

Eriri, Overcoming the Wall

[C] During your turn, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "And the Rivals will Challenge God" is in your CZ, and you have 2 or more other ::Game:: Charas, look at up to 4 cards from the top of your LB, choose up to 1 ::Game:: Chara from among them, reveal it to your Opp., put it in your hand, discard the rest of those cards to the WR, and this gains +1000 Pow for the turn.

Game - Manga | SHS/W71-001 T: None

L1
C0

Eriri, Overcoming the Wall

[C] During your turn, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "And the Rivals will Challenge God" is in your CZ, and you have 2 or more other ::Game:: Charas, look at up to 4 cards from the top of your LB, choose up to 1 ::Game:: Chara from among them, reveal it to your Opp., put it in your hand, discard the rest of those cards to the WR, and this gains +1000 Pow for the turn.

Game - Manga | SHS/W71-001S T: None

L1
C0

Utaha & Eriri, New Day

[C] If "Eriri, Cropped Landscape" and "Utahd, New Options" are in your Level Zone, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.
[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose 1 other ::Game:: Chara in your Front Row Center Slot and this, Stand and Swap them, and this gains +1500 Pow for the turn.

Game | SHS/W71-002 T: Soul

L3
C2

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Utaha & Eriri, New Day

[C] If "Eriri, Cropped Landscape" and "Utahd, New Options" are in your Level Zone, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.
[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, choose 1 other ::Game:: Chara in your Front Row Center Slot and this, Stand and Swap them, and this gains +1500 Pow for the turn.

Game | SHS/W71-002S T: Soul

L3
C2

Izumi, Illustrator Battle

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(1)] When this attacks, if "Determined Confrontation" is in your CZ, may pay. If so, for the turn this gains +1000 Pow and the following ability. "[A] This ability activates up to once per turn. When Damage dealt by this is cancelled, put the top card of your LB in your WR, and deal X Damage to your Opp.. X equals the level of that card + 2." (Climax cards are considered to be Level 0 for this effect. DC can occur)

Game - Manga | SHS/W71-003 T: Soul

L3
C2

Izumi, Illustrator Battle

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(1)] When this attacks, if "Determined Confrontation" is in your CZ, may pay. If so, for the turn this gains +1000 Pow and the following ability. "[A] This ability activates up to once per turn. When Damage dealt by this is cancelled, put the top card of your LB in your WR, and deal X Damage to your Opp.. X equals the level of that card + 2." (Climax cards are considered to be Level 0 for this effect. DC can occur)

Game - Manga | SHS/W71-003SP T: Soul

L3
C2

Saekano - How to Raise a Boring Girlfriend Flat Booster Pack

Eriri, Cause of Malfunction

[C] During your turn, your other ::Game:: Charas gain +500 Pow.
[S] EXPERIENCE [Rest this] If "Eriri, Cropped Landscape" is in your Level Zone, draw a card, and discard a card from your hand to the WR.

Game - Manga | SHS/W71-004 T: None

L0
C0

Izumi, Waterside Provocation

[A] When this attacks, if you have 2 or more other ::Game:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Enchanting Junior Body" is in your CZ, put the top 3 cards of your LB in the WR, choose up to X ::Game:: Charas from your WR and return them to hand. X equals the number of Level 0 or lower Charas moved to the WR by this ability.

Game - Manga | SHS/W71-005 T: None

L1
C0

Izumi, Waterside Provocation

[A] When this attacks, if you have 2 or more other ::Game:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Enchanting Junior Body" is in your CZ, put the top 3 cards of your LB in the WR, choose up to X ::Game:: Charas from your WR and return them to hand. X equals the number of Level 0 or lower Charas moved to the WR by this ability.

Game - Manga | SHS/W71-005S T: None

L1
C0

Izumi, Colored Paper Answer

[C] RECOLLECTION If "Little Love Rhapsody" is in your Memory, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB into Stock."

Game - Manga | SHS/W71-006 T: None

L1
C0

Izumi, New Departure

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Level 3 or higher Chara's Damage is Cancelled, look at the top card of your LB, and put it on the top or bottom of your LB.

Game - Manga | SHS/W71-007 T: Soul

L2
C1

Izumi, New Departure

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Level 3 or higher Chara's Damage is Cancelled, look at the top card of your LB, and put it on the top or bottom of your LB.

