

Luck & Logic

When you obtain this card, you have been chosen by the fate to become a Logicalist.
[Anime] 1/9/2016 (Sat) 10:30PM~ TOKYO MX etc. ON AIR!
[TCG] 1/28/2016 (Thu) Start Deck and Booster Pack ON SALE!

PR/0000 | Luck - Logic | W: Septpia

L1
C0

Announcing the Beginning *Athena*

[C] If your paradox is in the Battle Zone or the Paradox Zone, this Mem gains +2 aura.

PR/0001 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Emergency Trance! *Sena*

[A]: When this Mem loses the battle while defending, Drop the top card of your Deck.

PR/0002 | Sincerity - None | W: Disfia

L1
C0

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Emergency Trance! *Asura*

[C] If you have 4 or more Mem's, this Mem gains +2000 Pow.

PR/0003 | Fighting Soul - None | W: Disfia

L1
C0

Moves of Tiger *Chloe*

[A] When your green paradox is placed to the Battle Zone during this Mem's battle, this Mem gains +1000 Pow for the battle.

PR/0004 | Talent - Toothed Beast | W: Monolium

L4
C0

Changing Clothes *Chloe*

[C] During your turn, if this Mem is in the front row, this Mem gains +3000 Pow.

PR/0005 | Talent - None | W: Monolium

L1
C0

Promo Cards

Power of Dragon *Tamaki*

[A] When your yellow paradox is placed to the Battle Zone during this Mem's battle, this Mem gains +1000 Pow for the battle.

PR/0006 | Intelligence - Dragon Soul | W: Disfia

L4
C0

Changing Clothes *Tamaki*

[C] During your turn, if this Mem is in the front row, this Mem gains +3000 Pow.

PR/0007 | Intelligence - None | W: Disfia

L1
C0

For the Sake of Allies *Sena*

[LD] [(3)] Choose a level 4 or lower ::Disfia:: TU in your DZ and return it to your hand.

PR/0008 | Sincerity - Fighting Soul | W: Disfia

L2
C0

Fighting Hard in the Sea *Tamaki*

[C] If there are 4 or more paradoxes in your DZ, this Mem gains +3000 Pow.
[LD] [(3)] Draw a card. This Mem gains +3000 Pow during your Opp.'s next turn.

PR/0009 | Intelligence - Elegant Soul | W: Disfia

L3
C0

Dash in the Sea *Chloe*

[C] For every 3 cards in your Stock, this Mem gains +1000 Pow.
[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

PR/0010 | Talent - Azure Beast | W: Monolium

L3
C0

Unwavering Bond

[A] [(3)] When this card is placed from hand to the Battle Zone, if your Mem in battle is a card with either "Tamaki" or "Chloe" as the name, may pay. If so, for the battle, that Mem gains +2 aura, +1 limit, and put the top card of your Deck face-up to the Battle Zone.

PR/0011 | None - None | W: Monolium

L0
C0

Twin Falls of Abimoa

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if your Opp. has 3 or more destroyed gates, additionally draw 2 cards, and Discard a card.

PR/0012 | None - None | W: Monolium

L0
C0

Twin Falls of Abimoa

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if your Opp. has 3 or more destroyed gates, additionally draw 2 cards, and Discard a card.

PR/0012 | None - None | W: Monolium

L0
C0

Gate of Transmigration

[A] When this gate is destroyed, stock the top card of your Deck. Afterwards, Drop the top card of your Deck, and draw a card.

PR/0013 | None - None | W: Disfia

L0
C0

Gate of Transmigration

[A] When this gate is destroyed, stock the top card of your Deck. Afterwards, Drop the top card of your Deck, and draw a card.

PR/0013 | None - None | W: Disfia

L0
C0

Return to the Battlefield *Yoshichika*

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0014 | Devotion - None | W: Tetra-Heaven

L1
C0

Smiling Goddess *Athena*

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +1 aura for the battle.

PR/0015 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Relaxing Tamaki

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0016 | Intelligence - None | W: Tetra-Heaven

L1
C0

Amidst Self-Training Chloe

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0017 | Talent - None | W: Tetra-Heaven

L1
C0

One Minute Recharge Mana

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0018 | Contemplate - None | W: Tetra-Heaven

L1
C0

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Worrying Yukari

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0019 | Charm - None | W: Tetra-Heaven

L1
C0

Shiori's Greeting

[A] [(3)] When this card is placed from hand to the Battle Zone, if your Mem in battle is "Yoshichika", may pay. If so, draw a card, and for the battle, your Mem in battle gains +5000 Pow.

PR/0020 | None - None | W: Tetra-Heaven

L0
C0

Director on the Battlefield Veronica

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0021 | Conviction - None | W: Tetra-Heaven

L1
C0

Promo Cards**Talent for Silence Olga**

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0022 | Aloof - None | W: Tetra-Heaven

L1
C0

Unrivaed Sneer Lucifer

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +1 aura for the battle.

PR/0023 | Fallen - None | W: Tetra-Heaven

L1
C0

Happiness-Protecting Fist Yoshichika

[A] When your yellow paradox is placed to the Battle Zone during this Mem's battle, this Mem gains +1000 Pow for the battle.

PR/0024 | Devotion - Sacred Heart | W: Tetra-Heaven

L4
C0

Owning Power Athena

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +4000 Pow for the battle.

PR/0025 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Secretly-handing Tamaki

[A] When this Mem enters the Field, choose 1 of your non-"Tamaki" Mem, and that Mem gains +1000 Pow for the turn.

PR/0026 | Intelligence - None | W: Tetra-Heaven

L1
C0

Handmade Chocolate Yukari

[A] When this Mem enters the Field, choose 1 of your non-"Yukari" Mem, and that Mem gains +1000 Pow for the turn.

PR/0027 | Charm - None | W: Tetra-Heaven

L1
C0

Chocolate for Friends Chloe

[A] When this Mem enters the Field, choose 1 of your non-"Chloe" Mem, and that Mem gains +1000 Pow for the turn.

