

Eri, Going Out Together

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Game - Manga | SHS/W98-001 T: None

L0C0

Eri, Going Out Together

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Game - Manga | SHS/W98-001SP T: None

L0C0

Izumi, Going Out Together

[C] RECOLLECTION During your turn, if there's a card in your Memory, this gains +1 Level and +2500 Pow.
[A] CX COMBO When this attacks, if "Dream-chasing Sketch" is in the CZ and you have 2 or more other ::Game:: Charas, look at up to 4 cards from top of your card and search for up to 1 ::Game:: Chara or a "Little Love Rhapsody", reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Game - Manga | SHS/W98-002 T: None

L1C0

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Izumi, Going Out Together

[C] RECOLLECTION During your turn, if there's a card in your Memory, this gains +1 Level and +2500 Pow.
[A] CX COMBO When this attacks, if "Dream-chasing Sketch" is in the CZ and you have 2 or more other ::Game:: Charas, look at up to 4 cards from top of your card and search for up to 1 ::Game:: Chara or a "Little Love Rhapsody", reveal it, put it in your hand, put the rest in the WR, and if you searched for a Level 3 or higher Chara this way, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Game - Manga | SHS/W98-002SP T: None

L1C0

Eri, The Happiest Illustrator in the World

[A] CX COMBO When "Did You Like Me 10 Years Ago?" is placed in your CZ, if this is in the Front Row and you have another ::Game:: Chara, you may choose either an "Eri, The Happiest Illustrator in the World" or an "Utaha, Dressed Up" in your WR and put it in any Slot on the Stage.
[A] At the start of your Climax Phase, you may discard your hand and put all your Stock in the WR. If 5 or more cards are put in the WR this way, choose an "Eri, The Happiest Illustrator in the World" in your WR and put it in any Slot on the Stage.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a ::Game:: Chara, deal X Damage to your Opp.. X = Level of that card. (DC can occur)

Game - Manga | SHS/W98-003 T: Soul

L3C2

Eri, The Happiest Illustrator in the World

[A] CX COMBO When "Did You Like Me 10 Years Ago?" is placed in your CZ, if this is in the Front Row and you have another ::Game:: Chara, you may choose either an "Eri, The Happiest Illustrator in the World" or an "Utaha, Dressed Up" in your WR and put it in any Slot on the Stage.
[A] At the start of your Climax Phase, you may discard your hand and put all your Stock in the WR. If 5 or more cards are put in the WR this way, choose an "Eri, The Happiest Illustrator in the World" in your WR and put it in any Slot on the Stage.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a ::Game:: Chara, deal X Damage to your Opp.. X = Level of that card. (DC can occur)

Game - Manga | SHS/W98-003SEC T: Soul

L3C2

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

Eri, Dressed Up

[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.
[A] [Clock] ALARM If this is on top of the Clock, at the start of your Climax Phase, you may draw a card. If so, discard a card from your hand to the WR.

Game - Manga | SHS/W98-004 T: None

L0C0

Eri, Dressed Up

[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.
[A] [Clock] ALARM If this is on top of the Clock, at the start of your Climax Phase, you may draw a card. If so, discard a card from your hand to the WR.

Game - Manga | SHS/W98-004S T: None

L0C0

Eri, Earnest Feelings

[C] When you pay for the cost of [S] of your "Utaha, Unwavering Feelings", you may put a Marker from under this in the WR in place of a Stock.
[A] When your other Chara with either "Eri" or "Utaha" in name in the Front Row Center Slot becomes Reversed, if there are 2 or fewer Markers under this, you may put the top card of your LB face-up under this as Marker.
[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.

Game - Manga | SHS/W98-005 T: None

L0C0

Eri, Earnest Feelings

[C] When you pay for the cost of [S] of your "Utaha, Unwavering Feelings", you may put a Marker from under this in the WR in place of a Stock.
[A] When your other Chara with either "Eri" or "Utaha" in name in the Front Row Center Slot becomes Reversed, if there are 2 or fewer Markers under this, you may put the top card of your LB face-up under this as Marker.
[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.

Game - Manga | SHS/W98-005S T: None

L0C0

Eri, Reunited

[C] If you have 2 or more other ::Game:: Charas, this gains +2000 Pow.
[A] CX COMBO When this attacks, if "Some Things Never Change" is in the CZ and you have 2 or more other ::Game:: Charas, reveal the top 3 cards of your LB, your Opp. chooses a Chara or an Event from them and put it in your hand, you choose up to 1 card from the other cards revealed this way and put it on top of the LB, and put the rest in the WR.