Game - Manga | SHS/W71-007S T: Soul

L2
C1

Eriri, Cropped Landscape

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Utaha, New Options" in your WR and put it on any Slot on your Stage.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Game:: Charas.

Game - Manga | SHS/W71-008 T: Soul

L3
C2

Eriri, Cropped Landscape

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Utaha, New Options" in your WR and put it on any Slot on your Stage.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Game:: Charas.

Game - Manga | SHS/W71-008S T: Soul

L3
C2

Eriri, From the Beginning

[A] [(1)] When this card is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Eriri, From the Beginning", place it to any Slot on the Stage, and shuffle your LB.
[A] CX COMBO [(1)] Discard a card from hand to the WR] When this card's Damage is not cancelled, if "Pulled Out, Broken Down" is in your CZ, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Game - Manga | SHS/W71-009 T: Soul

L3
C2

Eriri, From the Beginning

[A] [(1)] When this card is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Eriri, From the Beginning", place it to any Slot on the Stage, and shuffle your LB.
[A] CX COMBO [(1)] Discard a card from hand to the WR] When this card's Damage is not cancelled, if "Pulled Out, Broken Down" is in your CZ, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Game - Manga | SHS/W71-009S T: Soul

L3
C2

Eriri, New Colored Paper

[A] [Put the top card of your LB into your Clock] When this is placed from hand to the Stage, may pay. If so, choose a "Eri Kashiwagi's Little Love Message Board" in your WR and return it to your hand.

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Game - Manga | SHS/W71-010 T: None

L0
C0

Eriri, Gap Between Tsun and Dere

[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 1 of your Opp.'s Charas and Send it to Memory, and at the start of Encore Step, your Opp. puts that Chara from his or her Memory in any Slot on the Stage.
[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/W71-011 T: None

L0
C0

[S] [(1) Rest this] Look at the top 2 cards of your LB, choose up to 1 Level 1 or higher card from them, reveal it to your Opp., put it in your hand, and put the rest in your WR. (Climax Cards are considered Level 0)

[S] [Discard a "Izumi, Sudden Reunion" from your hand to the WR] Choose 1 Chara with "Izumi" in name other than "Izumi, Sudden Reunion" in your WR and return it to your hand.

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

[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 ::Game:: Chara in your WR and return it to your hand.

LO
CO

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is Level 1 or higher, this gains +2000 Pow for the turn. (Climax cards are considered Level 0. Put the revealed card back)

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Game:: Charas, Rest them, and move them to an open Slot in the Back Row.

LO
CO

[C] EXPERIENCE If "Eriri, Cropped Landscape" is in your Level Zone, this gains +1000 Pow and the following ability. "[A] [(1) Put this in the WR] When 1 of your other ::Game:: Charas is Front Attacked, may pay. If so, return that Chara to your hand."

L1
C0

[A] [Discard 2 cards from hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas that is higher level than your Opp. and send it to their Memory.

L2
C1

[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.

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may Swap a Chara in your WR with this.

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

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

[A] [Discard 3 cards 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 2 ::Game:: Charas, show them to your Opp., put them in your hand, and shuffle your LB.

L2
C1

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was.)

[A] [Clock] ALARM If this is on top of your Clock and you have 3 or more ::Game:: Charas, at the beginning of your Climax Phase, choose 1 of your Charas, and for the turn, that Chara gains +2000 Pow.

LO
CO

[C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

L0
C0

[A] When this is placed from Hand to the Stage and you have 2 or more other ::Game:: Charas, you may draw a card. If you do, choose a card in your hand and discard it to the WR.

[A] [Return 2 Charas from your WR to the LB, Shuffle that LB] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn.

LO
C0

[S] [Rest this] Choose 1 of your ::Game:: Charas, and that Chara gains +1500 Pow for the turn.

LO
CO

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a card in your hand and a card in your Level and Swap them.

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

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

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

--No Text--

L1	
C0	

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

L1
C0

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

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

[Counter] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this goes from Stage to the WR, you may return this card to your hand."

L1
C0

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

SHS/W71-029 T: Soul Shot

And the Rivals will Challenge God

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

SHS/W71-029R T: Soul Shot

Pulled Out, Broken Down

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

SHS/W71-030 T: Soul Bounce

Determined Confrontation

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

SHS/W71-031 T: Soul Shot

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Determined Confrontation

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

SHS/W71-031R T: Soul Shot

Enchanting Junior Body

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

SHS/W71-032 T: Soul Bounce

Utaha, Betrayal and Parting

[A] When your other ::Game:: Chara attacks, this gains +1000 Pow for the turn.
[A] [(1) Send this to Memory] When your other Chara is Front Attacked may pay. If so, return that Chara to your hand.

