

**Nodoka Toyohama, Idol With a Sister Complex**  
 [C] During your turn, this gains +1000 Pow.  
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in your WR. If it's a ::Adolescence:: Chara, you may move this to an empty Slot in the Front Row.

*Adolescence - Fashionable | SBY/W64-001 T: None*

L0  
C0

**Nodoka Toyohama, Idol With a Sister Complex**  
 [C] During your turn, this gains +1000 Pow.  
 [A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in your WR. If it's a ::Adolescence:: Chara, you may move this to an empty Slot in the Front Row.

*Adolescence - Fashionable | SBY/W64-001SP T:*

L0  
C0

**Kaede Azusagawa, House-Sitting Sister**  
 [A] 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, this gains +3000 Pow for the turn.  
 [A] [(1) Put the top card of your LB in your Clock] When this becomes Reversed in battle, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

*Adolescence - Animal | SBY/W64-002 T: None*

L0  
C0

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**Kaede Azusagawa, House-Sitting Sister**  
 [A] 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, this gains +3000 Pow for the turn.  
 [A] [(1) Put the top card of your LB in your Clock] When this becomes Reversed in battle, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

*Adolescence - Animal | SBY/W64-002SP T: None*

L0  
C0

**Nodoka Toyohama, Accumulated Thoughts**  
 [A] **CX COMBO** When this attacks, if "Sister Panic" is in the CZ and you have another ::Adolescence:: Chara, look at up to 4 cards from top of your LB, search for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
 [A] [(1) Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Nodoka Toyohama, Girl From Home" in your hand and put it in the Slot this was in as Defending Chara.

*Adolescence - Fashionable | SBY/W64-003 T: None*

L1  
C0

**Mai Sakurajima, Talented Person**  
 [A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Mai Sakurajima, Talented Person" in your Memory and put it in any Slot on the Stage.

*Adolescence - Cuisine | SBY/W64-004 T: None*

L1  
C0

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack

**Mai Sakurajima, Talented Person**  
 [A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose a "Mai Sakurajima, Talented Person" in your Memory and put it in any Slot on the Stage.

*Adolescence - Cuisine | SBY/W64-004S T: None*

L1  
C0

**Mai Sakurajima, Understanding Feelings**  
 [A] [Discard 2 cards from hand to the stage, draw up to 2 cards, and discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it in the WR.  
 [S] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Adolescence - Cuisine | SBY/W64-005 T: Soul*

L2  
C1

**Mai Sakurajima, Twilight Sky**  
 [A] When this attacks, if you have 4 or more other ::Adolescence:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.  
 [A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

*Adolescence - Cuisine | SBY/W64-006 T: Soul*

L3  
C2

**Mai Sakurajima, Twilight Sky**  
 [A] When this attacks, if you have 4 or more other ::Adolescence:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.  
 [A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

*Adolescence - Cuisine | SBY/W64-006S T: Soul*

L3  
C2

**Kaede Azusagawa, Sister With a Brother Complex**  
 [A] When this is placed from hand to the stage, draw up to 2 cards, and discard a card from your hand to the WR.  
 [A] **CX COMBO EXPERIENCE** [(2) Discard a card from hand to WR, send this card to WR] At the end of this card's attack, if "The Kaede Quest" is in CZ, and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, choose 1 "Kaede Azusagawa, Courage to Move Forward" in your WR and put it in the Slot this was in.

*Adolescence - Animal | SBY/W64-007 T: Soul*

L3  
C2

**Kaede Azusagawa, Sister With a Brother Complex**  
 [A] When this is placed from hand to the stage, draw up to 2 cards, and discard a card from your hand to the WR.  
 [A] **CX COMBO EXPERIENCE** [(2) Discard a card from hand to WR, send this card to WR] At the end of this card's attack, if "The Kaede Quest" is in CZ, and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, choose 1 "Kaede Azusagawa, Courage to Move Forward" in your WR and put it in the Slot this was in.

*Adolescence - Animal | SBY/W64-007S T: Soul*

L3  
C2

**Nodoka Toyohama, Yearning and Weight**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.  
 [A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Nodoka Toyohama, Active High School Girl Idol" in your WR and put it in the Slot this was in.

