-083 T: None

L0
C0

Shion, Peaceful Time
 [C] If this is on the Stage, this gains ::Phantom Thief::.
 [A] When your other ::Phantom Thief:: Chara attacks, this gains +1000 Pow for the turn.
 [A] ENCORE [Discard a Chara from your hand to the WR]

No Traits | MK/S33-084 T: None

L1
C0

White Phantom Thief "Great White Fallen Angel"
 [C] If you have another "Black Phantom Thief "Darkside Revolution", this gains +4000 Pow and the following ability: "[A] At the end of the turn, put this in the WR."
 [A] When the Battle Opp. of this becomes Reversed, if "Color the Phantom" is in your CZ, 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/S33-085 T: None

L1
C0

Henriette, Intellectual Gaze
 [C] If you have 2 or more other ::Phantom Thief:: Charas, this gains +1 Level and +500 Pow.
 [C] If this is on the Stage, this gains ::Phantom Thief::.

Detective - Student Council | MK/S33-086 T: None

L1
C1

Purple Phantom Thief "Violet Shadow"

[C] ASSIST All your Charas in front of this with either ::Phantom Thief:: and/or with "Alice" in name gain +1500 Pow.
[A] At the start of your Encore Step, if "Color the Phantom" is in the CZ, choose up to 2 of your other Charas with either ::Phantom Thief:: and/or with "Alice" in name and Send them to Memory. At the start of your next Draw Phase, put those Charas in separate Slots on the Stage, and those Charas gain +2000 Pow for that turn.

Phantom Thief - Mask | MK/S33-087 T: Soul

L2
C1

Cordelia, Being a Maiden

[A] At the start of your Climax Phase, choose 1 of your ::Detective:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest 2 of your ::Detective:: Charas] Choose a card in your Level Zone and a card in your WR and Swap them.

Detective - Sports | MK/S33-088 T: None

L0
C0

Kobayashi, Investigation Mode

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1 Level and +1500 Pow for the turn.

Detective | MK/S33-089 T: None

L0
C0

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Blue Phantom Thief "The Fearsome Blue Hunter"

[A] [Rest 1 of your Standing Charas] When "Color the Phantom" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 'Blue Phantom Thief "The Fearsome Blue Hunter"' and put it in any Slot on the Stage, and shuffle your LB.

Phantom Thief - Mask | MK/S33-090 T: None

L0
C0

Elly of "Mushroom"

[C] Your other ::Detective:: Chara in your Front Row Center Slot gains +1 Level and +1500 Pow.
[A] This ability activates up to once per turn. When your card is placed in the Level Zone, draw a card, and discard a card from your hand to the WR.

Detective - Book | MK/S33-091 T: None

L1
C0

Black Phantom Thief "Darkside Revolution"

[C] If you have another 'White Phantom Thief "Great White Fallen Angel"', this gains +4000 Pow and the following ability.
[A] At the end of the turn, put this in the WR.
[A] When this attacks, if "Color the Phantom" is in the CZ, choose 1 of your ::Phantom Thief:: Charas, and that Chara gains +2500 Pow for the turn.

Phantom Thief - Mask | MK/S33-092 T: None

L1
C0

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"Skyrocketing" Elly

[A] [Put the top card of your LB in your Clock, discard a card from your hand to the Waiting Room] When this attacks, if "I Am Male" is in the CZ, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas and put it on the bottom of the LB.

Detective - Book | MK/S33-093 T: Soul

L2
C1

Visconte, Legendary Phantom Thief

[C] This gets -1 Level while on the Stage.

Phantom Thief - Mask | MK/S33-094 T: Soul

L2
C1

Kobayashi, Tea Party Deep into the Night

--No Text--

Detective | MK/S33-095 T: Soul

L2
C2

Invitation to Phantom

[Counter] If you have 1 or fewer Climax cards in your WR, you cannot play this from your hand. Look at up to 4 cards from top of your LB and search for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and put the rest in the WR.

MK/S33-096 T: None

L1
C0

Sudden Attack

Choose up to 1 "Cordelia, Yukata Dress" or "Izumi Kitta, Overdrive!" in your hand and put it in any Slot on the Stage. Send this to Memory.

MK/S33-097 T: None

L2
C2

King of Carnage

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

MK/S33-098 T: Draw

I Am Male

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

MK/S33-099 T: 2 Soul

Color the Phantom

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

MK/S33-100 T: Soul Gate

Sora Tokui, Overdrive!

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Nero, Yukata Dress".
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Detective:: Charas, you may put the top card of your LB in your Stock.
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.

Detective - Sweets | MK/S33-101SSP T: Soul

L3
C2

Mikoi Sasaki, Overdrive!

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Elly, Yukata Dress".
[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "LB of Slumber" is in the CZ, you may put that Chara in Clock.

Detective - Book | MK/S33-102SSP T: Soul

L3
C2

Suzuko Mimori, Overdrive!

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Sheryl, Yukata Dress".
[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Detective:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Detective - Camera | MK/S33-103SSP T: Soul

L3
C2

Izumi Kitta, Overdrive!

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Cordelia, Yukata Dress".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, look at up to 2 cards from top of your LB and choose 1 of them and put it in your hand, and put the rest on top of the LB.

Detective - Sports | MK/S33-104SSP T: Soul

L3
C2

"MILKY GIRLS" Nero
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them on top of the LB in any order.

Detective - Sweets | MK/S33-105 T: None

L0
C0

"MILKY GIRLS" Eily
 [C] If you have no other Charas, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Detective - Book | MK/S33-106 T: None

L0
C0

"MILKY GIRLS" Sheryl
 [A] When this is placed from hand to the Stage, this gains +1 Level and +1000 Pow for the turn.

Detective - Camera | MK/S33-107 T: None

L1
C0

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"MILKY GIRLS" Cordelia
 [C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Detective - Sports | MK/S33-108 T: None

L1
C1

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