

Akane, When the Sun Sets

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Akane", "Chihaya", or "Sakuya" in name, reveal it, put it in your hand, and put the rest in the WR.

Magic - Occult | RW/W48-001 T: None

L0C0

Akane, When the Sun Sets

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Akane", "Chihaya", or "Sakuya" in name, reveal it, put it in your hand, and put the rest in the WR.

Magic - Occult | RW/W48-001SP T: None

L0C0

"Amnesia" Kagari

[C] During your turn, if there are 4 or fewer cards in your Stock, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if "Self-Discovery" is in your CZ and you have 2 or more other Charas with either "Kotori", "Kagari", or "Kotarou" in name, 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.

Key - Time | RW/W48-002 T: None

L1C0

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"Amnesia" Kagari

[C] During your turn, if there are 4 or fewer cards in your Stock, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if "Self-Discovery" is in your CZ and you have 2 or more other Charas with either "Kotori", "Kagari", or "Kotarou" in name, 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.

Key - Time | RW/W48-002SP T: None

L1C0

"Out of Feecof" Kagari

[A] This ability activates up to once per turn. When you play an Event, this gains +1 Soul for the turn.
[A] BOND/"Kotarou, Buying Canned Coffee" [(1)]

Key - Time | RW/W48-003 T: None

L0C0

Kagari-chan, or Rather "Key-chan"

[C] During your turn, all your other Charas gain +500 Pow.
[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 Chara with either "Kotori", "Kagari", or "Kotarou" in name, reveal it, put it in your hand, and shuffle your LB.

Key - Time | RW/W48-004 T: None

L0C0

Rewrite Anime Booster Pack

Kagari-chan, or Rather "Key-chan"

[C] During your turn, all your other Charas gain +500 Pow.
[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for up to 1 Chara with either "Kotori", "Kagari", or "Kotarou" in name, reveal it, put it in your hand, and shuffle your LB.

Key - Time | RW/W48-004R T: None

L0C0

Kotori And B And L

[A] This ability activates up to once per turn. When you play an Event, 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, search your LB for up to 1 Chara that is either ::Familiar:: or has "Kotori", "Kagari", or "Kotarou" in name, reveal it, put it in your hand, and shuffle your LB.

Plant - Occult | RW/W48-005 T: None

L0C0

Kotori And B And L

[A] This ability activates up to once per turn. When you play an Event, 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, search your LB for up to 1 Chara that is either ::Familiar:: or has "Kotori", "Kagari", or "Kotarou" in name, reveal it, put it in your hand, and shuffle your LB.

Plant - Occult | RW/W48-005R T: None

L0C0

Chihaya, Member of Gaia

[A] [(1) Move this to an empty Slot in the Back Row] When "Knight Has Arrived&45;&45;" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 "Knight" Sakuya and put it in the Slot this was in, and shuffle your LB.
[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas with either "Akane", "Chihaya", or "Sakura" in name, and that Chara gains +1500 Pow for the turn.

Sweets - Occult | RW/W48-006 T: None

L1C0

"Favorite Thing Is 55 Yen a Can" Kagari

[A] When this is placed from hand to the Stage, if there are no "Feecof" in your WR, Rest this.

Key - Time | RW/W48-007 T: None

L1C0

"Kazamatsuri Academy High School" Kagari

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Charas with either "Kotori", "Kagari", or "Kotarou" in name.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

Key - Time | RW/W48-008 T: Soul

L3C2

"Kazamatsuri Academy High School" Kagari

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Charas with either "Kotori", "Kagari", or "Kotarou" in name.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

Key - Time | RW/W48-008S T: Soul

L3C2

"Rewrite Ability" Kotarou

[C] If "Kotori in Class" is in your Clock, this gets -1 Level while in your hand.
[C] For each Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and deal X Damage to your Opp. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)
[A] When this attacks, you may choose 1 of your other Charas with "Kotarou" in name and put it face-down under this as Marker.