PR/0028 | Talent - None | W: Tetra-Heaven

L1
C0

First Valentine Mana

[A] When this Mem enters the Field, choose 1 of your non-"Mana" Mem, and that Mem gains +1000 Pow for the turn.

PR/0029 | Contemplate - None | W: Tetra-Heaven

L1
C0

Covenant from Heart Mana

[C] If you have 1 or more "Artemis", this Mem gains +1 aura.

PR/0030 | Contemplate - None | W: Tetra-Heaven

L1
C0

Nestled Close to the Heart Artemis

[C] If there are 3 or more "Mana" in your Level Zone, this Mem gains +1 aura.

PR/0031 | Shishin - None | W: Tetra-Heaven

L1
C0

United Heart Mana

[LD] [(3)] For the turn, this Mem gains +1 aura and "[A] At the end of the battle in which this Mem attacked, choose a card in your Level Zone and Stand it".

PR/0032 | Contemplate - Shishin | W: Tetra-Heaven

L3
C0

Full of Self-Confidence Chloe

[C] If there are 9 or more cards in your Stock, this Mem gains +1 aura.

PR/0033 | Talent - None | W: Monolium

L1
C0

Beyond the Covenant *Athena*

[A] When this Mem attacks, if there are 3 or more ::Tetra-Heaven:: cards in your Level Zone, this Mem gains +3000 Pow for the battle.

PR/0034 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Shrine of Olympus

[A] When this gate is destroyed, Stock the top 2 cards of your Deck, and choose a card in your Level Zone and Stand it.

PR/0035 | None - None | W: Tetra-Heaven

L0
C0

Prison of Hades

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a card in your Opp.'s Level Zone and Rest it.

PR/0036 | None - None | W: Tetra-Heaven

L0
C0

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Qualification as a Logicalist *Yoshichika*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

PR/0037 | Devotion - None | W: Tetra-Heaven

L1
C0

Knowledge- And Tactics-Governing Goddess *Athena*

[A] When this Mem enters the Field, choose 1 of your "Yoshichika", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

PR/0038 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Holy Knight of Light *Yoshichika*

[LD] [(3)] If all your circles have either "Athena" and/or "Yoshichika", choose all your Mems, and they gain +3000 Pow for the turn.

PR/0039 | Devotion - Sacred Heart | W: Tetra-Heaven

L4
C0

Promo Cards

Wish of Savior *Tamaki*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

PR/0040 | Intelligence - None | W: Tetra-Heaven

L1
C0

Goddess of Love And Beauty *Venus*

[A] When this Mem enters the Field, choose 1 of your "Tamaki", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mems that has no Mem in the circle behind it and move it to the circle behind it.

PR/0041 | Benevolent - None | W: Tetra-Heaven

L1
C0

Noble Ideal *Tamaki*

[LD] [(3)] Draw a card. Choose all your ::Tetra-Heaven:: Mems, and during your Opp.'s next turn, give them "[A] When this Mem loses a battle while defending, choose a card in your Level Zone and Stand it".

PR/0042 | Intelligence - Benevolent | W: Tetra-Heaven

L4
C0

Straight Line *Chloe*

[A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mems whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

PR/0043 | Talent - None | W: Tetra-Heaven

L1
C0

Goddess of War *Valkyrie*

[A] When this Mem enters the Field, choose 1 of your "Chloe", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Mems whose Pow is 4000 or lower, and you may Stock this Mem and that Mem.

PR/0044 | Heart of Sword - None | W: Tetra-Heaven

L1
C0

Evil-Breaking Blade *Chloe*

[A] When this Mem attacks, if the level of this Mem is equal to or lower than the level of the battle Opp., this Mem gains +2000 Pow for the battle.

[LD] [(3)] This Mem gains +4000 Pow for the turn. Then, if there are 3 or more "Chloe" in your Level Zone, additionally Stock the top card of your Deck.

PR/0045 | Talent - Heart of Sword | W: Tetra-Heaven

L4
C0

Calm Eyes *Mana*

[A] When this Mem loses a battle while defending, choose a ::Tetra-Heaven:: card in your Level Zone and stand it.

[A] VG: When this Mem enters the Field, you may choose a Mem with 0 soul in your Opp.'s front row and return it to hand.

PR/0046 | Contemplate - None | W: Tetra-Heaven

L1
C0

Goddess of the Moon *Artemis*

[A] When this Mem enters the Field, choose 1 of your "Mana", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, you may choose a Mem with 0 soul in your Opp.'s front row and return it to hand.

PR/0047 | Shishin - None | W: Tetra-Heaven

L1
C0

Silence-Calling Shooting *Mana*

[A]: When this Mem attacks, if this Mem is next to the battle Opp., this Mem gains +2000 Pow for the battle.

[LD] [(3)] This Mem gains +1 aura and "[C] This Mem is considered to be next to all your Opp.'s Mems" for the turn.

PR/0048 | Contemplate - Shishin | W: Tetra-Heaven

L4
C0

Working Hard *Yukari*

A] When this Mem loses a battle while defending, choose 1 of your ::Tetra-Heaven:: cards in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Level 1 Mems in the front row, and you may Drop this Mem and that Mem.

PR/0049 | Charm - None | W: Tetra-Heaven

L1
C0

Snake God *Quetzalcoatl*

A] When this Mem enters the Field, choose 1 of your "Yukari", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, choose 1 of your Opp.'s Level 1 Mems in the front row, and you may Drop this Mem and that Mem.

PR/0050 | Serpent God - None | W: Tetra-Heaven

L1
C0

Dragon Girl Flying in the Sky *Yukari*

[LD] [(3)] Choose 1 of your other ::Tetra-Heaven:: Mems, and it gains +5000 Pow for the turn.

PR/0051 | Charm - Serpent God | W: Tetra-Heaven

L4
C0

Frontline Commander *Veronica*

[A] When this Mem loses a battle while defending, choose a ::Tetra-Heaven:: card in your Level Zone and Stand it.

