

### Kaede Azusagawa, Continuing the Dream

[A] When your Climax card is triggered, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your 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, choose up to 1 Chara in your WR and return it to your hand.

Adolescence - Animal | SBY/W114-001 T: None

L0  
C0

### Kaede Azusagawa, Continuing the Dream

[A] When your Climax card is triggered, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your 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, choose up to 1 Chara in your WR and return it to your hand.

Adolescence - Animal | SBY/W114-001SP T: None

L0  
C0

### Nodoka Toyohama, Dancing Feeling

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your other ::Adolescence:: Charas in the Back Row, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "Your Opp. puts the top 10 cards of their LB in the WR, and this gains +3000 Pow for the turn."

Adolescence - Fashionable | SBY/W114-002 T: Soul

L3  
C2

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### Nodoka Toyohama, Dancing Feeling

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] For each of your other ::Adolescence:: Charas in the Back Row, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "Your Opp. puts the top 10 cards of their LB in the WR, and this gains +3000 Pow for the turn."

Adolescence - Fashionable | SBY/W114-002SP T: Soul

L3  
C2

### Kaede Azusagawa, Path She Decided On

[C] **EXPERIENCE** If "The Dream Remained" and "Kaede Azusagawa, Holding Two's Thoughts Inside" are in your Level Zone, this gets -1 Level while in your hand.  
 [A] **EXPERIENCE** When "Courage-Carrying Seabreeze" is placed in your CZ, if this is in the Front Row, choose 1 of the following 2 effects and perform it. "Search your LB for up to 3 ::Adolescence:: Charas, reveal them, choose 1 of them and put it in your hand, choose 1 of them and put it in your Stock, put the rest in the WR, shuffle your LB, and this gains +3000 Pow for the turn." "Deal 2 Damage to your Opp.." (DC can occur)

Adolescence - Animal | SBY/W114-003 T: Soul

L3  
C2

### Kaede Azusagawa, Path She Decided On

[C] **EXPERIENCE** If "The Dream Remained" and "Kaede Azusagawa, Holding Two's Thoughts Inside" are in your Level Zone, this gets -1 Level while in your hand.  
 [A] **EXPERIENCE** When "Courage-Carrying Seabreeze" is placed in your CZ, if this is in the Front Row, choose 1 of the following 2 effects and perform it. "Search your LB for up to 3 ::Adolescence:: Charas, reveal them, choose 1 of them and put it in your hand, choose 1 of them and put it in your Stock, put the rest in the WR, shuffle your LB, and this gains +3000 Pow for the turn." "Deal 2 Damage to your Opp.." (DC can occur)

Adolescence - Animal | SBY/W114-003ABR T: Soul

L3  
C2

## Rascal Series Booster Pack

### Kaede Azusagawa, Path She Decided On

[C] **EXPERIENCE** If "The Dream Remained" and "Kaede Azusagawa, Holding Two's Thoughts Inside" are in your Level Zone, this gets -1 Level while in your hand.  
 [A] **EXPERIENCE** When "Courage-Carrying Seabreeze" is placed in your CZ, if this is in the Front Row, choose 1 of the following 2 effects and perform it. "Search your LB for up to 3 ::Adolescence:: Charas, reveal them, choose 1 of them and put it in your hand, choose 1 of them and put it in your Stock, put the rest in the WR, shuffle your LB, and this gains +3000 Pow for the turn." "Deal 2 Damage to your Opp.." (DC can occur)

Adolescence - Animal | SBY/W114-003OFR T: Soul

L3  
C2

### Kaede Azusagawa, I Will Work Hard

[A] When this is placed from hand to the Stage or when this attacks, look at the top card of your LB and put it either on top of your LB or in the WR.  
 [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 - Animal | SBY/W114-004 T: None

L0  
C0

### Kaede Azusagawa, I Will Work Hard

[A] When this is placed from hand to the Stage or when this attacks, look at the top card of your LB and put it either on top of your LB or in the WR.  
 [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 - Animal | SBY/W114-004S T: None

L0  
C0

### Kaede Azusagawa & Mai Sakurajima, Fashion Show

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.  
 [A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if "The Dream Remained" and "Kaede Azusagawa, Holding Two's Thoughts Inside" are in your Level Zone, 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/W114-005 T: None

L0  
C0

### Kaede Azusagawa & Mai Sakurajima, Fashion Show

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.  
 [A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if "The Dream Remained" and "Kaede Azusagawa, Holding Two's Thoughts Inside" are in your Level Zone, 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/W114-005S T: None

L0  
C0

### Mai Sakurajima, Strategist

[A] When this is placed from hand to the Stage, if you have another ::Adolescence:: Chara, this gains +2000 Pow for the turn.  
 [A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a card in your Clock, return it to your hand, and put the top card of your LB in your Clock.

Adolescence - Cuisine | SBY/W114-006 T: None

L0  
C0

### Mai Sakurajima, Strategist

[A] When this is placed from hand to the Stage, if you have another ::Adolescence:: Chara, this gains +2000 Pow for the turn.  
 [A] [(1) Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed in battle, may pay. If so, choose a card in your Clock, return it to your hand, and put the top card of your LB in your Clock.

Adolescence - Cuisine | SBY/W114-006S T: None

L0  
C0

### Mai Sakurajima, Little Devil Speech

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adolescence - Cuisine | SBY/W114-007 T: None

L0  
C0

### Mai Sakurajima, Little Devil Speech

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Adolescence - Cuisine | SBY/W114-007S T: None

L0  
C0

### Kaede Azusagawa & Kaede Azusagawa, Different Paths

[C] For each of your other ::Adolescence:: Charas in the Back Row, this gains +1000 Pow.  
 [A] **CX COMBO** When this attacks, if "Feelings Inside Never Revealed" is in the CZ and you have another ::Adolescence:: Chara, look at up to 4 cards from the top of your LB and search for up to 1 ::Adolescence:: Chara or "The Dream Remained", reveal it, put it in your hand, and put the rest in the WR.

Adolescence - Animal | SBY/W114-008 T: None

L1  
C0

### Kaede Azusagawa & Kaede Azusagawa, Different Paths

[C] For each of your other ::Adolescence:: Charas in the Back Row, this gains +1000 Pow.  
 [A] **CX COMBO** When this attacks, if "Feelings Inside Never Revealed" is in the CZ and you have another ::Adolescence:: Chara, look at up to 4 cards from the top of your LB and search for up to 1 ::Adolescence:: Chara or "The Dream Remained", reveal it, put it in your hand, and put the rest in the WR.

Adolescence - Animal | SBY/W114-008OFR T: None

L1  
C0

### Uzuki Hirokawa, Naive And Romantic

[A] When this is placed from hand to the Stage, if you have another ::Adolescence:: Chara, this gains +2000 Pow for the turn.  
 [A] [(1) Rest 1 of your other Standing ::Adolescence:: Charas] During the turn this is placed from hand to the Stage, when the 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 - Idol | SBY/W114-009 T: None

L1  
C0

**Uzuki Hirokawa, Naive And Romantic**  
 [A] When this is placed from hand to the Stage, if you have another **Adolescence**: Chara, this gains +2000 Pow for the turn.  
 [A] [(1)] Rest 1 of your other Standing **Adolescence**: Charas During the turn this is placed from hand to the Stage, when the 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 - Idol | SBY/W114-009S T: None*

L1  
C0

**Kaede Azusagawa, Holding Two's Thoughts Inside**  
 [C] "The Dream Remained" in your hand gets -1 Cost.  
 [C] "The Dream Remained" in all your other Zones gain a Soul Trigger Icon.  
 [C] **ASSIST** All your **Adolescence**: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

*Adolescence - Animal | SBY/W114-010 T: Soul*

L1  
C1

**Kaede Azusagawa, Holding Two's Thoughts Inside**  
 [C] "The Dream Remained" in your hand gets -1 Cost.  
 [C] "The Dream Remained" in all your other Zones gain a Soul Trigger Icon.  
 [C] **ASSIST** All your **Adolescence**: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

