

"Not a Date" Shiroha

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard a card from your hand to the WR, and this gains +3000 Pow for the turn.

[A] **CX COMBO** [Either put the top card of your Stock in the WR OR discard a card from your hand to the WR] When "Fun Summer Memories" is placed in your CX Zone or when this attacks, if "Fun Summer Memories" is in the CX Zone and this is in the Front Row, 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, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-001 T: Soul

L3C2

"Not a Date" Shiroha

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard a card from your hand to the WR, and this gains +3000 Pow for the turn.

[A] **CX COMBO** [Either put the top card of your Stock in the WR OR discard a card from your hand to the WR] When "Fun Summer Memories" is placed in your CX Zone or when this attacks, if "Fun Summer Memories" is in the CX Zone and this is in the Front Row, 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, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-001S T: Soul

L3C2

"Not a Date" Shiroha

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard a card from your hand to the WR, and this gains +3000 Pow for the turn.

[A] **CX COMBO** [Either put the top card of your Stock in the WR OR discard a card from your hand to the WR] When "Fun Summer Memories" is placed in your CX Zone or when this attacks, if "Fun Summer Memories" is in the CX Zone and this is in the Front Row, 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, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-001SP T: Soul

L3C2

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"White-Haired Girl" Shiroha

[C] During your turn, if you have 2 or more other ::Summer Pockets:: Charas, this gains +4000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Precious Time" is in your CX Zone and you have another ::Summer Pockets:: Chara, choose 1 of the following 2 effects and perform it. "Put up to 2 cards from top of your LB in your Stock." "Choose up to 1 Chara in your WR and return it to your hand."

Summer Pockets - Time | SMP/W137-002 T: Soul

L1C0

"White-Haired Girl" Shiroha

[C] During your turn, if you have 2 or more other ::Summer Pockets:: Charas, this gains +4000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Precious Time" is in your CX Zone and you have another ::Summer Pockets:: Chara, choose 1 of the following 2 effects and perform it. "Put up to 2 cards from top of your LB in your Stock." "Choose up to 1 Chara in your WR and return it to your hand."

Summer Pockets - Time | SMP/W137-002S T: Soul

L1C0

Shiroha, A Future Together

[C] You cannot play Events or **BACKUP** from hand.

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 CX with a Choice Trigger Icon, 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.

Summer Pockets - Time | SMP/W137-003 T: Soul

L1C0

Summer Pockets Anime Booster Pack

Shiroha, A Future Together

[C] You cannot play Events or **BACKUP** from hand.

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 CX with a Choice Trigger Icon, 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.

Summer Pockets - Time | SMP/W137-003S T: Soul

L1C0

"Summer Bird Ceremony" Shiroha

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

[S] [Put this in your WR] If you are Level 1 or higher, choose a "White-Haired Girl" Shiroha in your WR and put in the Slot this was in.

Summer Pockets - Time | SMP/W137-004 T: None

L0C0

"Summer Bird Ceremony" Shiroha

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

[S] [Put this in your WR] If you are Level 1 or higher, choose a "White-Haired Girl" Shiroha in your WR and put in the Slot this was in.

Summer Pockets - Time | SMP/W137-004S T: None

L0C0

Umi, What She Sees After Turning Around

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

Summer Pockets - Time | SMP/W137-005 T: Soul

L0C0

Umi, What She Sees After Turning Around

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

Summer Pockets - Time | SMP/W137-005S T: Soul

L0C0

"Spirit Gun" Shiroha

[A] [(1) Discard a card from your hand to the WR] At the start of your Attack Phase, if you have another "Not a Date" Shiroha in the Front Row, may pay. If so, deal 2 Damage to your Opp., and this gains RED for the turn. (DC can occur)

[A] [(1) Rest 1 of your Standing Charas] When your other Chara attacks, may pay. If so, that Chara gains +1000 Pow and +1 Soul for the turn.

Summer Pockets - Time | SMP/W137-006 T: Soul

L2C1

"Spirit Gun" Shiroha

[A] [(1) Discard a card from your hand to the WR] At the start of your Attack Phase, if you have another "Not a Date" Shiroha in the Front Row, may pay. If so, deal 2 Damage to your Opp., and this gains RED for the turn. (DC can occur)

[A] [(1) Rest 1 of your Standing Charas] When your other Chara attacks, may pay. If so, that Chara gains +1000 Pow and +1 Soul for the turn.

Summer Pockets - Time | SMP/W137-006S T: Soul

L2C1

"I've Grown to Like You" Shiroha

[A] When this is placed from hand to the Stage, this gains +4500 Pow for the turn.

Summer Pockets - Time | SMP/W137-007 T: Soul

L0C0

"I've Grown to Like You" Shiroha

[A] When this is placed from hand to the Stage, this gains +4500 Pow for the turn.

Summer Pockets - Time | SMP/W137-007S T: Soul

L0C0

"Organizing the Storage" Kyouko

[A] [(1) Put the top card of your LB into your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Summer Pockets - Book | SMP/W137-008 T: None

L0C0

"Organizing the Storage" Kyouko

[A] [(1) Put the top card of your LB into your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Summer Pockets - Book | SMP/W137-008S T: None

L0C0

Hairi, A Future Together

[S] [(1) Rest 2 of your ::Summer Pockets:: Charas] Look at up to 4 cards from top of your LB and search for up to 1 Chara with "Shiroha" in name or "Four Gods of Torishirojima", reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-009 T: None

L0C0

Hairi, A Future Together

[S] [(1) Rest 2 of your ::Summer Pockets:: Charas] Look at up to 4 cards from top of your LB and search for up to 1 Chara with "Shiroha" in name or "Four Gods of Torishirojima", reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-009S T: None

L0
C0

"I Made This" Umi

[S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your ::Summer Pockets:: Charas.

Summer Pockets - Time | SMP/W137-010 T: None

L1
C0

"I Made This" Umi

[S] [Counter] **BACKUP X, Level 1** [Discard this card from your hand to the WR] X = 500 times # of your ::Summer Pockets:: Charas.

Summer Pockets - Time | SMP/W137-010S T: None

L1
C0

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"Grandpa" Kobato

[C] All your other Charas with "Shiroha" in name gain +1000 Pow.
[A] [(1) Put a Chara from your Stage in the WR] When your other Chara with "Shiroha" or "Umi" in name is Front Attacked, may pay. If so, return that Chara to your hand.

Summer Pockets - Melee | SMP/W137-011 T: Soul

L2
C0

"Grandpa" Kobato

[C] All your other Charas with "Shiroha" in name gain +1000 Pow.
[A] [(1) Put a Chara from your Stage in the WR] When your other Chara with "Shiroha" or "Umi" in name is Front Attacked, may pay. If so, return that Chara to your hand.

Summer Pockets - Melee | SMP/W137-011S T: Soul

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012a T: None

L2
C0

Summer Pockets Anime Booster Pack

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012b T: None

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012c T: None

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012d T: None

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012Sa T: None

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012Sb T: None

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012Sc T: None

L2
C0

Four Gods of Torishirojima

If you have 1 or fewer ::Summer Pockets:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Four Gods of Torishirojima" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::Summer Pockets:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Four Gods of Torishirojima" in your Memory, deal 2 Damage to your Opp.. (Damage Cance can occur)
If there are 4 "Four Gods of Torishirojima" in your Memory, declare any number, and deal X Damage to your Opp.. X = number you declared this way. (You cannot declare a negative number. DC can occur)

SMP/W137-012Sd T: None

L2
C0

Fun Summer Memories

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SMP/W137-013 T: Choice

Fun Summer Memories

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SMP/W137-013R T: Choice

Precious Time

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SMP/W137-014 T: Choice

Precious Time

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

SMP/W137-014R T: Choice

"Pirate Ship and Girl" Kamome

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Summer Pockets:: Charas, Rest it and move it to an empty Slot in the Back Row."
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Summer Pockets - Pirate | SMP/W137-015 T: None

L0
C0

"Pirate Ship and Girl" Kamome

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Summer Pockets:: Charas, Rest it and move it to an empty Slot in the Back Row."

