

"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

L0C0

"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

L0C0

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

L1C0

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

L1C0

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

L3C2

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

L3C2

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

L3C2

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

L3C2

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

L0C0

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

L0C0

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

L0C0

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

L0C0

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

L1C0

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

L1C1

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

L2C1

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

L0C0

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

L1C0

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

L1C1

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

L2C1

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

L2C1

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

L1C0

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

L3C5

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

L0C0

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

L0C0

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

L3C2

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

L3C2

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

L3C2

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

L3C2

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

L0C0

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

L0C0

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

L0C0

### 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  
C0

### 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  
C0

### 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  
C0

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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

### 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  
C0

[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.

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

**L2**  
**C1**

L2  
C2

$$\frac{L1}{C1}$$

1

1

—

1

—

**L3**  
**C2**

L3  
C2

**L3**  
**C2**

L3  
C2

LO  
CO

LO
CO

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

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

L2C3

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

L1C0

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

L1C1

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

L0C0

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

L0C0

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

L3C2

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

L3C2

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

L0C0

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

L0C0

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

L1C0

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

L1C0

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

L1C0

[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.

L1  
C0

L2  
C1

**L3**  
**C2**

**L3**  
**C2**

LO
CO

L1
C0

$$\frac{L1}{C1}$$

LO  
CO

<div> <div>L0</div> <div>C0</div> </div>
--

$$\frac{L0}{C0}$$
$$\frac{L1}{C1}$$

**L2**  
**C1**

$$\frac{L2}{C2}$$

L1  
C0

**L1**  
**C2**

*NGL/S58-099 T: Soul Gate*

[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.

--

	L1
	C0

	L2
	C1

L0  
C0


L1  
C1

	L1
	C0


	L2
	C1

	LO
	CO

	L0
	C0



--



--	--

--

--