*Adolescence - Animal | SBY/W114-010S T: Soul*

L1  
C1

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**Kaede Azusagawa, Incredible Karte**  
 [A] When this attacks, choose 1 of your **Adolescence**: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

*Adolescence - Animal | SBY/W114-011 T: None*

L0  
C0

**Kaede Azusagawa, Incredible Karte**  
 [A] When this attacks, choose 1 of your **Adolescence**: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

*Adolescence - Animal | SBY/W114-011S T: None*

L0  
C0

**Nodoka Toyohama, Incredible Karte**  
 [C] All your other "Nodoka Toyohama, Christmas Present" gain +1000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, and put them on top of the LB in any order."  
 [A] [Discard an **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 "Nodoka Toyohama, Christmas Present", reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Fashionable | SBY/W114-012 T:*

L0  
C0

Rascal Series Booster Pack

**Nodoka Toyohama, Incredible Karte**  
 [C] All your other "Nodoka Toyohama, Christmas Present" gain +1000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, and put them on top of the LB in any order."  
 [A] [Discard an **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 "Nodoka Toyohama, Christmas Present", reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Fashionable | SBY/W114-012S T:*

L0  
C0

**Uzuki Hirokawa, Natural Idol**  
 [C] If this is in the Front Row Center Slot, this gains +1 Soul.  
 [A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the 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 other **Adolescence**: Charas.

*Adolescence - Idol | SBY/W114-013 T: None*

L0  
C0

**Uzuki Hirokawa, Natural Idol**  
 [C] If this is in the Front Row Center Slot, this gains +1 Soul.  
 [A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the 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 other **Adolescence**: Charas.

*Adolescence - Idol | SBY/W114-013S T: None*

L0  
C0

**Kaede Azusagawa & Kaede Azusagawa, Future Together**  
 [C] **EXPERIENCE** If "The Dream Remained" is in your Level Zone, this gains +3000 Pow.  
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

*Adolescence - Animal | SBY/W114-014 T: None*

L1  
C0

**Kaede Azusagawa & Kaede Azusagawa, Future Together**  
 [C] **EXPERIENCE** If "The Dream Remained" is in your Level Zone, this gains +3000 Pow.  
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

*Adolescence - Animal | SBY/W114-014S T: None*

L1  
C0

**Nodoka Toyohama, High Degree Idol**  
 [C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.  
 [A] [Put this in the WR] When your other **Adolescence**: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

*Adolescence - Fashionable | SBY/W114-015 T:*

L1  
C0

**Nodoka Toyohama, High Degree Idol**  
 [C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.  
 [A] [Put this in the WR] When your other **Adolescence**: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

*Adolescence - Fashionable | SBY/W114-015S T:*

L1  
C0

**Mai Sakurajima, Time Spent at Home**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] When this attacks, if there's a Climax card with a Choice Trigger Icon in your CZ, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger Check twice during this attack's Trigger Step. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

*Adolescence - Cuisine | SBY/W114-016 T: None*

L1  
C0

**Mai Sakurajima, Time Spent at Home**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] When this attacks, if there's a Climax card with a Choice Trigger Icon in your CZ, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger Check twice during this attack's Trigger Step. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

*Adolescence - Cuisine | SBY/W114-016S T: None*

L1  
C0

**Kaede Azusagawa & Kotomi Kano, Path They Want to**  
 [A] When this is placed from hand to the Stage, choose 1 of your other **Adolescence**: Chara, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
 [S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

*Adolescence | SBY/W114-017 T: Soul*

L2  
C1

**Kaede Azusagawa & Kotomi Kano, Path They Want to**  
 [A] When this is placed from hand to the Stage, choose 1 of your other **Adolescence**: Chara, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
 [S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

*Adolescence | SBY/W114-017S T: Soul*

L2  
C1

**Uzuki Hirokawa, Answer Pushing Her forward**  
 [A] [(1)] 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.  
 [A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may choose an **Adolescence**: Chara in your WR and put it in your Stock.

*Adolescence - Idol | SBY/W114-018 T: Soul*

L3  
C2

**Uzuki Hirokawa, Answer Pushing Her forward**  
 [A] [(1)] 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.  
 [A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may choose an ::Adolescence:: Chara in your WR and put it in your Stock.

*Adolescence - Idol | SBY/W114-018S T: Soul*

**L3**  
**C2**

**Sakuta Azusagawa & Miwako Tomobe, School**  
 [C] All your other ::Adolescence:: Charas gain +500 Pow.  
 [S] [(2) Rest this] Choose 1 ::Adolescence:: Chara in your WR and return it to your hand.

*Adolescence | SBY/W114-019 T: None*

**L0**  
**C0**

**Sakuta Azusagawa & Miwako Tomobe, School**  
 [C] All your other ::Adolescence:: Charas gain +500 Pow.  
 [S] [(2) Rest this] Choose 1 ::Adolescence:: Chara in your WR and return it to your hand.

*Adolescence | SBY/W114-019S T: None*

**L0**  
**C0**

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**Uzuki Hirokawa, Maiden Note**  
 [A] At the start of your Climax Phase, choose 1 of your ::Adolescence:: Charas, and that Chara gains +500 Pow for the turn.  
 [A] **CX COMBO** When "Sweet Palette on stage!!" is placed in your CZ, if you have 2 or more other Charas, put the top card of your LB in the WR. If it's Level 0 or lower, put up to 1 card from top of your LB in your Stock. If it's Level 1 or 2, choose 1 of your ::Adolescence:: Chara, and that Chara gains +1 Soul for the turn. If it's Level 3 or higher, choose up to 1 Chara in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect)

*Adolescence - Idol | SBY/W114-020 T: None*

**L0**  
**C0**

**Uzuki Hirokawa, Maiden Note**  
 [A] At the start of your Climax Phase, choose 1 of your ::Adolescence:: Charas, and that Chara gains +500 Pow for the turn.  
 [A] **CX COMBO** When "Sweet Palette on stage!!" is placed in your CZ, if you have 2 or more other Charas, put the top card of your LB in the WR. If it's Level 0 or lower, put up to 1 card from top of your LB in your Stock. If it's Level 1 or 2, choose 1 of your ::Adolescence:: Chara, and that Chara gains +1 Soul for the turn. If it's Level 3 or higher, choose up to 1 Chara in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect)

*Adolescence - Idol | SBY/W114-020S T: None*

**L0**  
**C0**

**Kaede Azusagawa, Taking Step by Step**  
 --No Text--

*Adolescence - Animal | SBY/W114-021 T: None*

**L0**  
**C0**

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**Kaede Azusagawa, Taking Step by Step**  
 --No Text--

*Adolescence - Animal | SBY/W114-021S T: None*

**L0**  
**C0**

**Mai Sakurajima, Drama Filming**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +3000 Pow and the following ability. "[C] All your other 'Mai Sakurajima, Wicked Smile' gain +1000 Pow and +1 Soul."  
 [A] [Discard an ::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 'Mai Sakurajima, Wicked Smile', reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Cuisine | SBY/W114-022 T: Soul*

**L1**  
**C0**

**Mai Sakurajima, Drama Filming**  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +3000 Pow and the following ability. "[C] All your other 'Mai Sakurajima, Wicked Smile' gain +1000 Pow and +1 Soul."  
 [A] [Discard an ::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 'Mai Sakurajima, Wicked Smile', reveal it, put it in your hand, and shuffle your LB.