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Summer Pockets - Pirate | SMP/W137-015S T: None

L0

C0

"Pirate Ship and Girl" Kamome

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +2000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Summer Pockets:: Charas, Rest it and move it to an empty Slot in the Back Row."

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Summer Pockets - Pirate | SMP/W137-015SSP T:

L0

C0

"One Summer's Treasure" Kamome

[C] All of your Opp.'s Charas gain "NAME".

[C] If you have 3 or more other ::Summer Pockets:: Charas, this gains +9500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, draw up to 3 cards, and discard the same number of cards from your hand to the WR.

Summer Pockets - Pirate | SMP/W137-016 T: Soul

L2

C1

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"One Summer's Treasure" Kamome

[C] All of your Opp.'s Charas gain "NAME".

[C] If you have 3 or more other ::Summer Pockets:: Charas, this gains +9500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, draw up to 3 cards, and discard the same number of cards from your hand to the WR.

Summer Pockets - Pirate | SMP/W137-016S T: Soul

L2

C1

"One Summer's Treasure" Kamome

[C] All of your Opp.'s Charas gain "NAME".

[C] If you have 3 or more other ::Summer Pockets:: Charas, this gains +9500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, draw up to 3 cards, and discard the same number of cards from your hand to the WR.

Summer Pockets - Pirate | SMP/W137-016SP T:

L2

C1

"Start of Summer" Kamome

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

Summer Pockets - Pirate | SMP/W137-017 T: None

L0

C0

Summer Pockets Anime Booster Pack

"Start of Summer" Kamome

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

Summer Pockets - Pirate | SMP/W137-017S T: None

L0

C0

"Sniper of the Steel Tower" Miki

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

[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.

Summer Pockets - Weapon | SMP/W137-018 T:

L0

C0

"Sniper of the Steel Tower" Miki

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

[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.

Summer Pockets - Weapon | SMP/W137-018S T:

L0

C0

"Sniper of the Steel Tower" Miki

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

[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.

Summer Pockets - Weapon | SMP/W137-018SP T:

L0

C0

"Goddess of the Lighthouse" Tsumugi

[C] During your turn, if you have 2 or more other ::Summer Pockets:: Charas, this gains +4000 Pow.

[A] When this attacks, if you have another ::Summer Pockets:: Chara, return up to 3 cards from the bottom card of your Stock to your hand, and put the same number of cards from your hand on the bottom of your Stock in any order.

Summer Pockets - Plush | SMP/W137-019 T: None

L1

C0

"Goddess of the Lighthouse" Tsumugi

[C] During your turn, if you have 2 or more other ::Summer Pockets:: Charas, this gains +4000 Pow.

[A] When this attacks, if you have another ::Summer Pockets:: Chara, return up to 3 cards from the bottom card of your Stock to your hand, and put the same number of cards from your hand on the bottom of your Stock in any order.

Summer Pockets - Plush | SMP/W137-019S T: None

L1

C0

"Full of Curiosity" Kamome

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Across the Seven Seas" is in your CX Zone and you have 2 or more other ::Summer Pockets:: Charas, reveal up to 3 cards from top of your LB, choose up to X ::Summer Pockets:: Charas and/or Events among them, put them in your hand, and put the rest in the WR. X is 2 if the sum of Levels of cards revealed this way is even and X is 1 if the sum is odd. (CX are considered to be Level 0 for this effect)

Summer Pockets - Pirate | SMP/W137-020 T: None

L1

C0

"Full of Curiosity" Kamome

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Across the Seven Seas" is in your CX Zone and you have 2 or more other ::Summer Pockets:: Charas, reveal up to 3 cards from top of your LB, choose up to X ::Summer Pockets:: Charas and/or Events among them, put them in your hand, and put the rest in the WR. X is 2 if the sum of Levels of cards revealed this way is even and X is 1 if the sum is odd. (CX are considered to be Level 0 for this effect)

Summer Pockets - Pirate | SMP/W137-020S T: None

L1

C0

"Unchanged Feelings" Tsumugi

[A] At the start of your Opp.'s Attack Phase, if this is in the Front Row, you may put the top card of your LB in the WR. If it's a Level 2 or lower Chara or "Picture Found in the Storage", choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

Summer Pockets - Plush | SMP/W137-021 T: None

L0

C0

"Unchanged Feelings" Tsumugi

[A] At the start of your Opp.'s Attack Phase, if this is in the Front Row, you may put the top card of your LB in the WR. If it's a Level 2 or lower Chara or "Picture Found in the Storage", choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

Summer Pockets - Plush | SMP/W137-021S T: None

L0

C0

Kamome, Fitting Maid Uniform

[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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +1500 Pow for the turn.

Summer Pockets - Pirate | SMP/W137-022 T: None

L0

C0

Kamome, Fitting Maid Uniform

[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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] During battles involving this, when Damage taken by you isn't Cancelled, this gains +1500 Pow for the turn.

Summer Pockets - Pirate | SMP/W137-022S T: None

L0

C0

"My Usual Self-Introduction" Tsumugi

[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 "Picture Found in the Storage" in your WR and return it to your hand.

[A] **1/Turn** When you play "Picture Found in the Storage", if you don't have another "My Usual Self-Introduction" Tsumugi, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Summer Pockets - Plush | SMP/W137-023 T: None

L0

C0

"My Usual Self-Introduction" Tsumugi

[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 "Picture Found in the Storage" in your WR and return it to your hand.

[A] **1/Turn** When you play "Picture Found in the Storage", if you don't have another "My Usual Self-Introduction" Tsumugi, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Summer Pockets - Plush | SMP/W137-023S T: None

L0

C0

"Torishirojima Youth Association" Ryouichi & Tenzen &

[A] When this attacks, choose up to 2 of your other ::TRAIT:: Charas, and those Charas gain +1500 Pow and "NAME" until the next end of your Opp.'s turn.

[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.

Summer Pockets - Weapon | SMP/W137-024 T: Soul

L2

C1

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"Torishirojima Youth Association" Ryouichi & Tenzen &

[A] When this attacks, choose up to 2 of your other ::TRAIT:: Charas, and those Charas gain +1500 Pow and "NAME" until the next end of your Opp.'s turn.

[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.

Summer Pockets - Weapon | SMP/W137-024S T:

L2

C1

"Pirate Higeneko-Dan Sortie!" Kamome

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CX, and shuffle your LB."

[S] [Put this Standing card in the WR] Choose a Chara in your WR and return it to your hand.

Summer Pockets - Pirate | SMP/W137-025 T: Soul

L2

C1

"Pirate Higeneko-Dan Sortie!" Kamome

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CX, and shuffle your LB."

[S] [Put this Standing card in the WR] Choose a Chara in your WR and return it to your hand.

Summer Pockets - Pirate | SMP/W137-025S T: Soul

L2

C1

Summer Pockets Anime Booster Pack

"Flag From That Summer" Kamome

[C] During your turn, this gains +2000 Pow.

