

### Mai Sakurajima, Time and Memory

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB into the WR, for the turn, this gains +X Pow. X is the number of Level 1 or higher cards placed in the WR in this way times 1000. (Climax cards are considered Level 0 for this effect)  
 [C] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Adolescence:: Charas, Rest it and move it to an empty Slot in the Back Row.

Adolescence - Cuisine | SBY/W77-001 T: None

L0  
C0

### Mai Sakurajima, Time and Memory

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB into the WR, for the turn, this gains +X Pow. X is the number of Level 1 or higher cards placed in the WR in this way times 1000. (Climax cards are considered Level 0 for this effect)  
 [C] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Adolescence:: Charas, Rest it and move it to an empty Slot in the Back Row.

Adolescence - Cuisine | SBY/W77-001S T: None

L0  
C0

### Mai Sakurajima, Respective Choice

[C] During your turn, this gains +1000 Pow.  
 [A] CX COMBO When this attacks, if "Those Who Want Happiness" is in your CZ, and you have 2 or more other ::Adolescence:: Charas, put up to 3 cards from the top of your LB into your WR, choose a Level X or lower ::Adolescence:: Chara in your WR, return it to hand, and this gains +1 Level for the turn. X equals the number of ::Adolescence:: Charas put in the WR via this effect.

Adolescence - Cuisine | SBY/W77-002 T: None

L1  
C0

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### Mai Sakurajima, Respective Choice

[C] During your turn, this gains +1000 Pow.  
 [A] CX COMBO When this attacks, if "Those Who Want Happiness" is in your CZ, and you have 2 or more other ::Adolescence:: Charas, put up to 3 cards from the top of your LB into your WR, choose a Level X or lower ::Adolescence:: Chara in your WR, return it to hand, and this gains +1 Level for the turn. X equals the number of ::Adolescence:: Charas put in the WR via this effect.

Adolescence - Cuisine | SBY/W77-002SP T: None

L1  
C0

### Nodoka Toyohama, Christmas Present

[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 [(1) Discard a card from hand to the WR] When "Mini Live!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and for the turn those Charas gain the following ability. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, put the top card of your LB into the WR, and deal X Damage to your Opp.. X equals the Level of the card put in WR + 1." (DC can occur. Climax cards are considered to be Level 0 for this effect)

Adolescence - Fashionable | SBY/W77-003 T: Soul

L3  
C2

### Nodoka Toyohama, Christmas Present

[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 [(1) Discard a card from hand to the WR] When "Mini Live!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and for the turn those Charas gain the following ability. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, put the top card of your LB into the WR, and deal X Damage to your Opp.. X equals the Level of the card put in WR + 1." (DC can occur. Climax cards are considered to be Level 0 for this effect)

Adolescence - Fashionable | SBY/W77-003SP T:

L3  
C2

Rascal Does Not Dream of a Dreaming Girl Booster Pack

### Kaede Azusagawa, With My Brother

[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.  
 [S] [Rest 2 of your ::Adolescence:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Adolescence - Animal | SBY/W77-004 T: None

L0  
C0

### Kaede Azusagawa, With My Brother

[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.  
 [S] [Rest 2 of your ::Adolescence:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Adolescence - Animal | SBY/W77-004S T: None

L0  
C0

### Mai Sakurajima, Reunion After a Long Time

[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas with "Sakuta" in the name and this card, Stand and Swap them.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adolescence - Cuisine | SBY/W77-005 T: Soul

L1  
C1

### Mai Sakurajima, Reunion After a Long Time

[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas with "Sakuta" in the name and this card, Stand and Swap them.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adolescence - Cuisine | SBY/W77-005S T: Soul

L1  
C1

### Mai Sakurajima, Endless Summer Date

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [C] RECOLLECTION If you have 3 or more cards in Memory, this gains the following 2 abilities. "[A] At the beginning of your Climax Phase, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +500 Pow." "[S] [Rest this] Draw a card, and discard a card from hand to the WR."

Adolescence - Cuisine | SBY/W77-006 T: Soul

L2  
C1

### Mai Sakurajima, Endless Summer Date

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [C] RECOLLECTION If you have 3 or more cards in Memory, this gains the following 2 abilities. "[A] At the beginning of your Climax Phase, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +500 Pow." "[S] [Rest this] Draw a card, and discard a card from hand to the WR."