Game - Novel | SHS/W71-033 T: None

L0
C0

Saekano - How to Raise a Boring Girlfriend Flat Booster Pack

Utaha, Betrayal and Parting

[A] When your other ::Game:: Chara attacks, this gains +1000 Pow for the turn.
[A] [(1) Send this to Memory] When your other Chara is Front Attacked may pay. If so, return that Chara to your hand.

Game - Novel | SHS/W71-033S T: None

L0
C0

Eriri, Growth and Separation

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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, show it to your Opp., put it in your hand, and shuffle your LB.

Game - Manga | SHS/W71-034 T: None

L0
C0

Eriri, Growth and Separation

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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, show it to your Opp., put it in your hand, and shuffle your LB.

Game - Manga | SHS/W71-034SP T: None

L0
C0

Megumi, Trembling Heart

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
[A] CX COMBO When "Girl who did not Break the Flag" is placed in your CZ, if you have another ::Game:: Chara, until the next end of your Opp.'s turn this gains the following 2 abilities. "[1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."

Game | SHS/W71-035 T: None

L1
C0

Megumi, Trembling Heart

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
[A] CX COMBO When "Girl who did not Break the Flag" is placed in your CZ, if you have another ::Game:: Chara, until the next end of your Opp.'s turn this gains the following 2 abilities. "[1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."

Game | SHS/W71-035SP T: None

L1
C0

Megumi, First Emotions

[S] [Put this in your WR] If you are Level 1 or higher, choose a "Megumi, Explosion of Emotions" in your WR and place it to the Slot this was in.
[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, show it to your Opp., put it in your hand, and shuffle your LB.

Game | SHS/W71-036 T: None

L0
C0

Megumi, First Emotions

[S] [Put this in your WR] If you are Level 1 or higher, choose a "Megumi, Explosion of Emotions" in your WR and place it to the Slot this was in.
[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, show it to your Opp., put it in your hand, and shuffle your LB.

Game | SHS/W71-036S T: None

L0
C0

Megumi, Two People Change

[A] When you use the BACKUP of this, if you have a ::Game:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Game | SHS/W71-037 T: None

L1
C0

Megumi, Two People Change

[A] When you use the BACKUP of this, if you have a ::Game:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Game | SHS/W71-037S T: None

L1
C0

Eriri, Based in Defeat

[C] RECOLLECTION On your turn, if you have a card in Memory, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

Game - Manga | SHS/W71-038 T: None

L1
C0

Megumi, Before Goodnight

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) Send this to Memory] At the beginning of your Climax Phase if you are Level 3 or higher, may pay. If so, choose a "Megumi, New Story" in your WR and place it to the slot this was in.

Game | SHS/W71-039 T: Soul

L2
C1

Megumi, Unexpected Enthusiasm

[C] ASSIST All of your ::Game:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Game:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Game | SHS/W71-040 T: Soul

L3
C2

[C] If you have 2 or more other ::Game:: Charas, this gains +1000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a ::Game:: Chara, for the turn this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Clock." (Put the revealed card back)
 [A] [Discard a card from your hand to the WR] When this card becomes Reversed in Battle, may pay. If so, return this card to your hand.

L3
C2

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a :Game: Chara, for the turn this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Clock." [Put the revealed card back]

L3
C2

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.

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

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[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, this gains +3000 Pow for the turn.

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

[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 attacks, all of your Charas, for the turn, gain the following ability. "[A] When the Trigger Check of this card reveals a Climax, if that card has a Treasure Icon, you may draw a card. If you do, choose a card in your hand and discard it to the WR."

L1
C0

[C] For each of your other ::Game:: Charas, this gains +500 Pow.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Game:: Charas, You may choose a Chara in your Clock and send it to Memory.

L3
C2

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[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 ::Game:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

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

[C] All your other ::Game:: Charas gain +500 Pow.
 [A] CX COMBO ([1]) When "Not the Same Present" is placed in your CZ, choose 1 of your ::Game:: Charas, and for the turn it gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Game:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

LO
CO

[S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for a Chara with an ability with **"RECOLLECTION"**, show it to your Opp., put it in your hand, and shuffle your LB.

