

"Blank" Sora & Shiro
 [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 Cost 0 or lower Chara with either "Sora" or "Shiro" in name whose Level is equal to or lower than your Level, put it in any Slot on the Stage, and shuffle your LB.
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Game - Imanity | NGL/S58-001 T: None

L0
C0

"Blank" Sora & Shiro
 [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 Cost 0 or lower Chara with either "Sora" or "Shiro" in name whose Level is equal to or lower than your Level, put it in any Slot on the Stage, and shuffle your LB.
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Game - Imanity | NGL/S58-001S T: None

L0
C0

Sora, "Blank"'s Victory Condition
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Super Healthy Space" is in your CZ, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Imanity | NGL/S58-002 T: None

L1
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Sora, "Blank"'s Victory Condition
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Super Healthy Space" is in your CZ, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Imanity | NGL/S58-002S T: None

L1
C0

Sora, Imanity's Representative
 [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.
 [A] **CX COMBO** When this attacks, if "Defeating the One True God" is in the CZ, you may put the bottom card of your Stock in the WR. If it's Level 3 or higher, deal 2 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur)

Game - Imanity | NGL/S58-003 T: Soul

L3
C2

Sora, Imanity's Representative
 [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.
 [A] **CX COMBO** When this attacks, if "Defeating the One True God" is in the CZ, you may put the bottom card of your Stock in the WR. If it's Level 3 or higher, deal 2 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur)

Game - Imanity | NGL/S58-003SP T: Soul

L3
C2

No Game No Life Booster Pack

Sora, World Reborn
 [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 ::Game:: Charas.
 [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

Game - Imanity | NGL/S58-004 T: Soul

L3
C2

Sora, World Reborn
 [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 ::Game:: Charas.
 [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

Game - Imanity | NGL/S58-004S T: Soul

L3
C2

Sora, Catching Cheats
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Game:: Chara or an Event, 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 is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, this gains +2 Soul for the turn.

Game - Imanity | NGL/S58-005 T: None

L0
C0

Sora, Existence-Fighting Game
 [C] All your other "Shiro, Reunited with Nii" gain +1 Soul.
 [A] [Put the top card of your LB in your Clock] When your Climax card is placed in the CZ, may pay. If so, reveal the top card of your LB. If it's either a ::Game:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Game - Imanity | NGL/S58-006 T: None

L0
C0

Sora, Called Reading
 [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 back on top of the LB in the same order.
 [A] **CX COMBO** When "Checkmate" is placed in your CZ, if this is in the Front Row, choose 1 of your Charas in the Front Row, and that Chara gains the following 2 abilities for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB." "[A] When this becomes Reversed in battle, put all your Charas in the WR."

Game - Imanity | NGL/S58-007 T: None

L0
C0

Sora, First Move
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of the LB in any order.
 [A] When this is placed from hand to the Stage, your Opp. declares 0, 1, 2, or 3. Put the top card of your LB in the WR, and if the Level of the card put in the WR this way is the same as the number your Opp. declared, draw up to X cards, X = 1 + the number your Opp. declared. (Climax cards are considered Level 0 for this effect)

Game - Imanity | NGL/S58-008 T: None

L0
C0

Sora, Winner of the King Election Contest
 [A] When this attacks, reveal the top card of your LB. If it's a ::Game:: Chara, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Game - Imanity | NGL/S58-009 T: None

L1
C0

Young Sora
 [C] **ASSIST** All your ::Game:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] **CX COMBO** When "Promise Between the Two" is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Game - Imanity | NGL/S58-010 T: Soul

L1
C1

Sora, Declaration of War
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Game - Imanity | NGL/S58-011 T: Soul

L2
C1

Sora, Communication Error
 [C] If you don't have another "Shiro, Collapsed Personality", this cannot Attack.
 [A] [Discard a ::Game:: Chara 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 "Shiro, Collapsed Personality", reveal it, put it in your hand, and shuffle your LB.
 [A] When your other "Shiro, Collapsed Personality" is placed from the Stage to the WR, put this in the WR.

Game - Imanity | NGL/S58-012 T: None

L0
C0

Sora, Revealing the Trick of the Game
 [A] When this is placed from hand to the Stage, choose a Cost 1 or higher Chara in your Opp.'s WR and put it in an empty Slot in your Opp.'s Back Row.

