

Anya, Esper Girl

[A] When your other Chara is placed via **CHANGE** to the Stage, that Chara gains +1000 Pow until the end of the turn following this turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Berlint City:: Chara in your WR and return it to your hand.

Berlint City - ESP | SPY/S106-001 T: None

L0
C0

Anya, Esper Girl

[A] When your other Chara is placed via **CHANGE** to the Stage, that Chara gains +1000 Pow until the end of the turn following this turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Berlint City:: Chara in your WR and return it to your hand.

Berlint City - ESP | SPY/S106-001SP T: None

L0
C0

Becky, Matching Key Holders

[C] If this is in the Back Row, all your other "Anya, Esper Girl" gain the following ability. "[C] All your other ::Berlint City:: Charas gain +1500 Pow."

[A] [Discard 2 cards from your hand to the WR] At the start of your Climax Phase, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

[S] [Discard a "Becky, Matching Key Holders" from your hand to the WR, Rest this] Search your LB for up to 1 ::Berlint City:: Chara, reveal it, put it in your hand, and shuffle your LB.

Berlint City - Eden Academy | SPY/S106-002 T: Soul

L2
C1

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Becky, Matching Key Holders

[C] If this is in the Back Row, all your other "Anya, Esper Girl" gain the following ability. "[C] All your other ::Berlint City:: Charas gain +1500 Pow."

[A] [Discard 2 cards from your hand to the WR] At the start of your Climax Phase, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

[S] [Discard a "Becky, Matching Key Holders" from your hand to the WR, Rest this] Search your LB for up to 1 ::Berlint City:: Chara, reveal it, put it in your hand, and shuffle your LB.

Berlint City - Eden Academy | SPY/S106-002SP T: Soul

L2
C1

Anya, Matching Key Holders

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Going Out Together" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, put the rest in the WR, and put up to 1 card from top of your Clock in the WR.

[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Anya, Energetic Girl" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - ESP | SPY/S106-003 T: Soul

L3
C2

Anya, Matching Key Holders

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When this attacks, if "Going Out Together" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of the LB in any order, put the rest in the WR, and put up to 1 card from top of your Clock in the WR.

[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Anya, Energetic Girl" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - ESP | SPY/S106-003SEC T: Soul

L3
C2

Spy x Family Booster Pack

Becky Blackbell, Daughter of the Blackbells

[C] **ASSIST** During your Opp.'s turn, all ::Berlint City:: Charas in front of this gain +1000 Pow.

[A] When this is placed from hand to the Stage, if you have another ::Berlint City:: Chara, this gains +2000 Pow for the turn.

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Berlint City - Eden Academy | SPY/S106-004 T:

L0
C0

Becky Blackbell, Daughter of the Blackbells

[C] **ASSIST** During your Opp.'s turn, all ::Berlint City:: Charas in front of this gain +1000 Pow.

[A] When this is placed from hand to the Stage, if you have another ::Berlint City:: Chara, this gains +2000 Pow for the turn.

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Berlint City - Eden Academy | SPY/S106-004S T: None

L0
C0

Anya, In a Good Mood

[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 "Special Punch Taught by Mother" in your WR and return it to your hand.

[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.

Berlint City - ESP | SPY/S106-005 T: None

L0
C0

Anya, In a Good Mood

[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 "Special Punch Taught by Mother" in your WR and return it to your hand.

[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.

Berlint City - ESP | SPY/S106-005S T: None

L0
C0

Anya, Shocked

[A] **CX COMBO** At the start of your Encore Step, if "Apology in Tears" is in the CZ, you may choose a Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.

[A] [Put this in the WR] When your other ::Berlint City:: 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.

Berlint City - ESP | SPY/S106-006 T: None

L0
C0

Anya, Shocked

[A] **CX COMBO** At the start of your Encore Step, if "Apology in Tears" is in the CZ, you may choose a Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.

[A] [Put this in the WR] When your other ::Berlint City:: 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.

Berlint City - ESP | SPY/S106-006S T: None

L0
C0

Anya, First Star

[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Berlint City:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[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 ::Berlint City:: Chara, you may move this to an empty Slot in the Front Row.

Berlint City - ESP | SPY/S106-007 T: None

L0
C0

Anya, First Star

[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Berlint City:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[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 ::Berlint City:: Chara, you may move this to an empty Slot in the Front Row.

Berlint City - ESP | SPY/S106-007S T: None

L0
C0

Anya Forger, Student at Eden Academy

[C] This cannot Side Attack.

[C] During your turn, if you have another ::Berlint City:: Chara, this gains +3000 Pow.