Game - Manga | SHS/W98-006 T: None

L1C0

Izumi, Devoted Feelings

[A] At the start of your Climax Phase, choose up to 2 ::Game:: Charas in your WR and put them on the bottom of the Clock in any order. At the end of the turn, put the bottom X cards of your Clock in the WR. X = # of cards put in Clock via this effect.
[A] At the start of your Attack Phase, for every 2 cards in your Clock, perform the following action. "Choose 1 of your other ::Game:: Charas, and that Chara gains +2000 Pow for the turn."

Game - Manga | SHS/W98-007 T: Soul

L1C1

Izumi, Devoted Feelings

[A] At the start of your Climax Phase, choose up to 2 ::Game:: Charas in your WR and put them on the bottom of the Clock in any order. At the end of the turn, put the bottom X cards of your Clock in the WR. X = # of cards put in Clock via this effect.
[A] At the start of your Attack Phase, for every 2 cards in your Clock, perform the following action. "Choose 1 of your other ::Game:: Charas, and that Chara gains +2000 Pow for the turn."

Game - Manga | SHS/W98-007S T: Soul

L1C1

Eri, No Sugar Coating Words

[C] RECOLLECTION If there are 2 or more ::Game:: Charas in your Memory, this gains +4000 Pow.
[A] When this card attacks, look at the top card of your LB, and put it either on top of your LB or in your WR.

Game - Manga | SHS/W98-008 T: Soul

L2C2

Izumi, Unfaded Youth Graffiti

[A] [Put a ::Game:: Chara from your WR on the bottom of the Clock] When this is placed from hand to the Stage, may pay. If so, at the end of the turn, put up to 2 cards from the bottom of your Clock in the WR.
[A] CX COMBO When this attacks, if "Dream-chasing Sketch" is in the CZ and you have 4 or more other ::Game:: Charas, perform the following action. "If there are 5 or fewer cards in your Clock, you may deal 1 Damage to your Opp.. If there are exactly 6 cards in your Clock, you may deal 3 Damage to your Opp.." (DC can occur)

Game - Manga | SHS/W98-009 T: Soul

L3C2

Izumi, Unfaded Youth Graffiti

[A] [Put a ::Game:: Chara from your WR on the bottom of the Clock] When this is placed from hand to the Stage, may pay. If so, at the end of the turn, put up to 2 cards from the bottom of your Clock in the WR.
[A] CX COMBO When this attacks, if "Dream-chasing Sketch" is in the CZ and you have 4 or more other ::Game:: Charas, perform the following action. "If there are 5 or fewer cards in your Clock, you may deal 1 Damage to your Opp.. If there are exactly 6 cards in your Clock, you may deal 3 Damage to your Opp.." (DC can occur)

Game - Manga | SHS/W98-009S T: Soul

L3C2

Izumi, Last Spurt

[S] BRAINSTORM [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following. "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."

Game - Manga | SHS/W98-010 T: None

L0C0

Eri, Being Like Mother-in-Law

[A] [Put the top card of your LB in Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Game - Manga | SHS/W98-011 T: None

L0C0

Tomoya, Unfaded Youth Graffiti

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, Send this to Memory.
[A] **RECOLLECTION** [Discard a card from your hand to the WR, turn this face-up card face-down] If this is in Memory, at the start of your Climax Phase, may pay. If so, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Otaku | SHS/W98-012 T: None

L0
C0

Iori, Unfaded Youth Graffiti

[A] [Clock] **ALARM** [Discard a ::Game:: Chara from your hand to the WR] If this is on top of the Clock, at the start of your Climax Phase, may pay. If so, choose a ::Game:: Chara in your WR and return it to your hand.

Game - Otaku | SHS/W98-013 T: None

L0
C0

Erii, Unfaded Youth Graffiti

[C] **RECOLLECTION** During your turn, if there is at least 1 card in your Memory, this gains +1500 Pow.
[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Game - Manga | SHS/W98-014 T: None

L1
C0

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Erii, Full of Fighting Spirit

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Game - Manga | SHS/W98-015 T: Soul

L2
C1

Izumi, Reunited

[C] If you have 2 or more other ::Game:: Charas, this gains +4000 Pow.
[A] [(1)] When this attacks, if you have another "Tomoya, Reunited", may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Game - Manga | SHS/W98-016 T: Soul

L2
C2

Erii, Watching Live Concert

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.
[S] [(1)] Put this on the bottom of the Stock. 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.

Game - Manga | SHS/W98-017 T: Soul

L3
C2

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

Izumi, Sharp Maiden's Sixth Sense

[A] [Put a ::Game:: Chara from your WR on the bottom of the Clock] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, deal 3 Damage to your Opp.." (DC can occur)

Game - Manga | SHS/W98-018 T: Soul

L3
C2

Izumi, Correcting

[A] When this attacks, choose 1 of your other ::Game:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Game:: Charas.
[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.