Game - Imanity | NGL/S58-013 T: None

L1
C0

Tet, Creator of Disboard
 [A] When your other ::Game:: Chara attacks, this gains +1500 Pow for the turn.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Game - One True God | NGL/S58-014 T: None

L1
C1

Sora, Objection!
 [A] [(1) 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 Level 2 or higher Charas, and that Chara gets -1 Soul for the turn.
 [S] [Counter] **BACKUP 2500 Level 2** [(1) Discard this card from your hand to the WR]

Game - Imanity | NGL/S58-015 T: Soul

L2
C1

Sora, Sharing Memories
 [C] **RECOLLECTION** If "Similar Beings" is in your Memory, this gains +5000 Pow and +1 Soul.

Game - Imanity | NGL/S58-016 T: Soul

L2
C1

Rock-Paper-Scissors
 You and your Opp. Play a Game.
REPLAY Play a Game You declare that you will throw paper, and then play a single game of Rock-Paper-Scissors with your Opp.:
 (i) If you win with paper, draw up to 4 cards.
 (ii) If you either (a) tie with paper, or (b) win with rock or scissors, draw up to 2 cards.
 (iii) If you either (a) lose, or (b) tie with rock or scissors, put this in your Clock.
 (You may throw something other than paper)

NGL/S58-017 T: None

L1
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

"Blank" Does Not Lose
 [Counter] If you have a Chara with "Sora" in name and another Chara with "Shiro" in name, choose 1 of your Charas with "Steph" in name and put it in the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.
 (TL Note: original JP text searches for "Ste", which makes for some unintended targets if directly translated. "Steph" gives the correct targetable card list)

NGL/S58-018 T: None

L3
C5

Defeating the One True God
 [C] All your Charas gain +1000 Pow and +1 Soul.

NGL/S58-019 T: Soul Bounce

Defeating the One True God
 [C] All your Charas gain +1000 Pow and +1 Soul.

NGL/S58-019R T: Soul Bounce

No Game No Life Booster Pack

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

NGL/S58-020 T: Soul Bounce

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

NGL/S58-021 T: Soul Shot

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

NGL/S58-021R T: Soul Shot

Fil Nilvalen
 [A] When this attacks, if you have 1 or fewer other Chara, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.
 [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.

Game - Elf | NGL/S58-022 T: None

L0
C0

Fil Nilvalen
 [A] When this attacks, if you have 1 or fewer other Chara, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put that Chara in any Slot in the Back Row.
 [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.

Game - Elf | NGL/S58-022SP T: None

L0
C0

Izuna, Adorable Differences
 [C] If you have 4 or more ::Game:: Charas, this gets -1 Level while in your hand.
 [C] For each of your other ::Game:: Charas in the Back Row, this gains +500 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Game - Werebeast | NGL/S58-023 T: Soul

L3
C2

Izuna, Adorable Differences
 [C] If you have 4 or more ::Game:: Charas, this gets -1 Level while in your hand.
 [C] For each of your other ::Game:: Charas in the Back Row, this gains +500 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Game - Werebeast | NGL/S58-023SP T: Soul

L3
C2

Kurami Zell
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Day of Promise Long Past" is in your CZ, you may put that Chara in Clock.

Game - Imanity | NGL/S58-024 T: Soul

L3
C2

Kurami Zell
 [A] When this is placed from hand to the Stage, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Day of Promise Long Past" is in your CZ, you may put that Chara in Clock.

Game - Imanity | NGL/S58-024SP T: Soul

L3
C2

Izuna, Naive and Innocent
 [C] Your other Chara in the Front Row Center Slot gains +500 Pow.
 [S] [(1) Rest 2 of your Charas] Look at up to 3 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Werebeast | NGL/S58-025 T: None

L0
C0

Serious Kurami
 [C] All your other Charas gain the following ability.
 "[C] This cannot Side Attack."
 [A] When this attacks, reveal the top card of your LB. If it's a Climax card, this gets -3000 Pow for the turn. (Put the revealed card back where it was)