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

Berlint City - ESP | SPY/S106-008 T: Soul

L1
C0

Anya Forger, Student at Eden Academy

[C] This cannot Side Attack.

[C] During your turn, if you have another ::Berlint City:: Chara, this gains +3000 Pow.

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

Berlint City - ESP | SPY/S106-008SPY T: Soul

L1
C0

Anya & Damian, Classmates

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

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

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Berlint City - Eden Academy | SPY/S106-009 T: Soul

L3
C2

Anya & Damian, Classmates

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

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

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Berlint City - Eden Academy | SPY/S106-009SPY T: Soul

L3
C2

Anya, Full of Self-Confidence

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, 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.
[A] [Discard a ::Berlint City:: 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 "Stellar Obtained", reveal it, put it in your hand, and shuffle your LB.

Berlint City - ESP | SPY/S106-010 T: None

L0
C0

Damian Desmond, Second Son of the Desmonds

[A] [(1)] Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, 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 to be Level 0 for this effect)

Berlint City - Eden Academy | SPY/S106-011 T:

L0
C0

Damian Desmond, Second Son of the Desmonds

[A] [(1)] Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, 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 to be Level 0 for this effect)

Berlint City - Eden Academy | SPY/S106-011S T: None

L0
C0

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Anya, Pleading for Special Training

[A] When this is placed from hand to the Stage or from the Stage to the WR, reveal the top card of your LB. If it's a ::Berlint City:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this becomes Reversed, if the Cost 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.

Berlint City - ESP | SPY/S106-012 T: None

L1
C0

Damian, Ticked Off

[C] During your turn, if you have another ::Berlint City:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When "Apology in Tears" is placed in your CZ, if this is in the Front Row and you have another "Anya, Shocked", reveal the top 2 cards of your LB, your Opp. chooses 1 Chara or Event among them and put it in your hand, and put the rest in the WR.

Berlint City - Eden Academy | SPY/S106-013 T: Soul

L1
C0

Becky, A Little Mature Lady

[C] During your turn, if you have 2 or more other ::Berlint City:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Suddenly Heart Racing" is in the CZ and all your Charas are ::Berlint City::, look at up to 4 cards from top of your LB and search for up to 1 YELLOW Chara or 1 Event, put it in your hand, and put the rest in the WR.

Berlint City - Eden Academy | SPY/S106-014 T:

L1
C0

Spy x Family Booster Pack

Anya, Make-up Lessons Confirmed

[A] [(2)] Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Berlint City - ESP | SPY/S106-015 T: Soul

L2
C1

Henry Henderson, Housemaster

[A] [(1)] When your Chara's Trigger Check reveals a Climax card with a Choice Trigger Icon, may pay. If so, draw a card.
[S] [Rest this] Choose 1 of your ::Berlint City:: Charas, and that Chara gains +1500 Pow and ::Elegant:: for the turn.

Berlint City - Eden Academy | SPY/S106-016 T:

L0
C0

Damian, Classmate

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

Berlint City - Eden Academy | SPY/S106-017 T:

L0
C0

Damian, Rolling Sweeeeeeep!!

[A] When this is placed from hand to the Stage, if you have another ::Berlint City:: Chara, for the turn this gains +4000 Pow.
[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card.

Berlint City - Eden Academy | SPY/S106-018 T: Soul

L1
C0

Anya, Proud

[C] During your turn, this gains +1000 Pow.
[A] When this attacks, choose 1 of your other ::Berlint City:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Berlint City:: Charas.

Berlint City - ESP | SPY/S106-019 T: Soul

L1
C0

Damian, Student at Eden Academy

[C] If you have 4 or more other ::Berlint City:: Charas, this gains +6000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Berlint City - Eden Academy | SPY/S106-020 T: Soul

L2
C1

Running Anya

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Berlint City - ESP | SPY/S106-021 T: Soul

L2
C1

Special Punch Taught by Mother

If you do not have a ::Berlint City:: Chara, you cannot play this from hand. Send this to Memory.
Choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[C] This can Side Attack without Soul Penalty."
[C] **RECOLLECTION** If this is in Memory, all your Charas with **CHANGE** gain +1000 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effect."
[A] **RECOLLECTION** If this is in Memory, at the start of your Opp.'s Encore Step, put this in the WR.

SPY/S106-022 T: None

L2
C1

Special Punch Taught by Mother

If you do not have a ::Berlint City:: Chara, you cannot play this from hand. Send this to Memory.
Choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[C] This can Side Attack without Soul Penalty."
[C] **RECOLLECTION** If this is in Memory, all your Charas with **CHANGE** gain +1000 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effect."
[A] **RECOLLECTION** If this is in Memory, at the start of your Opp.'s Encore Step, put this in the WR.