*Adolescence - Cuisine | SBY/W114-022S T: Soul*

**L1**  
**C0**

**Kaede Azusagawa, Feelings She Wishes to Make True**  
 [A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's either an ::Adolescence:: Chara or "The Dream Remained", 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 2000, Level 1** [(1) Discard this card from your hand to the WR]

*Adolescence - Animal | SBY/W114-023 T: Soul*

**L1**  
**C1**

**Kaede Azusagawa, Feelings She Wishes to Make True**  
 [A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's either an ::Adolescence:: Chara or "The Dream Remained", 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 2000, Level 1** [(1) Discard this card from your hand to the WR]

*Adolescence - Animal | SBY/W114-023S T: Soul*

**L1**  
**C1**

**Uzuki Hirokawa, Someone Looking Familiar**  
 [A] When this attacks, reveal the top card of your LB. If it's an ::Adolescence:: Chara, all your Chara gains +3000 Pow and +2 Soul for the turn. (Put the revealed card back where it was)

*Adolescence - Idol | SBY/W114-024 T: Soul*

**L2**  
**C1**

**Uzuki Hirokawa, Someone Looking Familiar**  
 [A] When this attacks, reveal the top card of your LB. If it's an ::Adolescence:: Chara, all your Chara gains +3000 Pow and +2 Soul for the turn. (Put the revealed card back where it was)

*Adolescence - Idol | SBY/W114-024S T: Soul*

**L2**  
**C1**

**Kaede Azusagawa, Signs of Growth**  
 [C] **EXPERIENCE** If "The Dream Remained" is in your Level Zone, this gains +4500 Pow and "[A] **ENCORE** [Discard an ::Adolescence:: Chara from your hand to the WR]"  
 [A] When this becomes Reversed, if there's a Climax card with a Choice Trigger Icon in your CZ, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

*Adolescence - Animal | SBY/W114-025 T: Soul*

**L2**  
**C1**

**Kaede Azusagawa, Signs of Growth**  
 [C] **EXPERIENCE** If "The Dream Remained" is in your Level Zone, this gains +4500 Pow and "[A] **ENCORE** [Discard an ::Adolescence:: Chara from your hand to the WR]"  
 [A] When this becomes Reversed, if there's a Climax card with a Choice Trigger Icon in your CZ, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

*Adolescence - Animal | SBY/W114-025S T: Soul*

**L2**  
**C1**

**Mai Sakurajima, Wicked Smile**  
 [C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [A] **CX COMBO** When "Sudden Shop Visit" is placed in your CZ, if this is in the Front Row and you have 4 or more other ::Adolescence:: Charas, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 ::Adolescence:: Chara in your WR and put it in your Stock."

*Adolescence - Cuisine | SBY/W114-026 T: Soul*

**L2**  
**C1**

**Mai Sakurajima, Wicked Smile**  
 [C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
 [A] **CX COMBO** When "Sudden Shop Visit" is placed in your CZ, if this is in the Front Row and you have 4 or more other ::Adolescence:: Charas, choose 1 of your other Charas and this, and they gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 ::Adolescence:: Chara in your WR and put it in your Stock."

*Adolescence - Cuisine | SBY/W114-026S T: Soul*

**L2**  
**C1**

**Nodoka Toyohama, Ideal World**  
 [C] This cannot Side Attack.  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

*Adolescence - Fashionable | SBY/W114-027 T: Soul*

**L2**  
**C1**

**Nodoka Toyohama, Ideal World**  
 [C] This cannot Side Attack.  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

Adolescence - Fashionable | SBY/W114-027S T:

L2  
C1

**The Dream Remained**  
 Choose an ::Adolescence:: Chara in your WR and return it to your hand. You may choose a card in your Level Zone and a card in your WR and Swap them.  
 [A] **EXPERIENCE** [(4) Send this face-up card to Memory, put an ::Adolescence:: Chara from your WR in your Level Zone] If this is in the Level Zone and both "Kaede Azusagawa, Holding Two's Thoughts Inside" and "Kaede Azusagawa, Path She Decided On" are in your Level Zone, at the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -3 Soul for the turn.

SBY/W114-028 T: None

L1  
C1

**The Dream Remained**  
 Choose an ::Adolescence:: Chara in your WR and return it to your hand. You may choose a card in your Level Zone and a card in your WR and Swap them.  
 [A] **EXPERIENCE** [(4) Send this face-up card to Memory, put an ::Adolescence:: Chara from your WR in your Level Zone] If this is in the Level Zone and both "Kaede Azusagawa, Holding Two's Thoughts Inside" and "Kaede Azusagawa, Path She Decided On" are in your Level Zone, at the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -3 Soul for the turn.

SBY/W114-028S T: None

L1  
C1

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**Courage-Carrying Seabreeze**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-029 T: Choice

**Courage-Carrying Seabreeze**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-029R T: Choice

**Feelings Inside Never Revealed**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-030 T: Choice

Rascal Series Booster Pack

**Feelings Inside Never Revealed**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-030R T: Choice

**Sweet Palette on stage!!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-031 T: Choice

**Sweet Palette on stage!!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-031R T: Choice

**Sudden Shop Visit**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-032 T: Choice

**Sudden Shop Visit**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SBY/W114-032R T: Choice

**Tomoe Koga, Thoughts-Carrying Cherry Blossom**  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] **CX COMBO** When "Hiding Embarrassment" is placed in your CZ, if you have 2 or more other ::Adolescence:: 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, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB."  
 Adolescence - Smartphone | SBY/W114-033 T:

L1  
C0

**Tomoe Koga, Thoughts-Carrying Cherry Blossom**  
 [A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] **CX COMBO** When "Hiding Embarrassment" is placed in your CZ, if you have 2 or more other ::Adolescence:: 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, search your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB."  
 Adolescence - Smartphone | SBY/W114-033SP T:

L1  
C0

**Rio Futaba, Adolescence Is a Paradox**  
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.  
 [A] When this card attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
 Adolescence - Science | SBY/W114-034 T: None

L0  
C0

**Rio Futaba, Adolescence Is a Paradox**  
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.  
 [A] When this card attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
 Adolescence - Science | SBY/W114-034S T: None

L0  
C0

**Ransel Girl, Beachside Encounter**  
 [C] When you pay for the cost of **CX COMBO** of "Ransel Girl, Mysterious Girl", you may discard this card from hand in place of 2 cards.  
 [A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect)  
 Adolescence - Ransel | SBY/W114-035 T: None

L0  
C0

**Ransel Girl, Beachside Encounter**  
 [C] When you pay for the cost of **CX COMBO** of "Ransel Girl, Mysterious Girl", you may discard this card from hand in place of 2 cards.  
 [A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect)  
 Adolescence - Ransel | SBY/W114-035S T: None

L0  
C0

**Ransel Girl, Bubble-Like Existence**  
 [A] [Discard a Climax card from your hand to the WR] When your Climax card is triggered, may pay. If so, draw a card, discard a card from your hand to the WR, choose an ::Adolescence:: Chara in your WR and return it to your hand.  
 [S] [Rest this] Choose 1 of your ::Adolescence:: Charas, and that Chara gains +2500 Pow for the turn.  
 Adolescence - Ransel | SBY/W114-036 T: Soul

L1  
C1

**Ransel Girl, Bubble-Like Existence**  
 [A] [Discard a Climax card from your hand to the WR] When your Climax card is triggered, may pay. If so, draw a card, discard a card from your hand to the WR, choose an ::Adolescence:: Chara in your WR and return it to your hand.  
 [S] [Rest this] Choose 1 of your ::Adolescence:: Charas, and that Chara gains +2500 Pow for the turn.

Adolescence - Ransel | SBY/W114-036OFR T: Soul

L1  
C1

**Ransel Girl, Mysterious Girl**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] **CX COMBO** [Discard 5 cards from your hand to the WR] When this attacks, if "A Familiar-Looking Girl" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and deal 5 Damage to your Opp.. (DC can occur)

Adolescence - Ransel | SBY/W114-037 T: Soul

L3  
C2

**Ransel Girl, Mysterious Girl**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] **CX COMBO** [Discard 5 cards from your hand to the WR] When this attacks, if "A Familiar-Looking Girl" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and deal 5 Damage to your Opp.. (DC can occur)

Adolescence - Ransel | SBY/W114-037OFR T: Soul

L3  
C2

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**Tomoe Yuga, Cute Waitress**  
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.  
 [A] [Put an ::Adolescence:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Adolescence - Smartphone | SBY/W114-038 T:

L0  
C0

**Tomoe Yuga, Cute Waitress**  
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.  
 [A] [Put an ::Adolescence:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Adolescence - Smartphone | SBY/W114-038S T:

L0  
C0

**Sakuta Azusagawa, Path Home at Twilight**  
 [A] When your other ::Adolescence:: Chara attacks, this gains +1000 Pow for the turn.  
 [A] 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 | SBY/W114-039 T: None