ESP - Occult | RW/W48-009 T: Soul

L3C2

"Experienced Strange Phenomenon" Kotarou

[C] When you pay for the cost of Event played from your hand, you may put a single Marker from under this in the WR in place of a Stock.
[A] When this is placed from hand to the Stage or when "Proof of Occult" is placed in your CZ, you may look at the top card of your LB. If so, put that card face-down under this as Marker, and Rest this.
[A] This ability activates up to once per turn. When you play an Event, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

ESP - Occult | RW/W48-010 T: None

L0C0

"Passing the Memory Stick" Inoue

[C] All your other Charas gain the following ability. "[C] RECOLLECTION If "Passing the Memory Stick" Inoue" is in your Memory, this gains +500 Pow."
[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, draw a card.

No Traits | RW/W48-011 T: None

L0C0

Kotori, Dream Adventure for Two

[A] [(1) Discard 3 cards from your hand to the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
[S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Plant - Occult | RW/W48-012 T: None

L1C0

Kotarou, Buying Canned Coffee

[C] During your turn, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Feecof" in your WR and return it to your hand.

ESP - Occult | RW/W48-013 T: None

L1C0

Chihaya at the End of Fasting

[C] If there are 2 or fewer cards in your Stock, this cannot attack.

Sweets - Occult | RW/W48-014 T: None

L1
C0

"Only Delinquent in the Class" Yoshino

[C] Your other Chara in the Front Row Center Slot gains +1 Soul.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Delinquent - Chunibyō | RW/W48-015 T: Soul

L1
C1

"Witch of the Academy" Akane

[C] **RECOLLECTION** If there is a card in your Memory, this gains +3000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Occult | RW/W48-016 T: None

L1
C1

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"Knight" Sakuya

[C] If you have 2 or more other Charas with either "Akane", "Chihaya", or "Sakuya" in name, this gains +2000 Pow.

ESP - Familiar | RW/W48-017 T: None

L1
C1

Kotori, Big Dream

[A] When this attacks, if "Dreaming on the Way Home" is in the CZ, put up to 1 card from top of your LB in your Stock, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Plant - Occult | RW/W48-018 T: Soul

L2
C1

"Power of 3 Yoshinos" Chibi-Mosu

[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] **ENCORE** [Discard a YELLOW card from your hand to the WR]

Animal - Familiar | RW/W48-019 T: Soul

L3
C3

Rewrite Anime Booster Pack

Gil & Pani, For Kotarou's Sake

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(1) Put this face-down under the Chara in battle as Marker] When your other Chara with "Kotarou" in name that has a Marker becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.

Magic - Familiar | RW/W48-020 T: None

L0
C0

"Caring Lone Wolf" Yoshino

[C] If you have no other Charas, this gains +2000 Pow.
[C] All your other Level 0 or lower Charas gain +1000 Pow.

Delinquent - Chunibyō | RW/W48-021 T: None

L0
C0

Kotori in Class

[C] If you have 1 or fewer other Charas, this gains +1 Level and +1000 Pow.
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 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)

Plant - Occult | RW/W48-022 T: None

L0
C0

"Opening Found!" Chibi-Mosu

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other Charas that is either ::Familiar:: or has "Kotarou" in name and return it to your hand.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, draw a card.

Animal - Familiar | RW/W48-023 T: None

L0
C0

Chihaya of the Occult Club

[C] If this is in the Front Row Center Slot, this gains +1 Soul.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Sweets - Occult | RW/W48-024 T: None

L0
C0

Akane, Promised Moment

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] If there are 2 or more Events in your Memory, choose 1 of your Charas with "Kotarou" in name, and that Chara gains +2000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR.*

Magic - Occult | RW/W48-025 T: None

L1
C0

"Shooter" Akane

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Magic - Occult | RW/W48-026 T: None

L1
C0

Kotori, Fully Prepared

[A] [Discard 2 cards from your hand to the WR, put an "Only Delinquent in the Class" Yoshino from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Pow of 3 Yoshinos" Chibi-Mosu in your WR and put it in any Slot on the Stage.
[S] [Send this to Memory] Look at up to 4 cards from top of your LB and search for up to 1 Chara that is either ::Familiar:: or has "Kotori", "Kagari", or "Kotarou" in name, reveal it, put it in your hand, and put the rest in the WR.