[A] VG: When this Mem enters the Field, choose a Level 1 Mem in your Opp.'s front row, and you may Drop this Mem and that Mem.

PR/0052 | Conviction - None | W: Tetra-Heaven

L1
C0

Goddess of Anger And Punishment *Nemesis*

[A] When this Mem enters the Field, choose 1 of your "Veronica", and that Mem gains +1000 Pow for the turn.

[A] VG: When this Mem enters the Field, choose a Level 1 Mem in your Opp.'s front row, and you may Drop this Mem and that Mem.

PR/0053 | Mischievous - None | W: Tetra-Heaven

L1
C0

Cold Expulsive Flames *Veronica*

[LD] [(3)] For each of your destroyed gates, this Mem gains +1000 Pow for the turn. Choose 1 of your Opp.'s Level 1 Mem. Then, if there are 3 or more "Veronica" in your Level Zone and there is 1 or more destroyed gates in the circle in which the chosen Mem is occupying, additionally Drop that Mem.

PR/0054 | Conviction - Mischievous | W: Tetra-Heaven

L4
C0

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Operation Success!

[A] [(1)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is "Chloe" or "Mana", may pay. If so, for the battle, that Mem gains +5000 Pow and +1 limit.

PR/0055 | None - None | W: Tetra-Heaven

L0
C0

Fleeting Break *Sena*

[A] When this Mem enters the Field, Drop the top 2 cards of your Deck.

[LD] [(3)] Draw a card. This Mem gains +3000 Pow during your Opp.'s next turn.

PR/0056 | Sincerity - Fighting Soul | W: Disfia

L3
C0

Under the Cherry Tree *Athena*

[C] If this Mem is adjacent to your "Yoshichika", this Mem gains +1 aura.

PR/0057 | Sacred Heart - None | W: Tetra-Heaven

L1
C0

Promo Cards

Emergency Deployment! *Giselle*

[A] [Rest this] When this Mem enters the Field, may pay. If so, Drop the top card of your Deck.

PR/0058 | Charm - None | W: Disfia

L1
C0

Emergency Deployment! *Yakusa*

[A] [Discard a card] When this Mem Intercepts, if your Mem in battle is "Giselle", may pay. If so, draw a card, and Drop the top card of your Deck.

PR/0059 | Thunder Soul - None | W: Disfia

L1
C0

On Stage! *Giselle*

[A] [Put 2 ::Disfia:: Mem from your DZ on the bottom of your Deck in any order] When this Mem enters the Field, may pay. If so, this Mem gains +1 aura for the turn.

[LD] [(3)] Choose a ::Disfia:: Logicalist or Foreigner in your DZ and return it to your hand.

PR/0060 | Charm - Thunder Soul | W: Disfia

L2
C0

Let's Go! *Yukari*

[A] When this Mem destroys a gate in your Opp.'s back row, if there are 4 or more ::Tetra-Heaven:: Mem in your Level Zone, Drop the top card of your Opp.'s Stock.

[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

PR/0061 | Charm - Serpent God | W: Tetra-Heaven

L3
C0

Secret Sign *Mana*

[C] During your turn, if there are 4 or more ::Tetra-Heaven:: Mem in your Level Zone, this Mem gains +1 limit.

[LD] [(3)] For the turn, this Mem gains +1 aura and "[A] At the start of the End of Battle Step while this Mem is attacking, choose a card in your Level Zone and Stand it".

PR/0062 | Contemplate - Shishin | W: Tetra-Heaven

L3
C0

Love Heart *Tamaki*

[A] When this Mem enters the Field, if there are 4 or more ::Tetra-Heaven:: Mem in your Level Zone, choose 2 of your gates, and Swap them without changing their state.

[LD] [(3)] Draw a card. This Mem gains +3000 Pow during your Opp.'s next turn.

PR/0063 | Intelligence - Benevolent | W: Tetra-Heaven

L3
C0

Flash Sword *Chloe*

[A] When this Mem destroys a gate in your Opp.'s back row, if there are 4 or more ::Tetra-Heaven:: Mem in your Level Zone, Stock the top card of your Deck.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

PR/0064 | Talent - Heart of Sword | W: Tetra-Heaven

L3
C0

Path of Cherry Blossom Trees

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.

PR/0065 | None - None | W: Septpia

L0
C0

Save the World with Love? *Tamaki*

[A] VG: When this Mem enters the Field, you may choose 1 of your Opp.'s Territory 1 Mem that has no Mem in the circle behind it and move it to the circle behind it.

PR/0066 | Intelligence - None | W: Tetra-Heaven

L1
C0

Mission Complete!

[A] [(2)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is "Mana" or "Yukari", may pay. If so, look at the top card of your Deck and put it either on top or bottom of your Deck, and for the battle, your Mem in battle gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

PR/0067 | None - None | W: Tetra-Heaven

L0
C0

Spiral Sonic *Yukari*

[A] [(2)] When this Mem attacks, may pay. If so, for the battle, this Mem gains +1 limit, and put the top card of your Deck face-up to the Battle Zone.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow for the turn.

PR/0068 | Charm - Flying Unit | W: Tritomy

L2
C0

Subspace

[A] When this gate is destroyed, Stock the top 2 cards of your Deck, and choose a card in your DZ and put it on top of your Deck.

PR/0069 | None - None | W: Tritomy

L0
C0

Hidden Village of Ghost Lights

[A] When this gate is destroyed, Stock the top card of your Deck, look at the top X cards of your Deck, choose 1 of them and put it in your hand, and Drop the rest. X is the number of your destroyed gates.

PR/0070 | None - None | W: Disfia

L0
C0

Power Reconnaissance Yukari

[A] When your card is placed from the Deck to the Battle Zone while this Mem is attacking, this Mem gains +1000 Pow for the battle.
[LD] [(3)] Draw a card. This Mem gains +4000 Pow for the turn.

PR/0071 | Charm - Flying Unit | W: Tritomy

L3
C0

Opening of the Beach Chloe

[A] When this Mem is placed to the Level Zone, if you have 1 or more Mems with at least 1 soul, Stock the top card of your Deck.