[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 ::Summer Pockets:: Charas.

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] when this attacks, if "Starting Point" is in the CX Zone, may pay. If so, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp. twice." "Deal 3 Damage to your Opp.." (DC can occur)

Summer Pockets - Pirate | SMP/W137-026 T: Soul

L3

C2

"Flag From That Summer" Kamome

[C] During your turn, this gains +2000 Pow.

[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 ::Summer Pockets:: Charas.

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] when this attacks, if "Starting Point" is in the CX Zone, may pay. If so, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp. twice." "Deal 3 Damage to your Opp.." (DC can occur)

Summer Pockets - Pirate | SMP/W137-026S T: Soul

L3

C2

Kamome, Advancing Future

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Draw up to 2 cards, and discard a card from your hand to the WR." "You may put the top card of your Clock in the WR."

[A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Summer Pockets - Pirate | SMP/W137-027 T: Soul

L3

C2

Kamome, Advancing Future

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Draw up to 2 cards, and discard a card from your hand to the WR." "You may put the top card of your Clock in the WR."

[A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Summer Pockets - Pirate | SMP/W137-027S T: Soul

L3

C2

Kamome, Secret of the Triangular Shape?

[C] If this is in the Front Row Center Slot, you have 2 or more other "Kamome, Secret of the Triangular Shape?" in the Back Row, and you are Level 2 or lower, Chara Opposite this cannot deal damage to players.

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, this gains +3000 Pow for the turn.

Summer Pockets - Pirate | SMP/W137-028 T: None

L0

C0

Kamome, Secret of the Triangular Shape?

[C] If this is in the Front Row Center Slot, you have 2 or more other "Kamome, Secret of the Triangular Shape?" in the Back Row, and you are Level 2 or lower, Chara Opposite this cannot deal damage to players.

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, this gains +3000 Pow for the turn.

Summer Pockets - Pirate | SMP/W137-028S T: None

L0

C0

Tsumugi, First Time "Like"

[C] All your other ::Summer Pockets:: Charas gain +500 Pow.

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Summer Pockets - Plush | SMP/W137-029 T: None

L0

C0

Tsumugi, First Time "Like"

[C] All your other ::Summer Pockets:: Charas gain +500 Pow.

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Summer Pockets - Plush | SMP/W137-029S T: None

L0

C0

Miki, Warm Custom

[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 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Summer Pockets:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)

Summer Pockets - Weapon | SMP/W137-030 T:

L1

C0

Miki, Warm Custom

[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 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Summer Pockets:: Chara, choose a Chara in your Opp.'s Front Row, and that Chara gets -6000 Pow for the turn. (Put the revealed card back where it was)

Summer Pockets - Weapon | SMP/W137-030S T:

L1

C0

"Girl Student Dreamed Of" Kamome

[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.

[A] When this is placed from the Stage to the WR, if you have 4 or more other ::Summer Pockets:: Charas, you may choose a ::Summer Pockets:: Chara in your WR and put it in your Stock.

Summer Pockets - Pirate | SMP/W137-031 T: Soul

L1

C1

"Girl Student Dreamed Of" Kamome

[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.

[A] When this is placed from the Stage to the WR, if you have 4 or more other ::Summer Pockets:: Charas, you may choose a ::Summer Pockets:: Chara in your WR and put it in your Stock.

Summer Pockets - Pirate | SMP/W137-031S T: Soul

L1

C1

Tsumugi, Cat's Greeting

[C] During your turn, this gets -1 Level while on the Stage.
[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.
[C] **RECOLLECTION** If "Picture Found in the Storage" is in your Memory, this gains "[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow".

Summer Pockets - Plush | SMP/W137-032 T: Soul

L1

C1

Tsumugi, Cat's Greeting

[C] During your turn, this gets -1 Level while on the Stage.
[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.
[C] **RECOLLECTION** If "Picture Found in the Storage" is in your Memory, this gains "[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow".

Summer Pockets - Plush | SMP/W137-032S T: Soul

L1

C1

Picture Found in the Storage

Look at up to 3 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara or "Picture Found in the Storage", reveal it, put it in your hand, put the rest in the WR, look at the top card of your LB and put it either on top or bottom of the LB.
Send this to Memory.
[C] **RECOLLECTION** If this is in Memory, during your turn, all your ::Summer Pockets:: Charas gain +500 Pow.

SMP/W137-033 T: None

L1

C1

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Picture Found in the Storage

Look at up to 3 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara or "Picture Found in the Storage", reveal it, put it in your hand, put the rest in the WR, look at the top card of your LB and put it either on top or bottom of the LB.
[C] **RECOLLECTION** If this is in Memory, during your turn, all your ::Summer Pockets:: Charas gain +500 Pow.

SMP/W137-033S T: None

L1

C1

Across the Seven Seas

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SMP/W137-034 T: Treasure

Across the Seven Seas

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SMP/W137-034R T: Treasure

Summer Pockets Anime Booster Pack

Starting Point

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SMP/W137-035 T: Treasure

Starting Point

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

SMP/W137-035R T: Treasure

"Summer Vacation Again" Shiroha & Umi

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +1500 Pow for the turn.
[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.

Summer Pockets - Time | SMP/W137-036 T: None

L0

C0

"Summer Vacation Again" Shiroha & Umi

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +1500 Pow for the turn.
[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.

Summer Pockets - Time | SMP/W137-036S T: None

L0

C0

"Summer Vacation Again" Shiroha & Umi

[A] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +1500 Pow for the turn.
[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.

Summer Pockets - Time | SMP/W137-036SP T:

L0

C0

"The Summer Butterfly and the Night Girl" Ao

[A] When this is placed from hand to the Stage, if all your Charas are ::Summer Pockets::, look at up to 3 cards from 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. If you put a card in your hand this way, discard a card from your hand to the WR.
[A] When this is placed from the Stage to the WR, if there is 1 or fewer card in your Memory, you may send this to Memory.

Summer Pockets - Twins | SMP/W137-037 T: None

L0

C0

"The Summer Butterfly and the Night Girl" Ao

[A] When this is placed from hand to the Stage, if all your Charas are ::Summer Pockets::, look at up to 3 cards from 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. If you put a card in your hand this way, discard a card from your hand to the WR.
[A] When this is placed from the Stage to the WR, if there is 1 or fewer card in your Memory, you may send this to Memory.

Summer Pockets - Twins | SMP/W137-037S T: None

L0

C0

"The Summer Butterfly and the Night Girl" Ao

[A] When this is placed from hand to the Stage, if all your Charas are ::Summer Pockets::, look at up to 3 cards from 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. If you put a card in your hand this way, discard a card from your hand to the WR.
[A] When this is placed from the Stage to the WR, if there is 1 or fewer card in your Memory, you may send this to Memory.

Summer Pockets - Twins | SMP/W137-037SSP T:

L0

C0

"Girl Staring at the Sea" Shiroha

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 Pow and the following ability. "[C] If there's a Chara with 'Nanami' in name among this card's Markers, this gains +7500 Pow, if not, during your turn, this gains +3000 Pow."
[A] **CX COMBO** When "Summer Spent Together" is placed in your CX Zone, if this is in the Front Row, choose up to X ::Summer Pockets:: Charas in your WR and return them to your hand. If you returned 2 cards to your hand this way, you may choose a card in your hand and put it in your Stock. X is 2 if there is a Chara with "Umi" or "Nanami" in name among this card's Markers and X is 1 if not.

