

Akiho, Tokyo World Exposition
 [A] When this attacks, if "Robot Will Save the World!" is in the CZ, choose up to 1 "Super Gan-tsuku 1" in your WR and return it to your hand, and this gains +3000 Pow for the turn.

Science - Mecha | RN/W16-001 T: Soul

L2
C1

Akiho Senomiya
 [C] If there are 5 or fewer cards in your LB, this gets -1 Level in your hand.
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 4 or more, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

Science - Mecha | RN/W16-002 T: Soul

L3
C2

Akiho Senomiya
 [C] If there are 5 or fewer cards in your LB, this gets -1 Level in your hand.
 [C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 4 or more, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.

Science - Mecha | RN/W16-002SP T: Soul

L3
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Airi, Taking A Walk
 [C] If you have 1 or fewer other Chara, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Science - Net | RN/W16-003 T: None

L0
C0

Kaito, New Club Member Welcoming Party
 [A] When you Level Up, put this in the WR.
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax you reveal this way, this gains +1000 Pow and +1 Soul.

Science - Game | RN/W16-004 T: None

L0
C0

Akiho, You're My Life Savior
 [C] All your other ::Science:: Charas gain +500 Pow.
 [S] [Put the top card of your LB in your Clock, Rest 2 of your Charas] Choose a "Kaito, A Certain Summer Day" in your WR and put it in any Slot on the Stage.

Science - Mecha | RN/W16-005 T: None

L1
C0

Robotics,Notes Booster Pack

Kaito, Battle Spirit Lit
 [A] [Discard a card from hand to the WR] When you use **BACKUP** of this, may pay. If so, choose up to 2 cards in your Opp.'s WR and put them on top of the LB. Your Opp. shuffles that LB.
 [S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Science - Game | RN/W16-006 T: Soul

L2
C1

Kaito, Last Battle
 [A] At the start of your Encore Step, if "Circle of Determination" is in the CZ, you may send this to Memory. If so, at the start of your next Draw Step, choose up to 1 "Kaito, Last Battle" in your Memory and put it in any Slot on the Stage, and for the turn, that Chara gains +4500 Pow and +1 Soul.

Science - Game | RN/W16-007 T: Soul

L2
C1

Akiho, New Club Member Welcoming Party
 [C] During your turn, all your other Charas gain +500 Pow.
 [S] [Rest 1 Chara] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Science - Mecha | RN/W16-008 T: None

L0
C0

Kaito & Akiho, Reliable Allies
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] Choose 1 of your Charas with "Akiho" in name, and that Chara gains +500 Pow for the turn.

Science - Game | RN/W16-009 T: None

L0
C0

Kaito & Akiho, Reliable Allies
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] Choose 1 of your Charas with "Akiho" in name, and that Chara gains +500 Pow for the turn.

Science - Game | RN/W16-009S T: None

L0
C0

Kaito, After Class
 [A] When this attacks, choose 1 of your ::Science:: Charas, and that Chara gains +500 Pow for the turn.
 [A] **BOND/"Akiho, Tokyo World Exposition"** [Put the top card of your LB in your Clock]

Science - Game | RN/W16-010 T: None

L0
C0

Kaito, A Certain Summer Day
 [A] [Discard a Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.
 [S] [(1)] This gains +1 Soul for the turn.

Science - Game | RN/W16-011 T: None

L1
C0

Kaito, Kill-Ballad Battle!
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Science - Game | RN/W16-012 T: None

L1
C1

"Expansion Place" Akiho
 [C] For each other Rested Chara you have, this gains +500 Pow.

Science - Mecha | RN/W16-013 T: Soul

L2
C2

"Expansion Place" Akiho
 [C] For each other Rested Chara you have, this gains +500 Pow.

Science - Mecha | RN/W16-013R T: Soul

L2
C2

Akiho, President of Robotics Club
 [C] During your turn, this gains +1000 Pow.