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

[A] When this is placed from hand to the Stage, This gains +X Pow for the turn. X equals the number of your ::Game:: Charas times 500.

L1
C0

[A] **RECOLLECTION** when this attacks, if you have 2 or more cards in Memory, this gains +X Pow for the turn. X equals te number of your other ::Game:: Charas times 1500.

L2
C1

Choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses 1 of their Level X or lower Charas in their WR, and Swap those two Charas. X equals the Level of the Chara you chose -1.

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

[Counter] If you do not have a ::Game:: Chara you cannot play this card from hand. Choose 1 of your Charas, and for the turn it gains the following ability. "[C] This card cannot be Reversed."

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

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

1-

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

[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.

—

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Game:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

[S] [(1) Send this Standing Card to Memory] Choose a "Megumi, New Story" in your WR and return it to hand.

LO
CO

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Game:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

[S] [(1) Send this Standing Card to Memory] Choose a "Megumi, New Story" in your WR and return it to hand.

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

Megumi, New Story

[A] **RECOLLECTION** If you have 2 or more cards in Memory, on your turn this gains +2000 Pow. If you have 3 or more cards in Memory, in Battles involving this card your Opp. may not play **BACKUP** from hand. If you have 4 or more cards in Memory, this card cannot be chosen by your Opp.'s effects.

[A] When this is placed from hand to the Stage or by the [A] effect of "Megumi, Before Goodnight" to the Stage, you may put the top card of your Clock in the WR.

[A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Resume and Start the Game" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Game | SHS/W71-056 T: Soul

L3
C2

Megumi, New Story

[A] **RECOLLECTION** If you have 2 or more cards in Memory, on your turn this gains +2000 Pow. If you have 3 or more cards in Memory, in Battles involving this card your Opp. may not play **BACKUP** from hand. If you have 4 or more cards in Memory, this card cannot be chosen by your Opp.'s effects.

[A] When this is placed from hand to the Stage or by the [A] effect of "Megumi, Before Goodnight" to the Stage, you may put the top card of your Clock in the WR.

[A] CX COMBO [(1)] When the Battle Opp. of this becomes Reversed, if "Resume and Start the Game" is in your CZ, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Game | SHS/W71-056SP T: Soul

L3
C2

Utaha, New Options

[A] When this is placed from hand to the Stage or by the [A] effect of "Erii, Cropped Landscape" to the Stage, you may put the top card of your Clock to your WR.

[A] CX COMBO **EXPERIENCE** [(3)] If "New Route of Two Days and Three Nights" is in your CZ, and "Utaha, New Options" is in your Level Zone, when this attacks may pay. If so, perform the following 2 effects in any order. If not, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to their LB, and your Opp. shuffles that LB." "Deal 1 Damage to your Opp.." (DC can occur)

Game - Novel | SHS/W71-057 T: Soul

L3
C2

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Utaha, New Options

[A] When this is placed from hand to the Stage or by the [A] effect of "Erii, Cropped Landscape" to the Stage, you may put the top card of your Clock to your WR.

[A] CX COMBO **EXPERIENCE** [(3)] If "New Route of Two Days and Three Nights" is in your CZ, and "Utaha, New Options" is in your Level Zone, when this attacks may pay. If so, perform the following 2 effects in any order. If not, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to their LB, and your Opp. shuffles that LB." "Deal 1 Damage to your Opp.." (DC can occur)

Game - Novel | SHS/W71-057SP T: Soul

L3
C2

Utaha, Investment like Hot Water

[A] When this becomes Reversed in battle, put the top 2 cards of your LB in the WR. If there were at least 1 Level 2 or higher card among them, you may put this in your Stock. (Climax cards are considered Level 0 for this effect)

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

Game - Novel | SHS/W71-058 T: None

L0
C0

Utaha, Investment like Hot Water

[A] When this becomes Reversed in battle, put the top 2 cards of your LB in the WR. If there were at least 1 Level 2 or higher card among them, you may put this in your Stock. (Climax cards are considered Level 0 for this effect)

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

Game - Novel | SHS/W71-058S T: None

L0
C0

Saekano - How to Raise a Boring Girlfriend Flat Booster Pack

Utaha, Determination of Two

[A] CX COMBO [Discard a "New Route of Two Days and Three Nights" or "And the Rivals will Challenge God" from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "New Route of Two Days and Three Nights" or "And the Rivals will Challenge God" from your WR and return it to hand. [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 - Novel | SHS/W71-059 T: None