*Adolescence - Fashionable | SBY/W64-008 T: Soul*

L3  
C2

**Kaede Azusagawa, Girl Who Loves Her House**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [S] **BRAINSTORM** [(1) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose 1 of your ::Adolescence:: Charas in the WR and return it to your hand, then discard 1 card from your hand to the WR".

*Adolescence - Animal | SBY/W64-009 T: None*

L0  
C0

**Kaede Azusagawa, One Step Forward**  
 [A] [(2) Discard 2 cards 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 2 ::Adolescence:: Charas, reveal them, put them in your hand, shuffle your LB, and this gets +3000 Pow for the turn.

*Adolescence - Animal | SBY/W64-010 T: None*

L0  
C0

**Nodoka Toyohama, Sister's Feelings**  
 [C] During your turn, all your other Charas with "Mai" and/or "Nodoka" in name gain +1000 Pow.  
 [S] [(2) Rest this] Choose a Chara in your WR with "Mai" and/or "Nodoka" in name and return it to your hand.

*Adolescence - Fashionable | SBY/W64-011 T: None*

L1  
C0

**Mai Sakurajima, Press Conference**  
 [A] When this card is placed from hand to the Stage, reveal 1 card from top of your LB. If that card's Level is 0 or lower, this card gains +3000 Pow for the turn. If it's not, draw up to 1 card, discard 1 card from your hand to the WR, and this card gains +1000 Pow for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

*Adolescence - Cuisine | SBY/W64-012 T: None*

L1  
C0

**Mai Sakurajima, Intense Pursuit**  
 [C] If you have no other ::Adolescence:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the stage, this gains +1500 Pow for the turn.

*Adolescence - Cuisine | SBY/W64-013 T: None*

L1  
C1

**Sakuta Azusagawa, Awkward Kindness**  
 [C] Your other Front Row Center ::Adolescence:: Chara gains +1500 Pow.  
 [A] When this card Direct Attacks, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +1 Soul for the turn.

*Adolescence | SBY/W64-014 T: None*

**L0**  
**C0**

**Mai Sakurajima, Complex Mind**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** This ability activates up to once per turn. When Damage dealt by this card is Cancelled, if "Aim and Shoot for the Heart" is in your CZ, choose 1 of your ::Adolescence:: Charas in your WR and return it to your hand.

*Adolescence - Cuisine | SBY/W64-015 T: None*

**L0**  
**C0**

**Mai Sakurajima, Shame**  
 [A] When your other ::Adolescence:: Chara attacks, this gains +1500 Pow for the turn.

*Adolescence - Cuisine | SBY/W64-016 T: None*

**L0**  
**C0**

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**Mai Sakurajima, Secret Memory**  
 --No Text--

*Adolescence - Cuisine | SBY/W64-017 T: None*

**L0**  
**C0**

**Kaede Azusagawa, Crisis As a Sister**  
 [A] When this becomes Reversed in battle, you cannot use "[A] ENCORE" for the turn. (This includes "[A] ENCORE [(3)]" provided by rules)

*Adolescence - Animal | SBY/W64-018 T: None*

**L0**  
**C0**

**Fumika Nanjo, Announcer**  
 [C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB, search for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and put the rest in the WR.

*Television | SBY/W64-019 T: Soul*

**L2**  
**C1**

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack

**Kaede Azusagawa, Courage to Move Forward**  
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +2500 Pow.  
 [A] **ENCORE** [Discard an ::Adolescence:: Chara from your hand to the WR]

*Adolescence - Animal | SBY/W64-020 T: Soul*

**L2**  
**C2**

**Panda Pajamas**  
**EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, choose up to 2 Charas from WR and return them to hand, discard a card from hand to the WR, and choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

*SBY/W64-021 T: None*

**L2**  
**C1**

**Secret Treasure**  
 [Counter] Search your LB for up to 2 Charas with "Mai" and/or "Nodoka" in name, reveal them to your Opp., put them in your hand, then discard a card from hand to the WR, and shuffle your LB.