Science - Mecha | RN/W16-014 T: None

L0
C0

Tanegashi Machine 3 Kai
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Science - Mecha | RN/W16-015 T: None

L0
C0

Airi, Hollow Pretty Girl
--No Text--

Science - Net | RN/W16-016 T: None

L0
C0

Akiho, Charging Recklessly!
[A] [(1)] When this attacks, if "The Dream Being Chased Constantly" is in the CZ, may pay. If so, this gains +4000 Pow and +1 Soul for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Science - Mecha | RN/W16-017 T: None

L1
C0

Airi, Under the Blue Sky
[A] When this attacks, choose up to 2 of your ::Science:: Charas, and those Charas gain +500 Pow for the turn.

Science - Net | RN/W16-018 T: None

L1
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Airi, Under the Blue Sky
[A] When this attacks, choose up to 2 of your ::Science:: Charas, and those Charas gain +500 Pow for the turn.

Science - Net | RN/W16-018S T: None

L1
C0

Kaito, Battle Gamer
--No Text--

Science - Game | RN/W16-019 T: None

L1
C1

Akiho, During Maintenance
--No Text--

Science - Mecha | RN/W16-020 T: Soul

L2
C2

Robotics,Notes Booster Pack

Super Gan-tsuku 1
[Counter] If you have no ::Science:: Charas, you cannot play this from your hand. Choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

RN/W16-021 T: None

L2
C1

Gunvarrel, Icon of Justice
You may choose 1 of your ::Science:: Charas and put it in Clock. If so, choose up to 1 ::Science:: Chara in your WR whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and for the turn, that Chara gains +2000 Pow and +1 Soul.

RN/W16-022 T: None

L1
C1

Robot Will Save the World
[C] All your Charas gain +2 Soul.

RN/W16-023 T: 2 Soul

The Dream Being Chased Constantly
[C] All your Charas gain +1000 Pow and +1 Soul.

RN/W16-024 T: Soul Shot

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

RN/W16-025 T: Soul Bounce

Junna, Past Trauma
[A] [(2)] When this attacks, if "Taking the Step" is in the CZ, may pay. If so, choose a Cost 1 or lower ::Science:: Chara in your WR and put it Rested in any Slot on the Stage.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Science - Sports | RN/W16-026 T: None

L1
C1

Frau in Swimsuits
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [Rest this] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Science:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in Stock."

Science - Otaku | RN/W16-027 T: Soul

L2
C1

Frau in Swimsuits
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [Rest this] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Science:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in Stock."

Science - Otaku | RN/W16-027R T: Soul

L2
C1

Nae Tenuuji
[A] [Put the top card of your LB in your Clock] When this attacks, if "A Summer Adventure" is in the CZ, may pay. If so, choose a ::Science:: Chara in your WR and put it in Stock, then choose 1 of your ::Science:: Charas, and that Chara gains +3500 Pow for the turn.

Science - Sports | RN/W16-028 T: None

L1
C0

Frau, Failed Suicide Attempt!?
[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[A] This ability may be activated up to once per turn. When you use an [S] ability, this gains +1 Level and +1500 Pow for the turn."
[A] When this attacks, if "Extended Hand" is in the CZ, choose 1 of your other Charas, for the turn, that Chara gains +3000 Pow and this gains +3000 Pow.

Science - Otaku | RN/W16-029 T: Soul

L2
C1

Nae, First Battle
[A] When this becomes Reversed in Battle, if you have 3 or more other ::Science:: Charas, you may put this in Stock.

Science - Sports | RN/W16-030 T: Soul

L2
C1

Junna, Dispersed Feelings
[C] If you have 2 or more other ::Science:: Charas, this gains +1000 Pow.

Science - Sports | RN/W16-031 T: Soul

L2
C2

Junna Daitoku
 [C] For each other ::Science:: Chara you have, this gains +500 Pow.
 [A] This ability may be activated up to once per turn. When you use [S], all your Charas gain +2000 Pow for the turn.