L1  
C0

Rascal Series Booster Pack

**Sakuta Azusagawa, Path Home at Twilight**  
 [A] When your other ::Adolescence:: Chara attacks, this gains +1000 Pow for the turn.  
 [A] 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 | SBY/W114-039S T: None

L1  
C0

**Tomoe Kogato, Peeking**  
 [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, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adolescence - Smartphone | SBY/W114-040 T: Soul

L2  
C1

**Tomoe Kogato, Peeking**  
 [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, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Adolescence - Smartphone | SBY/W114-040S T:

L2  
C1

**Sakuta Azusagawa, Gentling Watching Over**  
 [C] All your other "Kaede Azusagawa, Taking Step by Step" gain the following 2 abilities. "[C] During your turn, this gains +1000 Pow." "[A] When this becomes Reversed in battle, 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 to be Level 0 for this effect. Put the revealed card back where it was)  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Adolescence | SBY/W114-041 T: None

L0  
C0

**Sakuta Azusagawa, Gentling Watching Over**  
 [C] All your other "Kaede Azusagawa, Taking Step by Step" gain the following 2 abilities. "[C] During your turn, this gains +1000 Pow." "[A] When this becomes Reversed in battle, 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 to be Level 0 for this effect. Put the revealed card back where it was)  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Adolescence | SBY/W114-041S T: None

L0  
C0

**Shoko Makinohara, Happy Parfait Time**  
 [A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[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 - Mystery | SBY/W114-042 T: Soul

L2  
C1

**Shoko Makinohara, Happy Parfait Time**  
 [A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[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 - Mystery | SBY/W114-042S T: Soul

L2  
C1

**Rio Futaba, Reliable Counsel**  
 [C] If your Opp. has a Level 3 or higher Chara, 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 an ::Adolescence:: Chara, you may put the top card of your Opp.'s LB in the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it on top of the LB. (Put the revealed card back where it was)

Adolescence - Science | SBY/W114-043 T: Soul

L3  
C2

**Rio Futaba, Reliable Counsel**  
 [C] If your Opp. has a Level 3 or higher Chara, 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 an ::Adolescence:: Chara, you may put the top card of your Opp.'s LB in the WR. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it on top of the LB. (Put the revealed card back where it was)

Adolescence - Science | SBY/W114-043S T: Soul

L3  
C2

**To the Person He Wants to See**  
 If you don't have a Chara with "Ransel Girl" in name, you cannot play this from your hand. Send this to Memory.  
 [A] **RECOLLECTION** [Turn this face-up card face-down] If this is in your Memory, at the start of your Draw Phase, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

SBY/W114-044 T: None

L2  
C2

**To the Person He Wants to See**  
 If you don't have a Chara with "Ransel Girl" in name, you cannot play this from your hand. Send this to Memory.  
 [A] **RECOLLECTION** [Turn this face-up card face-down] If this is in your Memory, at the start of your Draw Phase, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

SBY/W114-044S T: None

L2  
C2

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

SBY/W114-045 T: Treasure

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

SBY/W114-045R T: Treasure

**A Familiar-Looking Girl**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W114-046 T: Treasure

**A Familiar-Looking Girl**  
[C] All your Charas gain +1000 Pow and +1 Soul.

SBY/W114-046R T: Treasure

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**Mai Sakurajima, Compounding Memories**  
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] At the end of the battle in which this attacked or when this becomes Reversed in battle, if there is 1 or fewer card in your Memory, you may Send this to Memory.

Adolescence - Cuisine | SBY/W114-047 T: None

L0  
C0

**Mai Sakurajima, Compounding Memories**  
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] At the end of the battle in which this attacked or when this becomes Reversed in battle, if there is 1 or fewer card in your Memory, you may Send this to Memory.

Adolescence - Cuisine | SBY/W114-047ABR T: None

L0  
C0

**Mai Sakurajima, Compounding Memories**  
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] At the end of the battle in which this attacked or when this becomes Reversed in battle, if there is 1 or fewer card in your Memory, you may Send this to Memory.

Adolescence - Cuisine | SBY/W114-047OFR T:

L0  
C0

Rascal Series Booster Pack

**Mai Sakurajima, Incredible Karte**  
[A] CX COMBO When this attacks, if "Sudden Warm Gaze" is in the CZ and you have 2 or more other ::Adolescence: Charas, 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] RECOLLECTION When this attacks, if "Mai Sakurajima, Compounding Memories" is in your Memory, this gains +3000 Pow for the attack, and perform Trigger Check twice during this attack's Trigger Step. After the two Trigger Checks are made, put the top card of your Stock in the WR.

Adolescence - Cuisine | SBY/W114-048 T: None

L1  
C0

**Mai Sakurajima, Incredible Karte**  
[A] CX COMBO When this attacks, if "Sudden Warm Gaze" is in the CZ and you have 2 or more other ::Adolescence: Charas, 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] RECOLLECTION When this attacks, if "Mai Sakurajima, Compounding Memories" is in your Memory, this gains +3000 Pow for the attack, and perform Trigger Check twice during this attack's Trigger Step. After the two Trigger Checks are made, put the top card of your Stock in the WR.

Adolescence - Cuisine | SBY/W114-048S T: None

L1  
C0

**Mai Sakurajima, One Year Spent With You**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO RECOLLECTION [(1) Discard an ::Adolescence: Chara from your hand to the WR] When this attacks, if "Kiss Between the Two of Us" is in the CZ, there are 5 or fewer cards in your hand, and you have 3 or more other Charas, may pay. If so, perform the following action X times. \*Put the bottom 2 cards of your Opp's LB in the WR. If there's a Climax card among them, deal 2 Damage to your Opp.\* X = 2 if there are 3 or fewer different card names among cards in your Memory and X = 3 if there are 4 or more different card names among cards in your Memory. (DC can occur)

Adolescence - Cuisine | SBY/W114-049 T: Soul

L3  
C2

**Mai Sakurajima, One Year Spent With You**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO RECOLLECTION [(1) Discard an ::Adolescence: Chara from your hand to the WR] When this attacks, if "Kiss Between the Two of Us" is in the CZ, there are 5 or fewer cards in your hand, and you have 3 or more other Charas, may pay. If so, perform the following action X times. \*Put the bottom 2 cards of your Opp's LB in the WR. If there's a Climax card among them, deal 2 Damage to your Opp.\* X = 2 if there are 3 or fewer different card names among cards in your Memory and X = 3 if there are 4 or more different card names among cards in your Memory. (DC can occur)

Adolescence - Cuisine | SBY/W114-049ABR T: Soul

L3  
C2

**Mai Sakurajima, One Year Spent With You**  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO RECOLLECTION [(1) Discard an ::Adolescence: Chara from your hand to the WR] When this attacks, if "Kiss Between the Two of Us" is in the CZ, there are 5 or fewer cards in your hand, and you have 3 or more other Charas, may pay. If so, perform the following action X times. \*Put the bottom 2 cards of your Opp's LB in the WR. If there's a Climax card among them, deal 2 Damage to your Opp.\* X = 2 if there are 3 or fewer differently named cards in your Memory and X = 3 if there are 4 or more differently named cards in your Memory. (DC can occur)

Adolescence - Cuisine | SBY/W114-049OFR T: Soul

L3  
C2

**Kaede Azusagawa, Going Out**  
[A] When this attacks, choose 1 of your ::Adolescence: Charas, and that Chara gains +1500 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if you have no other Charas in the Back Row, look at the top 2 cards of your LB and search for up to 1 Level 0 or lower ::Adolescence: Chara, put it in any Slot in the Back Row, and put the rest in the WR.

Adolescence - Animal | SBY/W114-050 T: None

L0  
C0

**Kaede Azusagawa, Going Out**  
[A] When this attacks, choose 1 of your ::Adolescence: Charas, and that Chara gains +1500 Pow for the turn.  
[A] When the Battle Opp. of this becomes Reversed, if you have no other Charas in the Back Row, look at the top 2 cards of your LB and search for up to 1 Level 0 or lower ::Adolescence: Chara, put it in any Slot in the Back Row, and put the rest in the WR.