*SBY/W64-022 T: None*

**L2**  
**C1**

**Aim and Shoot for the Heart**  
 [C] All your Charas gain +2 Soul.

*SBY/W64-023 T: 2 Soul*

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

*SBY/W64-024 T: Soul Bounce*

**The Kaede Quest**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*SBY/W64-025 T: Soul Shot*

**The Kaede Quest**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*SBY/W64-025R T: Soul Shot*

**Shoko Makinohara, Dream Girl**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are ::Adolescence::, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

*Adolescence - Mystery | SBY/W64-026 T: Soul*

**L3**  
**C2**

**Shoko Makinohara, Dream Girl**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are ::Adolescence::, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

*Adolescence - Mystery | SBY/W64-026SP T: Soul*

**L3**  
**C2**

**Rio Futaba, Observed Theory**  
 [A] When this attacks, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

*Adolescence - Science | SBY/W64-027 T: None*

**L0**  
**C0**

**Rio Futaba, Observed Theory**  
 [A] When this attacks, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

*Adolescence - Science | SBY/W64-027S T: None*

**L0**  
**C0**

**Tomoe Koga, Clear Blue Sky**  
 [A] At the start of your Climax Phase, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.  
 [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, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

*Adolescence - Smartphone | SBY/W64-028 T: None*

**L0**  
**C0**

**Shoko Makinohara, Phantom Sister**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, 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, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Mystery | SBY/W64-029 T: None*

**L0**  
**C0**

**Shoko Makinohara, Phantom Sister**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, 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, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Mystery | SBY/W64-029S T: None*

**L0**  
**C0**

**Shoko Makinohara, Twilight Sky**  
 [A] When you use the **BACKUP** of this, if you have an ::Adolescence:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

*Adolescence - Mystery | SBY/W64-030 T: None*

**L1**  
**C0**

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**Shoko Makinohara, Twilight Sky**  
 [A] When you use the **BACKUP** of this, if you have an ::Adolescence:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1/B** [Discard this card from your hand to the WR]

*Adolescence - Mystery | SBY/W64-030S T: None*

**L1**  
**C0**

**Rio Futaba, Twilight Sky**  
 [A] When this is placed from hand to the Stage, for the turn, this gains +1 Level and +1000 Pow.  
 [A] When this attacks, choose 1 of your other ::TRAIT:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Adolescence:: Charas.

*Adolescence - Science | SBY/W64-031 T: None*

**L1**  
**C0**

**Rio Futaba, Twilight Sky**  
 [A] When this is placed from hand to the Stage, for the turn, this gains +1 Level and +1000 Pow.  
 [A] When this attacks, choose 1 of your other ::TRAIT:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Adolescence:: Charas.

*Adolescence - Science | SBY/W64-031S T: None*

**L1**  
**C0**

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack

**Rio Futaba, Calm Deposition**  
 [C] If this is in the Front Row Center Slot, this gains +4000 Pow.  
 [C] If your Level is 3 or higher, this gains "[C] **BODYGUARD**"  
 [A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

*Adolescence - Science | SBY/W64-032 T: Soul*

**L3**  
**C2**

**Rio Futaba, Calm Deposition**  
 [C] If this is in the Front Row Center Slot, this gains +4000 Pow.  
 [C] If your Level is 3 or higher, this gains "[C] **BODYGUARD**"  
 [A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

*Adolescence - Science | SBY/W64-032S T: Soul*

**L3**  
**C2**

**Tomoe Koga, in Swimsuit**  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and choose up to 1 of your Opp.'s Charas and return that Chara to their hand.  
 [A] **CX COMBO** [Discard 2 cards from your hand to WR] When this card's Battle Opp. is Reversed, if "All the Lies I Have For You" is in your CZ, may pay. If so, put that Chara in Clock, and deal 1 damage to your Opp.. (DC can occur)

*Adolescence - Smartphone | SBY/W64-033 T: Soul*

**L3**  
**C2**

**Tomoe Koga, in Swimsuit**  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and choose up to 1 of your Opp.'s Charas and return that Chara to their hand.  
 [A] **CX COMBO** [Discard 2 cards from your hand to WR] When this card's Battle Opp. is Reversed, if "All the Lies I Have For You" is in your CZ, may pay. If so, put that Chara in Clock, and deal 1 damage to your Opp.. (DC can occur)

*Adolescence - Smartphone | SBY/W64-033S T: Soul*

**L3**  
**C2**

**Tomoe Koga, Accidental Reunion**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.  
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

*Adolescence - Smartphone | SBY/W64-034 T: None*

**L0**  
**C0**

**Tomoe Koga, Laplace's Demon**  
 [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, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence - Smartphone | SBY/W64-035 T: None*