SPY/S106-022SPY T: None

L2
C1

Stellar Obtained

If you have 3 or fewer ::Berlint City:: Charas, you cannot play this from hand.
You may choose 1 of your "Anya, Full of Self-Confidence" and put it in the WR. If so, choose a Chara in your WR with "Anya" in name and put it in any Slot on the Stage.

SPY/S106-023 T: None

L2
C1

Close Friends

[Counter] If you have 5 or more ::Berlint City:: Charas, choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."
Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

SPY/S106-024 T: None

L2
C3

Going Out Together

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

SPY/S106-025 T: Choice

L2
C3

Going Out Together

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

SPY/S106-025R T: Choice

Apology in Tears

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

SPY/S106-026 T: Choice

Apology in Tears

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

SPY/S106-026SPY T: Choice

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Suddenly Heart Racing

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

SPY/S106-027 T: Choice

Suddenly Heart Racing

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

SPY/S106-027R T: Choice

Loid, Gentle Smile

[C] During your turn, if you have another ::Berlint City:: Chara, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, perform the following action twice. "You may put the top card of your LB in the WR."
[A] [(1) Put this in the WR] When your other ::Berlint City:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Berlint City - WISE | SPY/S106-028 T: None

L0
C0

Spy x Family Booster Pack

Loid, Gentle Smile

[C] During your turn, if you have another ::Berlint City:: Chara, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, perform the following action twice. "You may put the top card of your LB in the WR."
[A] [(1) Put this in the WR] When your other ::Berlint City:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Berlint City - WISE | SPY/S106-028SEC T: None

L0
C0

Yor, Smiling Face

[A] When your Climax card is placed in the CZ, this gains +2500 Pow and the following ability for the turn. "[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] **CX COMBO** When this attacks, if "Oath Sworn Alongside Explosions" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Berlint City - Assassin | SPY/S106-029 T: None

L1
C0

Yor, Smiling Face

[A] When your Climax card is placed in the CZ, this gains +2500 Pow and the following ability for the turn. "[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] **CX COMBO** When this attacks, if "Oath Sworn Alongside Explosions" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Berlint City - Assassin | SPY/S106-029SEC T: None

L1
C0

Loid & Anya & Yor, Family Full of Secrets

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and choose 1 of the following 3 effects and perform it, "If you have 4 or more other ::Berlint City:: Charas, you may put the top card of your LB in your Stock." [(1) Discard a ::Berlint City:: Chara from your hand to the WR] may pay. If so, put the top card of your Clock in the WR." "This gains +3000 Pow for the turn.

Berlint City - Forger Family | SPY/S106-030 T: Soul

L3
C2

Loid & Anya & Yor, Family Full of Secrets

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and choose 1 of the following 3 effects and perform it, "If you have 4 or more other ::Berlint City:: Charas, you may put the top card of your LB in your Stock." [(1) Discard a ::Berlint City:: Chara from your hand to the WR] may pay. If so, put the top card of your Clock in the WR." "This gains +3000 Pow for the turn.

Berlint City - Forger Family | SPY/S106-030SPY T: Soul

L3
C2

Yor, Going Out

[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.

Berlint City - Assassin | SPY/S106-031 T: None

L1
C0

Yor, Going Out

[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.

Berlint City - Assassin | SPY/S106-031S T: None

L1
C0

Bond Forger

[C] If this is in the Back Row, all your other "Anya, Esper Girl" gain the following ability. "[C] All your other ::Berlint City:: Charas gain +1500 Pow."
[S] [Rest this] If you have another "Anya, Esper Girl", look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR.

Berlint City - ESP | SPY/S106-032 T: Soul

L2
C1

Bond Forger

[C] If this is in the Back Row, all your other "Anya, Esper Girl" gain the following ability. "[C] All your other ::Berlint City:: Charas gain +1500 Pow."
[S] [Rest this] If you have another "Anya, Esper Girl", look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR.

Berlint City - ESP | SPY/S106-032S T: Soul

L2
C1

Anya, Smiling

[C] If all of your Charas are ::Berlint City::, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "In the Midst of Dancing Flower Petals" is in the CZ, look at up to 4 cards from top of your LB and search for up to 2 ::Berlint City:: Charas, reveal them, put 1 of them in your hand, 1 of them in your Stock, and the rest in the WR.

Berlint City - ESP | SPY/S106-033 T: Soul

L2
C1

Anya, Smiling

[C] If all of your Charas are ::Berlint City::, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "In the Midst of Dancing Flower Petals" is in the CZ, look at up to 4 cards from top of your LB and search for up to 2 ::Berlint City:: Charas, reveal them, put 1 of them in your hand, 1 of them in your Stock, and the rest in the WR.