Summer Pockets - Time | SMP/W137-038 T: None

L1

C0

"Girl Staring at the Sea" Shiroha

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 Pow and the following ability. "[C] If there's a Chara with 'Nanami' in name among this card's Markers, this gains +7500 Pow, if not, during your turn, this gains +3000 Pow."
[A] **CX COMBO** When "Summer Spent Together" is placed in your CX Zone, if this is in the Front Row, choose up to X ::Summer Pockets:: Charas in your WR and return them to your hand. If you returned 2 cards to your hand this way, you may choose a card in your hand and put it in your Stock. X is 2 if there is a Chara with "Umi" or "Nanami" in name among this card's Markers and X is 1 if not.

Summer Pockets - Time | SMP/W137-038S T: None

L1

C0

"Girl Staring at the Sea" Shiroha

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +1000 Pow and the following ability. "[C] If there's a Chara with 'Nanami' in name among this card's Markers, this gains +7500 Pow, if not, during your turn, this gains +3000 Pow."
[A] **CX COMBO** When "Summer Spent Together" is placed in your CX Zone, if this is in the Front Row, choose up to X ::Summer Pockets:: Charas in your WR and return them to your hand. If you returned 2 cards to your hand this way, you may choose a card in your hand and put it in your Stock. X is 2 if there is a Chara with "Umi" or "Nanami" in name among this card's Markers and X is 1 if not.

Summer Pockets - Time | SMP/W137-038SSP T:

L1

C0

"Shrine Maiden of Sorakado" Ao

[C] If all your Charas are ::Summer Pockets::, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a ::Summer Pockets:: Chara from your hand to the WR]"
[A] **CX COMBO** [(1)] At the start of your Attack Phase, if "Daybreak Memories" is in the CX Zone and you have another ::Summer Pockets:: Chara, may pay. If so, choose 1 of your ::Summer Pockets:: Charas and Stand it.

Summer Pockets - Twins | SMP/W137-039 T: Soul

L2

C2

"Shrine Maiden of Sorakado" Ao

[C] If all your Charas are ::Summer Pockets::, this gains the following 2 abilities.
[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a ::Summer Pockets:: Chara from your hand to the WR]
[A] **CX COMBO** [(1)] At the start of your Attack Phase, if "Daybreak Memories" is in the CX Zone and you have another ::Summer Pockets:: Chara, may pay. If so, choose 1 of your ::Summer Pockets:: Charas and Stand it.

Summer Pockets - Twins | SMP/W137-039S T: Soul

L2
C2

"Shrine Maiden of Sorakado" Ao

[C] If all your Charas are ::Summer Pockets::, this gains the following 2 abilities.
[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a ::Summer Pockets:: Chara from your hand to the WR]
[A] **CX COMBO** [(1)] At the start of your Attack Phase, if "Daybreak Memories" is in the CX Zone and you have another ::Summer Pockets:: Chara, may pay. If so, choose 1 of your ::Summer Pockets:: Charas and Stand it.

Summer Pockets - Twins | SMP/W137-039SP T:

L2
C2

"Summer Vacation Again" Umi

[A] When this attacks, if there's a Chara with "Shiroha" in name among this card's Markers, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and put up to 1 card from top of your LB in your Stock.
[A] **CX COMBO** [(2)] When this attacks, if "Beyond the Extended Hand" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

Summer Pockets - Time | SMP/W137-040 T: Soul

L3
C2

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"Summer Vacation Again" Umi

[A] When this attacks, if there's a Chara with "Shiroha" in name among this card's Markers, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and put up to 1 card from top of your LB in your Stock.
[A] **CX COMBO** [(2)] When this attacks, if "Beyond the Extended Hand" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

Summer Pockets - Time | SMP/W137-040S T: Soul

L3
C2

"Summer Vacation Again" Umi

[A] When this attacks, if there's a Chara with "Shiroha" in name among this card's Markers, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and put up to 1 card from top of your LB in your Stock.
[A] **CX COMBO** [(2)] When this attacks, if "Beyond the Extended Hand" is in the CX Zone, may pay. If so, deal 1 Damage to your Opp., put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

Summer Pockets - Time | SMP/W137-040SP T: Soul

L3
C2

Shiroha, Starting Over From Here

[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards from your LB and put them in the WR. For each CX with a Comeback Trigger Icon revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Summer Pockets - Time | SMP/W137-041 T: None

L0
C0

Summer Pockets Anime Booster Pack

Shiroha, Starting Over From Here

[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards from your LB and put them in the WR. For each CX with a Comeback Trigger Icon revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Summer Pockets - Time | SMP/W137-041S T: None

L0
C0

"Sleeping Beauty of Torishirojima" Ao

[A] **ACCELERATE** [Put a ::Summer Pockets:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-042 T: None

L0
C0

"Sleeping Beauty of Torishirojima" Ao

[A] **ACCELERATE** [Put a ::Summer Pockets:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-042S T: None

L0
C0

"Best Dish is Fried Rice" Umi

[A] [Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, may pay. If so, draw up to 2 cards.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.

Summer Pockets - Time | SMP/W137-043 T: None

L1
C0

"Best Dish is Fried Rice" Umi

[A] [Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, may pay. If so, draw up to 2 cards.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.

Summer Pockets - Time | SMP/W137-043S T: None

L1
C0

"Standing Together in the Summer Skies" Shiroha & Ao

[A] [(1) Discard a ::Summer Pockets:: Chara from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, put the top card of your Clock in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Time | SMP/W137-044 T: Soul

L2
C1

"Standing Together in the Summer Skies" Shiroha & Ao

[A] [(1) Discard a ::Summer Pockets:: Chara from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, put the top card of your Clock in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Time | SMP/W137-044S T: Soul

L2
C1

"Future Memories" Nanami

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Chara with "Shiroha" in name in your WR and return it to your hand.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR, and put the top card of your LB in your Stock.

Summer Pockets - Time | SMP/W137-045 T: Soul

L2
C1

"Future Memories" Nanami

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Chara with "Shiroha" in name in your WR and return it to your hand.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR, and put the top card of your LB in your Stock.

Summer Pockets - Time | SMP/W137-045S T: Soul

L2
C1

"Future Memories" Nanami

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Chara with "Shiroha" in name in your WR and return it to your hand.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR, and put the top card of your LB in your Stock.

Summer Pockets - Time | SMP/W137-045SP T: Soul

L2
C1

"Seeds of Sunflowers" Nanami

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR, and put the top card of your LB in your Stock.

Summer Pockets - Time | SMP/W137-046 T: Soul

L2
C1

"Seeds of Sunflowers" Nanami

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR, and put the top card of your LB in your Stock.