PR/0072 | Talent - None | W: Tetra-Heaven/Septpia

L1
C0

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Breaking Records Sena

[A] When this Mem loses a battle while defending, Drop the top card of your Deck. Then, if the card Dropped this way is either a Logicalist or a Foreigner, you may additionally pay (1). If so, return that Mem from your DZ to your hand.

PR/0073 | Sincerity - None | W: Disfia/Septpia

L1
C0

Crystal Beach at Noon

[A] When this gate is destroyed, Stock the top 2 cards of your Deck, choose 1 of your ::Summer:: TUs, a Logicalist in your DZ, and a Foreigner in your DZ, and put the Logicalist and Foreigner chosen this way in the soul of the Transunion chosen this way.

PR/0074 | None - None | W: Septpia

L0
C0

Crystal Beach at Night

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose from your DZ a total of 2 Logicalists or Foreigners and deploy them.

PR/0075 | None - None | W: Septpia

L0
C0

Promo Cards

Tamaki of Eternal Summer

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.

PR/0076 | None - None | W: Septpia

L0
C0

Mana of Eternal Summer

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

PR/0077 | None - None | W: Septpia

L0
C0

Yukari of Eternal Summer

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

PR/0078 | None - None | W: Septpia

L0
C0

Chloe of Eternal Summer

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mems and rest them.

PR/0079 | None - None | W: Septpia

L0
C0

Veronica of Eternal Summer

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose a level 4 or lower Mem in your DZ and deploy it.

PR/0080 | None - None | W: Septpia

L0
C0

Polished Gem Giselle

[A] [Discard a card] When this Mem enters the Field, if you have 1 or more Mems with at least 1 soul that is either blue or ::Summer::, may pay. If so, draw a card.

PR/0081 | Charm - None | W: Disfia/Septpia

L1
C0

Battle Surfer Venus

[A] When your ::Summer:: Mem enters the Field via Trance, this Mem gains +2 aura for the turn.

PR/0082 | Benevolent - None | W: Tetra-Heaven/Septpia

L1
C0

Blue Ocean

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

PR/0083 | None - None | W: Septpia

L0
C0

Hobby of the Royalty, Nina

[A] [Discard a card] When this Mem destroys a gate in your Opp.'s back row, if you have 3 or more ::Monolium:: Mems, may pay. If so, choose a Level 4 or lower ::Monolium:: TU in your DZ and return it to your hand.

PR/0084 | Contemplate - None | W: Monolium

L1
C0

Nimble Dance Nina

[A] [(1)] When this Mem destroys a gate in your Opp.'s back row, may pay. If so, choose a ::Monolium:: Mem in your DZ and return it to your hand.

[LD] [(3)] Draw a card. Choose 1 of your other Mems, and that Mem gains +1000 Pow for the turn.

PR/0085 | Contemplate - Cat Beast | W: Monolium

L2
C0

Sacred Tree of Lauralin

[A] When this gate is destroyed, Stock the top 2 cards of your Deck. Then, if you have 1 or more ::Monolium:: TU with at least 1 soul, additionally choose 1 of your Mems, and until the end of your turn, that Mem gains +5000 Pow and +1 aura.

PR/0086 | None - None | W: Monolium

L0
C0

Arshine Port

[A] When this gate is destroyed, Stock the top 2 cards of your Deck. Then, if you have 1 or more ::Tritomy:: TU with at least 1 soul, additionally look at the top 7 cards of your Deck, put them on top of your Deck in any order, and draw a card.

PR/0087 | None - None | W: Tritomy

L0
C0

Innocent Eyes Nina

[A] [Discard a yellow card] When your other Mem attacks or defends, may pay. If so, that Mem gains +1 aura for the battle.

[LD] [(3)] Draw a card. Choose 1 of your other Mem's, and that Mem gains +1000 Pow for the turn.

PR/0088 | Contemplate - Pure Flower | W: Monolium

L2
C0

The Best Move Ashley

[A] [1/turn] When your other ::Tritomy:: card is placed from the Deck to the Battle Zone, choose a Mem in your DZ and Stock it.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow until the end of your Opp.'s turn.

PR/0089 | Dream - Guidance Unit | W: Tritomy

L3
C1

Powerful Shooter Aoi

[A] [(0)] At the start of your Battle Phase, may pay. If so, you and your Opp. both draw a card.

[LD] [(2)] Draw a card.

PR/0090 | Flow - Rabbit Beast | W: Monolium

L2
C0

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Reliable Helper Sena

[A] At the start of your Opp.'s End of Turn Step, choose 1 of your "Sena" with 0 Soul and return it to your hand.

[LD] [(2)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

PR/0091 | Sincerity - Toothed Beast | W: Monolium

L3
C0

Black Cat Familiar Mana

[A] When this gate is destroyed, Stock the top card of your Deck. Afterwards, Drop the top card of your Deck, and draw a card.

PR/0092 | None - None | W: Disfia

L0
C0

Vampire Chloe

A] When this gate is destroyed, Stock the top 2 cards of your Deck, and choose a card in your Level Zone and Stand it.

PR/0093 | None - None | W: Tetra-Heaven

L0
C0

Promo Cards**Witch Girl Nina**

[A] When this gate is destroyed, Stock the top 2 cards of your Deck, choose a card in your DZ and put it on top of your Deck.

PR/0094 | None - None | W: Tritomy

L0
C0

Wolf Girl Ashley

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if your Opp. has 3 or more destroyed gates, additionally draw 2 cards, and Discard a card.

PR/0095 | None - None | W: Monolium

L0
C0

Jack-o'-Lantern Yukari

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a card in your Opp.'s Level Zone and Rest it.

PR/0096 | None - None | W: Tetra-Heaven

L0
C0

Little Devil Tamaki

[A] When this gate is destroyed, Stock the top card of your Deck, look at the top X cards of your Deck, choose 1 and put it in your hand, and Drop the rest. X is the number of your destroyed gates.