Adolescence - Cuisine | SBY/W77-006S T: Soul

L2  
C1

### Mai Sakurajima, Relaxing Time

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] RECOLLECTION If there are 3 or more cards in your Memory, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adolescence - Cuisine | SBY/W77-007 T: Soul

L3  
C2

### Mai Sakurajima, Relaxing Time

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] RECOLLECTION If there are 3 or more cards in your Memory, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Adolescence - Cuisine | SBY/W77-007S T: Soul

L3  
C2

### Mai Sakurajima, A Word of Determination

[C] If this is in the Front Row Center Slot, this gains +1 Soul.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adolescence - Cuisine | SBY/W77-008 T: None

L0  
C0

### Nodoka Toyohama, Close Sisters

[C] All your other ::Adolescence:: Charas gain +500 Pow.  
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Adolescence - Fashionable | SBY/W77-009 T: None

L0  
C0

### Mai Sakurajima, Close Sisters

[A] [(1) Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in Battle, may pay. If so, choose a ::Adolescence:: Chara in your WR and return it to your hand.

Adolescence - Cuisine | SBY/W77-010 T: None

L0  
C0

### Mai Sakurajima, Compromise

[C] Chara Opposite this cannot move to another Slot.  
 [C] This cannot Side Attack.

Adolescence - Cuisine | SBY/W77-011 T: None

L0  
C0

**Sakuta Azusagawa, Divergence Point**  
 [A] [(2) Return this to your hand] When this is Front Attacks, may pay. If so, choose a "Mai Sakurajima, Reunion After a Long Time" or "Sakuta Azusagawa, Accident Avoidance" from your hand and place it in the Slot this was in as the Defending Chara.  
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara with "Shoko" in name in your WR and return it to your hand.

Adolescence | SBY/W77-012a T: None

L1  
C0

**Sakuta Azusagawa, Divergence Point**  
 [A] [(2) Return this to your hand] When this is Front Attacks, may pay. If so, choose a "Mai Sakurajima, Reunion After a Long Time" or "Sakuta Azusagawa, Accident Avoidance" from your hand and place it in the Slot this was in as the Defending Chara.  
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara with "Shoko" in name in your WR and return it to your hand.

Adolescence | SBY/W77-012b T: None

L1  
C0

**Sakuta Azusagawa, Accident Avoidance**  
 [C] All your Opp.'s Charas gain "[A] ENCORE [Put the top card of your LB to Clock]".  
 [C] If there's a Marker under this, this gains +2500 Pow.  
 [A] When this is placed from hand to the Stage, choose up to 1 "Sakuta Azusagawa, Divergence Point" in your hand, reveal it, and put it face-up under this as Marker.

Adolescence | SBY/W77-013 T: Soul

L2  
C1

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**Mai Sakurajima, Going Home After School Together**  
 [C] During your turn, this gains +1000 Pow.  
 [A] **RECOLLECTION** When this is placed from hand to the Stage, if you have 2 or more cards in Memory, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow.

Adolescence - Cuisine | SBY/W77-014 T: None

L1  
C0

**Kaede Azusagawa, Real Pleasure of Winter**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your other ::Adolescence:: Charas.

Adolescence - Animal | SBY/W77-015 T: None

L1  
C0

**Nodoka Toyohama, Advice From My Sister**  
 [A] When you use **BACKUP** of this, if all your Charas are ::Adolescence::, you may put the top card of your LB in Stock.  
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Adolescence - Fashionable | SBY/W77-016 T: Soul

L1  
C1

Rascal Does Not Dream of a Dreaming Girl Booster Pack

**Mai Sakurajima, Preparing Dinner**  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
 [A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Disturbing Air" is in your CZ, choose 1 of your Opp.'s Charas and return it to their hand, and choose 1 ::Adolescence:: Chara in your WR and put it to your Stock.

Adolescence - Cuisine | SBY/W77-017 T: Soul

L2  
C1

**Kaede Azusagawa, Call From Father**  
 [A] When your other ::Adolescence:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Adolescence:: Charas.  
 [A] **ENCORE** [Discard a ::Adolescence:: Chara from your hand to the WR]

Adolescence - Animal | SBY/W77-018 T: Soul

L2  
C1

**Many Memories**  
 Send this to Memory.  
 Reveal the top card of your LB. If it's either an ::Adolescence:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)  
 [C] **RECOLLECTION** During your turn, if this is in Memory, all your ::TRAIT:: Charas gain +500 Pow.

SBY/W77-019 T: None

L1  
C1

**Searching For Help**  
 [A] Search your LB for up to 1 ::Adolescence:: Chara, show it to your Opp., put it in your hand, shuffle your LB, choose up to 1 of your Opp.'s Chara, and return it to their hand.