Summer Pockets - Time | SMP/W137-046S T: Soul

L2
C1

"AFTER PARTY" Ao

[C] If all your Charas are ::Summer Pockets::, this gains +5000 Pow.
[A] When this is placed from the WR to the Stage, you may choose a "The Summer Butterfly and the Night Girl' Ao" in your WR and send it to Memory.
[A] **RECOLLECTION** [(2) Discard a card from your hand to the WR] When this attacks, if there are 2 or more "The Summer Butterfly and the Night Girl' Ao" in your Memory and you have 2 or more other ::Summer Pockets:: Charas, may pay. If so, deal 3 or 4 Damage to your Opp.. (DC can occur)

Summer Pockets - Twins | SMP/W137-047 T: Soul

L3
C2

"AFTER PARTY" Ao

[C] If all your Charas are ::Summer Pockets::, this gains +5000 Pow.
[A] When this is placed from the WR to the Stage, you may choose a "The Summer Butterfly and the Night Girl' Ao" in your WR and send it to Memory.
[A] **RECOLLECTION** [(2) Discard a card from your hand to the WR] When this attacks, if there are 2 or more "The Summer Butterfly and the Night Girl' Ao" in your Memory and you have 2 or more other ::Summer Pockets:: Charas, may pay. If so, deal 3 or 4 Damage to your Opp.. (DC can occur)

Summer Pockets - Twins | SMP/W137-047S T: Soul

L3
C2

"Seeds of Sunflowers" Shiroha

[C] If this is in the Front Row, there is a Chara with "Nanami" in name in this card's Markers, and you have another ::Summer Pockets:: Chara, this gains +1000 Pow, all your ::Summer Pockets:: Charas gain +1000 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Summer Pockets - Time | SMP/W137-048 T: Soul

L3
C2

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"Seeds of Sunflowers" Shiroha

[C] If this is in the Front Row, there is a Chara with "Nanami" in name in this card's Markers, and you have another ::Summer Pockets:: Chara, this gains +1000 Pow, all your ::Summer Pockets:: Charas gain +1000 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Summer Pockets - Time | SMP/W137-048S T: Soul

L3
C2

"Start of Summer" Shiroha

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB." "Choose up to 2 ::Summer Pockets:: Charas in your WR and put them in your Stock in any order."
[A] [(3)] When this attacks, may pay. If so, your Opp. puts all of their Stock in the WR, then puts the same number of cards from top of their LB in their Stock.

Summer Pockets - Time | SMP/W137-049 T: Soul

L3
C2

"Start of Summer" Shiroha

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB." "Choose up to 2 ::Summer Pockets:: Charas in your WR and put them in your Stock in any order."
[A] [(3)] When this attacks, may pay. If so, your Opp. puts all of their Stock in the WR, then puts the same number of cards from top of their LB in their Stock.

Summer Pockets - Time | SMP/W137-049S T: Soul

L3
C2

Summer Pockets Anime Booster Pack

"Quetzalcoatl" Shiroha

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Summer Pockets - Time | SMP/W137-050 T: None

L0
C0

"Quetzalcoatl" Shiroha

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Summer Pockets - Time | SMP/W137-050S T: None

L0
C0

"Welcome to Torishirojima" Ao

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Summer Pockets - Twins | SMP/W137-051 T: None

L0
C0

"Welcome to Torishirojima" Ao

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Summer Pockets:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Summer Pockets - Twins | SMP/W137-051S T: None

L0
C0

Shiroha, "Future" That She "Saw"

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.

Summer Pockets - Time | SMP/W137-052 T: None

L0
C0

Shiroha, "Future" That She "Saw"

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.

Summer Pockets - Time | SMP/W137-052S T: None

L0
C0

"Memories Inside the Pocket" Umi

[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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.

Summer Pockets - Time | SMP/W137-053 T: None

L0
C0

"Memories Inside the Pocket" Umi

[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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] **INHERIT** When your other Chara is placed from hand to the Stage, if there's no Marker under that Chara, you may choose up to 1 Marker from under this as well as this and put them face-up under that Chara placed to the Stage in any order as Markers. If so, put the rest of the Marker(s) in the WR.

Summer Pockets - Time | SMP/W137-053S T: None

L0
C0

Shiroha & Umi, Wrapped Time

[C] During your turn, all your other ::Summer Pockets:: Charas gain +1000 Pow.
[S] [Discard a card from your hand to the WR. Rest this] Choose a Chara with **INHERIT** in your WR and return it to your hand.

Summer Pockets - Time | SMP/W137-054 T: None

L1
C0

Shiroha & Umi, Wrapped Time

[C] During your turn, all your other ::Summer Pockets:: Charas gain +1000 Pow.
[S] [Discard a card from your hand to the WR. Rest this] Choose a Chara with **INHERIT** in your WR and return it to your hand.

Summer Pockets - Time | SMP/W137-054S T: None

L1
C0

Ao, Found "Shichieichou"

[A] When your CX is placed in the CX Zone, search your LB for up to 1 Chara with "Ai" in name, put it in the WR, and shuffle your LB.
[A] **CX COMBO** [Return this to your hand] When "End of a Long Dream" is placed in your CX Zone, may pay. If so, reveal the top card of your LB, choose a Level X or lower ::Summer Pockets:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Summer Pockets - Twins | SMP/W137-055 T: None

L1
C0

Ao, Found "Shichieichou"

[A] When your CX is placed in the CX Zone, search your LB for up to 1 Chara with "Ai" in name, put it in the WR, and shuffle your LB.
[A] **CX COMBO** [Return this to your hand] When "End of a Long Dream" is placed in your CX Zone, may pay. If so, reveal the top card of your LB, choose a Level X or lower ::Summer Pockets:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Summer Pockets - Twins | SMP/W137-055S T: None

L1
C0

Umi, Wants to Be Yelled At

[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 "Umi's Homemade Fried Rice" or "Umi's Drawing Book", reveal it, put it in your hand, shuffle your LB, and reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] [(1)] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, may pay. If so, put the bottom card of your Opp.'s LB in the WR. If that's a CX, deal 2 Damage to your Opp.. (DC can occur)

Summer Pockets - Time | SMP/W137-056 T: None

L1
C0

Umi, Wants to Be Yelled At

[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 "Umi's Homemade Fried Rice" or "Umi's Drawing Book", reveal it, put it in your hand, shuffle your LB, and reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] [(1)] When this is placed from hand to the Stage, if you have another ::Summer Pockets:: Chara, may pay. If so, put the bottom card of your Opp.'s LB in the WR. If that's a CX, deal 2 Damage to your Opp.. (DC can occur)

Summer Pockets - Time | SMP/W137-056S T: None

L1
C0

Shiroha, Summer Gone

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.
[S] [(1)] Put this on the bottom of the LB] If you have another Chara with "Nanami" in name, choose a "Seeds of Sunflowers' Shiroha" in your WR and return it to your hand, choose up to 1 "Seeds of Sunflowers' Shiroha" in your hand and put it in the Slot this was in.

Summer Pockets - Time | SMP/W137-057 T: None

L2
C1

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Shiroha, Summer Gone

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.
[S] [(1)] Put this on the bottom of the LB] If you have another Chara with "Nanami" in name, choose a "Seeds of Sunflowers' Shiroha" in your WR and return it to your hand, choose up to 1 "Seeds of Sunflowers' Shiroha" in your hand and put it in the Slot this was in.

Summer Pockets - Time | SMP/W137-057S T: None

L2
C1

"Did You Have Fun Last Night?" Ao

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.
[S] **BRAINSTORM** [(1)] Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Summer Pockets - Twins | SMP/W137-058 T: Soul

L2
C1

"Did You Have Fun Last Night?" Ao

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.
[S] **BRAINSTORM** [(1)] Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Summer Pockets - Twins | SMP/W137-058S T: Soul

L2
C1

Summer Pockets Anime Booster Pack

Umi, Determined

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.
[A] [(1)] Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, search your LB for up to 1 "Nanami, Waking Up in the Chicken House", put it in the Slot this was in, and shuffle your LB.

Summer Pockets - Time | SMP/W137-059 T: None

L0
C0

Umi, Determined

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.
[A] [(1)] Put this in the WR] At the start of your Encore Step, if this is Rested, may pay. If so, search your LB for up to 1 "Nanami, Waking Up in the Chicken House", put it in the Slot this was in, and shuffle your LB.