PR/0097 | None - None | W: Disfia

L0
C0

Welcomed by the Sea Tamaki

[A] [Drop the top card of Deck] When this Mem defends, may pay. If so, for the battle, this Mem gains +2000 Pow (if the card Dropped by this ability's cost is a tactics, this Mem gains +3000 Pow instead).

[LD] [(3)] Draw a card. This Mem gains +3000 Pow during your Opp.'s next turn.

PR/0098 | None - Intelligence | W: Disfia

L3
C0

Raging Thunder Tamaki

[A] [Discard a Mem] When this Mem enters the Field via Trance, may pay. If so, choose a Mem in your DZ with the same Chara name as the Mem discarded for the cost of this ability and return it to your hand.

[LD] [(3)] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

PR/0099 | None - Intelligence | W: Disfia

L3
C0

We Are the Luck & Logic Club!

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

PR/0100 | None - None | W: Septpia

L0
C0

Pitch Black Smile Mejiko

[S] [Drop this Mem] Choose 1 of your Opp.'s Mem's, and that Mem gets -1 aura for the turn.

PR/0101 | None - Talent | W: Disfia

L1
C0

Brand New Step Mana

[A] At the start of the end of battle step during this Mem's battle, if there are 2 or more Rested blue cards in your Level Zone, draw a card, and discard a card.

[LD] [(2)] Draw a card.

PR/0102 | Contemplate - Shishin | W: Tetra-Heaven

L2
C0

Momentary Break Chloe

[A] [Discard a green card] When this Mem enters the Field via Trance, may pay. If so, Stock the top 4 cards of your Deck.

[LD] [(2)] Draw a card.

PR/0103 | Talent - Toothed Beast | W: Monolium

L2
C0

Chloe Maxwell

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.

PR/0104 | None - None | W: Tritomy

L0
C0

Nina Alexandrovna

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

PR/0105 | None - None | W: Monolium

L0
C0

Veronica Ananko

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

PR/0106 | None - None | W: Monolium

L0
C0

Ashley Bradbury

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mems and rest them.

PR/0107 | None - None | W: Tritomy

L0
C0

Aoi Iroha

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose a level 4 or lower Mem in your DZ and deploy it.

PR/0108 | None - None | W: Tritomy

L0
C0

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Sieghard Krauss

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.

PR/0109 | None - None | W: Tritomy

L0
C0

Yukari Nanahoshi

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

PR/0110 | None - None | W: Monolium

L0
C0

Sena Yurine

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

PR/0111 | None - None | W: Monolium

L0
C0

Promo Cards

Christmas Present

[A] [(3)] When this tactics is placed from hand to the Battle Zone, if your Mem in battle is "Giselle" or "Sena", may pay. If so, for the battle, that Mem gains +2 aura, +1 limit, and choose a Mem in your DZ and put it face-up to the Battle Zone.

[A] When this tactics is Dropped from the Deck, if you have 1 or more "Giselle" or "Sena", return this tactics from your DZ to your hand.

PR/0112 | None - None | W: Disfia

L0
C0

Thundering Show Time *Giselle*

[A] When this Mem attacks, if 5 or more cards have been dropped from your Deck this turn, this Mem gains +5000 Pow for the turn.

[LD] [(3)] Draw a card. Drop the top 4 cards of your Deck. Then, if 3 or more cards that are either "Giselle", "Sena", "Yakusa", or "Covenanter: Giselle" are Dropped by this effect, additionally draw a card.

PR/0113 | Charm - Thunder Soul | W: Disfia

L4
C0

On a Whim *Nina*

[A] When this Mem Intercepts, may pay. If so, choose a Level 4 or lower Mem in your DZ and put it on top of your Deck.

PR/0114 | None - Contemplate | W: Tritomy

L1
C0

On a Whim *Nina*

[A] When this Mem Intercepts, may pay. If so, choose a Level 4 or lower Mem in your DZ and put it on top of your Deck.

PR/0114SP | None - Contemplate | W: Tritomy

L1
C0

Overly Excited About the First Snow *Chloe*

[A] When this Mem destroys an Opp.'s gate, if there are 6 or more cards in your Stock, choose 1 of your "Chloe", and that Mem gains +5000 Pow for the turn.

PR/0115 | None - Talent | W: Tetra-Heaven

L1
C0

Searching for Clues *Yukari*

[A] [(0)] When this Mem destroys a gate in your Opp.'s back row, if you have 1 or more other "Yukari", may pay. If so, Purge the top 3 cards of your Deck, and Stock the top X cards of your Deck. X is the number of "Yukari" Purged by this effect.

PR/0116 | None - Charm | W: Tetra-Heaven

L1
C0

ALCA Nai-en Branch

[A] When this gate is destroyed, search your Deck for up to 1 Logicalist and deploy it on the circle this gate is in, and shuffle your Deck.

PR/0117 | None - None | W: Septpia

L0
C0

Delicious Present

[A] When this gate is destroyed, search your Deck for up to 1 Logicalist and deploy it on the circle this gate is in, and shuffle your Deck.

PR/0118 | None - None | W: Tetra-Heaven

L0
C0

Delicious Present

[A] When this gate is destroyed, search your Deck for up to 1 Logicalist and deploy it on the circle this gate is in, and shuffle your Deck.

PR/0118SP | None - None | W: Tetra-Heaven

L0
C0

Valentine's Day! *Valkyrie*

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.

PR/0119 | None - None | W: Tetra-Heaven

L0
C0

Valentine's Day~ *Artemis*

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.

PR/0120 | None - None | W: Tetra-Heaven

L0
C0

Valentine's Day~ *Venus*

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mems and rest them.

PR/0121 | None - None | W: Tetra-Heaven

L0
C0

Shy Smile *Nina*

[A] When this Mem enters the Field, if you have 1 or more other "Nina", look at the top 4 cards of your Deck, choose up to 1 yellow paradox, reveal it, put it in your hand, and put the rest on the bottom of your Deck. Then, if you put a paradox card in your hand this way, additionally discard a card.