Game - Manga | SHS/W98-019 T: None

L0
C0

Izumi, Solo Panicking

[C] Chara Opposite this cannot move to another Slot.
[A] When this attacks, choose 1 of your ::Game:: Charas, and that Chara gains +1500 Pow for the turn.

Game - Manga | SHS/W98-020 T: None

L0
C0

Akane, Heating Up

[A] [(1) Put this in your WR] When your other ::Game:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in, and until the end of the turn after the current turn, that Chara gains +3000 Pow.
[S] [Rest this] Choose 1 of your ::Game:: Charas, and that Chara gains +1000 Pow for the turn.

Game - Manga | SHS/W98-021 T: None

L0
C0

Erii, Together Someday

[A] **BOND**/"Erii, Truth of Maiden" [Put a ::Game:: Chara from your WR on the bottom of the Clock]
[S] [Rest this] Choose 1 of your "Erii, Truth of Maiden", and that Chara gains +2500 Pow and +1 Soul for the turn.

Game - Manga | SHS/W98-022 T: None

L1
C0

Izumi, Deep in Thoughts Face

[C] **RECOLLECTION** During your turn, if there is at least 1 card in your Memory, this gains +500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Game - Manga | SHS/W98-023 T: None

L1
C0

Iori, Reunited

[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.

Game - Otaku | SHS/W98-024 T: Soul

L1
C1

Erii, Strong Helper

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose an "Erii, Strong Helper" in your WR and return it to your hand.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Game - Manga | SHS/W98-025 T: Soul

L2
C1

Izumi, Wrap-Up Party After Live Concert

[C] All your other "Izumi, Tomoya's Beloved Pupil" gain the following ability. "[A] [(1) Put a "Little Love Rhapsody" from your Memory in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR."
[C] **ASSIST** All your Charas in front of this with "Izumi" in name gain +1500 Pow.

Game - Manga | SHS/W98-026 T: Soul

L2
C1

All Night Work in Desperation

If you don't have a ::Game:: Chara, you cannot play this from hand. Choose 1 of the 2 following effects and perform it.
"Look at up to 4 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."
"If there are exactly 6 cards in your Clock, search your LB for up to 1 card, put it in your hand, and shuffle your LB."
You cannot play "All Night Work in Desperation" from your hand for the turn.

SHS/W98-027 T: None

L3
C0

Did You Like Me 10 Years Ago?

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

SHS/W98-028 T: Choice

Did You Like Me 10 Years Ago?

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

SHS/W98-028R T: Choice

Some Things Never Change

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

SHS/W98-029 T: Choice

Dream-chasing Sketch

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

SHS/W98-030 T: Choice

Dream-chasing Sketch

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

SHS/W98-030R T: Choice

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Megumi, The Happiest Main Heroine in the World

[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 3 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, put the rest in the WR, and if there are no GREEN cards in your Memory, Send this to Memory.

Game | SHS/W98-031 T: None

L0
C0

Megumi, The Happiest Main Heroine in the World

[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 3 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, put the rest in the WR, and if there are no GREEN cards in your Memory, Send this to Memory.

Game | SHS/W98-031SEC T: None

L0
C0

Megumi, Going Out Together

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR. If you have 4 or more other ::Game:: Charas, you may put it in Stock instead of WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Main Heroine Just for You" is in the CZ, if there are 2 or more ::Game:: Charas in your Memory, may pay. If so, deal 3 Damage to your Opp.. Put all Level 1 or higher cards revealed due to this damage in Clock in the order they are revealed even if the damage is cancelled. (Climax cards are considered Level 0 for this effect. DC can occur)

Game | SHS/W98-032 T: Soul

L3
C2

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

Megumi, Going Out Together

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR. If you have 4 or more other ::Game:: Charas, you may put it in Stock instead of WR.
[A] **CX COMBO RECOLLECTION** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Main Heroine Just for You" is in the CZ, if there are 2 or more ::Game:: Charas in your Memory, may pay. If so, deal 3 Damage to your Opp.. Put all Level 1 or higher cards revealed due to this damage in Clock in the order they are revealed even if the damage is cancelled. (Climax cards are considered Level 0 for this effect. DC can occur)

Game | SHS/W98-032SP T: Soul

L3
C2

Erii, Future Drawn

[A] When your Chara's Trigger Check reveals a card with a Soul Trigger Icon, choose 1 of your ::Game:: Charas, and that Chara gains +1500 Pow for the turn.
[A] **CX COMBO** When "He Will Keep Chasing After Us Even From Now On" is placed in your CZ, if you have 2 or more other ::Game:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. [A] When this attacks, perform Trigger Check twice during this attack's Trigger Step."