Adolescence - Animal | SBY/W114-050S T: None

L0  
C0

**Kaede Azusagawa, Troubled Girl**  
[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 Level 0 or lower ::Adolescence: Chara in your WR and put it in any Slot on your Stage.  
[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Adolescence - Animal | SBY/W114-051 T: None

L1  
C0

**Kaede Azusagawa, Troubled Girl**  
[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 Level 0 or lower ::Adolescence: Chara in your WR and put it in any Slot on your Stage.  
[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Adolescence - Animal | SBY/W114-051S T: None

L1  
C0

**Mai Sakurajima, New Wound**  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
[A] [(1) Discard a card from your hand to WR, Send this to Memory] When this becomes Reversed in battle, 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 - Cuisine | SBY/W114-052 T: None

L1  
C0

**Mai Sakurajima, New Wound**  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
[A] [(1) Discard a card from your hand to WR, Send this to Memory] When this becomes Reversed in battle, 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 - Cuisine | SBY/W114-052S T: None

L1  
C0

**Mai Sakurajima, Sleepover for Two**  
[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Adolescence: Charas, you may choose an ::Adolescence: Chara in your WR and put it in your Stock.  
[A] RECOLLECTION When your Climax card with a Comeback Trigger Icon is triggered, if there are 2 or more differently named cards in your Memory, look at the top card of your Opp's LB, put it either on top or bottom of the LB, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Cuisine | SBY/W114-053 T: Soul

L2  
C1

**Mai Sakurajima, Sleepover for Two**  
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Adolescence:: Charas, you may choose an ::Adolescence:: Chara in your WR and put it in your Stock.  
 [A] RECOLLECTION When your Climax card with a Comeback Trigger Icon is triggered, if there are 2 or more differently named cards in your Memory, look at the top card of your Opp.'s LB, put it either on top or bottom of the LB, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Cuisine | SBY/W114-053S T: Soul

L2  
C1

**Mai Sakurajima, Future Promise**  
 [A] CX COMBO When this is placed from hand to the Stage or via effect of "Mutual Feelings" to the Stage, choose up to 1 "Someday We'll Be Family" in your WR and return it to your hand, and this gains +1000 Pow for the turn.  
 [A] CX COMBO/[B] When this attacks, if "Someday We'll Be Family" is in the CZ and you have another ::Adolescence:: Chara, this gains the following ability until the next end of your Opp.'s turn. "[A] When the Chara Opposite this attacks, perform the following action 3 times. Look at the top card of your LB, and put it either on top of the LB or in the WR."

Adolescence - Cuisine | SBY/W114-054 T: Soul

L3  
C2

**Mai Sakurajima, Future Promise**  
 [A] CX COMBO When this is placed from hand to the Stage or via effect of "Mutual Feelings" to the Stage, choose up to 1 "Someday We'll Be Family" in your WR and return it to your hand, and this gains +1000 Pow for the turn.  
 [A] CX COMBO/[B] When this attacks, if "Someday We'll Be Family" is in the CZ and you have another ::Adolescence:: Chara, this gains the following ability until the next end of your Opp.'s turn. "[A] When the Chara Opposite this attacks, perform the following action 3 times. Look at the top card of your LB, and put it either on top of the LB or in the WR."

Adolescence - Cuisine | SBY/W114-054S T: Soul

L3  
C2

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**Nodoka Toyohama, Big Sister Personality**  
 [C] CX COMBO If "Museninnacyau" is in your CZ, all of your Charas gain +1500 Pow.  
 [A] [(2)] At the start of your Encore Step, if this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 2 Damage to your Opp..

Adolescence - Fashionable | SBY/W114-055 T: Soul

L3  
C2

**Nodoka Toyohama, Big Sister Personality**  
 [C] CX COMBO If "Museninnacyau" is in your CZ, all of your Charas gain +1500 Pow.  
 [A] [(2)] At the start of your Encore Step, if this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 2 Damage to your Opp..

Adolescence - Fashionable | SBY/W114-055S T:

L3  
C2

**Nodoka Toyohama, Trendy Role**  
 [A] [Discard an ::Adolescence:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.  
 [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.

Adolescence - Fashionable | SBY/W114-056 T:

L0  
C0

Rascal Series Booster Pack

**Nodoka Toyohama, Trendy Role**  
 [A] [Discard an ::Adolescence:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.  
 [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.

Adolescence - Fashionable | SBY/W114-056S T:

L0  
C0

**Sakuta Azusagawa, Feelings Wished to Be Expressed**  
 [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 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
 [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 "Mutual Feelings" in your WR and return it to your hand.

Adolescence | SBY/W114-057 T: None

L0  
C0

**Sakuta Azusagawa, Feelings Wished to Be Expressed**  
 [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 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
 [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 "Mutual Feelings" in your WR and return it to your hand.

Adolescence | SBY/W114-057S T: None

L0  
C0

**Kaede Azusagawa, Unfamiliar Slice of Life**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.  
 [A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Animal | SBY/W114-058 T: None

L0  
C0

**Kaede Azusagawa, Unfamiliar Slice of Life**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Adolescence:: Charas, and that Chara gains +1000 Pow for the turn.  
 [A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Animal | SBY/W114-058S T: None

L0  
C0

**Mai Sakurajima, Best Girlfriend One Can Have**  
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn, and if there's no RED card in your Memory, choose up to 1 "Mai Sakurajima, Compounding Memories" in your WR and send it to Memory.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Adolescence - Cuisine | SBY/W114-059 T: None

L1  
C0

**Mai Sakurajima, Best Girlfriend One Can Have**  
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn, and if there's no RED card in your Memory, choose up to 1 "Mai Sakurajima, Compounding Memories" in your WR and send it to Memory.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Adolescence - Cuisine | SBY/W114-059S T: None

L1  
C0

**Kaede Azusagawa, After a Bath**  
 [A] [(2)] Put a Chara from your Stage in the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.  
 [S] [Counter] BACKUP 2500, Level 2 [(1)] Discard this card from your hand to the WR]

Adolescence - Animal | SBY/W114-060 T: Soul

L2  
C1

**Kaede Azusagawa, After a Bath**  
 [A] [(2)] Put a Chara from your Stage in the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.  
 [S] [Counter] BACKUP 2500, Level 2 [(1)] Discard this card from your hand to the WR]

Adolescence - Animal | SBY/W114-060S T: Soul

L2  
C1

**Mai Sakurajima, Passing College Exam**  
 [A] RECOLLECTION When this attacks, if there are 2 or more differently named cards in your Memory, this gains +X Pow for the turn. X = 1500 times # of your Opp.'s Charas.  
 [S] [Send this Standing card to Memory] Search your LB for up to 1 "Mai Sakurajima, One Year Spent With You" or "Mai Sakurajima, Incredible Karte", reveal it, put it in your hand, and shuffle your LB.

Adolescence - Cuisine | SBY/W114-061 T: Soul

L2  
C1

**Mai Sakurajima, Passing College Exam**  
 [A] RECOLLECTION When this attacks, if there are 2 or more differently named cards in your Memory, this gains +X Pow for the turn. X = 1500 times # of your Opp.'s Charas.  
 [S] [Send this Standing card to Memory] Search your LB for up to 1 "Mai Sakurajima, One Year Spent With You" or "Mai Sakurajima, Incredible Karte", reveal it, put it in your hand, and shuffle your LB.

Adolescence - Cuisine | SBY/W114-061S T: Soul

L2  
C1

**Kaede Azusagawa, Uneasiness Coming Down on Her**  
 [C] During your turn, all your other ::Adolescence:: Charas gain +1000 Pow.  
 [C] If you have 2 or more other ::Adolescence:: Charas, this gains +3500 Pow and "[A] ENCORE [Discard an ::Adolescence:: Chara from your hand to the WR]".

Adolescence - Animal | SBY/W114-062 T: Soul

L2  
C2

**Kaede Azusagawa, Uneasiness Coming Down on Her**  
 [C] During your turn, all your other **Adolescence**: Charas gain +1000 Pow.  
 [C] If you have 2 or more other **Adolescence**: Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard an **Adolescence**: Chara from your hand to the WR]".