PR/0122 | Contemplate - None | W: Monolium

L1
C0

Sweet Letter *Ashley*

[A] [1/turn] When your paradox is Dropped from Stock, if you have 1 or more other "Ashley", return that paradox from your DZ to your Deck, shuffle your Deck, choose 1 of your Mems, and that Mem gains +3000 Pow for the turn.

PR/0123 | Dream - None | W: Disfia

L1
C0

New Blood Training *Sena*

[A] [Discard a card] When this Mem enters the Field from the DZ, if you have 1 or more Mem with 1 or more Soul, may pay. If so, choose a tactics in your DZ and return it to your hand.

PR/0124 | Sincerity - None | W: Disfia

L1
C0

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Fire Kick *Ashura*

[A] Covenant - "Sena": If the deployed TU is "Sena" and there are 3 or more cards in your Level Zone, choose a Level X or lower Mem in your DZ and deploy it. X is the number of cards in your Level Zone.

PR/0125 | Fighting Soul - None | W: Disfia

L1
C0

Voice Training *Giselle*

[A] Covenant - "Covenanter: Giselle" or "Yakusa": If the deployed TU is "Giselle" and there are 3 or more cards in your Level Zone, Drop the top 3 cards of your Deck. Then, if 1 or more "Giselle" is Dropped by this effect, additionally draw a card.

PR/0126 | Charm - None | W: Disfia

L1
C0

Busy Day Off *Yakusa*

[A] Covenant - "Giselle": If the deployed TU is "Giselle" and there are 3 or more cards in your Level Zone, choose a Level 4 or lower "Giselle" in your DZ and return it to your hand.

PR/0127 | Thunder Soul - None | W: Disfia

L1
C0

Promo Cards

Concentrated Six Fists *Sena*

[LD] [(3)] For the turn, this Mem gains +1000*X Pow. Then, if you have 1 or more "Giselle", additionally choose 1 of your Opp.'s Level 2 or lower Mems with 0 Soul and put it on the bottom of your Opp.'s Deck. Then, if a card is put on the bottom of your Opp.'s Deck this way, additionally your Opp. draws a card. X is the sum of numbers of your "Sena" and "Giselle".

PR/0128 | Sincerity - Fighting Soul | W: Disfia

L4
C0

Focus Live Ramp *Giselle*

[A] [Choose 4 "Giselle" in DZ and put them on the bottom of the Deck in any order] When this Mem attacks or defends, may pay. If so, this Mem gains +1 limit for the battle.
[LD] [(3)] Draw a card. Drop the top 4 cards of your Deck, and this gains +2000*X Pow for the turn. X is the number of "Giselle" Dropped from the Deck via this effect.

PR/0129 | Charm - Thunder Soul | W: Disfia

L4
C0

Full of Energy! Luck & Logic Club

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose from your DZ a total of 2 Logicalists or Foreigners and deploy them.

PR/0130 | None - None | W: -

L0
C0

Hina Logic ~from Luck & Logic~

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.
When you obtain this card, you obtain a new Logic.

PR/0131 | None - None | W: Septpia

L0
C0

Excited! *Ado*

[A] [This ability is only active in Soul] [(1)] When the ::Luck & Logic Club:: Mem that this Mem is a Soul of attacks, may pay. If so, that Mem gains +1 limit for the battle.

PR/0134 | Season 1 - Episode 2 | W: -

L1
C0

Boom!

[A] When this gate is destroyed, Stock the top card of your Deck, and draw a card.
[A] When this gate is destroyed, you may yell "Boom!". (This ability has no specific effect related to the game. Please mind the volume in regards to others.)

PR/0135 | None - None | W: -

L0
C0

Everyone Luck & Logic Club!

[A] When this gate is destroyed, Stock the top 3 cards of your Deck.
[C] You are now a club Mem of the Luck & Logic Club. (This ability has no specific effect related to the game.)

PR/0136 | None - None | W: -

L0
C0

Fun Aquarium

[A] When this gate is destroyed, stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mems and rest them.

PR/0137 | None - None | W: Monolium

L0
C0

Liones Yelistratova

--No Text--

PR/0138 | None - None | W: -

L0
C0

Nina Alexandrovna

--No Text--

PR/0139 | None - None | W: -

L0
C0

Yuka Ozaki, Playing Ado Sukinanoka

--No Text--

PR/0140 | None - None | W: -

L0
C0

Ashley Bradbury

--No Text--

PR/0141 | None - None | W: -

L0
C0

Mana Asuha

--No Text--

PR/0142 | None - None | W: -

L0

C0

Aoi Iroha

--No Text--

PR/0143 | None - None | W: -

L0

C0

Olga Breakchild

--No Text--

PR/0144 | None - None | W: -

L0

C0

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Chloe Maxwell

--No Text--

PR/0145 | None - None | W: -

L0

C0

Sieghard Claus

--No Text--

PR/0146 | None - None | W: -

L0

C0

Giselle Sanders

--No Text--

PR/0147 | None - None | W: -

L0

C0

Promo Cards

Yoshichika Tsurugi

--No Text--

PR/0148 | None - None | W: -

L0

C0

Mejiko Touma

--No Text--

PR/0149 | None - None | W: -

L0

C0

Yukari Nanahoshi

--No Text--

PR/0150 | None - None | W: -

L0

C0

Nina Alexandrovna

--No Text--

PR/0151 | None - None | W: -

L0

C0

Veronica Ananko

--No Text--

PR/0152 | None - None | W: -

L0

C0

Sena Yurine

--No Text--

PR/0153 | None - None | W: -

L0

C0

Tamaki Yurine

--No Text--

PR/0154 | None - None | W: -

L0

C0

We Are the Luck & Logic Club!