SBY/W77-020 T: None

L3  
C1

**Those Who Want Happiness**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-021 T: Choice

L3  
C1

**Those Who Want Happiness**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-021R T: Choice

L3  
C1

**Mini Live!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-022 T: Choice

L3  
C1

**Mini Live!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-022R T: Choice

L3  
C1

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

SBY/W77-023 T: Soul Bounce

L3  
C1

**Tomoe Koga, Little Devil's Trouble**  
 [A] When this attacks, choose 1 of your Charas, and that Chara gains + Pow for the turn. X equals the number of your Back Row ::Adolescence:: Charas time 1000.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Adolescence - Smartphone | SBY/W77-024 T: None

L0  
C0

**Tomoe Koga, Little Devil's Trouble**  
 [A] When this attacks, choose 1 of your Charas, and that Chara gains + Pow for the turn. X equals the number of your Back Row ::Adolescence:: Charas time 1000.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Adolescence - Smartphone | SBY/W77-024SP T:

L0  
C0

**Shoko Makinohara, Time and Memory**  
 [C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [C] All your other ::Adolescence:: Charas gain +1500 Pow.  
 [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 ::Adolescence:: Charas.

Adolescence - Mystery | SBY/W77-025 T: Soul

L3  
C2

### Shoko Makinohara, Time and Memory

[C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [C] All your other ::Adolescence:: Charas gain +1500 Pow.  
 [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 ::Adolescence:: Charas.

Adolescence - Mystery | SBY/W77-025S T: Soul

L3  
C2

### Rio Futaba, Visiting

[C] ASSIST All your Charas in front of this gain +500 Pow.  
 [S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."

Adolescence - Science | SBY/W77-026 T: None

L0  
C0

### Shoko Makinohara, Coincidence

[S] [Rest this] If this does not have a Marker under it, choose a Chara with "Mai" in name in your WR and place it face-up under this as Marker.  
 [S] [(1) Put 1 Marker from under this into the WR, Rest this] Look at up to 3 cards from the top of your LB, choose up to 1 ::Adolescence:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards into the WR.

Adolescence - Mystery | SBY/W77-027 T: None

L0  
C0

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### Rio Futaba, Telephone Agency

[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 ::Adolescence:: Chara in your WR and return it to your hand.  
 [A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE (3)" provided by rules)

Adolescence - Science | SBY/W77-028 T: None

L0  
C0

### Rio Futaba, Telephone Agency

[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 ::Adolescence:: Chara in your WR and return it to your hand.  
 [A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE (3)" provided by rules)

Adolescence - Science | SBY/W77-028S T: None

L0  
C0

### "My Hypothesis" Rio Futaba

[A] [(1) 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 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] When this becomes Reversed, if the Cost 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.

Adolescence - Science | SBY/W77-029 T: None

L1  
C0

Rascal Does Not Dream of a Dreaming Girl Booster Pack

### "My Hypothesis" Rio Futaba

[A] [(1) 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 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] When this becomes Reversed, if the Cost 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.

Adolescence - Science | SBY/W77-029S T: None

L1  
C0

### Shoko Makinohara, Longed-for Wedding Dress

[A] CX COMBO When "Seaside Wedding Hall" is placed in your CZ, if this is in the Front Row, all your other Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB into Stock."  
 [A] When this attacks, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Mystery | SBY/W77-030 T: None

L1  
C0

### Shoko Makinohara, Longed-for Wedding Dress

[A] CX COMBO When "Seaside Wedding Hall" is placed in your CZ, if this is in the Front Row, all your other Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB into Stock."  
 [A] When this attacks, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Mystery | SBY/W77-030S T: None

L1  
C0

### Rio Futaba, Usual Exchange

[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] When this attacks, choose 1 of your ::Adolescence:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.  
 [A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.

Adolescence - Science | SBY/W77-031 T: Soul

L3  
C2

### Rio Futaba, Usual Exchange

[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] When this attacks, choose 1 of your ::Adolescence:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.  
 [A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.

Adolescence - Science | SBY/W77-031S T: Soul

L3  
C2

### Shoko Makinohara, Living Together

[C] All of your Opp.'s Charas gain "[A] ENCORE (2)".

Adolescence - Mystery | SBY/W77-032 T: None

L0  
C0

### Tomoe Koga, Events in a Dream

[C] ASSIST All your ::Adolescence:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] CX COMBO When "Impossible Phenomenon" 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, you may look at up to 4 cards from the top of your LB, choose up to 1 ::Adolescence:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards into the WR."

Adolescence - Smartphone | SBY/W77-033 T: Soul

L1  
C1

### Rio Futaba, Expression of Relief

[C] For each of your other ::Adolescence:: Charas, this gains +500 Pow.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Adolescence - Science | SBY/W77-034 T: None

L1  
C1

### "Which Senpai?" Tomoe Koga

[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 1 of your Opp.'s Charas and Send it to Memory, and at the start of Encore Step, your Opp. puts that Chara from his or her Memory in any Slot on the Stage.  
 [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.