**L0**  
**C0**

**Tomoe Koga, Getting Around to Showing Off**  
 [C] All your other ::Adolescence:: Charas gains +500 Pow.  
 [A] When your other ::Adolescence:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

*Adolescence - Smartphone | SBY/W64-036 T: None*

**L0**  
**C0**

**Rio Futaba, an Awful Word**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +1000 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Cunning Mind" is in your CZ, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Science | SBY/W64-037 T: None*

**L1**  
**C0**

**Rio Futaba, Where to Look**  
 [C] If your Level is 2 or higher, this card gains the following ability. [A] [(1) Put 1 "Rio Futaba, Lovesick" on your Stage under this card faceup as marker] choose up to 1 "Rio Futaba, Calm Deposition" from your WR, put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Rio Futaba, Calm Deposition" as Markers in any order, then choose up to 1 ::Adolescence:: Chara from WR and return it to your hand."

*Adolescence - Science | SBY/W64-038 T: Soul*

**L2**  
**C1**

**Sakuta Azusagawa, In the Middle of Being Lost**  
 [C] All your other ::Adolescence:: Charas gains +500 Pow.  
 [S] [Rest this] Choose 1 of your Charas with "Shoko" in name. That Chara gains +1500 Pow for the turn.

*Adolescence | SBY/W64-039 T: None*

**L1**  
**C0**

**Rio Futaba, Two of Me**  
 [C] If there are 2 or fewer cards in your Stock, this cannot attack.

*Adolescence - Science | SBY/W64-040 T: None*

**L1**  
**C0**

**Shoko Makinohara, Honest Impression**  
 [A] When this attacks, if you have 2 or more other ::Adolescence:: Charas, this gains +2000 Pow for the turn.

*Adolescence - Mystery | SBY/W64-041 T: None*

**L1**  
**C0**

**Shoko Makinohara, Home Visit**  
 [C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Adolescence - Mystery | SBY/W64-042 T: None

L1  
C1

**Sakuta Azusagawa, Departing Rain**  
 [C] During your turn, if you have another "Tomoe Koga, Get Well", this gains +4000 Pow.  
 [A] [Discard an ::Adolescence:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Tomoe Koga, Get Well" in your WR and put it in any Slot on the Stage.

Adolescence | SBY/W64-043 T: Soul

L2  
C1

**Shoko Makinohara, Remaining Feelings**  
 [C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [A] **CX COMBO** When "In a Sorrowful Rain" is placed to your CZ, if this card is in the Front Row, put up to 2 cards from top of your LB into your Stock.

Adolescence - Mystery | SBY/W64-044 T: Soul

L2  
C1

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**Tomoe Koga, Get Well**  
 --No Text--

Adolescence - Smartphone | SBY/W64-045 T: Soul

L2  
C1

**Reason for First Love**  
 Choose 1 of your Charas and put it in the WR. If so, search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

SBY/W64-046 T: None

L1  
C0

**Repeating World**  
 If you have no Chara with "Tomoe" in name, you cannot play this from hand.  
 If all Players are Level 2 or lower, you may discard a card from hand to WR. If so, shuffle your LB, then discard 1 card from top of your LB to WR. If the level of that card is 1 or higher, you gain 1 extra Turn.

SBY/W64-047 T: None

L2  
C6

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack

**All the Lies I Have For You**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-048 T: Treasure

**All the Lies I Have For You**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-048R T: Treasure

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

SBY/W64-049 T: 2 Soul

**In a Sorrowful Rain**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-050 T: Treasure

**Mai Sakurajima, Bunny Girl Senpai**  
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Adolescence:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.  
 [A] When this is placed from the Stage to the WR, you may choose a "Mai Sakurajima, Irreplaceable Existence" in your WR and send it to Memory.

Adolescence - Cuisine | SBY/W64-051 T: None

L0  
C0

**Mai Sakurajima, Bunny Girl Senpai**  
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Adolescence:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.  
 [A] When this is placed from the Stage to the WR, you may choose a "Mai Sakurajima, Irreplaceable Existence" in your WR and send it to Memory.