Plant - Occult | RW/W48-027 T: Soul

L2
C1

"Discovering the Holy Sword" Chihaya

[C] **EXPERIENCE** If "Discovering the Holy Sword" Chihaya is in your Level Zone, this gets -1 Level while in your hand.

Sweets - Occult | RW/W48-028 T: Soul

L2
C1

Sakuya, Delivering Bento Boxes

[C] **ASSIST** All your Charas with either "Akane", "Chihaya", or "Sakuya" in name in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either "Akane", "Chihaya", or "Sakuya" in name, you may put the top card of your LB in your Stock.

Butler - Glasses | RW/W48-029 T: Soul

L2
C2

"Riding Chibi-Mosu" Kagari

[C] If there's a Marker under this, this gains +5000 Pow and [A] **ENCORE** [Discard a card from your hand to the WR].
[A] When this is placed from hand or WR to the Stage, you may choose an "Opening Found!" Chibi-Mosu in your WR and put face-down under this as Marker.

Key - Time | RW/W48-030 T: Soul

L2
C2

Feeocf

Look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Kotori", "Kagari", or "Kotarou" in name, reveal it, put it in your hand, put the rest in the WR, choose a Chara, and that Chara gains ::Feeocf:: for the turn.

RW/W48-031 T: None

L1
C0

Shikigami Army

[Counter] You may discard 2 cards from your hand to the WR. If so, all your Opp.'s Charas get -2 Soul for the turn.

RW/W48-032 T: None

L3C4

Occult Club's Activity Record

If you don't have a Chara with either "Akane" or "Kotarou" in name, you cannot play this from hand.
Choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
Send this to Memory.

RW/W48-033a T: None

L1C1

Occult Club's Activity Record

If you don't have a Chara with either "Akane" or "Kotarou" in name, you cannot play this from hand.
Choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
Send this to Memory.

RW/W48-033b T: None

L1C1

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Occult Club's Activity Record

If you don't have a Chara with either "Akane" or "Kotarou" in name, you cannot play this from hand.
Choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
Send this to Memory.

RW/W48-033c T: None

L1C1

Occult Club's Activity Record

If you don't have a Chara with either "Akane" or "Kotarou" in name, you cannot play this from hand.
Choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
Send this to Memory.

RW/W48-033d T: None

L1C1

Self-Discovery

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

RW/W48-034 T: Soul Shot

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Self-Discovery

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

RW/W48-034S T: Soul Shot

Dreaming on the Way Home

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-035 T: 2 Soul

Knight Has Arrived

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

RW/W48-036 T: Soul Bounce

Proof of Occult

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-037a T: 2 Soul

Proof of Occult

[A] When this is placed from hand to the CZ, choose up to 1 YELLOW card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-037b T: 2 Soul

"Don't Get Carried Away~!" Lucia

[A] [(1)] When your Climax is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Lucia" or "Shizuru" in name, reveal it, put it in your hand, and put the rest in the WR.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Chairman - Occult | RW/W48-038 T: None

L0C0

"Don't Get Carried Away~!" Lucia

[A] [(1)] When your Climax is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with either "Lucia" or "Shizuru" in name, reveal it, put it in your hand, and put the rest in the WR.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Chairman - Occult | RW/W48-038SP T: None

L0C0

"Preparing for Tomorrow" Shizuru

[C] If there are 5 or more cards in your Stock, this gains +2000 Pow.
[A] When this attacks, if "At the End of the Day" is in the CZ, you may choose a Chara in your WR with either "Lucia" or "Shizuru" in name and put it in your Stock.