Adolescence - Smartphone | SBY/W77-035 T: Soul

L2  
C1

### Shoko Makinohara, Arrived at Destination!

[C] If you have 2 or more other ::Adolescence:: Charas, this gains +2000 Pow.  
 [A] EXPERIENCE When this attacks, if the sum of the Levels of the cards in your Level Zone is 5 or more, choose 1 of your Charas, and for the turn, that Chara gains +3000 Pow.

Adolescence - Mystery | SBY/W77-036 T: Soul

L2  
C1

### Sakuta Azusagawa, Unexpected Destination

[A] [(2)] When this is placed from Stage to the WR, may pay. If so, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adolescence | SBY/W77-037 T: None

L0  
C0

### Shoko Makinohara, Favorite Words

[A] CX COMBO [(1) Put a "Words Running Around" from your CZ in the WR] When "Words Running Around" is placed in your CZ, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.  
 [S] [Rest this] Choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Mystery | SBY/W77-038 T: None

L0  
C0

**Shoko Makinohara, "Now, What do I Want to Write"**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **Adolescence**: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Adolescence - Mystery | SBY/W77-039 T: None

L0  
C0

**Shoko Makinohara, Abruptly at the Hospital**  
 --No Text--

Adolescence - Mystery | SBY/W77-040 T: None

L0  
C0

**Sakuta Azusagawa, Sudden Change in Condition**  
 [A] **BOND**/"Shoko Makinohara, Sudden Change in Condition" [Discard a card from your hand to the WR]  
 [A] **RESONANCE** [Reveal a "Shoko Makinohara, Sudden Change in Condition" from your hand] At the beginning of your Climax Phase, may pay. If so, choose 1 of your other Charas and this, and for the turn, those Charas gain +2000 Pow.

Adolescence | SBY/W77-041 T: None

L1  
C0

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**Shoko Makinohara, Sudden Change in Condition**  
 [A] **BOND**/"Sakuta Azusagawa, Sudden Change in Condition" [Discard a card from your hand to the WR]  
 [A] **RESONANCE** [Reveal a "Sakuta Azusagawa, Sudden Change in Condition" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Adolescence - Mystery | SBY/W77-042 T: None

L1  
C0

**Shoko Makinohara, Cleaning**  
 [A] [Discard a **Adolescence**: 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 "Shoko Makinohara, Abruptly at the Hospital", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Discard a "Shoko Makinohara, Abruptly at the Hospital" from your hand to the WR] Look at up to 4 cards from the top of your LB, choose up to 1 **Adolescence**: Chara from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR.

Adolescence - Mystery | SBY/W77-043 T: None

L1  
C0

**Rio Futaba, Events in a Dream**  
 [A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Adolescence - Science | SBY/W77-044 T: Soul

L2  
C1

Rascal Does Not Dream of a Dreaming Girl Booster Pack

**Shoko Makinohara, Reason for Existence**  
 [C] **EXPERIENCE** If the total level of cards in your Level Zone is 5 or higher, this card gains +3000 Pow.  
 [A] When this is placed from hand to the Stage, if you have 4 or more other **Adolescence**: Charas, you may put the top card of your LB in your Stock.

Adolescence - Mystery | SBY/W77-045 T: Soul

L2  
C2

**2019/12/24**  
 Choose 1 of your Standing Charas with "Sakuta" in name and Rest it. If so, choose an **Adolescence**: Chara in your Clock and return it to hand. Send this to Memory.

SBY/W77-046 T: None

L2  
C1

**Words Running Around**  
 [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.

SBY/W77-047 T: 2 Soul

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

SBY/W77-048 T: Treasure

**Seaside Wedding Hall**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-049 T: Treasure

**Mai Sakurajima, Strange Event**  
 [A] **RECOLLECTION** At the beginning of your Climax Phase, if you have 3 or more cards in Memory, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +500 Pow.  
 [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 **Adolescence**: Chara, reveal it, put it in your hand, and shuffle your LB.

Adolescence - Cuisine | SBY/W77-050 T: None

L0  
C0

**Mai Sakurajima, Strange Event**  
 [A] **RECOLLECTION** At the beginning of your Climax Phase, if you have 3 or more cards in Memory, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +500 Pow.  
 [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 **Adolescence**: Chara, reveal it, put it in your hand, and shuffle your LB.