Adolescence - Cuisine | SBY/W64-051Sp T: None

L0  
C0

**Kaede Azusagawa, Twilight Sky**  
 [C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

Adolescence - Animal | SBY/W64-052 T: Soul

L3  
C2

**Kaede Azusagawa, Twilight Sky**  
 [C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

Adolescence - Animal | SBY/W64-052S T: Soul

L3  
C2

**Mai Sakurajima, Irreplaceable Existence**  
 [A] When this is placed from hand or Memory to the Stage, put 2 cards from the top of your LB to the WR, and deal X damage to your Opp.. X = # of Level 2 or higher cards among them.  
 [A] **CX COMBO** When this attacks, if "The World Without You" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)  
 [A] When this card is Front Attacked, send this card to Memory. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Adolescence - Cuisine | SBY/W64-053 T: Soul

L3  
C2

**Mai Sakurajima, Irreplaceable Existence**  
 [A] When this is placed from hand or Memory to the Stage, put 2 cards from the top of your LB to the WR, and deal X damage to your Opp.. X = # of Level 2 or higher cards among them.  
 [A] **CX COMBO** When this attacks, if "The World Without You" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)  
 [A] When this card is Front Attacked, send this card to Memory. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Adolescence - Cuisine | SBY/W64-053SEC T: Soul

L3  
C2

**Nodoka Toyohama, Twilight Sky**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [A] When a Climax card is placed to your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Adolescence - Fashionable | SBY/W64-054 T: None

L0  
C0

**Nodoka Toyohama, Twilight Sky**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [A] When a Climax card is placed to your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Adolescence - Fashionable | SBY/W64-054S T:

L0  
C0

**Kaede Azusagawa, Loves Her Brother**

[A] When this is placed from hand to the stage, this gains +1500 Pow for the turn.  
[A] When this becomes Reversed, if the Level of the Battle Opp. is 0 or lower, you may Reverse that Chara.

Adolescence - Animal | SBY/W64-055 T: None

L0  
C0

**Kaede Azusagawa, Loves Her Brother**

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] When this becomes Reversed, if the Level of the Battle Opp. is 0 or lower, you may Reverse that Chara.

Adolescence - Animal | SBY/W64-055S T: None

L0  
C0

**Kaede Azusagawa, Nasuno and Greeting**

[C] This cannot Side Attack.  
[A] **CX Combo** When the Battle Opp. of this becomes Reversed, if "Together With Nasuno" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Adolescence - Animal | SBY/W64-056 T: None

L1  
C0

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**Nodoka Toyohama, Active High School Girl Idol**

[A] When this is placed from hand to the Stage or by the effects of **CHANGE**, draw 1 card, discard 1 card from hand to WR, and choose up to 1 of your Opp.'s Charas and return that Chara to their hand.  
[A] **CX COMBO** [(1) Discard a card to WR] When this card attacks, if "To the Sparkling Stage" is in your CZ, and you have another ::Adolescence:: Chara, may pay, if so, look at up to 4 cards from top of your Opp.'s LB, choose up to 4 of them and put them in the WR, return the rest to the LB, your Opp. shuffles that LB, and this gets +1000 Pow for the turn.

Adolescence - Fashionable | SBY/W64-057 T: Soul

L3  
C2

**Nodoka Toyohama, Active High School Girl Idol**

[A] When this is placed from hand to the Stage or by the effects of **CHANGE**, draw 1 card, discard 1 card from hand to WR, and choose up to 1 of your Opp.'s Charas and return that Chara to their hand.  
[A] **CX COMBO** [(1) Discard a card to WR] When this card attacks, if "To the Sparkling Stage" is in your CZ, and you have another ::Adolescence:: Chara, may pay, if so, look at up to 4 cards from top of your Opp.'s LB, choose up to 4 of them and put them in the WR, return the rest to the LB, your Opp. shuffles that LB, and this gets +1000 Pow for the turn.

Adolescence - Fashionable | SBY/W64-057S T: Soul

L3  
C2

**Nodoka Toyohama, Self-Hatred**

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Adolescence - Fashionable | SBY/W64-058 T: None

L0  
C0

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack

**Mai Sakurajima, Rare Existence**

[A] When you use the **BACKUP** of this, if you have 2 or more ::Adolescence:: Charas, you may choose a "Mai Sakurajima, Irreplaceable Existence" in your WR and send it to Memory.  
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Adolescence - Cuisine | SBY/W64-059 T: Soul

L1  
C1

**Kaede Azusagawa, Present?**

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1500 Pow and "[A] **ENCORE** [Discard a card from hand to WR]".