Game - Imanity | NGL/S58-026 T: None

L0
C0

Serious Kurami
 [C] All your other Charas gain the following ability.
 "[C] This cannot Side Attack."
 [A] When this attacks, reveal the top card of your LB. If it's a Climax card, this gets -3000 Pow for the turn. (Put the revealed card back where it was)

Game - Imanity | NGL/S58-026S T: None

L0
C0

Ino Hatsuse
 [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 the same order.
 [A] When you use **ACCELERATE**, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB."
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Game - Werebeast | NGL/S58-027 T: None

L1
CO

Kurami, Cool Character
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "The Last Piece" is in your CZ, put up to 1 card from top of your LB in your Stock, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Game - Imanity | NGL/S58-028 T: None

L1
CO

Izuna, Eastern Union's Ambassador to Elkia
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Game - Werebeast | NGL/S58-029 T: None

L1
CO

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Izuna, Eastern Union's Ambassador to Elkia
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Game - Werebeast | NGL/S58-029S T: None

L1
CO

Fil, Important Being
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] **CX COMBO** [(1)] When "Day of Promise Long Past" is placed in your CZ, may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Game - Elf | NGL/S58-030 T: Soul

L2
C1

Fil, Important Being
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] **CX COMBO** [(1)] When "Day of Promise Long Past" is placed in your CZ, may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Game - Elf | NGL/S58-030S T: Soul

L2
C1

No Game No Life Booster Pack

Kurami, Limit of Endurance
 [C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
 [A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Imanity | NGL/S58-031 T: None

L0
CO

Fil, Past Grudge
 [A] When this attacks, choose 1 of your other ::Game:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] **BOND/"Kurami, Cool Chara"** [Put the top card of your LB in your Clock]

Game - Elf | NGL/S58-032 T: None

L0
CO

Miko, Werebeast's Representative
 [S] [(1)] Put this in the WR] Choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in the Slot this was in.

Game - Werebeast | NGL/S58-033 T: None

L0
CO

Izuna, Werebeast Girl
 [A] When you use **ACCELERATE**, reveal the top card of your LB. If it's Level 0 or lower, put it either on top or bottom of your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Game - Werebeast | NGL/S58-034 T: None

L0
CO

Kurami, Water Bathing
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, and put them on top of the LB in the same order.
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Similar Beings" in your WR and return it to your hand.

Game - Imanity | NGL/S58-035 T: None

L0
CO

Izuna, Strength Exceeding Physical Limits
 [A] **CX COMBO** When this attacks, if "Blood Destruction" is in the CZ and there are 5 or fewer cards in your hand, look at up to 3 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Werebeast | NGL/S58-036 T: None

L0
CO

Izuna, Hates Bathing
 [A] **CX COMBO** [(1)] When this attacks, if "Hated Bathing Time" is in the CZ, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand." Afterward, reveal the top card of your LB. If it's a ::Game:: Chara, put it in your hand. (Otherwise put it back where it was)

Game - Werebeast | NGL/S58-037 T: None

L1
CO

Izuna, Determined to Win
 [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.

Game - Werebeast | NGL/S58-038 T: Soul

L2
C1

Izuna, Fierce Attacks
 [A] When your other ::Game:: Chara attacks, this gains +1000 Pow for the turn.
 [A] [(1)] At the start of the Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this

Game - Werebeast | NGL/S58-039 T: Soul

L2
C1

Fil, Human's Possibilities
 --No Text--

Game - Elf | NGL/S58-040 T: None

L0
CO

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

Game - Elf | NGL/S58-041 T: None

L1
CO

Kurami, Shared Memories
 [C] **RECOLLECTION** If "Similar Beings" is in your Memory, this gains +1000 Pow and +1 Soul.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Game - Imanity | NGL/S58-042 T: None

L1
CO

Fil, Elf Collaborator
 [C] This gets -1 Level while on the Stage.
 [C] If you have no other Charas with "Kurami" in name, this does not Stand during your Stand Phase.

Game - Elf | NGL/S58-043 T: None

L1
C0

Young Kurami
 [C] For each of your other "Fil, Important Being" in the Back Row, this gains +2000 Pow.