Science - Sports | RN/W16-032 T: Soul

L3
C2

Frau & Junna, Incredible Relationship
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If your Opp. has a Level 2 or higher Chara, choose 1 of your ::Science:: Charas, and that Chara gains +1000 Pow for the turn.

Science - Otaku | RN/W16-033 T: None

L0
C0

Frau & Junna, Incredible Relationship
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If your Opp. has a Level 2 or higher Chara, choose 1 of your ::Science:: Charas, and that Chara gains +1000 Pow for the turn.

Science - Otaku | RN/W16-033R T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Tetsuharu Fujita
 [A] **BOND/"Junna, Past Trama"** [Put the top card of your LB in your Clock]
 [S] [Rest this] Choose 1 of your ::Science:: Charas, and that Chara gains +500 Pow for the turn.

Science - Mecha | RN/W16-034 T: None

L0
C0

Kenichirou Senomiya
 [A] This ability may be activated up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Science - Mecha | RN/W16-035 T: None

L0
C0

Junna, Yoira~Iki Festival
 [C] If you have another Rested ::Science:: Chara, this gains +1000 Pow.

Science - Sports | RN/W16-036 T: None

L0
C0

Robotics,Notes Booster Pack

Junna, Age of Worry
 [A] **CHANGE** [(3) Put this in Clock] At the start of your Climax Phase, may pay. If so, choose a "Junna, Dispersed Feeling" in your WR and put it in the Slot this was in.
 [S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Science - Sports | RN/W16-037 T: None

L1
C0

Frau, Forbidden Delusion
 [C] For each other Rested Chara you have, this gains +1000 Pow.

Science - Otaku | RN/W16-038 T: None

L0
C0

Mitsuhiko Nagafukada
 [S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in Clock.

Science - Teacher | RN/W16-039 T: None

L0
C0

Nae, Yoira~Iki Festival
 [S] [(1)] This gains +2000 Pow for the turn.

Science - Sports | RN/W16-040 T: None

L0
C0

Junna in Yukata
 --No Text--

Science - Sports | RN/W16-041 T: None

L0
C0

Junna in Yukata
 --No Text--

Science - Sports | RN/W16-041S T: None

L0
C0

Sumio Nagafukada
 [S] [(3) Rest 2 of your Charas] All your Charas gain +3000 Pow for the turn.

Sweets - Animal | RN/W16-042 T: None

L1
C0

Frau, Real Feelings
 --No Text--

Science - Otaku | RN/W16-043 T: None

L1
C0

Yoshirou-kun
 [A] When this is placed from hand or WR to the Stage, choose 1 of your other ::Science:: Charas, and that Chara gains +2000 Pow for the turn.

Science - Mecha | RN/W16-044 T: None

L1
C1

Kaoruko Usui
 [A] When this becomes Reversed in battle, choose up to 2 of your other ::Science:: Charas, and those Charas gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]" for the turn.

Teacher | RN/W16-045 T: Soul

L2
C2

Lightning Strike
 Choose up to 2 of your ::Science:: Charas and Stand them.

RN/W16-046 T: None

L1
C0

Super Rinpei
 Choose 1 of your Charas, and that Chara gains +1500 Pow until the next end of your Opp.'s turn. Put this in Stock.

RN/W16-047 T: None

L2
C0

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

RN/W16-048 T: Treasure

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

RN/W16-049 T: Stock

A Summer Adventure
 [A] When this is placed from hand to the Stage, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

RN/W16-050 T: 2 Soul

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Junna, Petit But Strong
 [C] All your other ::Science:: Charas gain +1000 Pow.
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains the following ability.
 "[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains 1000 Pow for the turn".

Science - Sports | RN/W16-051 T: Soul

L2
C1

Junna, Petit But Strong
 [C] All your other ::Science:: Charas gain +1000 Pow.
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains the following ability.
 "[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains 1000 Pow for the turn".