Adolescence - Animal | SBY/W64-060 T: None

L1  
C1

**Mai Sakurajima, As a Lover**

[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 Chara in your WR with "Mai" and/or "Nodoka" in name and return it to your hand.  
[A] When this becomes Reversed, if its Battle Opp. is Level 2 or lower, you may Reverse that Chara.

Adolescence - Cuisine | SBY/W64-061 T: Soul

L2  
C1

**Sakuta Azusagawa, Rascal**

[C] If your Level is 2 or higher, this card gains the following ability. [S] [(2) Discard 1 ::Adolescence:: Chara from hand to WR, rest 2 ::Adolescence:: Charas] Choose 1 "Mai Sakurajima, Irreplaceable Existence" from Memory and place it to the Stage in any Slot.  
[C] During your turn, all your other "Mai Sakurajima, Twilight Sky" and "Mai Sakurajima, Irreplaceable Existence" gain +1000 Pow.  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Adolescence | SBY/W64-062 T: Soul

L2  
C1

**Nodoka Toyohama, Girl From Home**

[C] This cannot Side Attack.  
[A] At the beginning of your Encore Phase, if this card is in the Front Row, return this card to hand, choose up to 1 Level 0 or lower Chara from hand, and place it to this card's Slot Rested.

Adolescence - Fashionable | SBY/W64-063 T: Soul

L2  
C1

**Nodoka Toyohama, Secret of Memory**

[C] All your other "Mai Sakurajima, Secret Memory" gain +1000 Pow.  
[A] **BOND/"Mai Sakurajima, Secret Memory"** [Put the top card of your LB in your Clock]

Adolescence - Fashionable | SBY/W64-064 T: None

L0  
C0

**Mai Sakurajima, Collecting Feelings**

[C] **ASSIST** All your Level 0 and lower Charas in front of this gain +1000 Pow.  
[A] [Put this in WR] When another of your ::Adolescence:: Charas is Front Attacked, may pay. If so, choose 1 of your Battling Charas. That Chara gains +1000 Pow for the turn.

Adolescence - Cuisine | SBY/W64-065 T: None

L0  
C0

**Mai Sakurajima, Adult Charm**

[A] When this is placed from hand to the Stage, if there are 5 or more Climax cards in your Opp.'s WR, Rest this.  
[A] When this becomes Reversed while Battling, put this on bottom of the LB.

Adolescence - Cuisine | SBY/W64-066 T: None

L0  
C0

**Kaede Azusagawa, Changing Clothes**

[A] When your other "Kaede Azusagawa, Fluffy Breakfast" is placed on the Stage from hand, this card gains +5000 Pow for the turn.

Adolescence - Animal | SBY/W64-067 T: None

L1  
C0

**Kaede Azusagawa, Fluffy Breakfast**

--No Text--

Adolescence - Animal | SBY/W64-068 T: None

L1  
C0

**Mai Sakurajima, Regional Location**

[C] This cannot be chosen as the target of your Opp.'s effects.  
[A] When this becomes Reversed, if the Level of its Battle Opp. is higher than the Level of your Opp., you may Reverse that Chara.

Adolescence - Cuisine | SBY/W64-069 T: Soul

L2  
C1

**Kaede Azusagawa, Confidence for Tomorrow**

[C] This cannot be chosen as the target of your Opp.'s effects.  
[C] All your other ::Adolescence:: Charas gain +1000 Pow.  
[S] [Rest 2 of your Charas] Choose a card in your Level Zone and a card in your WR and Swap them.

Adolescence - Animal | SBY/W64-070 T: Soul

L2  
C1

**Scars**  
 [Counter] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this card is sent from the Stage to the WR, you may return this card to hand."

SBY/W64-071 T: None

L1  
C0

**Connecting Thoughts**  
 Choose 1 of your "Mai Sakurajima, Irreplaceable Existence" in Memory, place it to any Slot on the Stage, and that card gains +5000 Pow for the turn.