Game - Imanity | NGL/S58-044 T: Soul

L2
C1

Kurami, Human's Possibilities
 [C] If you have 4 or more ::Game:: Charas, this gets -1 Level while in your hand.
 [C] If there's a Marker under this, for each of your other ::Game:: Charas, this gains +1500 Pow.
 [A] When this is placed from hand to the Stage, you may choose a "Fil, Human's Possibilities" in your WR and put it face-up under this as Marker.

Game - Imanity | NGL/S58-045 T: Soul

L2
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Similar Beings
 Look at up to 2 cards from top of your LB and search for up to 2 ::Game:: Charas, reveal them, put them in your hand, and put the rest in the WR.
 Send this to Memory.

NGL/S58-046 T: None

L1
C1

Day of Promise Long Past
 [A] When this is placed from hand to the CZ, choose up to 2 of your GREEN Charas, and they gain +3000 Pow and +1 Soul for the turn.

NGL/S58-047 T: 2 Soul

Day of Promise Long Past
 [A] When this is placed from hand to the CZ, choose up to 2 of your GREEN Charas, and they gain +3000 Pow and +1 Soul for the turn.

NGL/S58-047R T: 2 Soul

No Game No Life Booster Pack

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

NGL/S58-048 T: Treasure

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

NGL/S58-049 T: Treasure

Blood Destruction
 [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.

NGL/S58-050 T: 2 Soul

Steph, Inheritor of Beliefs
 [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 RECOLLECTION [Discard 2 cards from your hand to the WR] When this attacks, if "Collateral Damage" is in the CZ, may pay. If so, deal X Damage to your Opp., and this gains +3000 Pow for the turn. X = # of "The Man Called Foolish King" in your Memory. (DC can occur)

Game - Imanity | NGL/S58-051 T: Soul

L3
C2

Steph, Inheritor of Beliefs
 [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 RECOLLECTION [Discard 2 cards from your hand to the WR] When this attacks, if "Collateral Damage" is in the CZ, may pay. If so, deal X Damage to your Opp., and this gains +3000 Pow for the turn. X = # of "The Man Called Foolish King" in your Memory. (DC can occur)

Game - Imanity | NGL/S58-051SP T: Soul

L3
C2

Jibril, "Blank"'s Vassel
 [A] When this is placed from hand 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] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Game - Flugel | NGL/S58-052 T: Soul

L3
C2

Jibril, "Blank"'s Vassel
 [A] When this is placed from hand 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] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Game - Flugel | NGL/S58-052SP T: Soul

L3
C2

Steph, Common-Sense Person with a Hard Time
 [A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your Opp.'s LB in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Game - Imanity | NGL/S58-053 T: None

L0
C0

Steph, Common-Sense Person with a Hard Time
 [A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your Opp.'s LB in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Game - Imanity | NGL/S58-053S T: None

L0
C0

Jibril, Race Valuing Knowledge Above All Else
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.
 [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 ::Game:: Chara in your WR and return it to your hand.

Game - Flugel | NGL/S58-054 T: None

L0
C0

Jibril, Race Valuing Knowledge Above All Else
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.
 [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 ::Game:: Chara in your WR and return it to your hand.

Game - Flugel | NGL/S58-054S T: None

L0
C0

Jibril, a Single Game
 [A] CX COMBO [Discard a card from your hand to the WR] When this attacks, if "Pow of Flugel" is in the CZ, may pay. If so, this gains +X Pow for the turn. X = Pow of the Chara Opposite this.
 [A] [Put a card from your hand in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Flugel | NGL/S58-055 T: None

L0
C0

Jibril, Pride of Someone with Power
 [A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.
 [A] **CX COMBO** [(1)] When "Death" Itself is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Game:: Charas and Stand it.

Game - Flugel | NGL/S58-056 T: None

L1
C0

Jibril, Pride of Someone with Power
 [A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.
 [A] **CX COMBO** [(1)] When "Death" Itself is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Game:: Charas and Stand it.

Game - Flugel | NGL/S58-056S T: None

L1
C0

Steph, Present from the Former King
 [C] This cannot Side Attack.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "All the Trust Towards Human" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "The Key to Imanity's Hope" in your WR and return it to your hand.