*Adolescence - Animal | SBY/W114-062S T: Soul*

L2  
C2

**Kaede Azusagawa, Tears Flowing**  
 [A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and that Chara gains +2000 Pow for the turn.  
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all cards from their Stock to their LB, shuffles that LB, and puts the same number of cards from top of their LB in their Stock.

*Adolescence - Animal | SBY/W114-063 T: Soul*

L3  
C2

**Kaede Azusagawa, Tears Flowing**  
 [A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and that Chara gains +2000 Pow for the turn.  
 [A] [(2)] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all cards from their Stock to their LB, shuffles that LB, and puts the same number of cards from top of their LB in their Stock.

*Adolescence - Animal | SBY/W114-063S T: Soul*

L3  
C2

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**Kaede Azusagawa, Another World**  
 [A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."  
 [S] [(1)] Put this in the WR. 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.

*Adolescence - Animal | SBY/W114-064 T: None*

L0  
C0

**Kaede Azusagawa, Another World**  
 [A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."  
 [S] [(1)] Put this in the WR. 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.

*Adolescence - Animal | SBY/W114-064S T: None*

L0  
C0

**Mai Sakurajima, Usual Path Home**  
 [A] When this attacks, choose 1 of your other **Adolescence**: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.  
 [A] **RECOLLECTION** When this is placed from hand to the Stage, if "Mai Sakurajima, Irreplaceable Existence" is in your Memory, reveal the top card of your LB. If it's either an **Adolescence**: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

*Adolescence - Cuisine | SBY/W114-065 T: None*

L0  
C0

Rascal Series Booster Pack

**Mai Sakurajima, Usual Path Home**  
 [A] When this attacks, choose 1 of your other **Adolescence**: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.  
 [A] **RECOLLECTION** When this is placed from hand to the Stage, if "Mai Sakurajima, Irreplaceable Existence" is in your Memory, reveal the top card of your LB. If it's either an **Adolescence**: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

*Adolescence - Cuisine | SBY/W114-065S T: None*

L0  
C0

**Mai Sakurajima, Graduating**  
 [A] When your Climax card with a Comeback Trigger Icon is triggered, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.  
 [S] [(1)] Send this Standing card to Memory. If you are Level 2 or higher, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

*Adolescence - Cuisine | SBY/W114-066 T: None*

L0  
C0

**Mai Sakurajima, Graduating**  
 [A] When your Climax card with a Comeback Trigger Icon is triggered, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.  
 [S] [(1)] Send this Standing card to Memory. If you are Level 2 or higher, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

*Adolescence - Cuisine | SBY/W114-066S T: None*

L0  
C0

**Mai Sakurajima, Charm for Two**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower **Adolescence**: Chara in your WR and return it to your hand. X = # of "Mai Sakurajima, Future Promise" in your WR.

*Adolescence - Cuisine | SBY/W114-067 T: None*

L0  
C0

**Mai Sakurajima, Charm for Two**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower **Adolescence**: Chara in your WR and return it to your hand. X = # of "Mai Sakurajima, Future Promise" in your WR.

*Adolescence - Cuisine | SBY/W114-067S T: None*

L0  
C0

**Ransel Girl & Sakuta Azusagawa & Mai Sakurajima,**  
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.  
 [A] When this attacks, if all of your Charas are **Adolescence**:, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

*Adolescence | SBY/W114-068 T: None*

L0  
C0

**Ransel Girl & Sakuta Azusagawa & Mai Sakurajima,**  
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.  
 [A] When this attacks, if all of your Charas are **Adolescence**:, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

*Adolescence | SBY/W114-068S T: None*

L0  
C0

**Mai Sakurajima, Introducing Boyfriend**  
 [A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)  
 [A] **RECOLLECTION** At the start of your Climax Phase, if there's a card in your Memory, choose 1 of your **Adolescence**: Charas, and that Chara gains +3000 Pow for the turn.

*Adolescence - Cuisine | SBY/W114-069 T: None*

L1  
C0

**Mai Sakurajima, Introducing Boyfriend**  
 [A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)  
 [A] **RECOLLECTION** At the start of your Climax Phase, if there's a card in your Memory, choose 1 of your **Adolescence**: Charas, and that Chara gains +3000 Pow for the turn.

*Adolescence - Cuisine | SBY/W114-069S T: None*

L1  
C0

**Mai Sakurajima, Disguised**  
 [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 2000, Level 1** [(1)] Discard this card from your hand to the WR]

*Adolescence - Cuisine | SBY/W114-070 T: Soul*

L1  
C1

**Mai Sakurajima, Disguised**  
 [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 2000, Level 1** [(1)] Discard this card from your hand to the WR]

*Adolescence - Cuisine | SBY/W114-070S T: Soul*

L1  
C1

**Kaede Azusagawa, Meeting for the First Time in a While**  
 [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 Chara from your hand to the WR]

*Adolescence - Animal | SBY/W114-071 T: None*

L1  
C1

**Kaede Azusagawa, Meeting for the First Time in a While**  
 [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 Chara from your hand to the WR]

*Adolescence - Animal | SBY/W114-071S T: None*

**L1**  
**C1**

**Sakuta Azusagawa, Benefit of the Divorce Papers**  
 [C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] At the start of your Climax Phase, if there are 3 or more Markers under this, put all Markers from under this in the WR, and deal 1 Damage to your Opp. (DC can occur)  
 [A] During your Opp.'s Attack Phase, when Damage taken by you is Cancelled, if you have another "Mai Sakurajima, Future Promise", and there are 2 or fewer cards between all cards in your Markers, you may choose an ::Adolescence:: Chara in your WR and put it face-down under this as Marker.

*Adolescence | SBY/W114-072 T: Soul*

**L2**  
**C1**

**Sakuta Azusagawa, Benefit of the Divorce Papers**  
 [C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] At the start of your Climax Phase, if there are 3 or more Markers under this, put all Markers from under this in the WR, and deal 1 Damage to your Opp. (DC can occur)  
 [A] During your Opp.'s Attack Phase, when Damage taken by you is Cancelled, if you have another "Mai Sakurajima, Future Promise", and there are 2 or fewer cards between all cards in your Markers, you may choose an ::Adolescence:: Chara in your WR and put it face-down under this as Marker.

*Adolescence | SBY/W114-072S T: Soul*

**L2**  
**C1**

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**Many Memories**  
 Send this to Memory.  
 Choose up to 2 Charas in your WR with "Mai" in name and return them to your hand. Discard a card from your hand to the WR.  
 [(1)] If there are 6 or more Climax cards with Comeback Trigger Icon in your WR, may pay. If so, return all cards in your WR to the LB, shuffle your LB, draw a card, and discard a card from your hand to the WR.

*SBY/W114-073a T: None*

**L2**  
**C1**

**Many Memories**  
 Send this to Memory.  
 Choose up to 2 Charas in your WR with "Mai" in name and return them to your hand. Discard a card from your hand to the WR.  
 [(1)] If there are 6 or more Climax cards with Comeback Trigger Icon in your WR, may pay. If so, return all cards in your WR to the LB, shuffle your LB, draw a card, and discard a card from your hand to the WR.

*SBY/W114-073b T: None*

**L2**  
**C1**

**Many Memories**  
 Send this to Memory.  
 Choose up to 2 Charas in your WR with "Mai" in name and return them to your hand. Discard a card from your hand to the WR.  
 [(1)] If there are 6 or more Climax cards with Comeback Trigger Icon in your WR, may pay. If so, return all cards in your WR to the LB, shuffle your LB, draw a card, and discard a card from your hand to the WR.

