

[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.

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

[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.

LO
CO

[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."

L3
C2

[C] If there are 2 of 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."

L3
C2

[C] EXPERIENCE! 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, the following 2 effects will perform:
"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)

L3
C2

C) EXPERIENCE The Dream Remained" and "Kaede Azusagawa, Holding Two's Thoughts Inside" are in your Level 1 while in your hand.

A) EXPERIENCE When "Courage-Carrying Seabreeze" is placed in your CZ, it will take the Front Row, choose 1 of the following 2 effects and perform "Search your LB for up to 3 Adolescents: 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)

L3
C2

[C] **EXPERIENCE II** "The Dream Remained" and "Kaede Azusagawa, Holding 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. If this is in the Back Row or up to 3-Adolescence: Chazras, 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).

L3
C2

[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.

LO
CO

[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.

LO
CO

[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.

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

[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.

LO
CO

[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.

LO
CO

[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.

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

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

LO
CO

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

LO
CO

[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.

$$\frac{L1}{C0}$$

[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.

L1
C0

[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.

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
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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

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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

L
C

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

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

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

Rascal Series Booster Pack

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

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

L0
CO

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.

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.
 [C] (Counter) 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 4 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."

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."

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

[C] This cannot Side Attack.
[A] When this attacks, if the Level of the Character Opposite this is 3 or higher, this gains +4500 Power until the next end of your Opponent's turn.

L2
C1

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 the Level Zone's last board, "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.

L1
C1

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] and this is in your Level Zone and a "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 play. If so, choose 1 of your Opp.'s Charas, and that Chara gets -3 Soul for the turn.]

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

[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)

[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)

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 ([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)

[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)

[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)

[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)

[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)

[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)

[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."

L1
C0

[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, send your LB for up to 1 ::Adolescence:: Chara, reveal it, put it in your hand, and shuffle your LB."

L1
C0

[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.

LC
CO

[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.

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

[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)

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

[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)

$$\frac{LC}{CC}$$

[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.

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

[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.

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

L3
C2

L3
C2

[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.

LO
CO

[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.

LO
CO

L1
C0

L1
C0

[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)

L2
C1

[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]

L2	
C1	

[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.

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

[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.

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

[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."

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

[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."

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

[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)

L3
C2

[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)

L3
C2

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)

L2
C2

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)

L2
C2

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

SBY/W114-045 T: *Treasure*

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

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

[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 and Annul: Presence: Chara in your WR and put it face-down under this as Marker.

Adolescence | SBY/W114-072 T: Soul

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

[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 'Ardolence': Chara in your WR and put it face-down under this as Marker.

Adolescence | SBY/W114-072S T: Soul

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

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

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

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

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

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

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

[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

[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

[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

[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

[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

[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

[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

[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

[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

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

[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

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

[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 Character Opposite that Slot.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose an Adgescence: Chara in your WR and return it to your hand.

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

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

[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

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

[C] **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.

L1
C0

[C] **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.

L1
C0

[C] **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.

L1
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.

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

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.

LO
CO

[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."

L0
C0

[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, Irrepleaceable 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."

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

[A] [Discard a card on 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.

L1
C0

[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.

L1
C0

[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)

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

[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)

L2
C1

[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.

L3
C2

[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.

L3
C2

[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."

L1
C0

[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."

L1
C0

[A] (1) Discard a card from your hand to the WR) If this is in the WR and your 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.

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

[A] (11) 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.

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

[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)

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

[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)

L2
C1

[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)

L3
C2

[A] ([3] 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.

L3
C2

[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.

L3
C2

[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.

L3
C2

[C] **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 Asuzagawa, Feelings Wished to Be Expressed" in your Memory, may pay, if so, choose 1 "Sakuta Asuzagawa, 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.

L0	
C0	

[C] This cannot be chosen as target or Opp.'s erects.
[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.

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

[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.

L0
C0

[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.

L0
C0

[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.

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

[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.

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

[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 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 Waitroom Room." (Climax cards are considered to be Level 0 for this effect)

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

[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 abilities 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)

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

[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.

L1
C0

[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.

L1
C0

[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.

$$\frac{L1}{C0}$$

[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.

L1
C0

[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]

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

