

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, 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.

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

[C] If all your Charas are ::Landosol::, this gains +1000 Pow.
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, 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.

LO
CO

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

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L0
C0

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

L1
C0

[C] If you have 2 or more other ::Landosol:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Name is, Gourmet Guild!" is in your CZ, search your LB for up to 1 ::Landosol:: Chara, reveal it, put it in your hand, and shuffle your LB.

L1	
C0	

[C] If you have 2 or more other ::Landosol:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Name is, Gourmet Guild!" is in your CZ, search your LB for up to 1 ::Landosol:: Chara, reveal it, put it in your hand, and shuffle your LB.

L1
C0

[C] If you have 2 or more other ::Landosol:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Name is, Gourmet Guild!" is in your CZ, search your LB for up to 1 ::Landosol:: Chara, reveal it, put it in your hand, and shuffle your LB.

L1
C0

L1
C0

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

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

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(1) Rest this] If you have 2 or fewer cards in your hand, draw a card.

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

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(1) Rest this] If you have 2 or fewer cards in your hand, draw a card.

L2
C1

[A] **ENCORE** [Discard a ::Landosol:: Chara from your hand to the WR]

L2
C2

[C] If you have another "Karyl, Secret Menu" and "Kokkoro, First Collection Quest", this gains +2000 Pow.

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

L3
C2

[C] If you have another "Karyl, Secret Menu" and "Kokkoro, First Collection Quest", this gains +2000 Pow.

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

L3
C2

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

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

[C] All your Charas gain +2 Soul.

PRD/W84-T12 T: 2 Soul

[C] During your turn, all your other "Kokkoro, Protection from Ameth-sama" gain +2000 Pow.
[A] **BOND/"Kokkoro, Protection from Ameth-sama"**
[1]

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

[S] ([1]) Draw a card, and discard a card from your hand to the WR.

[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, draw up to 1 card.

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

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

LO
CO

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

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

[C] For each of your other ::Landosol:: Charas, this gains +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

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

[C] For each of your other ::Landosol:: Charas, this gains +1000 Pow.

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

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

L3
C2

Choose up to 2 Charas in your WR and return them to your hand.

L2
C2

[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.

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