Science - Sports | RN/W16-051S T: Soul

L2
C1

Frau Koujiro
 [C] This cannot be Reversed by your Opp.'s [A] effects.
 [A] When this attacks, if "To Make Gunvarrel Shine" is in the CZ, choose a Chara in your WR and return it to your hand, and this gains +3000 Pow for the turn.
 [A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Science - Otaku | RN/W16-052 T: Soul

L3
C2

Robotics,Notes Booster Pack

Frau Koujiro
 [C] This cannot be Reversed by your Opp.'s [A] effects.
 [A] When this attacks, if "To Make Gunvarrel Shine" is in the CZ, choose a Chara in your WR and return it to your hand, and this gains +3000 Pow for the turn.
 [A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Science - Otaku | RN/W16-052S T: Soul

L3
C2

Junna, Uneasy Eyes
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Science:: Chara in your WR and return it to your hand.
 [S] [Rest this] Choose 1 of your Characers, and that Chara gains +500 Pow for the turn.

Science - Sports | RN/W16-053 T: None

L0
C0

Frau, Kill-Ballad Battle
 [C] If you have no other Charas, this gains +2000 Pow.

Science - Otaku | RN/W16-054 T: None

L0
C0

Frau, Kill-Ballad Battle
 [C] If you have no other Charas, this gains +2000 Pow.

Science - Otaku | RN/W16-054S T: None

L0
C0

Subaru, Abandoned Dream
 [A] When this attacks, if "Conflict with Father" is in the CZ, this gains +X Pow for the turn. X = number of your other Charas with either "Hiromu" in name or ::Science::.

Science - Glasses | RN/W16-055 T: None

L1
C0

Frau in Yukata
 [A] **ENCORE** [Discard a Chara from your hand to the WR]
 [S] [Rest 1 of your ::Science:: Charas] This gains +1000 Pow for the turn.

Science - Otaku | RN/W16-056 T: None

L1
C1

Frau in Yukata
 [A] **ENCORE** [Discard a Chara from your hand to the WR]
 [S] [Rest 1 of your ::Science:: Charas] This gains +1000 Pow for the turn.

Science - Otaku | RN/W16-056SP T: None

L1
C1

Junna, Family Side
 [A] [(1)] When "Kind Big Sister of Children" is placed in your CZ, if this is in the Front Row, may pay. If so, all your Charas gain +2000 Pow and "[A] When the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it either on top of the LB or in the WR" for the turn.

Science - Sports | RN/W16-057 T: Soul

L2
C1

Junna, Family Side
 [A] [(1)] When "Kind Big Sister of Children" is placed in your CZ, if this is in the Front Row, may pay. If so, all your Charas gain +2000 Pow and "[A] When the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it either on top of the LB or in the WR" for the turn.

Science - Sports | RN/W16-057SP T: Soul

L2
C1

Frau, HP 0
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Science - Otaku | RN/W16-058 T: None

L0
C0

Mister Pleiades
 [S] [(1)] This gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB" for the turn.

Science - Mask | RN/W16-059 T: None

L1
C0

Hiromu Hidaka
 [C] All your other "Subaru, Abandoned Dream" gain +1000 Pow.

No Traits | RN/W16-060 T: None

L1
C1

Subaru, Visitor to the Ruins
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +1000 Pow.

Science - Glasses | RN/W16-061 T: Soul

L2
C1

Frau, Sharing Secrets
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Science:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] **CHANGE** [(1) Discard a card from your hand to the WR, put this in WR] At the start of the Climax Phase, may pay. If so, choose a "Frau Koujiro" in your WR and put it in the Slot this was in.