Berlint City - ESP | SPY/S106-033S T: Soul

L2
C1

Loid, Perfect Father

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Agent Twilight" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - WISE | SPY/S106-034 T: Soul

L3
C2

Loid, Perfect Father

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Agent Twilight" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - WISE | SPY/S106-034S T: Soul

L3
C2

Anya, Energetic Girl

[A] When this is placed from hand to the Stage or via **CHANGE** 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 ::Berlint City:: Charas.
[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Anya, Matching Key Holders" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - ESP | SPY/S106-035 T: Soul

L3
C2

Anya, Energetic Girl

[A] When this is placed from hand to the Stage or via **CHANGE** 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 ::Berlint City:: Charas.
[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Anya, Matching Key Holders" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - ESP | SPY/S106-035SPY T: Soul

L3
C2

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Yor, Mother with Kind Heart

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Thorn Princess" Yor" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - Assassin | SPY/S106-036 T: Soul

L3
C2

Yor, Mother with Kind Heart

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Thorn Princess" Yor" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - Assassin | SPY/S106-036S T: Soul

L3
C2

Loid & Anya, Father and Daughter

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 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] When this Direct Attacks, this gains +1 Soul for the turn.

Berlint City - Forger Family | SPY/S106-037 T: None

L0
C0

Spy x Family Booster Pack

Loid & Anya, Father and Daughter

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 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] When this Direct Attacks, this gains +1 Soul for the turn.

Berlint City - Forger Family | SPY/S106-037SPY T: None

L0
C0

Yor in Casual Look

[A] When this is placed from the hand to the Stage, choose one of your Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."
[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 ::Berlint City:: Chara, reveal it, put it in your hand, and shuffle your LB.

Berlint City - Assassin | SPY/S106-038 T: None

L0
C0

Loid, Now for the Interview Exam!

[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] When your other ::Berlint City:: Chara attacks, this gains +1500 Pow for the turn.

Berlint City - WISE | SPY/S106-039 T: None

L0
C0

Bond, Brilliant Landing

[C] All your other "Anya, Esper Girl" gain the following ability. "[C] All your other ::Berlint City:: Charas gain +500 Pow."
[S] [(1) Put this in the WR] 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 to be Level 0 for this effect)

Berlint City - ESP | SPY/S106-040 T: None

L0
C0

Anya & Yor, Bond of Mother and Child

[A] [(1)] When this attacks, may pay up to 2 times. Perform the following action X times. "Put the top card of your LB in the WR. If it's a ::Berlint City:: Chara, return it to your hand." X = # of times the cost of this ability is paid.
[A] When this becomes Reversed, if the Cost 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.

Berlint City - Forger Family | SPY/S106-041 T: None

L1
C0

Anya & Yor, Bond of Mother and Child

[A] [(1)] When this attacks, may pay up to 2 times. Perform the following action X times. "Put the top card of your LB in the WR. If it's a ::Berlint City:: Chara, return it to your hand." X = # of times the cost of this ability is paid.
[A] When this becomes Reversed, if the Cost 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.

Berlint City - Forger Family | SPY/S106-041S T: None

L1
C0

Anya, Feels Like a Princess

[A] When this is placed from hand to the Stage, if you have another ::TRAIT:: Chara, this gains +2000 Pow for the turn.
[A] When the battle Opp. of this becomes Reversed, if you have another ::Berlint City:: Chara, reveal the top card of your LB, if it's a Level 2 or higher Chara, put it in your hand. (Otherwise put it back where it was)

Berlint City - ESP | SPY/S106-042 T: None

L1
C0

Anya, Excited

[C] If you have 2 or more other ::Berlint City:: Charas, this gains +4000 Pow.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another ::Berlint City:: Chara, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR except the chosen Climax to the LB, and shuffles that LB.

Berlint City - ESP | SPY/S106-043 T: Soul

L2
C1

Anya, Excited

[C] If you have 2 or more other ::Berlint City:: Charas, this gains +4000 Pow.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another ::Berlint City:: Chara, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR except the chosen Climax to the LB, and shuffles that LB.

Berlint City - ESP | SPY/S106-043S T: Soul

L2
C1

Anya & Bond, Precious Family

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Berlint City:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Berlint City:: Charas, you may choose a ::Berlint City:: Chara in your WR and put it in your Stock.
[A] [Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, return this to your hand.

Berlint City - Forger Family | SPY/S106-044 T: Soul

L3
C2

Anya & Bond, Precious Family

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Berlint City:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Berlint City:: Charas, you may choose a ::Berlint City:: Chara in your WR and put it in your Stock.
[A] [Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, return this to your hand.