Game - Manga | SHS/W98-033 T: Soul

L0
C0

Erii, Future Drawn

[A] When your Chara's Trigger Check reveals a card with a Soul Trigger Icon, choose 1 of your ::Game:: Charas, and that Chara gains +1500 Pow for the turn.
[A] **CX COMBO** When "He Will Keep Chasing After Us Even From Now On" is placed in your CZ, if you have 2 or more other ::Game:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. [A] When this attacks, perform Trigger Check twice during this attack's Trigger Step."

Game - Manga | SHS/W98-033S T: Soul

L0
C0

Megumi, Maiden's Melancholy

[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.
[S] [(1) Send this Standing card to Memory] Choose up to 1 "Megumi, Path Taken by You" in your WR and return it to your hand.

Game | SHS/W98-034 T: None

L0
C0

Megumi, Maiden's Melancholy

[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.
[S] [(1) Send this Standing card to Memory] Choose a "Megumi, Path Taken by You" in your WR and return it to your hand.

Game | SHS/W98-034S T: None

L0
C0

Megumi, Unfaded Youth Graffiti

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
[A] [Put 1 of your other ::Game:: Charas from Stage in the WR] At the end of this card's attack, may pay. If so, you may move this to an empty Slot in the Back Row.

Game | SHS/W98-035 T: None

L0
C0

Megumi, Day of Graduation

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Put a Chara with "Megumi" in name from your Memory in the WR] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, may pay. If so, you may put the top card of your Opp.'s Clock in the WR. If so, put that Battle Opp. in Clock.

Game | SHS/W98-036 T: None

L1
C0

Utaha, Connected Future

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
[A] **CX COMBO** [Put a "Best Future" from your CZ in the WR] At the end of this card's attack, if you have 2 or more other ::Game:: Charas, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Game:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Game - Novel | SHS/W98-037 T: None

L1
C0

Utaha, Connected Future

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
[A] **CX COMBO** [Put a "Best Future" from your CZ in the WR] At the end of this card's attack, if you have 2 or more other ::Game:: Charas, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 ::Game:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Game - Novel | SHS/W98-037S T: None

L1
C0

Megumi, Straightforward Feelings

[C] **RECOLLECTION** If there are 2 or more cards in your Memory and if all the cards in your Memory have "Megumi" in name, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, put up to 1 card from top of your LB in Stock, and perform the following action. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, 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."

Game | SHS/W98-038 T: Soul

L3
C2

Megumi, Straightforward Feelings

[C] **RECOLLECTION** If there are 2 or more cards in your Memory and if all the cards in your Memory have "Megumi" in name, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, put up to 1 card from top of your LB in Stock, and perform the following action. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If so, 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."

Game | SHS/W98-038S T: Soul

L3
C2

Erii, Day of Graduation

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Megumi, Cherry-colored Wind" to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] **CX COMBO** [(1) At the start of your Attack Phase, if "Because We're Best Friends" is in your CZ, this is in the Front Row, and you have 4 or more other ::Game:: Charas, may pay. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR, and reveal the top card of your LB. If it's a ::Game:: Chara, choose a Level 2 or lower Chara in your Opp.'s Back Row and put it in the WR.

Game - Manga | SHS/W98-039 T: Soul

L3
C2

Megumi, Meeting Up for a Date

[C] If this is in the WR and there's no "Megumi, Meeting Up for a Date" in your Memory, this is also considered to have "Megumi, Ideal Girl" as the name.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Game:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] **CX COMBO RECOLLECTION** If this in Memory and there isn't another "Megumi, Meeting Up for a Date" in your Memory, when your other "Megumi, Ideal Girl" Direct Attacks, if "How to Raise a Boring Girlfriend" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Game | SHS/W98-040 T: None

L0
C0

Utaha, Wrap-Up Party After Live Concert

[C] During your turn, if there's a Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Game:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Game - Novel | SHS/W98-041 T: None

L0
C0

Megumi, To the Second Battle

[A] During the turn this is placed from hand to the Stage, at the start of your Climax Phase, choose up to 2 ::Game:: Charas in your WR and put them on the bottom of the Clock in any order. At the end of the turn, put the bottom X cards of your Clock in the WR. X = # of cards put in Clock via this effect.
[A] When this attacks, if there are exactly 6 cards in your Clock, this gains +8000 Pow for the turn.

Game | SHS/W98-042 T: None

L1
C0

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Megumi, Cherry-colored Wind

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] When "Because We're Best Friends" is placed in your CZ, may pay. If so, search your LB for up to 1 "Erii, Day of Graduation", put it in any Slot on the Stage, and shuffle your LB.
[S] [Rest this] Choose an "Erii, Day of Graduation" in your WR and put it on the bottom of your LB.