L0
C0

Utaha, Determination of Two

[A] CX COMBO [Discard a "New Route of Two Days and Three Nights" or "And the Rivals will Challenge God" from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "New Route of Two Days and Three Nights" or "And the Rivals will Challenge God" from your WR and return it to hand. [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 - Novel | SHS/W71-059S T: None

L0
C0

Utaha, Bargain between Man and Woman

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Game - Novel | SHS/W71-060 T: None

L0
C0

Megumi, Explosion of Emotions

[A] **ASSIST** During your turn, all your Charas in front of this gain +500 Pow. [A] [(1) Send this to Memory] At the beginning of your Climax Phase, if you are Level 2 or higher, may pay. If so, choose a "Megumi, Before Goodnight" in your WR and put it in the Slot this was in.

[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, show it to your Opp., put it in your hand, and shuffle your LB.

Game | SHS/W71-061 T: None

L1
C0

Utaha, Statement of Determination

[C] If you have 2 or fewer ::Game:: Charas, you may not play this from hand.

[C] **EXPERIENCE** If you have "Utaha, New Options" in your Level Zone, this gains +1500 Pow.

Game - Novel | SHS/W71-062 T: None

L1
C0

Megumi, Festival Morning

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Game:: Chara from among them, reveal it to your Opp., put it in your hand, and discard the remaining cards 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/W71-063 T: Soul

L2
C1

Megumi, Refrain

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

Game | SHS/W71-064 T: None

L0
C0

Utata, Recollection of a Chance Meeting

[A] [Put the top card of your LB in your Clock] At the beginning of the Encore Step, if you have no other Rested Charas in your Front Row, may pay. If so, Rest this.

Game - Novel | SHS/W71-065 T: None

L0
C0

Megumi, Shifting Relationship

[A] **RECOLLECTION** When this is placed from hand to the Stage, if you have a card in Memory, put the top card of your LB in the WR. If that card is a Level 1 or lower Chara, this card gains +3000 Pow for the turn.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Game | SHS/W71-066 T: None

L1
C0

Utaha, Disgusting Emotion

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Game - Novel | SHS/W71-067 T: Soul

L2
C1

Utaha, Immoral Senpai

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +2500 Pow.

[A] CX COMBO When this attacks, if "First Woman" is in your CZ, put up to 1 card from the top of your LB to your Stock, and reveal the top card of your LB. If that card is Level 1 or higher, put it in your hand. (Climax cards are considered Level 0. Otherwise, put the revealed card back)

Game - Novel | SHS/W71-068 T: Soul

L2
C1

Akane, Grounder to a Pro

[C] For each of your other ::Game:: Charas, this gains +500 Pow.

[A] CX COMBO [(3) Discard 2 cards from hand to the WR, move 1 "Creative Fight" from your CZ to the WR] At the beginning of your Attack Phase, may pay. If so, put all of your Opp.'s Level 3 or lower Charas in their WR.

Game - Manga | SHS/W71-069 T: Soul

L3
C2

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Novel:: Chara, put it in your WR, and Shuffle your LB.
[A] [(2)] When this is put in the WR from the Stage, may pay. If so, choose a ::Novel:: Chara in your WR and return that Chara to hand.

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

LO
CO

L0
C0

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

L1
C0

L1
C0

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

L2
C0

L1
C0

SHS/W71-080 T: Salvage

SHS/W71-082 T: 2 Soul

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

LO
CO

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

icy tail Gathers!

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

SHS/W71-100 T: Draw

Izumi, New Start

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your other ::Game:: Chara or this is placed from hand to Stage, you may look at the top card of your LB. (put the card looked at back)

Game - Manga | SHS/W71-101 T: None

L0
C0

Erii, New Start

[C] During your turn, if all of your Charas have ::Game::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Game - Manga | SHS/W71-102 T: None

L1
C0

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Megumi, New Start

[A] [(1) Discard a card from hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 ::Game:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Game | SHS/W71-103 T: None

L0
C0

Utaha, New Start

[C] If you have 2 or more other ::Game:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Game - Novel | SHS/W71-104 T: None

L1
C1

Michiru, New Start

[A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Game - Music | SHS/W71-105 T: Soul

L1
C1

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