Judgment - Occult | RW/W48-039 T: None

L1C0

"Preparing for Tomorrow" Shizuru

[C] If there are 5 or more cards in your Stock, this gains +2000 Pow.
[A] When this attacks, if "At the End of the Day" is in the CZ, you may choose a Chara in your WR with either "Lucia" or "Shizuru" in name and put it in your Stock.

Judgment - Occult | RW/W48-039R T: None

L1C0

"Locked-On" Lucia

[A] [Discard a "Gloves" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Opp.'s Front Row, and that Chara gets -4000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Chairman - Occult | RW/W48-040 T: None

L0C0

"Locked-On" Lucia

[A] [Discard a "Gloves" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Opp.'s Front Row, and that Chara gets -4000 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Chairman - Occult | RW/W48-040S T: None

L0C0

"No Longer Alone" Lucia

[C] For each of your other Charas with either "Lucia", "Shizuru", or "Kotarou" in name, this gains +500 Pow.

Chairman - Occult | RW/W48-041 T: None

L1C0

"No Longer Alone" Lucia

[C] For each of your other Charas with either "Lucia", "Shizuru", or "Kotarou" in name, this gains +500 Pow.

Chairman - Occult | RW/W48-041R T: None

L1C0

"Just for the Sake of Friends" Lucia

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gets -1 Level while in your hand.

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 1000 times Level of that Chara.

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] [Discard a "Curse" Lucia and another card from your hand to the WR] When "Pow of Asahi Haruka" is placed in your CZ, may pay. If so, reveal the top card of your LB. If it's a Chara that is either GREEN or BLUE, all Charas without either "Lucia" or "Shizuru" in name get -4000 Pow for the turn. (Put top card of your hand to the WR)

Weapon - Occult | RW/W48-042 T: Soul

L3C2

"High-Speed Evasion" Shizuru

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

Judgment - Occult | RW/W48-043 T: None

L0C0

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"As the Chairman of Earth" Lucia

[C] For each of your other Charas with either "Lucia" or "Shizuru" in name, this gains +1000 Pow.

[C] During battles involving this, no player may play **BACKUP** from hand.

[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Chairman - Occult | RW/W48-044 T: Soul

L2C1

Nishikujou-Sensei, Attack!

[A] [Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put all of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from top of his or her LB in his or her Stock.

Weapon - Teacher | RW/W48-045 T: Soul

L2C1

"Curse" Lucia

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock with either "Lucia" or "Shizuru" in name and return it to your hand, and put the top card of your LB in your Clock.

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a "Gloves" in your WR and return it to your hand.

Chairman - Occult | RW/W48-046 T: None

L0C0

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"Veteran Warrior" Esaka

[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.

[A] **ENCORE** [Discard a GREEN card from your hand to the WR]

Weapon - Glasses | RW/W48-047 T: None

L1C0

"Moral Committee Activity" Shizuru

--No Text--

Judgment - Occult | RW/W48-048 T: None

L1C1

"Interfering With Combat" Shizuru

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Weapon - Odd-Eye | RW/W48-049 T: Soul

L2C1

Kotarou, Friend of Lucia

[C] This gets -2 Level while on the Stage.

[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

ESP - Occult | RW/W48-050 T: Soul

L2C1

Gloves

[Counter] If you have no Charas with "Lucia" in name, you cannot play this from your hand. Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times # of cards in your Stock.

RW/W48-051 T: None

L1C0

Until That Day Returns

If you don't have a Chara with "Shizuru" in name, you cannot play this from hand.

Choose a Chara in your Clock with either "Lucia" or "Shizuru" in name and return it to your hand.

Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. Send this to Memory.

RW/W48-052 T: None

L3C1

Power of Asahi Haruka

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

RW/W48-053 T: Treasure

Power of Asahi Haruka

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

RW/W48-053S T: Treasure

At the End of the Day

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-054 T: 2 Soul

At the End of the Day

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-054S T: 2 Soul

"Salvation via Destruction" Akane

[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] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, this gains +5500 Pow for the turn.

[A] [(2) Discard 2 cards from your hand to the WR, put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. When this attacks, if you are Level 3 or higher, and there are exactly 6 cards in your Clock, may pay. If so, Stand this.