Game | SHS/W98-043 T: Soul

L2
C1

Megumi, Talking About Breaking Up

[C] **RECOLLECTION** If there are 2 or more ::Game:: Charas in your Memory, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]".
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Game | SHS/W98-044 T: Soul

L2
C1

Megumi, Reunited

[C] If you have 2 or more other Charas with "Reunited" in name, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a Chara with "Reunited" in name from your hand to the WR] When this Direct Attacks, if you have 2 or more other ::Game:: Charas, may pay. If so, put the top card of your Clock in the WR.

Game | SHS/W98-045 T: Soul

L3
C2

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

Erii, Can't Pretend to Not Have Heard That

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Game - Manga | SHS/W98-046 T: None

L0
C0

Megumi, Bothersome Heroine

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Game:: Charas among those cards.
[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.

Game | SHS/W98-047 T: None

L0
C0

Megumi, Wrap-Up Party After Live Concert

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
[A] When this attacks, choose 1 of your other ::Game:: Charas, and that Chara gains +1000 Pow for the turn.

Game | SHS/W98-048 T: None

L0
C0

Utaha, Believe And Keep Running

[C] All your other ::Game:: Charas gain +500 Pow.
[S] [Rest this] If this does not have a Marker under it, choose a ::Game:: Chara in your WR and put it face-up under this as Marker.
[S] [(1) Put a Marker from under this in the WR, Rest this] Look at up to 4 cards from top of your LB and search for up to 1 ::Game:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Novel | SHS/W98-049 T: None

L0
C0

Erii, Wrap-Up Party After Live Concert

[A] At the start of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, this cannot Front Attack for the turn.

Game - Manga | SHS/W98-050 T: None

L0
C0

Erii, Best Work

[A] When you use **BACKUP** of this, if all your Charas are ::Game::, you may put the top card of your LB in Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Game - Manga | SHS/W98-051 T: Soul

L1
C1

Tomoya, The Future of the Chosen Path

[C] **ASSIST** All your Charas in front of this with "Megumi" in name gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] If there are 4 or fewer cards in your Memory, choose a Chara in your WR with "Megumi" in name and a card in your Memory and Swap them.

Game - Otaku | SHS/W98-052 T: Soul

L1
C1

Utaha, Watching Live Concert

[A] This ability activates 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.
[S] [(1) Rest this] Choose 1 of your Opp.'s Charas. That Chara doesn't Stand during your Opp.'s next Stand Phase.

Game - Novel | SHS/W98-053 T: Soul

L2
C1

Utaha, Strong Helper

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 3 or more ::Game:: Charas in your Memory, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. [A] [(1)] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Game - Novel | SHS/W98-054 T: Soul

L2
C1

Carefree Scenario

Rest 1 of your Standing Charas with "Megumi" in name. If so, perform each of the following 3 effects once in any order of your choice.
"Look at up to 4 cards from top of your LB and search for up to 1 Chara with "Megumi" in name, reveal it, put it in your hand, and put the rest in the WR."
"Choose a Chara in your WR with "Megumi" in name and return it to your hand, and discard a card from your hand to the WR."
"Choose 1 of your Charas with "Megumi" in name, and that Chara gains +4000 Pow for the turn."

SHS/W98-055 T: None

L1
C1

Happy Birthday MEGUMI

Your Opp. puts the top 24 cards of their LB in the WR.

SHS/W98-056 T: None

L2
C2

Main Heroine Just for You

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

SHS/W98-057 T: Treasure

—

Main Heroine Just for You

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

SHS/W98-057R T: Treasure

He Will Keep Chasing After Us Even From Now On

[A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

SHS/W98-058 T: 2 Soul

He Will Keep Chasing After Us Even From Now On

[A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

SHS/W98-058R T: 2 Soul

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

SHS/W98-059 T: Treasure

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

SHS/W98-059R T: Treasure

Best Future

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

SHS/W98-060 T: Treasure

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

Megumi, Physical Education Block

[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.
[A] When this becomes Reversed in battle, if there are no RED cards in your Memory, you may Send this to Memory.
[A] **RECOLLECTION** [(1) Discard a card from your hand to the WR] If this is in Memory, at the start of your MP, may pay. If so, reveal up to 1 Climax card in your hand, and choose a Climax card in your WR with a different color than the card revealed this way and Swap them.

Game | SHS/W98-061 T: None

L0
C0

Megumi, Physical Education Block

[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.
[A] When this becomes Reversed in battle, if there are no RED cards in your Memory, you may Send this to Memory.
[A] **RECOLLECTION** [(1) Discard a card from your hand to the WR] If this is in Memory, at the start of your MP, may pay. If so, reveal up to 1 Climax card in your hand, and choose a Climax card in your WR with a different color than the card revealed this way and Swap them.