Game - Imanity | NGL/S58-057 T: None

L1
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Steph in Charge of Elkia's Internal Affairs
 [C] If you have 2 or more other ::Game:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Game - Imanity | NGL/S58-058 T: None

L1
C1

Jibril, Truth Behind the Game
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, draw a card.

Game - Flugel | NGL/S58-059 T: None

L0
C0

Steph with an Idea
 [C] All your other ::Game:: Charas gain +500 Pow.
 [A] [Discard a ::Game:: Chara from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if that card has 2 Soul Trigger Icons, may pay. If so, look at up to 2 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.

Game - Imanity | NGL/S58-060 T: None

L0
C0

No Game No Life Booster Pack

Steph, Granddaughter of the Former King
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "The Man Called Foolish King" in your WR and return it to your hand.

Game - Imanity | NGL/S58-061 T: None

L0
C0

Jibril, Former Council of 18 Wings
 [C] For each of your other ::Game:: Charas, this gains +500 Pow.

Game - Flugel | NGL/S58-062 T: None

L1
C0

Steph, Mood of Happiness
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [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.

Game - Imanity | NGL/S58-063 T: Soul

L2
C1

Jibril, Overwhelming Confidence
 [C] If you have 2 or more other ::Game:: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]

Game - Flugel | NGL/S58-064 T: Soul

L2
C2

Exploding Steph
 [A] When your or your Opp.'s Climax card is placed in the CZ, put this in the WR.

Game - Imanity | NGL/S58-065 T: None

L0
C0

Steph, Unable to Stop Loving
 [C] All your other "Steph with Little Presence" gain +1000 Pow.
 [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 "Steph with Little Presence", reveal it, put it in your hand, and shuffle your LB.

Game - Imanity | NGL/S58-066 T: None

L0
C0

Jibril, Full of Interests
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Game - Flugel | NGL/S58-067 T: None

L0
C0

Jibril, Bath Time
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower ::Game:: Chara in your WR and put it in any Slot on the Stage, and at the end of the turn, Send that Chara to Memory.

Game - Flugel | NGL/S58-068 T: None

L1
C0

Steph with Little Presence
 --No Text--

Game - Imanity | NGL/S58-069 T: None

L1
C0

Jibril, Flugel in the Library
 [A] When this is placed from hand to the Stage, this gains +50 Soul for the turn.

Game - Flugel | NGL/S58-070 T: None

L1
C0

Jibril, Loyalty and Devotion
 [A] When you use the **BACKUP** of this, if you have a ::Game:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Game - Flugel | NGL/S58-071 T: Soul

L2
C1

Steph, Appearance of the Loser
 [C] For each of your other ::Game:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Game:: Charas, you may choose a ::Game:: Chara in your WR and put it in your Stock.

Game - Imanity | NGL/S58-072 T: Soul

L2
C1

Materialization Shiritori

If there's no "Materialization Shiritori" in your Memory, Send this to Memory.
[A] **RECOLLECTION** At the start of Climax Phase, if this is in Memory, you and your Opp. **Play a Game**.
[A] **RECOLLECTION** At the end of your Opp.'s turn, if this is in Memory, put this in the WR.
REPLAY Play a Game The turn player declares 0, 1, 2, or 3. If either you or your Opp. has a Chara of that Level, put all your and your Opp.'s Charas of that Level in the WR. If not, all players choose a Chara of that Level in their respective WRs and put it in any Slot on the Stage.

NGL/S58-073 T: None

L2
C3

The Key to Imanity's Hope

If you don't have a Chara with either "Sora" or "Shiro" in name, you cannot play this from hand.
Put the top 2 cards of your LB in the WR, and choose a Level X or lower Chara in your WR and return it to your hand. X = sum of Level of cards put in the WR this way. (Climax cards are considered Level 0 for this effect)

NGL/S58-074 T: None

L1
C0

The Man Called Foolish King

Look at up to 4 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR. Send this to Memory.
[C] **RECOLLECTION** During your turn, if this is in Memory, all your ::Game:: Charas gain +500 Pow.

NGL/S58-075 T: None

L1
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Collateral Damage

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

NGL/S58-076 T: Soul Standby

Collateral Damage

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

NGL/S58-076R T: Soul Standby

All the Trust Towards Human

[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.