Adolescence - Cuisine | SBY/W77-050SEC T: None

L0  
C0

**Kaede Azusagawa, One New Step**  
 [A] When this is placed from hand to the Stage, you may choose a **Adolescence**: Chara in your WR and return it to your hand.  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other **Adolescence**: Charas.  
 [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)

Adolescence - Animal | SBY/W77-051 T: Soul

L3  
C2

**Kaede Azusagawa, One New Step**  
 [A] When this is placed from hand to the Stage, you may choose a **Adolescence**: Chara in your WR and return it to your hand.  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other **Adolescence**: Charas.  
 [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)

Adolescence - Animal | SBY/W77-051SP T: Soul

L3  
C2

**Kaede Azusagawa, Important Sister**  
 [C] If this is on the Stage, this is also considered to have "Kaede Azusagawa" as the name. (translation note: "Kaede" is in hiragana)  
 [A] [(1) Discard a **Adolescence**: Chara from hand to the WR] When this is played from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 card from among them, put it to your hand, and put the remaining cards in the WR.

Adolescence - Animal | SBY/W77-052 T: None

L0  
C0

**Kaede Azusagawa, Important Sister**  
 [C] If this is on the Stage, this is also considered to have "Kaede Azusagawa" as the name. (translation note: "Kaede" is in hiragana)  
 [A] [(1) Discard a **Adolescence**: Chara from hand to the WR] When this is played from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 card from among them, put it to your hand, and put the remaining cards in the WR.

Adolescence - Animal | SBY/W77-052S T: None

L0  
C0

**Mai Sakurajima, Pair of Santa Claus**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a **Adolescence**: Chara in your WR and return it to your hand, choose 1 of your other **Adolescence**: Charas, and that Chara gains +1000 Pow for the turn.

Adolescence - Cuisine | SBY/W77-053 T: None

L0  
C0

**Mai Sakurajima, Pair of Santa Clauses**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Adolescence:: Chara in your WR and return it to your hand, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.

*Adolescence - Cuisine | SBY/W77-053S T: None*

L0  
C0

**Mai Sakurajima, Living Together**  
 [C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".  
 [A] **CX COMBO** When "Good Morning Kiss" is placed in your CZ, if this is in the Front Row and you have another ::Adolescence:: Chara, you may choose a Cost 0 or lower ::Adolescence:: Chara in your WR and put it in any Slot on the Stage.

*Adolescence - Cuisine | SBY/W77-054 T: None*

L1  
C0

**Nodoka Toyohama, Pair of Santa Clauses**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +2000 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

*Adolescence - Fashionable | SBY/W77-055 T: None*

L1  
C1

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**Nodoka Toyohama, Pair of Santa Clauses**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +2000 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

*Adolescence - Fashionable | SBY/W77-055S T:*

L1  
C1

**Mai Sakurajima, Swimsuit**  
 [C] **RECOLLECTION** If you have 3 or more cards in Memory, this gains +1500 Pow and "[A] ENCORE [Discard a ::Adolescence:: Chara from your hand to the WR]".  
 [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.

*Adolescence - Cuisine | SBY/W77-056 T: Soul*

L3  
C2

**Mai Sakurajima, Swimsuit**  
 [C] **RECOLLECTION** If you have 3 or more cards in Memory, this gains +1500 Pow and "[A] ENCORE [Discard a ::Adolescence:: Chara from your hand to the WR]".  
 [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.

*Adolescence - Cuisine | SBY/W77-056S T: Soul*

L3  
C2

Rascal Does Not Dream of a Dreaming Girl Booster Pack

**Mai Sakurajima, Date Invitation**  
 [A] [(1)] Put the top card of your LB into your Clock, send this card to Memory] When this card is Reversed in Battle, may pay. If so, draw a card.

*Adolescence - Cuisine | SBY/W77-057 T: None*

L0  
C0

**Mai Sakurajima, Dressing Room Alone**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.  
 [A] **RECOLLECTION** When this attacks, if you have a card in Memory, for the turn this gains +3000 Pow.

*Adolescence - Cuisine | SBY/W77-058 T: None*

L1  
C0

**Mai Sakurajima, Confirming Satisfaction Level**  
 [A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's an ::Adolescence:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
 [S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

*Adolescence - Cuisine | SBY/W77-059 T: Soul*

L2  
C1

**Kaede Azusagawa, Escape From the Shambles**  
 [C] For each of your other ::Adolescence:: Charas, this gains +1000 Pow.  
 [A] **CX COMBO** [(1)] When this attacks, if "Space for Only 3 People" is in your CZ, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

*Adolescence - Animal | SBY/W77-060 T: Soul*

L2  
C1

**Mai Sakurajima, Unpleasantly Prying**  
 [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 an ::Adolescence:: Chara in your WR and return it to your hand.  
 [A] **RECOLLECTION** when this attacks, if you have 2 or more cards in Memory, this gains +X Pow for the turn. X equals the number of your other ::Adolescence:: Charas times 1500.