--No Text--

PR/0155 | None - None | W: -

L0

C0

Ashley Bradbury

--No Text--

PR/0156 | None - None | W: -

L0

C0

Aoi Iroha

--No Text--

PR/0157 | None - None | W: -

L0

C0

Liones Yelistratova

--No Text--

PR/0158A | None - None | W: -

L0

C0

Lion, Holding Hands

[A] [Purge the top card of your Deck] When this Mem enters the Field, may pay. If so, choose 1 of your "Lion", and that Mem gains +2000 Pow for the turn (choose 2 of your "Lion" instead if the card Purged by the cost of this ability is a "Lion").

PR/0158B | None - Talent | W: Monolium

L1

C0

[A] [On Gate Destruction] Search your Deck for up to 1 Logicalist and deploy it to the circle this Gate is on, and shuffle your Deck.

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

[TC] - "Lion"
[EX Soul 1] [A] [Purge a "Lion" from DZ] When this Mem Trances, may pay. If so, give the Mem deployed via that Trance "[A] When this Mem attacks, your Opp. may pay (2). Then, if it's not paid, your Opp. cannot perform Logic Definition or Level Boost for the battle." for the turn.

L2
C0

[A] When this Mem wins a battle while attacking or breaks a Gate in the Back Row, choose a Gate on one of the circles this Mem is in and up to 1 card in your DZ, Set the chosen card to the chosen Gate, and give the card Set this way "[A] Detonate."

[LD] [Drop a card in the Set State] Draw 2 cards, and discard a card.

L2
C0

[A] When this Mem destroys an Opp.'s gate, Stock Boost (1), Stock Open (1).
[LD] [(1) Stock Close (2)] Draw a card. This Mem gains +1000 Pow until the end of Opp.'s turn.

L2
C0

[A] [Rest a "Nina" in Level Zone] When this Mem enters the Field, may pay. If so, look at the top 5 cards of your Deck, search for up to 1 "Nina" with Aura Logic, reveal it, put it in your hand, then shuffle the rest then put them on the bottom of the Deck.

[LD] [Rest a card in Level Zone] Draw a card. This Mem gains +2000 Pow during your Opp.'s next turn.

L2
C0

[A] [On Gate Destruction] Stock Boost (1). Then, if you have 4 or more destroyed Gates, you may discard a card. Then, if you discard a card via this effect, choose all your Opp.'s Mems and Rest them, and your Opp. Stocks the Mem that destroyed this Gate along with all its Soul in any order.

<div> <div>LO</div> <div>C0</div> </div>
--

[A] [On Gate Destruction] Stock Boost (2), choose either a Foreigner or a Mem with [TC] in your DZ and return it to hand.

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

[A] [On Gate Destruction] Stock Boost (1), draw a card.

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

<div> <div>LO</div> <div>CO</div> </div>
--

L0
C0

LO
CO

L0
C0

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

[S] [1/turn] [Stock Close (3)] If there are 4 or more cards in your Level Zone, this Mem gains +4000 Pow and +2 limit for the turn.

[LD] [(1) Stock Close (2)] Draw a card. This Mem gains +1000 Pow until the end of Opp.'s turn.

L2
C0

[A] When this Mem enters the Field, choose 1 of your gates, Set the top card of your Deck face-down, and give the card Set this way "[A] Detonate."
[LD] [Drop 1 of your Set cards] Draw 2 cards, and discard a card.

L2
C0

[TC] - "Yuko"
[EX Soul 1] [S] [Rest this Mem] Choose a card in your Tool Zone with Tool Skill and reveal it. Choose a card in your DZ with the same name as the card revealed by this effect and return it to your hand.
Tool Skill: Choose 1 of your Mems, and until the end of that turn or until the end of the battle that Mem is participating in (whichever occurs first), that Mem gains +5000 Pow and +2 aura.

L3
C0

[A] [On Gate Destruction] Stock Boost (3).

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

[A] At the start of your Battle Phase, if you have performed 1 or more Synthesis this turn, choose 1 of your Yuko, and that Mem gains +3000 Pow for the turn.

[LD] [(2) Synthesis (1).
Tool Skill: Choose up to 3 Mem in your DZ, shuffle them and stock them.

L2
C0

Yayoi Tachibana
--No Text--

PR/0197 | None - None | W: -

[illegible]

Mahiro Kyobashi
--No Text--

PR/0199 | None - None | W: -

	L0
	C0

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Aoi Iroha

--No Text--

PR/0200 | None - None | W: -

L0
C0

Giselle Sanders

--No Text--

PR/0201 | None - None | W: -

L0
C0

Stardust Glow Stage
 [A] [On Gate Destruction] Stock Boost: (2), choose a Foreigner in your DZ that is either ::Sun::, ::Star::, or ::Moon:: and deploy to the circle this gate is in, and until the end of your turn, that Mem gains "[A] When this Mem Trances, +1 to your TC Limit for the turn."

Promo Cards

Clover Look Yukuri

[A] When this Mem enters the Field, your Opp. may pay (1). Then, if it's not paid, choose 1 of your "Yukuri" or ::Moon::, and for the turn, that Mem gains +3000 Pow and "[A] When this Mem wins a battle, draw a card."

PR/0203 | Moon - Charm | W: Tritomy/Septpia

L1
C0

Hyperspeed Winking Yukari
[EX Soul 3] [S] [(1) Rest this Mem] Choose 1 of your "Yukari" or ::Moon::, and for the turn, that Mem gains +10000 Pow and "[A] When this Mem wins a battle, your Opp. may pay (3). Then, if it's not paid, your Opp. chooses 1 of his or her Mem's and Drop it."

PR/0204 | Moon - Charm | W: Tritomy/Septpia

L4

C0

Shining Sweat Chloe
 [A] When this Mem is placed to the Battle Zone, if there are 6 or fewer cards in your Opp.'s hand, your Mem in battle gains +5000 Pow for the battle.

Sound Blast *Chloe*
 [A] When this Mem enters the Field, if you have 1 or more other "Chloe" or ::Moon:: and there are 5 or fewer cards in your Opp.'s hand, look at your Stock, choose a card and put it in your hand, and shuffle your Stock.
 [LD] [(2)] Draw a card.