NGL/S58-077 T: 2 Soul

No Game No Life Booster Pack

Power of Flugel

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

NGL/S58-078 T: Salvage

Power of Flugel

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

NGL/S58-078R T: Salvage

"Death" Itself

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

NGL/S58-079 T: Soul Standby

Shiro, Imanity's Representative

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Imanity | NGL/S58-080 T: None

L0
C0

Shiro, Imanity's Representative

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Imanity | NGL/S58-080SP T: None

L0
C0

Shiro, Two as One

[A] **CX COMBO** When "Welcome, Gamer" is placed in your CZ, if this is in the Front Row, draw up to 1 card, and this gains +6000 Pow for the turn.
[A] [(1) Discard 2 ::Game:: Charas from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Game - Imanity | NGL/S58-081 T: Soul

L3
C2

Shiro, Two as One

[A] **CX COMBO** When "Welcome, Gamer" is placed in your CZ, if this is in the Front Row, draw up to 1 card, and this gains +6000 Pow for the turn.
[A] [(1) Discard 2 ::Game:: Charas from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Game - Imanity | NGL/S58-081SSP T: Soul

L3
C2

Shiro, Heaven-Sent Strategist

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

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

Game - Imanity | NGL/S58-082 T: None

L0
C0

Shiro, Heaven-Sent Strategist

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

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

Game - Imanity | NGL/S58-082S T: None

L0
C0

Shiro, Path Only Two of Them Know

[C] For each of your other ::Game:: Charas, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Wishing Upon a Rock" is in the CZ and you have another ::Game:: Chara, look at up to 2 cards from top of your LB, choose up to 1 of them and put it either on top or bottom of the Stock, and put the rest in the WR.

Game - Imanity | NGL/S58-083 T: None

L1
C0

Shiro, Path Only Two of Them Know

[C] For each of your other ::Game:: Charas, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Wishing Upon a Rock" is in the CZ and you have another ::Game:: Chara, look at up to 2 cards from top of your LB, choose up to 1 of them and put it either on top or bottom of the Stock, and put the rest in the WR.

Game - Imanity | NGL/S58-083S T: None

L1
C0

Tet, Ten Pledges

[A] [(1) Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, from your WR, choose a Chara with "Sora" in name and a Chara with "Shiro" in name and return them to your hand.

Game - One True God | NGL/S58-084 T: None

L1
C0

Tet, Ten Pledges
 [A] [(1) Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, from your WR, choose a Chara with "Sora" in name and a Chara with "Shiro" in name and return them to your hand.

Game - One True God | NGL/S58-084SP T: None

L1
C0

Shiro, Young Strategist
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [A] [(1) 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 Climax card in your WR and return it to your hand.

Game - Imanity | NGL/S58-085 T: Soul

L2
C1

Shiro, World Reborn
 [C] If "Blank" Sora & Shiro is in your Clock, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, draw up to 1 card, return up to 2 cards from top of your Stock to your hand, and choose the same number of cards in your hand and put them in your Stock in any order.
 [A] When your Opp. uses an [S] ability, this gains +1500 Pow for the turn.

Game - Imanity | NGL/S58-086 T: Soul

L3
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Shiro, World Reborn
 [C] If "Blank" Sora & Shiro is in your Clock, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, draw up to 1 card, return up to 2 cards from top of your Stock to your hand, and choose the same number of cards in your hand and put them in your Stock in any order.
 [A] When your Opp. uses an [S] ability, this gains +1500 Pow for the turn.

Game - Imanity | NGL/S58-086S T: Soul

L3
C2

Shiro, the Coming Vanish
 [C] All your other ::Game:: Charas gain +500 Pow.
 [A] CX COMBO When "Super Healthy Space" is placed in your CZ, draw a card, and discard a card from your hand to the WR.

Game - Imanity | NGL/S58-087 T: None

L0
C0

Shiro, Morning Alone
 [C] If you have no other Chara with "Sora" in name, this does not Stand during your Stand Phase.
 [A] When your other ::Game:: Chara attacks, this gains +1000 Pow for the turn.