Science - Otaku | RN/W16-062 T: Soul

L2
C2

M45
 [C] All your other "Mister Pleiades" gain +1000 Pow.
 [A] **BOND/"Mister Pleiades"** [(1)]

Science - Mecha | RN/W16-063 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Junna, Timid Karate Girl
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

Science - Sports | RN/W16-064 T: None

L0
C0

Subaru, Arrogant Stance
 [S] [(1)] Choose 1 of your ::Science:: Charas, and that Chara gains +1500 Pow for the turn.

Science - Glasses | RN/W16-065 T: None

L0
C0

Subaru, New Club Member Welcoming Party
 [A] When your other ::Science:: Chara attacks, this gains +1000 Pow for the turn.

Science - Glasses | RN/W16-066 T: None

L0
C0

Robotics,Notes Booster Pack

Subaru, Yoira~Iki Festival
 --No Text--

Science - Glasses | RN/W16-067 T: None

L0
C0

Junna, Motion Actress
 --No Text--

Science - Sports | RN/W16-068 T: None

L1
C0

Frau, Genius Programmer
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Science - Otaku | RN/W16-069 T: Soul

L1
C1

Subaru, Everyone Gather at Hangar!
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Science - Glasses | RN/W16-070 T: Soul

L2
C2

By the Two of Them in Closed Space
 Choose 1 ::Science:: Chara in your WR and return it to your hand. Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. Send this to Memory.

RN/W16-071 T: None

L1
C1

Genki & Rosetta
 Perform 1 of the following effects of your choice.
 "Rest 2 of your Standing Charas. If so, choose an Opp.'s Level 0 or lower Chara and put it on top of the LB."
 "Choose 1 of your Charas, and that Chara gains +1 Level and +5500 Pow for the turn."

RN/W16-072 T: None

L1
C1

To Make Gunvarrel Shine
 [C] All your Charas gain +1000 Pow and +1 Soul.

RN/W16-073 T: Salvage

Kind Big Sister of Children
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

RN/W16-074 T: 2 Soul

Conflict with Father
 [C] All your Charas gain +2 Soul.

RN/W16-075 T: 2 Soul

"Relative Chart Under the Blue Sky" Airi
 [C] Your other ::Science:: Chara in the Front Row Center Slot gains +500 Pow.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, draw a card.

Science - Net | RN/W16-076 T: None

L0
C0

"Relative Chart Under the Blue Sky" Airi
 [C] Your other ::Science:: Chara in the Front Row Center Slot gains +500 Pow.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, draw a card.

Science - Net | RN/W16-076SP T: None

L0
C0

Airi
 [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] When "White Christmas Eve" is placed in your CZ, if this is in the Front Row, choose up to 1 Cost 2 or lower Chara in your Hand and put it in any Slot on the Stage.
 [A] When this attacks, if "White Christmas Eve" is in the CZ, this gains +X Pow for the turn. X = 1000 times number of your other Rested Charas.

Science - Net | RN/W16-077 T: Soul

L3
C2

Airi
 [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] When "White Christmas Eve" is placed in your CZ, if this is in the Front Row, choose up to 1 Cost 2 or lower Chara in your Hand and put it in any Slot on the Stage.
 [A] When this attacks, if "White Christmas Eve" is in the CZ, this gains +X Pow for the turn. X = 1000 times number of your other Rested Charas.

Science - Net | RN/W16-077R T: Soul

L3
C2

Misaki, High School Period
 [A] When this attacks, choose 1 of your other ::Science:: Charas, and that Chara gains +1000 Pow for the turn.
 [S] [(1) Rest 2 of your ::Science:: Charas] Choose a Cost 2 or lower Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage.

Science - Mecha | RN/W16-078 T: None

L0
C0

Akiho, Robot Otaku
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Science:: Chara, this gains "[C] This cannot attack" for the turn. (Put the revealed card back where it was)

Science - Mecha | RN/W16-079 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Airi, Summer Festival
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

Science - Net | RN/W16-080 T: None

L1
C0

Airi, Summer Festival
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

Science - Net | RN/W16-080S T: None

L1
C0

Geji-nee
 [A] When you use the **BACKUP** of this, choose 1 of your ::Science:: Charas, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Science - Net | RN/W16-081 T: Soul

L1
C1

Robotics,Notes Booster Pack

Akiho, Favorite Food Refreshments
 [C] During your Opp.'s turn, if you have 2 or more other ::Science:: Charas, this gains +1500 Pow.