Summer Pockets - Time | SMP/W137-059S T: None

L0
C0

"Traveler" Hairi

[A] [(1)] Discard a card from your hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] At the start of your Opp.'s Attack Phase, if this is in the Front Row Center Slot, move this to a vacant Slot in the Front Row.

Summer Pockets - Time | SMP/W137-060 T: None

L0
C0

"Traveler" Hairi

[A] [(1)] Discard a card from your hand to the WR] When this attacks, may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] At the start of your Opp.'s Attack Phase, if this is in the Front Row Center Slot, move this to a vacant Slot in the Front Row.

Summer Pockets - Time | SMP/W137-060S T: None

L0
C0

"To the Future You Saw" Nanami

[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Time | SMP/W137-061 T: None

L0
C0

"To the Future You Saw" Nanami

[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Time | SMP/W137-061S T: None

L0
C0

"I Said No!" Ao

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

Summer Pockets - Twins | SMP/W137-062 T: None

L0
C0

"I Said No!" Ao

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

Summer Pockets - Twins | SMP/W137-062S T: None

L0
C0

"Shiroha's Teachings" Kyouko

[A] When this attacks, choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains +2500 Pow and the following ability until the next end of your Opp.'s turn. "[A] [(1)] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this."

Summer Pockets - Book | SMP/W137-063 T: None

L1
C0

"Shiroha's Teachings" Kyouko

[A] When this attacks, choose 1 of your other ::Summer Pockets:: Charas, and that Chara gains +2500 Pow and the following ability until the next end of your Opp.'s turn. "[A] [(1)] At the start of Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this."

Summer Pockets - Book | SMP/W137-063S T: None

L1
C0

Umi, Smile That Brings the Family Together

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +3000 Pow.
[A] During the turn this is placed from hand to the Stage, when this attacks, if there's a Marker under this, look at up to 5 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-064 T: None

L1
C0

Umi, Smile That Brings the Family Together

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +3000 Pow.
[A] During the turn this is placed from hand to the Stage, when this attacks, if there's a Marker under this, look at up to 5 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Time | SMP/W137-064S T: None

L1
C0

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

[A] [Discard a ::Summer Pockets:: Chara from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

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

[A] [Discard a ::Summer Pockets:: Chara from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

L1
C0

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

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Summer Pockets:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

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

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

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Summer Pockets:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR." [A] **ENCORE** [Discard a Chara from your hand to the WR]

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

[A] When your CX with a Comeback Trigger Icon is triggered, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

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

[A] When your CX with a Comeback Trigger Icon is triggered, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

L2
C1

[Counter] If you don't have a Chara with "Umi" in name, you cannot play this from hand.

Look at up to 3 cards from top of your LB and search for up to 3 ::Summer Pockets: Charas and/or "Umi's Homemade Fried Rice" and/or "Umi's Drawing Book", reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. *Choose 1 of your ::Summer Pockets: Charas, and that Chara gains +1000 Pow for the turn. X = Your Level.

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

[Counter] If you don't have a Chara with "Umi" in name, you cannot play this from hand.

Look at up to 3 cards from top of your LB and search for up to 3 ::Summer Pockets:: Charas and/or Umi's Homemade Fried Rice" and/or Umi's Drawing Book", reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. "Choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn." X = Your Level.

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

Look at up to 3 cards from top of your LB and search for up to 3: :Summer Pockets: Charas and/or 'Umi's Homemade Fried Rice' and/or 'Umi's Drawing Book', reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. *Choose 1 of your :Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn. * X = Your Level.

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

(Counter) If you don't have a Chara with "Umi" in name, you cannot play this from hand.

Look at up to 3 cards from top of your LB and search for up to 3 ::Summer Pockets: Charas and/or Umi's Homemade Fried Rice" and/or "Umi's Drawing Book", reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. "Choose 1 of your ::Summer Pockets: Charas, and that Chara gains +1000 Pow for the turn." X = Your Level.

L1
C0

[Counter] If you don't have a Chara with "Umi" in name, you cannot play this from hand.

Look at up to 3 cards from top of your LB and search for up to 3 ::Summer Pockets:: Charas and/or Umi's Homemade Fried Rice" and/or "Umi's Drawing Book", reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. "Choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn." X = Your Level.

L1
C0

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

Look at up to 3 cards from top of your LB and search for up to 3: ::Summer Pockets: Charas and/or 'Umi's Homemade Fried Rice' and/or 'Umi's Drawing Book', reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. 'Choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn.' X = Your Level.

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

(Counter) If you don't have a Chara with "Umi" in name, you cannot play this from hand.

Look at up to 3 cards from top of your LB and search for up to 3 ::Summer Pockets: Charas and/or "Umi's Homemade Fried Rice" and/or "Umi's Drawing Book", reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. "Choose 1 of your ::Summer Pockets: Charas, and that Chara gains +1000 Pow for the turn." X = Your Level.

L1
C0

[Counter] If you don't have a Chara with "Umi" in name, you cannot play this from hand.

Look at up to 3 cards from top of your LB and search for up to 3 ::Summer Pockets:: Charas and/or "Umi's Homemade Fried Rice" and/or "Umi's Drawing Book", reveal them, put them in your hand, put the rest in the WR, and discard X cards from your hand to the WR. If you are Level 2 or higher, perform the following action X times. "Choose 1 of your ::Summer Pockets:: Charas, and that Chara gains +1000 Pow for the turn." X = Your Level.

L1
C0

[Put a ::Summer Pockets:: Chara from your Stage in the WR] may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

L1
C0

[Put a ::Summer Pockets:: Chara from your Stage in the WR] may pay. If so, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

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

1

1

Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070b T: Salvage

Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070c T: Salvage

Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070d T: Salvage

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Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070Ra T: Salvage

Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070Rb T: Salvage

Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070Rc T: Salvage

Summer Pockets Anime Booster Pack

Summer Spent Together

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-070Rd T: Salvage

Daybreak Memories

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SMP/W137-071 T: Soul Standby

Daybreak Memories

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SMP/W137-071R T: Soul Standby

Beyond the Extended Hand

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-072 T: Salvage

Beyond the Extended Hand

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

SMP/W137-072R T: Salvage

End of a Long Dream

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SMP/W137-073 T: Soul Standby

End of a Long Dream

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

SMP/W137-073R T: Soul Standby

"Summer Vacation of a Lifetime" Tsumugi

[A] **CX COMBO** When "Welcome Back" is placed in your CX Zone, if you have 2 or more other ::Summer Pockets:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB."
[S] [(1) Rest 2 of your Charas] Look at up to 4 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Plush | SMP/W137-074 T: None

L0
C0

"Summer Vacation of a Lifetime" Tsumugi

[A] **CX COMBO** When "Welcome Back" is placed in your CX Zone, if you have 2 or more other ::Summer Pockets:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB."
[S] [(1) Rest 2 of your Charas] Look at up to 4 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Plush | SMP/W137-074S T: None

L0
C0

"Summer Vacation of a Lifetime" Tsumugi

[A] **CX COMBO** When "Welcome Back" is placed in your CX Zone, if you have 2 or more other ::Summer Pockets:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB."
[S] [(1) Rest 2 of your Charas] Look at up to 4 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Plush | SMP/W137-074SP T:

L0
C0

"Lighthouse, Song, and Girl" Tsumugi

[C] If you have 4 or more ::Summer Pockets:: Charas, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your Clock, put it in the WR, and if you have 4 or more other ::Summer Pockets:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul."

Summer Pockets - Plush | SMP/W137-075 T: Soul

L3
C2

"Lighthouse, Song, and Girl" Tsumugi

[C] If you have 4 or more ::Summer Pockets:: Charas, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your Clock, put it in the WR, and if you have 4 or more other ::Summer Pockets:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul."