Game - Imanity | NGL/S58-088 T: None

L1
C0

No Game No Life Booster Pack

Shiro, Sudden Assault
 [A] [(1) Put a card from your hand in your Clock] 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 the Opp. and put it on the bottom of the LB.
 [S] [Counter] BACKUP 1500, Level 1 [(1) Discard this card from your hand to the WR]

Game - Imanity | NGL/S58-089 T: Soul

L1
C1

Shiro, Huh?
 [S] [Rest this] Choose a card in your hand and put it on the bottom of the Stock.

Game - Imanity | NGL/S58-090 T: None

L0
C0

Shiro, Reunited with Nii
 --No Text--

Game - Imanity | NGL/S58-091 T: None

L0
C0

Shiro, Collapsed Personality
 [C] If you don't have another "Sora, Communication Error", this cannot attack.
 [A] [Discard a ::Game:: Chara 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 "Sora, Communication Error", reveal it, put it in your hand, and shuffle your LB.
 [A] When your other "Sora, Communication Error" is placed from the Stage to the WR, put this in the WR.

Game - Imanity | NGL/S58-092 T: None

L0
C0

Shiro, Boring Battle
 [C] For each Marker under this, this gains +1500 Pow.
 [A] [(1) Discard a card from your hand to the WR] When this becomes Reversed in battle, may pay. If so, look at the top card of your LB, put it face-down under this as Marker, and Rest this.

Game - Imanity | NGL/S58-093 T: None

L1
C1

Young Shiro
 [C] For each of your other "Young Shiro" in the Front Row, this gains +2000 Pow.
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Promise Between the Two" is in your CZ, draw up to 1 card, and put up to 1 card from top of your LB in your Stock.

Game - Imanity | NGL/S58-094 T: Soul

L2
C1

Shiro, Lovey-Dovey
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Game:: Charas.
 [A] ENCORE [Discard a ::Game:: Chara from your hand to the WR]

Game - Imanity | NGL/S58-095 T: Soul

L2
C2

Natural Born Genius
 If you don't have a Chara with "Shiro" in name, you cannot play this from hand.
 Look at up to 6 cards from top of your LB, choose up to 1 of them and put it either on top or bottom of your Stock, and put the rest in the WR.

NGL/S58-096 T: None

L1
C0

Accelerated Thinking
 Rest 1 of your Standing ::Game:: Charas. If so, search your LB for up to 2 ::Game:: Charas, reveal them, put them in your hand, and shuffle your LB.

NGL/S58-097 T: None

L1
C2

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

NGL/S58-098 T: Draw

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

NGL/S58-098R T: Draw

Wishing Upon a Rock
 [C] All your Charas gain +1000 Pow and +1 Soul.

NGL/S58-099 T: Soul Gate

Promise Between the Two
 [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.

NGL/S58-100 T: 2 Soul

L1
C0

Sora, Visitor from a Foreign World
 [A] When this attacks, if you have 2 or more other ::Game:: Charas, this gains +2000 Pow for the turn.

Game - Imanity | NGL/S58-101 T: Soul

L1
C0

Kurami, for the Sake of Imanity
 [C] This gets -2 Level while on the Stage.
 [A] When your other ::Game:: Chara attacks, this gains +1500 Pow for the turn.

Game - Imanity | NGL/S58-102 T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Fil, Lord of the Nilvalen Household
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Game - Elf | NGL/S58-103 T: Soul

L0
C0

Izuna, Wrong Word Usage
 [C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Game - Werebeast | NGL/S58-104 T: Soul

L1
C1

Steph, Support of the Elkia Kingdom
 [C] All your other ::Game:: Charas gain +500 Pow.
 [A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Game - Imanity | NGL/S58-105 T: Soul

L1
C0

No Game No Life Booster Pack

Jibril, Appreciation Towards Her Master
 [C] **RECOLLECTION** If "Materialization Shiritori" is in your Memory, this gains +2 Level and +8000 Pow.
 [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.

Game - Flugel | NGL/S58-106 T: Soul

L2
C1

Shiro, Visitor from a Foreign World
 [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.

Game - Imanity | NGL/S58-107 T: Soul

L0
C0

Tet, God of Games
 [S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Game:: Chara in your WR and return it to your hand.

Game - One True God | NGL/S58-108 T: Soul

L0
C0

L1
C0