Berlint City - Forger Family | SPY/S106-044S T: Soul

L3
C2

Yor's Distinct Home Cooking

[C] All your other ::Berlint City:: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] At the start of your Encore Step, put this in the WR." If the Chara chosen by this effect is a Chara with "Yun" in name, that Chara gains +2000 Pow for the turn.
[S] [Rest this] Choose 1 of your ::Berlint City:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

Berlint City - Assassin | SPY/S106-045 T: None

L0
C0

"Twilight" Disguised as Loid

[A] [Discard a card from your hand to the WR] This ability activates up to once per turn. When your other "Yor, Smiling" is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB and search up to 1 ::Berlint City:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] **BOND**/"Yor, Smiling" [Discard a card from your hand to the WR]

Berlint City - WISE | SPY/S106-046 T: None

L0
C0

Anya, Congratulations on Being Admitted!

[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 ::Berlint City:: Chara in your WR and return it to your hand.
[A] **CX COMBO** When "Celebrating with Family" is placed in your CZ, if you have 2 or more other ::Berlint City:: Charas, put the top 3 cards of your LB in the WR, choose up to 1 Level X or lower ::Berlint City:: Chara in your WR and return it to your hand. X = # of ::Berlint City:: Charas put in the WR via this effect.

Berlint City - ESP | SPY/S106-047 T: None

L0
C0

Anya, Lonely?

[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 "Moment of Acceptance" in your WR and return it to your hand.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Berlint City:: Charas and return it to your hand.

Berlint City - ESP | SPY/S106-048 T: None

L0
C0

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Anya in Coat

[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 ::Berlint City:: Charas among those cards.
[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 ::Berlint City:: Chara in your WR and return it to your hand, choose 1 of your other ::Berlint City:: Charas, and that Chara gains +1000 Pow for the turn.

Berlint City - ESP | SPY/S106-049 T: None

L0
C0

Yor, Smiling

--No Text--

Berlint City - Assassin | SPY/S106-050 T: None

L0
C0

Anya, Incredible Girl

[C] For each of your other ::Berlint City:: Charas, this gains +500 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Berlint City - ESP | SPY/S106-051 T: None

L1
C0

Spy x Family Booster Pack

Loid & Yor, Things Happening at the Bar

[C] For each Marker under this, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if you have another "Loid, Coming to an Answer", you may put the top card of your LB face-up under this as Marker.
[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.

Berlint City - Forger Family | SPY/S106-052 T: None

L1
C0

Loid & Yor, Things Happening at the Bar

[C] For each Marker under this, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if you have another "Loid, Coming to an Answer", you may put the top card of your LB face-up under this as Marker.
[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.

Berlint City - Forger Family | SPY/S106-052SPY T: None

L1
C0

Loid, Coming to an Answer

[C] **ASSIST** All your ::Berlint City:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +1000 Pow for the turn.

Berlint City - WISE | SPY/S106-053 T: Soul

L1
C1

Moment of Acceptance

From your hand choose up to 1 "Anya, Matching Key Holders", up to 1 "Thorn Princess" Yor", and up to 1 "Agent Twilight", put them in separate Slots on the Stage, and Send this to Memory.
[C] **CX COMBO RECOLLECTION** If this is in Memory, during the turn this is sent to Memory, "Family Full of Secrets" in your CZ is considered, to also have the names "Going Out Together", "Wife of the Forgers", and "Mission with Secrecy and Smarts".

SPY/S106-054 T: None

L3
C5

Moment of Acceptance

From your hand choose up to 1 "Anya, Matching Key Holders", up to 1 "Thorn Princess" Yor", and up to 1 "Agent Twilight", put them in separate Slots on the Stage, and Send this to Memory.
[C] **CX COMBO RECOLLECTION** If this is in Memory, during the turn this is sent to Memory, "Family Full of Secrets" in your CZ is considered, to also have the names "Going Out Together", "Wife of the Forgers", and "Mission with Secrecy and Smarts".