Game | SHS/W98-061S T: None

L0
C0

Megumi, Path Taken by You

[C] For each of your other ::Game:: Charas in the Back Row, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "This Is as How I Wanted, You Know?" is in the CZ and you have 2 or more other ::Game:: Charas, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Game:: Chara in your WR and return it to your hand. If you choose a Level 3 or higher Chara this way, you may choose 1 of your Opp.'s Charas and return it to their hand. X = Sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

Game | SHS/W98-062 T: None

L1
C0

Megumi, Path Taken by You

[C] For each of your other ::Game:: Charas in the Back Row, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "This Is as How I Wanted, You Know?" is in the CZ and you have 2 or more other ::Game:: Charas, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Game:: Chara in your WR and return it to your hand. If you choose a Level 3 or higher Chara this way, you may choose 1 of your Opp.'s Charas and return it to their hand. X = Sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

Game | SHS/W98-062S T: None

L1
C0

Utaha, The Happiest Author in the World

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "There Is No Doubt He Was in Love With Us..." is in your CZ, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Novel | SHS/W98-063 T: None

L1
C0

Utaha, The Happiest Author in the World

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "There Is No Doubt He Was in Love With Us..." is in your CZ, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Novel | SHS/W98-063SEC T: None

L1
C0

Utaha, Going Out Together

[C] If you have 4 or more ::Game:: Charas, this gets -1 Level while in your hand.
[C] If all of your Charas are ::Game::, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]".
[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.

Game - Novel | SHS/W98-064 T: Soul

L3
C2

Utaha, Going Out Together

[C] If you have 4 or more ::Game:: Charas, this gets -1 Level while in your hand.
[C] If all of your Charas are ::Game::, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Game:: Chara from your hand to the WR]".
[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.

Game - Novel | SHS/W98-064SP T: Soul

L3
C2

Utaha, Unfaded Youth Graffiti

[C] For each of your other ::Game:: Charas, this gains +500 Pow.
[A] **RECOLLECTION** When this attacks, if there are 2 or more cards in your Memory, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.

Game - Novel | SHS/W98-065 T: None

L1
C0

Utaha, Unwavering Feelings

[C] All your other ::Game:: Charas gain +1000 Pow.
[S] [(4) Rest this] Choose up to 1 "Erii, The Happiest Illustrator in the World" in your hand and put it in any Slot on the Stage.

Game - Novel | SHS/W98-066 T: Soul

L2
C1

Utaha, Unwavering Feelings

[C] All your other ::Game:: Charas gain +1000 Pow.
[S] [(4) Rest this] Choose up to 1 "Erii, The Happiest Illustrator in the World" in your hand and put it in any Slot on the Stage.

Game - Novel | SHS/W98-066S T: Soul

L2
C1

Megumi, Repeating Heightened Thumping of the Heart

[C] If you have 2 or more other ::Game:: Charas, this gains +2000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Shrinking Distance to You" is in the CZ, may pay. If so, look at up to 5 cards from top of your Opp.'s LB, choose up to 5 of them and put them in the WR, return the rest to the LB, and your Opp. shuffles their LB.

Game | SHS/W98-067 T: Soul

L3
C2

Megumi, Repeating Heightened Thumping of the Heart

[C] If you have 2 or more other ::Game:: Charas, this gains +2000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Shrinking Distance to You" is in the CZ, may pay. If so, look at up to 5 cards from top of your Opp.'s LB, choose up to 5 of them and put them in the WR, return the rest to the LB, and your Opp. shuffles their LB.

Game | SHS/W98-067S T: Soul

L3
C2

Megumi, Dressed Up

[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 ::Game:: Charas.
[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

Game | SHS/W98-068 T: Soul

L3
C2

Megumi, Dressed Up

[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 ::Game:: Charas.
[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

Game | SHS/W98-068S T: Soul

L3
C2

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Utaha, Dressed Up

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Eriri, The Happiest Illustrator in the World" to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if you have 2 or more other ::Game:: Charas, look at up to 2 cards from top of your LB and put them on top of the LB in any order.

Game - Novel | SHS/W98-069 T: Soul

L3
C2

Utaha, Dressed Up

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Eriri, The Happiest Illustrator in the World" to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if you have 2 or more other ::Game:: Charas, look at up to 2 cards from top of your LB and put them on top of the LB in any order.

Game - Novel | SHS/W98-069S T: Soul

L3
C2

Utaha, Reunited

[C] All your other ::Game:: Charas gain +1500 Pow.
[A] [Discard an "Utaha, Reunited" from your hand to the WR] When this attacks, if you have 2 or more other ::Game:: Charas, may pay. If so, put the top card of your Clock in the WR.
[A] **CX COMBO** [(2)] When this attacks, if "How to Raise a Boring Girlfriend -Final Chapter-" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Game - Novel | SHS/W98-070 T: Soul

L3
C2

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

Tomoya, Reunited

[C] You may play Charas with "Reunited" in name as well as Climax cards from your hand without meeting the color requirement.
[A] When your Climax card is placed in the CZ, choose 1 of your other Charas with "Reunited" in name, and that Chara gains the following ability for the turn. "[A] At the end of this card's attack, you may draw a card. If so, discard a card from your hand to the WR."
[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.