Science - Mecha | RN/W16-082 T: None

L1
C1

Akiho, Favorite Food Refreshments
 [C] During your Opp.'s turn, if you have 2 or more other ::Science:: Charas, this gains +1500 Pow.

Science - Mecha | RN/W16-082S T: None

L1
C1

Mizuka, Berserking of HUG
 [A] [(1) Send this to Memory] When this becomes Reversed in Battle, may pay. If so, draw a card, and discard a card from your hand to the WR.

Sports - Mecha | RN/W16-083 T: None

L0
C0

Misaki, Released From the Bind
 [A] [(1)] When this attacks, if "Irreplacable Memory" is in the CZ, may pay. If so, this gains +4500 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on bottom of the LB" for the turn.

Science - Mecha | RN/W16-084 T: None

L1
C0

Airi, Mode Change
 [A] [(1)] When this is placed from the Stage to the WR, may pay. If so, draw a card.
 [A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Geji-nee, Mode Change" in your WR and put it in the Slot this was in.

Science - Net | RN/W16-085 T: Soul

L1
C1

Kou Kimijima, Mastermind of the Conspiracy
 [C] If you have another Chara with "Misaki" in name, this gains +1500 Pow.

Science - Death | RN/W16-086 T: Soul

L2
C1

Airi Yukifune
 [A] When this attacks, if "Cold Sleep" is in the CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

Science | RN/W16-087 T: Soul

L2
C1

Geji-nee, Airi's Other Half
 [A] **BOND**"Airi Yukifune" [(1)]

Science - Net | RN/W16-088 T: None

L0
C0

Kou Kimijima
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, draw a card.

Science - Death | RN/W16-089 T: None

L0
C0

Toshiyuki Sawada
 [S] [Rest 2 of your ::Science:: Charas] This gains +2500 Pow for the turn.

Science - Weapon | RN/W16-090 T: None

L0
C0

Akiho, Cat-Ear Maid
 --No Text--

Science - Mecha | RN/W16-091 T: None

L0
C0

Mizuka Irei
 --No Text--

Sports - Mecha | RN/W16-092 T: Soul

L2
C1

Airi, Full of Energy
 --No Text--

Science - Net | RN/W16-093 T: None

L1
C1

Geji-nee, Mode Change
 [C] During your Opp.'s turn, if you have 2 or more other Rested Charas, this gains +1500 Pow.

Science - Net | RN/W16-094 T: Soul

L2
C2

misaki Senomiya
 [C] If you have 3 or more ::Science:: Charas, this gets -1 Level in your hand.

Science - Mecha | RN/W16-095 T: Soul

L2
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

"Anemone" Group Unconsciousness Incident
 If you have no ::Science:: Charas, you cannot play this from your hand. Choose an Opp.'s Level 3 or lower Chara. That Chara does not Stand during your Opp.'s next Stand Phase.

RN/W16-096 T: None

L2
C0

Iru-O.
 Reveal the top card of your LB. If it's a ::Science:: Chara, draw up to 3 cards and discard 2 cards from your hand to the WR. Otherwise, draw a card, and discard a card from your hand to the WR.

RN/W16-097 T: None

L2
C0

Cold Sleep
 [A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

RN/W16-098 T: 2 Soul

Robotics,Notes Booster Pack

White Christmas Eve
 [C] All your Charas gains +1000 Pow and +1 Soul.

RN/W16-099 T: Draw

Irreplacable Memory
 [C] All your Charas gain +2 Soul.

RN/W16-100 T: 2 Soul