*SBY/W114-073S T: None*

**L2**  
**C1**

**Rascal Series Booster Pack**

**Sudden Warm Gaze**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

*SBY/W114-074 T: Salvage*

**Sudden Warm Gaze**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

*SBY/W114-074R T: Salvage*

**Kiss Between the Two of Us**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

*SBY/W114-075 T: Salvage*

**Kiss Between the Two of Us**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

*SBY/W114-075R T: Salvage*

**Someday We'll Be Family**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

*SBY/W114-076 T: Salvage*

**Someday We'll Be Family**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand]

*SBY/W114-076R T: Salvage*

**Museninaccyau**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 [(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage]

*SBY/W114-077 T: Soul Standby*

**Museninaccyau**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 [(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage]

*SBY/W114-077R T: Soul Standby*

**Rio Futaba, Feeling Warmth within the Powdered Snow**  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax card, reveal it, choose up to 1 Climax card in your hand, reveal it, swap the revealed Climax cards, and shuffle your LB.  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

*Adolescence - Science | SBY/W114-078 T: None*

**L0**  
**C0**

**Rio Futaba, Feeling Warmth within the Powdered Snow**  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax card, reveal it, choose up to 1 Climax card in your hand, reveal it, swap the revealed Climax cards, and shuffle your LB.  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

*Adolescence - Science | SBY/W114-078SP T: None*

**L0**  
**C0**

**Shoko Makinohara, Shape of the Continuing Dream**  
 [C] During your Opp.'s turn, if there are 4 or more cards in your hand, this gains +1 Level, +1500 Pow, and the following ability. [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row with an Opp.'s Chara Opposite that Slot.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose an ::Adolescence:: Chara in your WR and return it to your hand.

*Adolescence - Mystery | SBY/W114-079 T: None*

**L0**  
**C0**

**Shoko Makinohara, Shape of the Continuing Dream**  
 [C] During your Opp.'s turn, if there are 4 or more cards in your hand, this gains +1 Level, +1500 Pow, and the following ability. [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row with an Opp.'s Chara Opposite that Slot.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose an ::Adolescence:: Chara in your WR and return it to your hand.

*Adolescence - Mystery | SBY/W114-079SP T: None*

**L0**  
**C0**

### Ransel Girl, Momentary Mirage

[C] During your turn, this gains +3000 Pow.  
[A] **CX COMBO** At the end of this card's attack, if "To Get Over It On One's Own" is in the CZ and you have 2 or more other ::Adolescence:: Charas, look at the top card of your LB and search for up to 1 ::Adolescence:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR. Afterwards, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Ransel Girl, Momentary Mirage" in your Memory and put it in any Slot on the Stage.

Adolescence - Ransel | SBY/W114-080 T: None

L1  
C0

### Ransel Girl, Momentary Mirage

[C] During your turn, this gains +3000 Pow.  
[A] **CX COMBO** At the end of this card's attack, if "To Get Over It On One's Own" is in the CZ and you have 2 or more other ::Adolescence:: Charas, look at the top card of your LB and search for up to 1 ::Adolescence:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR. Afterwards, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Ransel Girl, Momentary Mirage" in your Memory and put it in any Slot on the Stage.

Adolescence - Ransel | SBY/W114-080ABR T: None

L1  
C0

### Ransel Girl, Momentary Mirage

[C] During your turn, this gains +3000 Pow.  
[A] **CX COMBO** At the end of this card's attack, if "To Get Over It On One's Own" is in the CZ and you have 2 or more other ::Adolescence:: Charas, look at the top card of your LB and search for up to 1 ::Adolescence:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR. Afterwards, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 "Ransel Girl, Momentary Mirage" in your Memory and put it in any Slot on the Stage.

Adolescence - Ransel | SBY/W114-080OFR T: None

L1  
C0

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### Ransel Girl & Sakuta Azusagawa, To the Ideal World

[A] [(2) Return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and return it to your hand.

Adolescence | SBY/W114-081 T: None

L0  
C0

### Ransel Girl & Sakuta Azusagawa, To the Ideal World

[A] [(2) Return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and return it to your hand.

Adolescence | SBY/W114-081S T: None

L0  
C0

### Shoko Makinohara, Incredible Karte

[C] If you are Level 3 or higher, this gains the following ability.  
[S] [(1) Put this in the WR] Choose up to 1 "Shoko Makinohara, Irreplaceable Existence" in your hand, put it in the Slot this was in, and that Chara gains +1500 Pow until the next end of Opp.'s turn."

Adolescence - Mystery | SBY/W114-082 T: None

L0  
C0

### Rascal Series Booster Pack

### Shoko Makinohara, Incredible Karte

[C] If you are Level 3 or higher, this gains the following ability.  
[S] [(1) Put this in the WR] Choose up to 1 "Shoko Makinohara, Irreplaceable Existence" in your hand, put it in the Slot this was in, and that Chara gains +1500 Pow until the next end of Opp.'s turn."

Adolescence - Mystery | SBY/W114-082S T: None

L0  
C0

### Tomoe Koga, Incredible Karte

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Tomoe Koga, Petite Devil Kouhai", put it in any Slot on the Stage, and shuffle your LB.  
[S] [Rest this] Choose 1 of your "Tomoe Koga, Petite Devil Kouhai", and that Chara gains +2500 Pow and +1 Soul for the turn.  
[S] [Discard a "Tomoe Koga, Petite Devil Kouhai" from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

Adolescence - Smartphone | SBY/W114-083 T:

L1  
C0

### Tomoe Koga, Incredible Karte

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Tomoe Koga, Petite Devil Kouhai", put it in any Slot on the Stage, and shuffle your LB.  
[S] [Rest this] Choose 1 of your "Tomoe Koga, Petite Devil Kouhai", and that Chara gains +2500 Pow and +1 Soul for the turn.  
[S] [Discard a "Tomoe Koga, Petite Devil Kouhai" from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

Adolescence - Smartphone | SBY/W114-083S T:

L1  
C0

### Rio Futaba, Incredible Karte

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas, move it to another empty Slot on your Opp.'s Stage, choose 1 of your "Rio Futaba, Logical Witch", and that Chara gains +3500 Pow and the following ability for the turn.  
[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 - Science | SBY/W114-084 T: Soul

L2  
C1

### Rio Futaba, Incredible Karte

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas, move it to another empty Slot on your Opp.'s Stage, choose 1 of your "Rio Futaba, Logical Witch", and that Chara gains +3500 Pow and the following ability for the turn.  
[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 - Science | SBY/W114-084S T: Soul

L2  
C1

### Shoko Makinohara, Younger Cute Girl

[C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
[C] For each Marker under this, 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.  
[A] When the Battle Opp. of this becomes Reversed, you may choose an ::Adolescence:: Chara in your WR and put it face-down under this as Marker.

Adolescence - Mystery | SBY/W114-085 T: Soul

L3  
C2

### Shoko Makinohara, Younger Cute Girl

[C] If you have 4 or more ::Adolescence:: Charas, this gets -1 Level while in your hand.  
[C] For each Marker under this, 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.  
[A] When the Battle Opp. of this becomes Reversed, you may choose an ::Adolescence:: Chara in your WR and put it face-down under this as Marker.

Adolescence - Mystery | SBY/W114-085S T: Soul

L3  
C2

### Shoko Makinohara, First Love Girl

[S] [(1) Put this in the WR] Choose 1 "Shoko Makinohara, Respective Choice" in your WR, put it in the Slot this was in, and that Chara gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."

Adolescence - Mystery | SBY/W114-086 T: None

L1  
C0

### Shoko Makinohara, First Love Girl

[S] [(1) Put this in the WR] Choose 1 "Shoko Makinohara, Respective Choice" in your WR, put it in the Slot this was in, and that Chara gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."

Adolescence - Mystery | SBY/W114-086S T: None

L1  
C0

### Ransel Girl, Deja Vu

[A] [(1) Discard a card from your hand to the WR] If this is in the WR and you are Level 1 or higher, at the start of your Climax Phase, may pay. If so, put it in any Slot in the Front Row.  
[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. If so, put this on the bottom of the LB.

Adolescence - Ransel | SBY/W114-087 T: Soul

L1  
C1

### Ransel Girl, Deja Vu

[A] [(1) Discard a card from your hand to the WR] If this is in the WR and you are Level 1 or higher, at the start of your Climax Phase, may pay. If so, put it in any Slot in the Front Row.  
[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. If so, put this on the bottom of the LB.