*Adolescence - Cuisine | SBY/W77-061 T: Soul*

L2  
C1

**Sakuta Azusagawa, Bitter Decision**  
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [A] **BOND** / "Mai Sakurajima, Irreplaceable Existence" or "Shoko Makinohara, Irreplaceable Existence" [Discard a card from hand to the WR]

*Adolescence | SBY/W77-062 T: None*

L0  
C0

**Nodoka Toyohama, Events in a Dream**  
 [C] All your other "Mai Sakurajima, Events in a Dream" gain +1500 Pow and "[A] ENCORE [Discard a Chara from hand to the WR]".  
 [A] **BOND**/"Mai Sakurajima, Events in a Dream" [Discard a card from your hand to the WR]

*Adolescence - Fashionable | SBY/W77-063 T: None*

L0  
C0

**Mai Sakurajima, Visiting**  
 [C] During your turn, if you have another ::Adolescence:: Chara, this gains +3000 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes reversed, if "Revealed Truth" is in your CZ, choose up to 1 ::Adolescence:: Chara in your WR, return it to your hand, choose 1 of your Charas, and for the turn that Chara gains +1 Level.

*Adolescence - Cuisine | SBY/W77-064 T: None*

L0  
C0

**Sakuta Azusagawa, Strange Event**  
 [S] [Discard a card from hand to the WR, put this in the WR] Choose a Chara in your WR and return it to hand.  
 [S] [Rest this] Choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence | SBY/W77-065 T: None*

L1  
C0

**Mai Sakurajima, Events in a Dream**  
 --No Text--

*Adolescence - Cuisine | SBY/W77-066 T: None*

L1  
C1

**Nodoka Toyohama, Running Away**  
 [A] When this attacks, choose 1 of your ::Adolescence:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.  
 [A] **ENCORE** [Discard a ::Adolescence:: Chara from your hand to the WR]

*Adolescence - Fashionable | SBY/W77-067 T: Soul*

L2  
C1

**Donor Card**  
 Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Adolescence:: Chara in your WR and return it to your hand. X equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

*SBY/W77-068 T: None*

L1  
C0

**Good Morning Kiss**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-069 T: Salvage

**Good Morning Kiss**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-069R T: Salvage

**Revealed Truth**  
[A] When this is placed from hand to the CZ, choose up to 2 of your Charas, and they gain +2000 Pow and +1 Soul for the turn.

SBY/W77-070 T: 2 Soul

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**Space for Only 3 People**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W77-071 T: Salvage

**Shoko Makinohara, Respective Choice**  
[A] When this attacks, if you have another ::Adolescence:: Chara, this gains +1500 Pow for the turn.  
[A] CX COMBO EXPERIENCE When the Battle Opp. of this becomes Reversed, if "First Love Memories" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 2 or higher, choose up to 1 Chara in your WR, return it to hand, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow.

Adolescence - Mystery | SBY/W77-072 T: None

L1  
C0

**Shoko Makinohara, Respective Choice**  
[A] When this attacks, if you have another ::Adolescence:: Chara, this gains +1500 Pow for the turn.  
[A] CX COMBO EXPERIENCE When the Battle Opp. of this becomes Reversed, if "First Love Memories" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 2 or higher, choose up to 1 Chara in your WR, return it to hand, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow.

Adolescence - Mystery | SBY/W77-072SP T: None

L1  
C0

Rascal Does Not Dream of a Dreaming Girl Booster Pack

**Rio Futaba, Reliable Friend**  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Adolescence:: Charas.  
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Complex Mind" is in your CZ, until the next end of your Opp.'s turn this gains +1000 Pow, and perform the following action twice. "Look at up to 4 cards from the top of your LB, choose up to 1 ::Adolescence:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards into the WR."

Adolescence - Science | SBY/W77-073 T: Soul

L2  
C1

**Rio Futaba, Reliable Friend**  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Adolescence:: Charas.  
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Complex Mind" is in your CZ, until the next end of your Opp.'s turn this gains +1000 Pow, and perform the following action twice. "Look at up to 4 cards from the top of your LB, choose up to 1 ::Adolescence:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards into the WR."

Adolescence - Science | SBY/W77-073SP T: Soul

L2  
C1

**Shoko Makinohara, Irreplaceable Existence**  
[A] When this is placed from hand or Level Zone to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO EXPERIENCE [(2)] When this attacks, if "The Future That Has Arrived" is in your CZ and the sum of the Levels of the cards in your Level Zone is 6 or higher, may pay. If so, look at up to 3 cards from the top of your Opp.'s LB, choose to 3 of them, put them back on top of your Opp.'s LB in any order, put the remaining cards in the WR, look at the top card of your LB, put it either on top of your LB or in the WR, and for the turn this gains +2500 Pow.