SPY/S106-054SPY T: None

L3
C5

Oath Sworn Alongside Explosions

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

SPY/S106-055 T: Treasure

Oath Sworn Alongside Explosions

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

SPY/S106-055SPY T: Treasure

In the Midst of Dancing Flower Petals

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

SPY/S106-056 T: Treasure

In the Midst of Dancing Flower Petals

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

SPY/S106-056R T: Treasure

Celebrating with Family

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

SPY/S106-057 T: Treasure

Celebrating with Family

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

SPY/S106-057R T: Treasure

Yor, Skilled Assassin

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Berlint City:: Chara or "Call from Work", this gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] [(1)] Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Berlint City - Assassin | SPY/S106-058 T: None

L0
C0

Yor, Skilled Assassin

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Berlint City::: Chara or "Call from Work", this gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to [S] Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Berlint City - Assassin | SPY/S106-058SPY T: None

L0
C0

"Thorn Princess" Yor

[A] **CX COMBO** [(1) When this attacks, if "Wife of the Forgers" is in the CZ and you have 2 or more other ::Berlint City::: Charas, may pay. If so, deal 4 Damage to your Opp., and this gains +4000 Pow for the turn. (DC can occur)
[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose from this card's Marker or your WR "Yor, Mother with Kind Heart" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - Assassin | SPY/S106-059 T: Soul

L3
C2

"Thorn Princess" Yor

[A] **CX COMBO** [(1) When this attacks, if "Wife of the Forgers" is in the CZ and you have 2 or more other ::Berlint City::: Charas, may pay. If so, deal 4 Damage to your Opp., and this gains +4000 Pow for the turn. (DC can occur)
[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose from this card's Marker or your WR "Yor, Mother with Kind Heart" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

Berlint City - Assassin | SPY/S106-059SP T: Soul

L3
C2

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Yor Forger, Assassin for "Garden"

[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.
[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, perform the following action. "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."

Berlint City - Assassin | SPY/S106-060 T: None

L0
C0

Yor Forger, Assassin for "Garden"

[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.
[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, perform the following action. "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."

Berlint City - Assassin | SPY/S106-060S T: None

L0
C0

Yuri Briar, Second Lieutenant of the Sate Security

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Berlint City - State Security Service | SPY/S106-061 T: None

L0
C0

Spy x Family Booster Pack

Yuri Briar, Second Lieutenant of the Sate Security

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Berlint City - State Security Service | SPY/S106-061S T: None

L0
C0

Yor, Pitch Black Dress

[C] During your turn, this gains +3000 Pow.
[A] **CX COMBO** At the end of this card's attack, if "Time to Kill" is in the CZ and either there is no Chara Opposite this or the Chara Opposite this is Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Berlint City::: Chara or "Call from Work", reveal it, put it in your hand, and put the rest in the WR.

Berlint City - Assassin | SPY/S106-062 T: None

L1
C0

Yor, Pitch Black Dress

[C] During your turn, this gains +3000 Pow.
[A] **CX COMBO** At the end of this card's attack, if "Time to Kill" is in the CZ and either there is no Chara Opposite this or the Chara Opposite this is Reversed, look at up to 4 cards from top of your LB and search for up to 1 ::Berlint City::: Chara or "Call from Work", reveal it, put it in your hand, and put the rest in the WR.

Berlint City - Assassin | SPY/S106-062SPY T: None

L1
C0

Yor, Lying in a Bed of Flowers

[C] If you are Level 2 or higher, this gains the following ability. [S] [(2) Discard a Climax card with a Comeback Trigger Icon from your hand to the WR] Choose up to 1 "Yor, User of Killing Techniques" in your hand and put it in any Slot on the Stage."
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Berlint City - Assassin | SPY/S106-063 T: Soul

L2
C1

Yor, Lying in a Bed of Flowers

[C] If you are Level 2 or higher, this gains the following ability. [S] [(2) Discard a Climax card with a Comeback Trigger Icon from your hand to the WR] Choose up to 1 "Yor, User of Killing Techniques" in your hand and put it in any Slot on the Stage."
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Berlint City - Assassin | SPY/S106-063S T: Soul

L2
C1

Yor, User of Killing Techniques

[C] During your turn, this gains +2000 Pow.
[A] When this attacks, reveal the top card of your LB. If it's a ::Berlint City::: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Berlint City - Assassin | SPY/S106-064 T: Soul

L3
C2

Yor, User of Killing Techniques

[C] During your turn, this gains +2000 Pow.
[A] When this attacks, reveal the top card of your LB. If it's a ::Berlint City::: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Berlint City - Assassin | SPY/S106-064S T: Soul

L3
C2

Yor, Work Is Done

[A] [(1) Put the top card of your LB in your Clock] When your Chara's Trigger Check reveals a Climax card, may pay. If so, look at up to 2 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.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Berlint City - Assassin | SPY/S106-065 T: None

L0
C0

Yor, Lit by the Moonlight

[S] [Discard 2 cards from your hand to the WR, put this on the bottom of the LB] Choose a ::Berlint City::: Chara in your WR whose Level is equal to or lower than your Level and put it in the Slot this was in.