Game - Otaku | SHS/W98-071 T: None

L0
C0

Utaha, Horror Calls

[A] At the start of your Climax Phase, choose 1 of your ::Game:: Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Game:: Chara, you may put this to an empty Slot in the Front Row."

Game - Novel | SHS/W98-072 T: None

L0
C0

Megumi, Meeting With Just the Two of Us

[A] **RECOLLECTION** If this is in Memory, and there isn't another "Megumi, Meeting With Just the Two of Us" in your Memory, at the start of your Draw Phase, look at the top card of your LB and put it either on top of bottom of the LB.
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Send that Chara to Memory.

Game | SHS/W98-073 T: Soul

L1
C1

Utaha, Insolence

[C] For each of your other ::Game:: Charas in the Back Row, this gains +1000 Pow.
[C] All your other ::Game:: Charas gain +500 Pow.

Game - Novel | SHS/W98-074 T: None

L1
C1

Utaha, What She Really Should Do

[A] [(1) Discard a ::Game:: Chara 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 card, put it in your hand, and put the rest in the WR.
[A] [Return 2 Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the stage, may pay. If so, this may Side Attack this turn without Soul penalty.

Game - Novel | SHS/W98-075 T: None

L0
C0

Utaha, Smile of Relief

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Game:: Chara in your WR and return it to your hand, choose 1 of your other ::Game:: Charas, and that Chara gains +1000 Pow for the turn.

Game - Novel | SHS/W98-076 T: None

L0
C0

Sonoko, Trust And Expectation

[C] "Akane, Sudden Hospitalization" in your hand gets -1 Cost.
[S] [Discard an "Akane, Sudden Hospitalization" from your hand to the WR] Choose 1 of your Opp.'s Charas and return it to their hand.
[S] [Rest this] Choose 1 of your Charas with either ::Game:: and/or ::Novel::, and that Chara gains +2500 Pow for the turn.

Novel - None | SHS/W98-077 T: None

L1
C0

Utaha, Troubled Notification

[A] [Discard a ::Game:: 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 "Utaha & Eriri, New Day", reveal it, put it in your hand, and shuffle your LB.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Game - Novel | SHS/W98-078 T: None

L1
C0

Akane, Sudden Hospitalization

--No Text--

Game - Manga | SHS/W98-079 T: None

L1
C1

Utaha, Eyes of Loneliness

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to hand.

Game - Novel | SHS/W98-080 T: Soul

L2
C1

End of Negotiation

[Counter] Put up to 2 cards from top of your Clock in the WR. At the end of the turn after the current turn, put the top 2 cards of your LB in Clock.

SHS/W98-081 T: None

L2
C2

This Is as How I Wanted, You Know?

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

SHS/W98-082 T: Salvage

This Is as How I Wanted, You Know?
[C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W98-082R T: Salvage

There Is No Doubt He Was in Love With Us...
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SHS/W98-083 T: Soul Standby

There Is No Doubt He Was in Love With Us...
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SHS/W98-083R T: Soul Standby

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Shrinking Distance to You
[C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W98-084 T: Salvage

Shrinking Distance to You
[C] All your Charas gain +1000 Pow and +1 Soul.

SHS/W98-084R T: Salvage

How to Raise a Boring Girlfriend -Final Chapter-
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SHS/W98-085 T: Soul Standby

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

How to Raise a Boring Girlfriend -Final Chapter-
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SHS/W98-085R T: Soul Standby

Michiru, Going Out Together
[A] When your Climax card is placed in the CZ, look at the top card of your LB and put it either on top or bottom of the LB.
[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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Music | SHS/W98-086 T: None

L0
C0

Michiru, Going Out Together
[A] When your Climax card is placed in the CZ, look at the top card of your LB and put it either on top or bottom of the LB.
[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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.