Adolescence - Mystery | SBY/W77-074 T: Soul

L3  
C2

**Shoko Makinohara, Irreplaceable Existence**  
[A] When this is placed from hand or Level Zone to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO EXPERIENCE [(2)] When this attacks, if "The Future That Has Arrived" is in your CZ and the sum of the Levels of the cards in your Level Zone is 6 or higher, may pay. If so, look at up to 3 cards from the top of your Opp.'s LB, choose to 3 of them, put them back on top of your Opp.'s LB in any order, put the remaining cards in the WR, look at the top card of your LB, put it either on top of your LB or in the WR, and for the turn this gains +2500 Pow.

Adolescence - Mystery | SBY/W77-074SEC T: Soul

L3  
C2

**Shoko Makinohara, Dream of the Future**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adolescence - Mystery | SBY/W77-075 T: None

L0  
C0

**Shoko Makinohara, Dream of the Future**  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adolescence - Mystery | SBY/W77-075S T: None

L0  
C0

**Shoko Makinohara, Special Existence**  
[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 your LB in any order.  
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Adolescence - Mystery | SBY/W77-076 T: None

L0  
C0

**Shoko Makinohara, Sudden Confession**  
[C] All your other ::Adolescence:: Charas gain +500 Pow.  
[A] When this Chara's Trigger Check reveals a Climax, if that card has a Gate (Pants) Icon, you may draw a card. If so, discard a card from hand to the WR.

Adolescence - Mystery | SBY/W77-077 T: None

L0  
C0

**Shoko Makinohara, Sudden Confession**  
[C] All your other ::Adolescence:: Charas gain +500 Pow.  
[A] When this Chara's Trigger Check reveals a Climax, if that card has a Gate (Pants) Icon, you may draw a card. If so, discard a card from hand to the WR.

Adolescence - Mystery | SBY/W77-077S T: None

L0  
C0

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

Adolescence - Mystery | SBY/W77-078 T: None

L0  
C0

**Rio Futaba, Considering Injury**  
[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.  
[A] CX COMBO [Put this in the WR] When "Complex Mind" is placed in your CZ, may pay. If so, choose up to 1 "Rio Futaba, Reliable Friend" in your hand and put it in the Slot this was in.

Adolescence - Science | SBY/W77-079 T: None

L1  
C0

**Shoko Makinohara, Reasons for Attraction**  
[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[C] EXPERIENCE If the sum of the Levels of the cards in your Level Zone is 3 or higher, this gains the following 2 abilities. [A] When your Chara's Trigger Check reveals a Gate (Pants) Icon, you may draw a card. If so, choose a card in your hand and discard it to the WR. [S] Rest this Choose 1 of your ::Adolescence:: Charas, and for the turn that Chara gains +1000 Pow."

Adolescence - Mystery | SBY/W77-080 T: Soul

L2  
C1

**Shoko Makinohara, Reasons for Attraction**  
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [C] EXPERIENCE If the sum of the Levels of the cards in your Level Zone is 3 or higher, this gains the following 2 abilities. [A] When your Chara's Trigger Check reveals a Gate (Pants) Icon, you may draw a card. If so, choose a card in your hand and discard it to the WR. [S] Rest this] Choose 1 of your ::Adolescence:: Charas, and for the turn that Chara gains +1000 Pow."

Adolescence - Mystery | SBY/W77-080S T: Soul

L2  
C1

**Tomoe Koga, Dating Plan**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.  
 [A] [(1) Discard 2 ::Adolescence:: 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.

Adolescence - Smartphone | SBY/W77-081 T: Soul

L3  
C2

**Tomoe Koga, Dating Plan**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.  
 [A] [(1) Discard 2 ::Adolescence:: 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.

Adolescence - Smartphone | SBY/W77-081S T: Soul

L3  
C2

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**Shoko Makinohara, Nostalgic Story**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Adolescence:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

Adolescence - Mystery | SBY/W77-082 T: None

L0  
C0

**Rio Futaba, Print Contents**  
 [A] At the start of your Climax Phase, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.  
 [S] [(2) Rest this] Search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adolescence - Science | SBY/W77-083 T: None

L0  
C0

**Shoko Makinohara, Trying on Dress**  
 [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 a Cost 0 or lower ::Adolescence:: Chara that is your Level or less, place it to any Slot on the Stage, and shuffle your LB.

Adolescence - Mystery | SBY/W77-084 T: None

L0  
C0

Rascal Does Not Dream of a Dreaming Girl Booster Pack

**Shoko Makinohara, to Return to the Present**  
 [C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.

Adolescence - Mystery | SBY/W77-085 T: None

L0  
C0

**Shoko Makinohara, Homework Left Behind**  
 [A] [Rest 1 of your other ::Adolescence:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and swap them.