Magic | RW/W48-055 T: Soul

L3C2

"Superhuman Strength" Chihaya

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, if "I Have Good Strength" is in the CZ, may pay. If so, deal 4 Damage to your Opp., and this gains +3000 Pow for the turn. (DC can occur)

Sweets - Occult | RW/W48-056 T: Soul

L3C2

"Superhuman Strength" Chihaya

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, if "I Have Good Strength" is in the CZ, may pay. If so, deal 4 Damage to your Opp., and this gains +3000 Pow for the turn. (DC can occur)

Sweets - Occult | RW/W48-056SP T: Soul

L3
C2

Chihaya, Going Out

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Sweets - Occult | RW/W48-057 T: None

L0
C0

Chihaya, Going Out

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Sweets - Occult | RW/W48-057R T: None

L0
C0

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Chihaya, Catch!

[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, choose a Level 1 or lower Chara in your WR and return it to your hand.

Sweets - Occult | RW/W48-058 T: None

L0
C0

Chihaya, Transfer Student

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.
[C] If all your Charas have either "Akane", "Chihaya", or "Sakuya" in name, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sweets - Occult | RW/W48-059 T: None

L1
C0

"Power" Akane

[C] If you have no other Charas with either "Akane", "Chihaya", or "Kotarou" in name, this does not Stand during your Stand Phase.
[A] When "Pow" is placed in your CZ, if this is in the Front Row, put the top card of your LB in the WR. If it's Level 1 or higher, all your other Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."
[A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Magic - Occult | RW/W48-060 T: None

L1
C1

Rewrite Anime Booster Pack

"Power" Akane

[C] If you have no other Charas with either "Akane", "Chihaya", or "Kotarou" in name, this does not Stand during your Stand Phase.
[A] When "Pow" is placed in your CZ, if this is in the Front Row, put the top card of your LB in the WR. If it's Level 1 or higher, all your other Charas gain the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."
[A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Magic - Occult | RW/W48-060R T: None

L1
C1

"High-Tech Witch?" Akane

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Magic - Occult | RW/W48-061 T: None

L0
C0

"Monster User" Midou

[A] [Put a Chara from your hand on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and put it in any Slot on the Stage.
[A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Shadow - Flame | RW/W48-062 T: None

L1
C0

"Omnipotent Butler" Sakuya

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 500 times # of your Charas with either "Akane", "Chihaya", or "Sakuya" in name.
[S] [Counter] **BACKUP 500, Level 1** [(1) Discard this card from your hand to the WR]

Butler - Glasses | RW/W48-063 T: Soul

L1
C1

"Method to Win Someone Over" Sakuya

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(1)] When your Chara's Trigger Check reveals a Climax card, if its Trigger Icons are 2 Soul Trigger Icons, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Butler - Glasses | RW/W48-064 T: None

L0
C0

"Unable to Move" Chihaya

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, Rest this. (Put the revealed card back where it was)

Sweets - Occult | RW/W48-065 T: None

L0
C0

Akane, Vanilla Ice Cream at Night
--No Text--

Magic - Occult | RW/W48-066 T: None

L1
C0

"Forgot Something" Chihaya

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other Charas with either "Akane", "Chihaya", or "Sakuya" in name.

Sweets - Occult | RW/W48-067 T: Soul

L2
C1

"Saint" Akane

[C] When you play this from your hand, you may choose 1 of your "Akane, When the Sun Sets" and put it in the WR. If so, you may play this with 0 Cost.
[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack."
[C] This cannot Side Attack."

Magic | RW/W48-068 T: Soul

L2
C2

Chihaya Rolling

If you don't have a Chara with "Chihaya" in name, you cannot play this from your hand.
Put the top 2 cards of your LB in the WR. If there is at least 1 Level 1 or higher card among them, put the top 2 cards of your LB in the WR. Choose a Level X or lower Chara in your WR and return it to your hand. X = # of Level 1 or higher cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

RW/W48-069 T: None

L1
C0

Sakuya's Special Training

[Counter] If you don't have a Chara with either "Sakuya" or "Kotarou" in name, you cannot play this from hand. Send this to Memory.
Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 2000 times # of "Sakuya's Special Training" in your Memory.