Berlint City - Assassin | SPY/S106-066 T: None

L0
C0

Yuri, Shocking Truth

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[A] When this card attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Berlint City - State Security Service | SPY/S106-067 T: None

L1
C0

Yor, Work of the "Thorn Princess"

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[A] When this is placed from hand to the Stage, choose 1 of your ::TRAIT:: Charas, and that Chara gains +1500 Pow for the turn.

Berlint City - Assassin | SPY/S106-068 T: None

L0
C0

Yor in Battle

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Berlint City::: Chara, reveal it, put it in your hand, and shuffle your LB.

Berlint City - Assassin | SPY/S106-069 T: None

L1
C0

[C] During your turn, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

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

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Charas with "Yor" in name and return it to your hand.

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

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

[C] During your turn, this gains +10000 Pow.

L2
C1

[C] If all your Charas are ::Berlint City::, this gains +2500 Pow and "[A] **ENCORE** [Discard a ::Berlint City:: Chara from your hand to the WR]".

[A] **CX COMBO** When this attacks, if "Thorn Princess" is in the CZ, you may put the top card of your LB in the WR. If it's a ::Berlint City:: Chara, choose 1 Chara in your WR whose Level is equal to or lower than 1 plus your Level and put it Rested in any Slot on the Stage.

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

[C] If you have another "Yor, Lying in a Bed of Flowers", for each other ::Berlint City:: Chara in your Back Row, this gains +2000 Pow.

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

L3
C2

If you have 2 or fewer ::Berlint City:: Charas, you cannot play this from your hand.
Choose up to 1 "Thorn Princess' Yor" in your hand and put it in any Slot on the Stage.

L2
C1

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

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

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

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

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

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

[C] During your turn, this gains +3000 Power.

[X] **CZ COMBO** When this attacks, if "Passion Hidden Within" is in the CZ and you have another :Berlint City: Chara, look at up to 3 cards from top of your LB and search for up to 1 :Berlint City: Chara, reveal it, put it in your hand, put the rest on top of your LB in any order.

[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose to Rested this card. Mark it with your WR. If this is Rested, you may choose to Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

L1
C0

[C] **XU COMBO** When this attacks, if "Passion Hidden Within" is in the CZ and you have another :Berliff City: Chara, look at up to 3 cards from top of your LB and search for one 1-:Berliff City: Chara, reveal it, put it in your hand, put the rest on top of your LB in any order.

[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose to change this Marker, or your WFR to :Berliff City: Medical Assistant" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

L1
C0

[A] CX COMBO [(2)] When this attacks, if "Mission with Secrecy and Smarts" is in the CZ and there are 6 or fewer cards in your hand, may pay. If so, deal 3 Damage to your Opp.. If this DCs, you may deal 1 Damage to your Opp.. (DC can occur)

[A] CHANGE At the start of your Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Loid, Perfect Father" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

L3
C2

[A] **CK COMBO** ([2]) When this attacks, if "Mission with Secrecy and Smarts" is in the CZ and there are 6 or fewer cards in your hand, may pay. If so, deal 3 Damage to your Opp. If this DCs, you may deal 1 Damage to your Opp.. (DC can occur)

[A] **CHANGE** At the start of your Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Loid, Perfect Father" and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

L3
C2

[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot move to another Slot."

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

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

[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot move to another Slot."
[A] When this attacks, choose 1 of your other ::Berlin City:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Berlin City:: Charas.

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

[C] If you have 2 or more other ::Berlint City:: Charas, during your turn, this gains +4000 Pow, and during your Opp.'s turn, this gains +6000 Pow.
 [A] At the end of this card's Battle Opp.'s attack, look at up to 3 cards from top of your LB and put them on top of the LB in any order.
 [C] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Nightfall" Fiona Frost* and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

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

[C] If you have 2 or more other :Berlint City: Charas, during your turn, this gains +4000 Pow, and during your Opp.'s turn, this gains +6000 Pow.

[A] At the end of this card's Battle Opp.'s attack, look at up to 3 cards from top of your LB and put them on top of the LB in any order.

[A] **CHANGE** At the start of your Opp.'s Encore Step, if this is Rested, you may choose from this card's Marker or your WR 1 "Nightfall" Fiona Frost* and put it Rested in the Slot this card is in. If so, put this card face-up under that Chara as Marker.

L1
C0

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] When this attacks, choose 1 of your other ::Berlint City:: Charas, and that Chara gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

L1
C0

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] When this attacks, choose 1 of your other ::Berlin City:: Charas, and that Chara gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

L1
C0

[A] **CX COMBO** When this attacks, if "Everything for a Better World" is in the CZ, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

L1
C0

[A] **CX COMBO** When this attacks, if "Everything for a Better World" is in the CZ, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

L1
C0

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** ([1] Discard this card from your hand to the WR)

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

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Berlint City::** Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a **::Berlint City::** Chara in your WR and return it to your hand.