Adolescence - Mystery | SBY/W77-086 T: None

L1  
C0

**"Unraveling Superstring Theory" Rio Futaba**  
 [C] For each other ::Adolescence:: Chara in your Back Row this gains +2000 Pow.

Adolescence - Science | SBY/W77-087 T: Soul

L2  
C1

**"Quantum Entanglement" Tomoe Koga**  
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with "Sakuta" in name, reveal it, put it in your hand, and shuffle your LB.  
 [A] When this attacks, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +2000 Pow for the turn.

Adolescence - Smartphone | SBY/W77-088 T: None

L0  
C0

**Sakuta Azusagawa, Checking Print**  
 [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 "Future Schedule" in your WR and return it to your hand.  
 [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 "Homework Scoring" in your WR and return it to your hand.

Adolescence | SBY/W77-089 T: None

L0  
C0

**Rio Futaba, Everyday Casual**  
 [C] During your Opp.'s turn, all your other ::Adolescence:: Charas gain +1000 Pow.  
 [S] [Rest this] Choose 1 of your Charas with "Futaba" or "Sakuta" or "Kunimi" in name, and for the turn, that Chara gains +1000 Pow.

Adolescence - Science | SBY/W77-090 T: None

L1  
C0

**Shoko Makinohara, Hayate's Shampoo**  
 [A] EXPERIENCE When this card attacks, if the sum of Levels of cards in your Level Zone is 2 or higher, choose 1 of your Charas, and for the turn, that Chara gains +2000 Pow.

Adolescence - Mystery | SBY/W77-091 T: None

L1  
C0

**"Quantum Entanglement" Sakuta Azusagawa**  
 [C] If you do not have another Chara with "Tomoe" in name, this cannot attack.  
 [A] When this is placed from hand to the Stage, if you have another ::Adolescence:: Chara, this gains +2000 Pow for the turn.

Adolescence | SBY/W77-092 T: None

L1  
C0

**Tomoe Koga, Usual Exchange**  
 [A] When you use the BACKUP of this, put the top 3 cards of your LB in the WR.  
 [S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Adolescence - Smartphone | SBY/W77-093 T: Soul

L1  
C1

**Shoko Makinohara, Events in a Dream**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Adolescence:: Charas.  
 [A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.

Adolescence - Mystery | SBY/W77-094 T: Soul

L2  
C1

**Yuuma Kunimi, Friend's Worries**  
 [C] This cannot Side Attack.  
 [C] For each of your other "Yuuma Kunimi, Friend's Worries" in the Front Row, this gains +2000 Pow.

Sports | SBY/W77-095 T: Soul

L2  
C1

**Future Schedule**  
 If there's no "Future Schedule" in your Memory, Send this to Memory. You may choose a card in your Level and a "Shoko Makinohara, Irreplaceable Existence" in your WR and Swap them.  
 Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
 [A] RECOLLECTION When you Level-Up, if this is in your Memory, you may look at the top card of your LB, choose up to 1 ::Adolescence:: Chara from among it, show it to your Opp., show it to your Opp., put it in your hand, and put the remaining cards into your WR.

SBY/W77-096a T: None

L1  
C1

**Future Schedule**

If there's no "Future Schedule" in your Memory, Send this to Memory.  
You may choose a card in your Level and a "Shoko Makinohara, Irreplaceable Existence" in your WR and Swap them.  
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.  
[A] RECOLLECTION When you Level-Up, if this is in your Memory, you may look at the top card of your LB, choose up to 1 :Adolescence: Chara from among it, show it to your Opp., show it to your Opp., put it in your hand, and put the remaining cards into your WR.

SBY/W77-096b T: None

L1  
C1

**Homework Scoring**

You may put 1 "Future Schedule" from your Memory into your WR. If you do, choose 1 "Shoko Makinohara, Irreplaceable Existence" in your Level, place it to any Slot on the Stage, put this in your Level, and for the turn, that Chara gains +6000 Pow.

SBY/W77-097 T: None

L3  
C1

**Complex Mind**

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

SBY/W77-098 T: Draw

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**Complex Mind**

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

SBY/W77-098R T: Draw

**First Love Memories**

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

SBY/W77-099 T: Soul Gate

**First Love Memories**

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

SBY/W77-099R T: Soul Gate

Rascal Does Not Dream of a Dreaming Girl Booster Pack

**The Future That Has Arrived**

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

SBY/W77-100 T: Soul Gate

**The Future That Has Arrived**

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

SBY/W77-100R T: Soul Gate