Adolescence - Ransel | SBY/W114-087S T: Soul

L1  
C1

### Ransel Girl, Lookalike

[A] When your other ::Adolescence:: attacks, this gains +3000 Pow for the turn.  
[A] When this attacks, if there's a Climax card in the CZ and you have another ::Adolescence:: Chara, 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)

Adolescence - Ransel | SBY/W114-088 T: Soul

L2  
C1

**Ransel Girl, Lookalike**  
 [A] When your other **Adolescence** attacks, this gains +3000 Pow for the turn.  
 [A] When this attacks, if there's a Climax card in the CZ and you have another **Adolescence**: Chara, 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)

*Adolescence - Ransel | SBY/W114-088S T: Soul*

L2  
C1

**Sakuta Azusagawa, Confronting Mother**  
 [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, and this gains +3000 Pow for the turn.  
 [A] [(3) Discard a card from your hand to the WR] At the end of this card's attack, if you have another "Mai Sakurajima, Future Promise" in the Front Row, may pay. If so, deal 4 Damage to your Opp. (DC can occur)

*Adolescence | SBY/W114-089 T: Soul*

L3  
C2

**Sakuta Azusagawa, Confronting Mother**  
 [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, and this gains +3000 Pow for the turn.  
 [A] [(3) Discard a card from your hand to the WR] At the end of this card's attack, if you have another "Mai Sakurajima, Future Promise" in the Front Row, may pay. If so, deal 4 Damage to your Opp. (DC can occur)  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence | SBY/W114-089S T: Soul*

L3  
C2

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**Ransel Girl, Who Are You, Old Man?**  
 [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] [Return this to your hand] AT the start of your Climax Phase, may pay. If so, choose up to 1 "Ransel Girl, Mysterious Girl" in your hand and put it in the Slot this was in.

*Adolescence - Ransel | SBY/W114-090 T: Soul*

L3  
C2

**Ransel Girl, Who Are You, Old Man?**  
 [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] [Return this to your hand] AT the start of your Climax Phase, may pay. If so, choose up to 1 "Ransel Girl, Mysterious Girl" in your hand and put it in the Slot this was in.

*Adolescence - Ransel | SBY/W114-090S T: Soul*

L3  
C2

**Sakuta Azusagawa, The World Where Only I Am Missing**  
 [C] This cannot be chosen as target of Opp.'s effects.  
 [A] **RECOLLECTION** [(1) Send this to Memory] At the start of your Climax Phase, if you are Level 2 or higher and there is a "Sakuta Azusagawa, Feelings Wished to Be Expressed" in your Memory, may pay. If so, choose 1 "Sakuta Azusagawa, Benefit of the Divorce Papers" in your WR and put it in the Slot this was in.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence | SBY/W114-091 T: None*

L0  
C0

Rascal Series Booster Pack

**Sakuta Azusagawa, The World Where Only I Am Missing**  
 [C] This cannot be chosen as target of Opp.'s effects.  
 [A] **RECOLLECTION** [(1) Send this to Memory] At the start of your Climax Phase, if you are Level 2 or higher and there is a "Sakuta Azusagawa, Feelings Wished to Be Expressed" in your Memory, may pay. If so, choose 1 "Sakuta Azusagawa, Benefit of the Divorce Papers" in your WR and put it in the Slot this was in.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence | SBY/W114-091S T: None*

L0  
C0

**Ransel Girl, Hair Blowing in the Wind**  
 [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.  
 [A] When this attacks, choose 1 of your **Adolescence**: Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence - Ransel | SBY/W114-092 T: None*

L0  
C0

**Ransel Girl, Hair Blowing in the Wind**  
 [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.  
 [A] When this attacks, choose 1 of your **Adolescence**: Charas, and that Chara gains +1500 Pow for the turn.

*Adolescence - Ransel | SBY/W114-092S T: None*

L0  
C0

**Ransel Girl, Incredible Elementary School Student**  
 [A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.  
 [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 - Ransel | SBY/W114-093 T: None*

L0  
C0

**Ransel Girl, Incredible Elementary School Student**  
 [A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.  
 [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 - Ransel | SBY/W114-093S T: None*

L0  
C0

**Ransel Girl, Lost Child**  
 [A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.  
 [A] **CX COMBO** When "Lost in Life" is placed in your CZ, if you have 3 or more other Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. [A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, look at up to 4 cards from top of your LB and search for up to 2 Level 1 or higher cards, reveal them, put them in your hand, and put the rest in the Waitign Room.\* (Climax cards are considered to be Level 0 for this effect)

*Adolescence - Ransel | SBY/W114-094 T: None*

L0  
C0

**Ransel Girl, Lost Child**  
 [A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.  
 [A] **CX COMBO** When "Lost in Life" is placed in your CZ, if you have 3 or more other Charas, choose 1 of your other Charas, and that Chara gains the following ability for the turn. [A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, look at up to 4 cards from top of your LB and search for up to 2 Level 1 or higher cards, reveal them, put them in your hand, and put the rest in the Waitign Room.\* (Climax cards are considered to be Level 0 for this effect)

*Adolescence - Ransel | SBY/W114-094S T: None*

L0  
C0

**Sakuta's Mother & Sakuta Azusagawa & Kaede**  
 [C] During your Opp.'s turn, all your other **Adolescence**: Charas gain +1000 Pow.  
 [A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more **Adolescence**: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

*Adolescence - Parent-child | SBY/W114-095 T: None*

L1  
C0

**Sakuta's Mother & Sakuta Azusagawa & Kaede**  
 [C] During your Opp.'s turn, all your other **Adolescence**: Charas gain +1000 Pow.  
 [A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more **Adolescence**: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

*Adolescence - Parent-child | SBY/W114-095S T: None*

L1  
C0

**Rio Futaba, Coffee Break**  
 [A] [Discard a 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 Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

*Adolescence - Science | SBY/W114-096 T: None*

L1  
C0

**Rio Futaba, Coffee Break**  
 [A] [Discard a 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 Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

*Adolescence - Science | SBY/W114-096S T: None*

L1  
C0

**Ransel Girl, Ransel-Carrying Girl**  
 [A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your **Adolescence**: Charas in battle, and that Chara gains +2000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Adolescence - Ransel | SBY/W114-097 T: Soul*

L2  
C1

**Ransel Girl, Ransel-Carrying Girl**  
 [A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your **Adolescence**: Charas in battle, and that Chara gains +2000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Adolescence - Ransel | SBY/W114-097S T: Soul*

**L2**  
**C1**

**Mutual Feelings**  
 Choose 1 of the 2 following effects and perform it.  
 "Choose up to 2 of your Charas, and those Charas gain +2500 Pow for the turn."  
 [(1) Put a Chara from your Stage in the WR, send 1 Standing 'Sakuta Azusagawa, Feelings Wished to Be Expressed' from your Stage to Memory] may pay. If so, choose 1 'Mai Sakurajima, Future Promise' in your WR, put it in any Slot on the Stage, and that Chara gains the following ability for the turn. [C] This cannot be chosen as target of Opp.'s effects."

*SBY/W114-098 T: None*

**L2**  
**C0**

**Mutual Feelings**  
 Choose 1 of the 2 following effects and perform it.  
 "Choose up to 2 of your Charas, and those Charas gain +2500 Pow for the turn."  
 [(1) Put a Chara from your Stage in the WR, send 1 Standing 'Sakuta Azusagawa, Feelings Wished to Be Expressed' from your Stage to Memory] may pay. If so, choose 1 'Mai Sakurajima, Future Promise' in your WR, put it in any Slot on the Stage, and that Chara gains the following ability for the turn. [C] This cannot be chosen as target of Opp.'s effects."

*SBY/W114-098S T: None*

**L2**  
**C0**

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**To Get Over It On One's Own**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand]

*SBY/W114-099 T: Soul Gate*

**To Get Over It On One's Own**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand]

*SBY/W114-099R T: Soul Gate*

**Lost in Life**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand]

*SBY/W114-100 T: Soul Gate*

**Rascal Series Booster Pack**

**Lost in Life**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand]

*SBY/W114-100R T: Soul Gate*

[C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand]

[C] All your Charas gain +1000 Pow and +1 Soul.  
 [(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand]

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