SBY/W64-072 T: None

L3  
C1

**The World Without You**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-073 T: Salvage

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**The World Without You**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-073R T: Salvage

**To the Sparkling Stage**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-074 T: Salvage

**To the Sparkling Stage**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W64-074R T: Salvage

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack

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

SBY/W64-075 T: Soul Standby

**Shoko Makinohara, Mysterious Girl**  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.  
 [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 - Mystery | SBY/W64-076 T: None

L0  
C0

**Shoko Makinohara, Mysterious Girl**  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.  
 [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 - Mystery | SBY/W64-076SEC T: None

L0  
C0

**Tomoe Koga, Petite Devil Kouhai**  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Adolescence:: Charas.  
 [A] CX COMBO When this card's Battle Opp. is Reversed, if "Returning World, Non-Returning Feelings" is in your CZ, until the next end of your Opp.'s turn this card gains following ability. "[A] When this card is Front Attacked, you may choose 1 of your other Charas and this and return them to your hand."

Adolescence - Smartphone | SBY/W64-077 T: None

L1  
C0

**Tomoe Koga, Petite Devil Kouhai**  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Adolescence:: Charas.  
 [A] CX COMBO When this card's Battle Opp. is Reversed, if "Returning World, Non-Returning Feelings" is in your CZ, until the next end of your Opp.'s turn this card gains following ability. "[A] When this card is Front Attacked, you may choose 1 of your other Charas and this and return them to your hand."

Adolescence - Smartphone | SBY/W64-077SP T:

L1  
C0

**Tomoe Koga, Little Devil Kouhai**  
 [C] ASSIST All your ::Adolescence:: Charas in front of this gain +2000 Pow.  
 [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.  
 [S] [(5)] If all players are Level 3 or higher, all players put the top 4 cards of their Clock to their WR.

Adolescence - Smartphone | SBY/W64-078 T: Soul

L3  
C2

**Tomoe Koga, Little Devil Kouhai**  
 [C] ASSIST All your ::Adolescence:: Charas in front of this gain +2000 Pow.  
 [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.  
 [S] [(5)] If all players are Level 3 or higher, all players put the top 4 cards of their Clock to their WR.

Adolescence - Smartphone | SBY/W64-078S T: Soul

L3  
C2

**Rio Futaba, Logical Witch**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.  
 [A] CX COMBO [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Adolescence Paradox" is in your CZ, may pay. If so, Stand this.

Adolescence - Science | SBY/W64-079 T: Soul

L3  
C2

**Rio Futaba, Logical Witch**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.  
 [A] CX COMBO [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Adolescence Paradox" is in your CZ, may pay. If so, Stand this.

Adolescence - Science | SBY/W64-079SP T: Soul

L3  
C2

**Shoko Makinohara, Meaning of Unexpressed Feelings**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of your LB.  
 [A] When this is placed from hand to the Stage, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Mystery | SBY/W64-080 T: None

L0  
C0

**Shoko Makinohara, Meaning of Unexpressed Feelings**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB, and put it on either top or bottom of your LB.  
 [A] When this is placed from hand to the Stage, choose 1 of your ::Adolescence:: Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Mystery | SBY/W64-080S T: None

L0  
C0

**Rio Futaba, Lovesick**  
 [C] All your other ::Adolescence:: Charas gain +500 Pow.  
 [S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Adolescence - Science | SBY/W64-081 T: None

L0  
C0

**Tomoe Koga, Twilight Sky**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.

Adolescence - Smartphone | SBY/W64-082 T: None

L1  
C0

**Tomoe Koga, Twilight Sky**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Adolescence:: Charas.

Adolescence - Smartphone | SBY/W64-082S T:

L1  
C0

**Shoko Makinohara, Brave Junior High Student**  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.  
 [A] **CX COMBO** [Discard 1 card from your hand to the WR] When this card attacks, if "The Blue Goes On Forever" is in your CZ, may pay. If so, until the next end of your Opp.'s turn, this card gains +2500 Pow and following ability. [A] When this card is attacked, reveal 1 card from the top of your LB and put it on top or bottom of your LB. For the turn, the Chara across from this gets -X Soul. X = Level of the card revealed."