Game - Music | SHS/W98-086SP T: None

L0
C0

Michiru, Feelings Riding on Music
[A] **CX COMBO** At the start of your Attack Phase, if you have another ::Game:: Chara, you may choose a "First One Band Show" in your CZ and a Climax card in your WR and Swap them.
[S] [(1) Rest 2 Charas] Look at up to 4 cards from the 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 Level 0 for this effect)

Game - Music | SHS/W98-087 T: None

L0
C0

Michiru, Feelings Riding on Music
[A] **CX COMBO** At the start of your Attack Phase, if you have another ::Game:: Chara, you may choose a "First One Band Show" in your CZ and a Climax card in your WR and Swap them.
[S] [(1) Rest 2 Charas] Look at up to 4 cards from the 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 Level 0 for this effect)

Game - Music | SHS/W98-087S T: None

L0
C0

Michiru, Songwriting Deep Into the Night
[C] Effect of **CX COMBO** of your other "Michiru of icy tail" puts 1 additional card from the bottom of your Opp.'s LB in the WR.
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Game - Music | SHS/W98-088 T: Soul

L2
C1

Michiru, Unfaded Youth Graffiti
[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] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest on the bottom of the LB in any order, and this gains the following ability for the turn. "[C] During battles involving this, your Opp. can't play Events or **BACKUP** from hand."

Game - Music | SHS/W98-089 T: Soul

L3
C2

Michiru, Unfaded Youth Graffiti
[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] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest on the bottom of the LB in any order, and this gains the following ability for the turn. "[C] During battles involving this, your Opp. can't play Events or **BACKUP** from hand."

Game - Music | SHS/W98-089S T: Soul

L3
C2

Tokino, Wrap-Up Party After Live Concert
[C] If your Opp. has 3 or fewer Charas, this gains +3000 Pow.
[A] [(1) Put a ::Music:: Chara from your WR on the bottom of the Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Music:: Charas, reveal them, put the in your hand, and put the rest in the WR.

Game - Music | SHS/W98-090 T: None

L0
C0

Michiru, Reunited
[C] If you have another "Tomoya, Reunited", this gains +4000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Game - Music | SHS/W98-091 T: Soul

L1
C0

Ranko, Wrap-Up Party After Live Concert
[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1) Put this in the WR] Choose a "Michiru, Songwriting Deep Into the Night" in your WR and put it in the Slot this was in."
[A] When your Climax card is placed in the CZ, reveal the top card of your LB. If it's a **BLUE** card, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.
[A] [(1)] When your Chara's Trigger Check reveals a **BLUE** Climax card, may pay. If so, put the top card of your LB in Stock, choose 1 of your **BLUE** Charas, and that Chara gains +2000 Pow for the turn.

Game - Music | SHS/W98-092 T: None

L1
C0

Echika, Wrap-Up Party After Live Concert
[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, no player may play **BACKUP** from hand."
[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 "Michiru of icy tail" in your WR and return it to your hand.

Game - Music | SHS/W98-093 T: Soul

L3
C2

Michiru, Last Chase

[A] When this attacks, choose 1 of your ::Game:: Charas, and that Chara gains +1500 Pow for the turn.
[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Game - Music | SHS/W98-094 T: None

L0
C0

Michiru, Ambush

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] When your other ::Game:: Chara attacks, this gains +1500 Pow for the turn.

Game - Music | SHS/W98-095 T: None

L0
C0

Michiru, Disheveled Look

[A] [Discard a Climax 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 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Game - Music | SHS/W98-096 T: None

L1
C0

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Michiru, Wrap-Up Party After Live Concert

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Game:: Chara, 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]

Game - Music | SHS/W98-097 T: Soul

L1
C1

Michiru, Innocent Impluse

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] [Discard a ::Game:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Game:: Chara in your WR and return it to your hand.

Game - Music | SHS/W98-098 T: Soul

L2
C1

Hasty Setup

Your Opp. chooses 2 Climaxes in their WR, returns all other cards in their WR to their LB, Shuffles their LB, you choose 1 of your Charas, and that Chara gains +5000 Pow for the turn.

SHS/W98-099 T: None

L3
C2

Saekano - How to Raise a Boring Girlfriend Fine Booster Pack

First One Band Show

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

SHS/W98-100 T: Soul Gate

First One Band Show

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

SHS/W98-100R T: Soul Gate

Erimi, Happy Life

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.
[S] [(1)] Choose 1 of your ::Game:: Charas, and that Chara gains +1 Soul for the turn.

Game - Manga | SHS/W98-101 T: None

L0
C0

Izumi, Happy Life

[A] When Damage dealt by this card is not Cancelled, this gains +6000 Pow for the turn.

Game - Manga | SHS/W98-102 T: None

L0
C0

Megumi, Happy Life

[C] If you have 2 or fewer ::Game:: Charas, you cannot play this from your hand.
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Game | SHS/W98-103 T: None

L1
C0

Utaha, Happy Life

[C] If the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Game:: Charas.

Game - Novel | SHS/W98-104 T: Soul

L2
C1

Michiru, Happy Life

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Game:: Charas, you may choose a ::Game:: Chara in your WR and put it in your Stock.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Game - Music | SHS/W98-105 T: Soul

L2
C1