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Berlint City:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Berlint City:: Chara in your WR and return it to your hand.

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

[A] [Discard a card from your hand to the WR.] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 Chara with either "Loid", "Twilight", or "Fiona" in name or 1 Event, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

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

LO
CO

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another "Fiona, Post-Mission", may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Berlint City:: Chara, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

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

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

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

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Berlint City:: Charas, you may choose a ::Berlint City:: Chara in your WR and put it in your Stock.
[A] When this attacks, if you have 2 or more other ::Berlint City:: Charas, this gains +4000 Pow for the turn.

L3
C2

[A] Discard a Climax card with a Gate Trigger Icon from your hand to the WR. When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Berlin City:: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

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

[A] When your other Chara with **CHANGE** is placed from hand to the Stage, that Chara gains +1500 Pow for the turn.

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

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, look at up to 4 cards from top of your LB and search for up to 1 ::Berlind City: Chara, reveal it, put it in your hand, and put the rest in the WR.

LO
CO

[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.

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

Fiona, Post-Mission

[C] During your turn, if you have another "Loid, Underground Tennis Tournament", this gains +2000 Pow.
[C] All your other "Loid, Underground Tennis Tournament" gain +2000 Pow and the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Berlint City - WISE | SPY/S106-095 T: Soul

L1

C1

"Twilight", Barrel Shining in the Darkness

[A] When this is placed from hand to the Stage, if you have 4 or more other "Berlint City:: Charas, you may choose a "Berlint City:: Chara in your WR and put it in your Stock.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Berlint City - WISE | SPY/S106-096 T: Soul

L2

C1

Frontline of the Chilling War

[Rest 1 of your "Berlint City:: Charas] If there are 2 or fewer cards in your Memory, may pay. If so, Send this to Memory.
[A] RECOLLECTION If this is in Memory, at the start of your MP, this gains the following ability for the turn. "S] RECOLLECTION [Put this from Memory in the WR] Choose up to 1 "Agent "Twilight" in your WR and put it in any Slot on the Stage."

SPY/S106-097 T: None

L2

C1

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Mission with Secrecy and Smarts

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

SPY/S106-098 T: Soul Gate

Mission with Secrecy and Smarts

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

SPY/S106-098SPY T: Soul Gate

Passion Hidden Within

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

SPY/S106-099 T: Soul Gate

Spy x Family Booster Pack

Passion Hidden Within

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

SPY/S106-099R T: Soul Gate

Everything for a Better World

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

SPY/S106-100 T: Soul Gate

Everything for a Better World

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

SPY/S106-100R T: Soul Gate

Anya, Bragging Smile

[A] When this card is placed onto Stage from hand, look at the top card of your Opp.'s LB, then look at the bottom card of your Opp.'s LB. (Put them back where they were)
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a "Berlint City:: Chara in your WR and return it to your hand.

Berlint City - ESP | SPY/S106-101 T: None

L0

C0

Yor, Moment in the Morning

[A] When this is placed from hand to the Stage, if there's 1 or fewer Chara in your Opp.'s Front Row, choose a Chara in your Opp.'s Front Row, and that Chara gets -3000 Pow for the turn.
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Berlint City - Assassin | SPY/S106-102 T: None

L0

C0

Anya, Serious Look

[A] At the start of your Climax Phase, choose 1 of your Charas with either "Loid" or "Twilight" in name, and that Chara gains +1000 Pow for the turn.
[A] At the start of your Climax Phase, choose 1 of your Charas with "Yor" in name, and that Chara gains +1000 Pow for the turn.

Berlint City - ESP | SPY/S106-103 T: None

L0

C0

Loid, Rising

[S] [Discard a Climax from your hand to the WR, Rest 2 of your "Berlint City:: Charas] Search your LB for up to 1 Chara with **CHANGE**, reveal it, put it in your hand, and shuffle your LB.

Berlint City - WISE | SPY/S106-104 T: None

L0

C0

Yor, Kicking Up

[C] During your turn, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if you have another "Berlint City:: Chara, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Berlint City - Assassin | SPY/S106-105 T: None

L0

C0

Loid, Calling Allies

[A] At the start of your Climax Phase, choose 1 of your "Berlint City:: Charas, and that Chara gains +1000 Pow for the turn.
[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 action. "Search your LB for up to 1 "Berlint City:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB."

Berlint City - WISE | SPY/S106-106 T: None

L0

C0