Adolescence - Mystery | SBY/W64-083 T: Soul

L3  
C2

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**Shoko Makinohara, Brave Junior High Student**  
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.  
 [A] **CX COMBO** [Discard 1 card from your hand to the WR] When this card attacks, if "The Blue Goes On Forever" is in your CZ, may pay. If so, until the next end of your Opp.'s turn, this card gains +2500 Pow and following ability. [A] When this card is attacked, reveal 1 card from the top of your LB and put it on top or bottom of your LB. For the turn, the Chara across from this gets -X Soul. X = Level of the card revealed."

Adolescence - Mystery | SBY/W64-083S T: Soul

L3  
C2

**Shoko Makinohara, Study Session**  
 [A] [Discard a Climax card from your hand to the WR]  
 [A] 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.

Adolescence - Mystery | SBY/W64-084 T: None

L0  
C0

**Tomoe Koga, Evil Gaze**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Adolescence:: Charas put in the WR this way.  
 [A] When Battle Opp. of this card is Reversed, choose 1 of your Charas, that Chara gains +1000 Pow for the turn.

Adolescence - Smartphone | SBY/W64-085 T: None

L0  
C0

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**Tomoe Koga, Presently Caught**  
 [A] When this is placed from hand to the Stage, reveal 1 card from the top of your Library. If that card is Level 1 or higher, draw 1 card, and discard 1 card from hand to the WR. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Adolescence - Smartphone | SBY/W64-086 T: None

L1  
C0

**Yuuma Kunimi, Basketball Club**  
 [C] When the Battle Opp. of this becomes Reversed, if there are 3 or fewer cards in your Stock, you may put that Chara on top of the LB.

Sports | SBY/W64-087 T: None

L1  
C0

**Saki Kamisato, Classmate**  
 [C] If there are 5 or fewer cards in your LB, this gets -1 Level when in hand.  
 [C] All your other "Yuuma Kunimi, Basketball Club" gain +2000 Pow.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

No Traits | SBY/W64-088 T: Soul

L2  
C1

**Shoko Makinohara, With Hayate**  
 [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 on the bottom of the LB.

Adolescence - Mystery | SBY/W64-089 T: Soul

L2  
C1

**Rio Futaba, Shadowing**  
 [C] During your turn, all your other "Yuuma Kunimi, Basketball Club" gain +2000 Pow.  
 [A] **BOND/"Yuuma Kunimi, Basketball Club"**  
 [Discard a card from your hand to the WR]

Adolescence - Science | SBY/W64-090 T: None

L0  
C0

**Rio Futaba, Study Session**  
 [S] [(1)] This gains +1 Level and +1500 Pow for the turn.

Adolescence - Science | SBY/W64-091 T: None

L0  
C0

**Rio Futaba, Returning from Shopping**  
 --No Text--

Adolescence - Science | SBY/W64-092 T: None

L0  
C0

**Shoko Makinohara, Supportive Heart**  
 [A] During battles involving this, when Damage taken by you is not Cancelled, put this in the WR.

Adolescence - Mystery | SBY/W64-093 T: None

L0  
C0

**Sakuta Azusagawa, Roundabout Solution**  
 [A] When this is placed from hand to the Stage, you may choose a "Rio Futaba, Returning from Shopping" in your WR and put it in your Stock.

Adolescence | SBY/W64-094 T: None

L1  
C0

**Rio Futaba, Careful Response**  
 [A] When you use the **BACKUP** on this, if you have a ::Adolescence:: Chara, choose 1 of your battling Charas. That Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adolescence - Science | SBY/W64-095 T: Soul

L2  
C1

**Tomoe Koga, Mind Reader?**  
 [C] For each of your other ::Adolescence:: Charas, this gains +1000 Pow.

Adolescence - Smartphone | SBY/W64-096 T: Soul

L2  
C2

**Nasuno and Hayate**  
 Look at up to 4 cards from top of your LB and search for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and put the rest in the WR.

SBY/W64-097 T: None

L1  
C0

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

*SBY/W64-098 T: Soul Gate*

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

*SBY/W64-098R T: Soul Gate*

**Returning World, Non-Returning Feelings**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*SBY/W64-099 T: Draw*

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**Returning World, Non-Returning Feelings**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*SBY/W64-099R T: Draw*

**The Blue Goes On Forever**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*SBY/W64-100 T: Soul Gate*

**The Blue Goes On Forever**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*SBY/W64-100R T: Soul Gate*

Rascal Does Not Dream of Bunny Girl Senpai Booster Pack