PR/0206 | Moon - Talent | W: Tritomy/Septpia

L2
C0

Happy Merry Christmas

[C] All your Mems gain +1 aura.

PR/0207 | None - None | W: Septpia

L0
C0

Liones Yelistratova
--No Text--

PR/0208 | None - None | W: -

	L0
	C0

Nina Alexandrovna
--No Text--

PR/0209 | None - None | W: -

	LO
	CO

Mahiro Kyobashi

--No Text--

PR/0210 | None - None | W: -

LO

C0

Yayoi Tachibana
--No Text--

PR/0211 | None - None | W: -

L0
C0

Yuko Morigaya

--No Text--

PR/0212 | None - None | W: -

L0
C0

Sunlight Shine Stage

[A] [On Gate Destruction] Choose 1 of your ::Sun::, and until the end of your turn, it gains +5000 Pow, +2 aura, and "[A] When this Mem wins a battle, Stock Boost: (2)."

PR/0213 | None - None | W: Septpia

L0
C0

Tamaki Yurine
--No Text--

PR/0214 | None - None | W: -

L0
C0

Veronica Ananko

--No Text--

PR/0215 | None - None | W: -

L0

C0

Yukari Nanahoshi

--No Text--

PR/0216 | None - None | W: -

L0

C0

Chloe Maxwell

--No Text--

PR/0217 | None - None | W: -

L0

C0

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Yuko Morigaya

--No Text--

PR/0218 | None - None | W: -

L0

C0

Mana Asuha

--No Text--

PR/0219 | None - None | W: -

L0

C0

Lion in Room Wear

[A] [On Gate Destruction] Search your Deck for up to 1 Logicalist and deploy to the circle this gate is in, and shuffle your Deck.

PR/0220 | None - None | W: Septpia

L0

C0

Promo Cards

Nina in Room Wear

[A] [On Gate Destruction] Stock Boost: (1), Drop the top card of your Deck, and draw a card.

PR/0221 | None - None | W: Septpia

L0

C0

Mahiro in Room Wear

[A] [On Gate Destruction] Stock Boost: (1), and choose a Mem in your DZ and return it to your hand.

PR/0222 | None - None | W: Septpia

L0

C0

Yayo in Room Wear

[A] [On Gate Destruction] Stock Boost: (1), look at the top X cards of your Deck, choose 1 of them and put it in your hand, and Drop the rest. X is the number of your destroyed gates.

PR/0223 | None - None | W: Septpia

L0

C0

Yuko in Room Wear

[A] [On Gate Destruction] Stock Boost: (2), and choose a card in your DZ and put it on top of your Deck.

PR/0224 | None - None | W: Septpia

L0

C0

Way Home in Twilight Nina

[A] [Choose a face-up card in your Level Zone that isn't "Way Home in Twilight Nina" and put it on the bottom of your Deck] When this Mem is placed to the Level Zone, if you have 1 or more Mems with 1 or more Soul, may pay. If so, put the top card of your Deck face-up to the Level Zone.

PR/0225 | Contemplate - None | W: Tetra-Heaven

L1

C0

Counter Death Scythe *Mejiko*

[A] When this Mem is Dropped from the Field via the cost or effect of your "Mejiko", choose 1 of your Opp.'s Mems, and that Mem gets -2000 Pow for the turn.
[A] [Drop a "Mejiko" that isn't in battle] When this Mem is placed to the Battle Zone, if your Mem in battle is "Mejiko", may pay. If so, the Battle Opp. gets -10000 Pow for the battle.

PR/0227 | Talent - Death God | W: Tetra-Heaven

L2

C0

Lion & Nina in Swimsuits

[A] [On Gate Destruction] Stock Boost: (1), and draw a card.

PR/0228 | None - None | W: Septpia

L0

C0

Unkyo Black Market

[A] [On Gate Destruction] Search your Deck for up to 1 Foreigner, deploy to the circle this gate is in, and shuffle your Deck.

PR/0229 | None - None | W: Disfia

L0

C0

Ancient Dragon's Shrine

[A] [On Gate Destruction] Stock Boost: (1). Then, if the number of your destroyed gates is odd, Stock Boost: (2) and draw a card.

PR/0230 | None - None | W: Disfia

L0

C0

Kurara Kominato

--No Text--

PR/0231 | None - None | W: -

L0

C0

Albert the Exiled

[A] [This ability is only active in Soul] When the "Mejiko" that this Mem is a Soul of is Dropped from the Field, deploy this Mem from DZ to a vacant circle.

PR/0232 | Mejiko - Toothed Beast | W: Monolium

L1

C0

Claw Rush *Mejiko*

[EX Soul 3] [A] When this Mem loses a battle while defending, Drop this Mem, and choose a Level 3 or lower "Mejiko" in your DZ and deploy it to a vacant circle.

PR/0233 | None - Talent | W: Monolium

L4

C0

Charing Witching Energy

[A] When this tactics is placed to the Battle Zone, if there are 6 or more cards in your Stock, your green Mem in battle gains +100000 Pow for the battle.

PR/0234 | None - None | W: Disfia

L0

C0

Maximum Battle Speed Ahead!

[A] When this tactics is placed to the Battle Zone, your blue Mem in battle gains +5000 Pow for the battle. Then, if you have at least 1 card in Set State, it gains an additional +5000 Pow.

PR/0235 | None - None | W: Tritomy

L0

C0

Changing Aoi

[A] When this Mem enters the Field, draw a card, and choose a card in your hand and put it on top of the Deck.

PR/0236 | Flow - None | W: Monolium

L1

C0

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Goddess Enjoying Music, *Hermes*

[A] When this Mem is placed to the Battle Zone, if your Mem in battle is "Chloe" and there are 6 or more cards in your Stock, look at your Stock, choose up to 1 "Chloe" and put it face-up to the Battle Zone, Stock this Mem, and shuffle your Stock.

PR/0238 | Chloe | W: Tetra-Heaven

L1

C0

Promo Cards