RW/W48-070 T: None

L1
C1

I Have Good Strength

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

RW/W48-071 T: Salvage

I Have Good Strength

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

RW/W48-071S T: Salvage

Power

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-072 T: 2 Soul

Power

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-072S T: 2 Soul

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"Master of the Barrier" Kotori

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When "Barrier in the Forest" is placed in your CZ, you may choose a BLUE Chara in your WR and put it face-down under this as Marker.
[A] [Put a Marker from under this in the WR] At the start of your Opp.'s Attack Phase, may pay. If so, this gains +2000 Pow and the following ability for the turn.
[C] Chara Opposite this gets -2 Soul."

Plant - Occult | RW/W48-073 T: Soul

L3

C2

"Master of the Barrier" Kotori

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When "Barrier in the Forest" is placed in your CZ, you may choose a BLUE Chara in your WR and put it face-down under this as Marker.
[A] [Put a Marker from under this in the WR] At the start of your Opp.'s Attack Phase, may pay. If so, this gains +2000 Pow and the following ability for the turn.
[C] Chara Opposite this gets -2 Soul."

Plant - Occult | RW/W48-073SP T: Soul

L3

C2

"New Memory" Shizuru

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., look at the top card of your LB, and put it either on top or bottom of your LB. (DC can occur)

Judgment - Occult | RW/W48-074 T: Soul

L3

C2

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"New Memory" Shizuru

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., look at the top card of your LB, and put it either on top or bottom of your LB. (DC can occur)

Judgment - Occult | RW/W48-074SP T: Soul

L3

C2

Shizuru, Rendezvous With Allies

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either "Lucia" or "Shizuru" in name, reveal it, put it in your hand, and shuffle your LB.

Weapon - Odd-Eye | RW/W48-075 T: None

L0

C0

"Meteorite Falling" Kagari

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either "Kotori", "Kagari", or "Kotarou" in name, and that Chara gains +1500 Pow for the turn.
[A] [Put this in the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If at least 1 "Amnesia" Kagari is among them, may pay. If so, choose an "Amnesia" Kagari in your WR and put it in the Slot this was in.

Key - Time | RW/W48-076 T: None

L0

C0

"Protection of Key" Kotori

[C] If you have another Chara with "Kagari" in name, all your other Charas gain [A] **ENCORE** [Discard a Chara from your hand to the WR].
[A] [(1) Discard a "Pow Spot" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Cost 0 or lower Charas in your WR and put them in separate Slots on the Stage.

Plant - Occult | RW/W48-077 T: None

L1

C0

"Protection of Key" Kotori

[C] If you have another Chara with "Kagari" in name, all your other Charas gain [A] **ENCORE** [Discard a Chara from your hand to the WR].
[A] [(1) Discard a "Pow Spot" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 Cost 0 or lower Charas in your WR and put them in separate Slots on the Stage.

Plant - Occult | RW/W48-077S T: None

L1

C0

"Class Representative" Lucia

[C] If you have another Chara with either "Lucia" or "Shizuru" in name, this gains +3000 Pow.
[A] When this attacks, if "The Fists Shouldering the Earth" is in the CZ, this gains +1500 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Chairman - Occult | RW/W48-078 T: None

L1

C0

"Medication Creation" Shizuru

[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your Opp.'s Charas.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Judgment - Occult | RW/W48-079 T: None

L1

C0

"Medication Creation" Shizuru

[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your Opp.'s Charas.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Judgment - Occult | RW/W48-079S T: None

L1

C0

"Barrier Preparation" Kotori

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, reveal the top card of your LB. If it's a Level 0 or lower Chara, you may put it face-down under this as Marker. (Otherwise put it back where it was)
[A] At the start of your Climax Phase, choose 1 of your "Master of the Barrier" Kotori, and you may put a Marker from under this under that Chara as Marker.