Summer Pockets - Plush | SMP/W137-075S T: Soul

L3
C2

"Lighthouse, Song, and Girl" Tsumugi

[C] If you have 4 or more ::Summer Pockets:: Charas, this gets -1 Level while in your hand.

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your Clock, put it in the WR, and if you have 4 or more other ::Summer Pockets:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul."

Summer Pockets - Plush | SMP/W137-075SSP T:

L3C2

"Start of Summer" Tsumugi

[A] At the start of your CX Phase, if you have 2 or more other ::Summer Pockets:: Charas, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX 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."

Summer Pockets - Plush | SMP/W137-076 T: None

L0C0

"Start of Summer" Tsumugi

[A] At the start of your CX Phase, if you have 2 or more other ::Summer Pockets:: Charas, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX 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."

Summer Pockets - Plush | SMP/W137-076S T: None

L0C0

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"AFTER PARTY" Kamome

[C] During your turn, this gains +5000 Pow.

[A] [(1)] When this attacks, if you have another ::Summer Pockets:: Chara, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of the LB or in the WR, and perform the following action. "You may reveal the top card of your LB. If it's a ::Summer Pockets:: Chara, put it in your Stock." (Otherwise put it back where it was)

Summer Pockets - Pirate | SMP/W137-077 T: None

L1C0

"AFTER PARTY" Kamome

[C] During your turn, this gains +5000 Pow.

[A] [(1)] When this attacks, if you have another ::Summer Pockets:: Chara, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of the LB or in the WR, and perform the following action. "You may reveal the top card of your LB. If it's a ::Summer Pockets:: Chara, put it in your Stock." (Otherwise put it back where it was)

Summer Pockets - Pirate | SMP/W137-077S T: None

L1C0

"Sleeping Face Without Guard" Ao

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.

[A] **CX COMBO** At the end of this card's attack, if "Lucky Accident" is in the CX Zone, you have 2 or more other ::Summer Pockets:: Charas, and either (a) there's no Chara Opposite this or (b) Chara Opposite this is Reversed, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-078 T: None

L1C0

Summer Pockets Anime Booster Pack

"Sleeping Face Without Guard" Ao

[C] If you have 2 or more other ::Summer Pockets:: Charas, this gains +2000 Pow.

[A] **CX COMBO** At the end of this card's attack, if "Lucky Accident" is in the CX Zone, you have 2 or more other ::Summer Pockets:: Charas, and either (a) there's no Chara Opposite this or (b) Chara Opposite this is Reversed, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-078S T: None

L1C0

"Precious Friend" Shizuku

[A] During your Clock Phase, when this is placed from hand to your Clock, if there's a CX with a Draw Trigger Icon in your WR, draw a card.

Summer Pockets - Oppai | SMP/W137-079 T: Soul

L2C1

"Precious Friend" Shizuku

[A] During your Clock Phase, when this is placed from hand to your Clock, if there's a CX with a Draw Trigger Icon in your WR, draw a card.

Summer Pockets - Oppai | SMP/W137-079S T: Soul

L2C1

"Precious Friend" Shizuku

[A] During your Clock Phase, when this is placed from hand to your Clock, if there's a CX with a Draw Trigger Icon in your WR, draw a card.

Summer Pockets - Oppai | SMP/W137-079SP T:

L2C1

"AFTER PARTY" Tsumugi

[C] All your other "Holding Hands and Moving Forward" Tsumugi & Shizuku" gain +2500 Pow and the following ability. "[A] **CX COMBO** [Put a CX from your CX Zone in the WR] When this attacks, may pay. If so, choose up to 1 "Two of Them Always Together" in your hand and put it in the CX Zone."

[A] **CX COMBO** [Discard 3 cards from your hand to the WR] When "Welcome Back" is placed in your CX Zone, if you are Level 3 and you have 4 or more other ::Summer Pockets:: Charas, may pay. If so, return all cards from your WR to your LB, search your LB for up to 3 "Two of Them Always Together", reveal them, put them in your hand, and shuffle your LB.

Summer Pockets - Plush | SMP/W137-080 T: Soul

L2C1

"AFTER PARTY" Tsumugi

[C] All your other "Holding Hands and Moving Forward" Tsumugi & Shizuku" gain +2500 Pow and the following ability. "[A] **CX COMBO** [Put a CX from your CX Zone in the WR] When this attacks, may pay. If so, choose up to 1 "Two of Them Always Together" in your hand and put it in the CX Zone."

[A] **CX COMBO** [Discard 3 cards from your hand to the WR] When "Welcome Back" is placed in your CX Zone, if you are Level 3 and you have 4 or more other ::Summer Pockets:: Charas, may pay. If so, return all cards from your WR to your LB, search your LB for up to 3 "Two of Them Always Together", reveal them, put them in your hand, and shuffle your LB.

Summer Pockets - Plush | SMP/W137-080S T: Soul

L2C1

"Kamome, Kamome, Maybe Kamome" Kamome

[C] All your other ::Summer Pockets:: Charas gain +1500 Pow.

[A] 1/Turn When your other ::Pirate:: Chara is placed from hand to the Stage, you may put the top card of your LB in your Stock.

[A] **CX COMBO** [Put a ::Pirate:: Chara from your Stage in the WR, Rest this] When "Chasing Dream" is placed in your CX Zone, if you have 3 or more other ::Summer Pockets:: Charas, may pay. If so, choose a ::Pirate:: Chara in your WR and put it in any Slot on the Stage.

Summer Pockets - Pirate | SMP/W137-081 T: Soul

L3C2

"Kamome, Kamome, Maybe Kamome" Kamome

[C] All your other ::Summer Pockets:: Charas gain +1500 Pow.

[A] 1/Turn When your other ::Pirate:: Chara is placed from hand to the Stage, you may put the top card of your LB in your Stock.

[A] **CX COMBO** [Put a ::Pirate:: Chara from your Stage in the WR, Rest this] When "Chasing Dream" is placed in your CX Zone, if you have 3 or more other ::Summer Pockets:: Charas, may pay. If so, choose a ::Pirate:: Chara in your WR and put it in any Slot on the Stage.

Summer Pockets - Pirate | SMP/W137-081S T: Soul

L3C2

"Holding Hands and Moving Forward" Tsumugi &

[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** When this attacks, if "Two of Them Always Together" is in the CX Zone, declare a number less than or equal to this card's Soul, deal X Damage to your Opp., this gets -X Soul and gains the following ability for the turn. "[A] [Put a CX card from your CX Zone in the WR] At the start of the Encore Step, may pay. If so, return all cards from your WR to your LB, and shuffle your LB." X = the number you declared. (You cannot declare a negative number. DC can occur)

Summer Pockets - Plush | SMP/W137-082 T: Soul

L3C2

"Holding Hands and Moving Forward" Tsumugi &

[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** When this attacks, if "Two of Them Always Together" is in the CX Zone, declare a number less than or equal to this card's Soul, deal X Damage to your Opp., this gets -X Soul and gains the following ability for the turn. "[A] [Put a CX card from your CX Zone in the WR] At the start of the Encore Step, may pay. If so, return all cards from your WR to your LB, and shuffle your LB." X = the number you declared. (You cannot declare a negative number. DC can occur)

Summer Pockets - Plush | SMP/W137-082S T: Soul

L3C2

Ai in Her Youth

[C] All your other "Sleeping Face Without Guard" Ao" gain +1000 Pow.