Plant - Occult | RW/W48-080 T: None

L2

C1

"Druid" Kotori

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.
[S] [Discard a Chara from your hand to the WR, Rest this] Choose a "Made by Kotori-san" Monster in your WR whose Level is equal to or lower than your Level and put it in any Slot on the Stage.

Plant - Occult | RW/W48-081 T: None

L0

C0

"Blades Drawn" Shizuru

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Judgment - Occult | RW/W48-082 T: None

L0

C0

Kagari, Poltergeist?

[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.

Key - Time | RW/W48-083 T: None

L0

C0

"Made by Kotori-san" Giant Monster

[C] For each Marker under this, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, choose up to 3 "Made by Kotori-san" Monster' in your WR and put them face-down under this as Marker.

Plant - Familiar | RW/W48-084 T: Soul

L2C1

"See You Tomorrow" Shizuru

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] This ability activates up to once per turn. When you play an Event, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Judgment - Occult | RW/W48-085 T: Soul

L2C1

"Hyper-Vibration" Lucia

[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.

Chairman - Occult | RW/W48-086 T: Soul

L2C1

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"Interest in the Right Hand" Kagari

[C] If "Master of the Barrier" Kotori' is in your Clock, this gets -1 Level while in your hand.

[A] When the Battle Opp. of this becomes Reversed, if "Nom..." is in your CZ, draw up to 1 card, and put up to 1 card from top of your LB in your Stock.

Key - Time | RW/W48-087 T: Soul

L2C1

Shizuru, Just the Two of Them on the Way Home

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] When "Erasing Memories" is placed in your CZ, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put the top card of your Opp.'s Stock in the WR, choose a card in your Opp.'s WR and put it in Stock, and your Opp. shuffles that Stock.

Judgment - Occult | RW/W48-088 T: None

L0C0

Kotori, Encountering the Mistletoe

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of your LB.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Pow Spot" in your WR and return it to your hand.

Plant - Occult | RW/W48-089 T: None

L0C0

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"Made by Kotori-san" Monster

[C] You may have as many cards with the same name as this in your Deck.

[C] For each of your other "Made by Kotori-san" Monster' in the Front Row, this gains +2000 Pow.

Plant - Familiar | RW/W48-090 T: None

L0C0

"Smile of Resignation" Lucia

--No Text--

Chairman - Occult | RW/W48-091 T: None

L0C0

"Present" Kotarou

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

ESP - Occult | RW/W48-092 T: None

L1C0

"Made by Kotori-san" Monster

[C] You may have as many cards with the same name as this in your Deck.

[C] For each of your other "Made by Kotori-san" Monster' in the Front Row, this gains +1 Level and +1500 Pow.

[A] [Clock] **SHIFT Level 1**

Plant - Familiar | RW/W48-093 T: None

L1C0

"To the Battlefield" Lucia

[C] If there are 5 or more cards in your hand, this gains +2500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Chairman - Occult | RW/W48-094 T: None

L1C0

"Encounter in the Forest" Kagari

[C] If there's a Climax card in your Opp.'s CZ, this gains +2000 Pow.

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.

Key - Time | RW/W48-095 T: None

L1C0

Power Spot

If you don't have a Chara with "Kotori" in name, you cannot play this from hand.

Reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

You may choose a Chara in your WR that is either ::Familiar:: or has "Kotori", "Kagari", or "Kotarou" in name and put it in your Stock.

RW/W48-096 T: None

L1C0

Barrier in the Forest

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

RW/W48-097 T: Soul Gate

L1C0

Barrier in the Forest

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

RW/W48-097S T: Soul Gate

L1C0

The Fists Shouldering the Earth

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

RW/W48-098 T: Soul Gate

L1C0

Erasing Memories

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

RW/W48-099 T: 2 Soul

L1C0

Nom...

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

RW/W48-100 T: Draw

L1C0