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

[A] [Discard a ::Summer Pockets:: 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 "Sleeping Face Without Guard" Ao" or "Ao in Her Youth", reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-083 T: None

L0C0

Ai in Her Youth

[C] All your other "Sleeping Face Without Guard" Ao" gain +1000 Pow.

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

[A] [Discard a ::Summer Pockets:: 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 "Sleeping Face Without Guard" Ao" or "Ao in Her Youth", reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-083S T: None

L0C0

"Cotton Candy and Watermelon Bar" Tsumugi & Shiroha

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

Summer Pockets - Plush | SMP/W137-084 T: None

L0
C0

"Cotton Candy and Watermelon Bar" Tsumugi & Shiroha

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

Summer Pockets - Plush | SMP/W137-084S T: None

L0
C0

"Sky Is Blue" Kamome

[A] [Discard a card from your hand to the WR] When this attacks, if you have another ::Summer Pockets:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Event or BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Pirate | SMP/W137-085 T: None

L0
C0

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"Sky Is Blue" Kamome

[A] [Discard a card from your hand to the WR] When this attacks, if you have another ::Summer Pockets:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Event or BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Summer Pockets - Pirate | SMP/W137-085S T: None

L0
C0

"Tsumugi Rolling" Tsumugi

[A] [(1) When you use the **BACKUP** of this, if there are 5 or more CX with Draw Trigger Icons in your WR, may pay. If so, return all cards from your WR to your LB, and shuffle your LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Plush | SMP/W137-086 T: Soul

L2
C1

"Tsumugi Rolling" Tsumugi

[A] [(1) When you use the **BACKUP** of this, if there are 5 or more CX with Draw Trigger Icons in your WR, may pay. If so, return all cards from your WR to your LB, and shuffle your LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Summer Pockets - Plush | SMP/W137-086S T: Soul

L2
C1

Summer Pockets Anime Booster Pack

"Gentle the First Time" Ai

[C] If you have 3 or more other ::Summer Pockets:: Charas, this gains +1000 Pow and the following 2 abilities. [A] When this attacks, look at the top card of your LB and put it either on top or bottom of the LB." [A] **ENCORE** [Discard a ::Summer Pockets: Chara from your hand to the WR]
[C] **RECOLLECTION** If there are 2 or more ::Summer Pockets:: Charas in your Memory, during your turn, this gains +1500 Pow, and during your Opp.'s turn, this gains +500 Pow.

Summer Pockets - Twins | SMP/W137-087 T: Soul

L2
C2

"Gentle the First Time" Ai

[C] If you have 3 or more other ::Summer Pockets:: Charas, this gains +1000 Pow and the following 2 abilities. [A] When this attacks, look at the top card of your LB and put it either on top or bottom of the LB." [A] **ENCORE** [Discard a ::Summer Pockets: Chara from your hand to the WR]
[C] **RECOLLECTION** If there are 2 or more ::Summer Pockets:: Charas in your Memory, during your turn, this gains +1500 Pow, and during your Opp.'s turn, this gains +500 Pow.

Summer Pockets - Twins | SMP/W137-087S T: Soul

L2
C2

Tsumugi, On Top of the Lighthouse

[C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.
[C] During your turn, this gains +2000 Pow.

Summer Pockets - Plush | SMP/W137-088 T: None

L0
C0

Tsumugi, On Top of the Lighthouse

[C] If there are 4 or more cards in your hand and you have no other Charas, this does not Reverse.
[C] During your turn, this gains +2000 Pow.

Summer Pockets - Plush | SMP/W137-088S T: None

L0
C0

Ao in Her Youth

[C] If you have another "Ai in Her Youth", this gains +2000 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-089 T: None

L0
C0

Ao in Her Youth

[C] If you have another "Ai in Her Youth", this gains +2000 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Twins | SMP/W137-089S T: None

L0
C0

"There's a Big One!" Kamome

[C] If you have no other Charas, this gains +1 Level, +2500 Pow, and +1 Soul.

Summer Pockets - Pirate | SMP/W137-090 T: None

L0
C0

"There's a Big One!" Kamome

[C] If you have no other Charas, this gains +1 Level, +2500 Pow, and +1 Soul.

Summer Pockets - Pirate | SMP/W137-090S T: None

L0
C0

Shizuru, Cheering Herself On

[A] When your CX with a Draw Trigger Icon is placed in the CX Zone, this gains +2500 Pow for the turn, and reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Summer Pockets - Oppai | SMP/W137-091 T: None

L0
C0

Shizuru, Cheering Herself On

[A] When your CX with a Draw Trigger Icon is placed in the CX Zone, this gains +2500 Pow for the turn, and reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Summer Pockets - Oppai | SMP/W137-091S T: None

L0
C0

Tsumugi, Cheering Herself On

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +6000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. [(1)] may pay. If so, choose a Trait of a Chara on your Opp.'s Stage, and all of your Opp.'s Charas lose all instances of that Trait for the turn."
[(2)] may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand."

Summer Pockets - Plush | SMP/W137-092 T: None

L1
C0

Tsumugi, Cheering Herself On

[C] During your turn, if you have another ::Summer Pockets:: Chara, this gains +6000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. [(1)] may pay. If so, choose a Trait of a Chara on your Opp.'s Stage, and all of your Opp.'s Charas lose all instances of that Trait for the turn."
[(2)] may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand."

Summer Pockets - Plush | SMP/W137-092S T: None

L1
C0

[A] When you use the **BACKUP** of this, if you have a
 ::Summer Pockets:: Chara, choose 1 of your Charas in
 battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1500, Level 1** [Reveal this card from
 your hand and put it on the bottom of your LB]

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

[A] When you use the **BACKUP** of this, if you have a **Summer Pockets**: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 1500, Level 1** [Reveal this card from your hand and put it on the bottom of your LB]

L1
C0

[C] If you don't have another ::Weapon:: Chara, this loses all instances of ::Clothes:: and gains the following 3 abilities. "[C] During your turn, this gains +2000 Pow." "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow." "[A] At the end of the turn, put this in the WR."

L1
C0

[C] If you don't have another ::Weapon:: Chara, this loses all instances of ::Clothes:: and gains the following 3 abilities. "[C] During your turn, this gains +2000 Pow." "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow." "[A] At the end of the turn, put this in the WR."

L1
C0

[C] If you have not played a "Rally Exchange" this turn, "Rally Exchange" in your hand get -2 Cost.

[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 "Rally Exchange" in your WR and return it to your hand.

L2
C0

[C] If you have not played a "Rally Exchange" this turn, "Rally Exchange" in your hand get -2 Cost.

[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 "Rally Exchange" in your WR and return it to your hand.

L2
C0

If you don't have a ::Summer Pockets:: Chara, you cannot play this from hand. Perform the following 3 effects once each in any order.
 "Look at up to 3 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put ther est on top of the LB in any order."
 "You may shuffle your LB."
 "Draw a card."

L3
C1

If you don't have a ::Summer Pockets:: Chara, you cannot play this from hand. Perform the following 3 effects once each in any order.
 "Look at up to 3 cards from top of your LB and search for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, and put ther est on top of the LB in any order."
 "You may shuffle your LB."
 "Draw a card."

L3
C1

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.
 ([Draw Icon]: When this card is triggered, you may draw a card)

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.
([Draw Icon]: When this card is triggered, you may draw a card)

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

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[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.
 ([Draw Icon]: When this card is triggered, you may draw a card)

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.
([Draw Icon]: When this card is triggered, you may draw a card)

1-

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

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