

Asuna & Yuuki, With Memories

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

[A] [Put the top card of your Stock to your Clock, send this to Memory] When this becomes Reversed in Battle, may pay. If so, choose a ::Fluctlight:: Chara in your WR and return it to your hand.

Fluctlight - Goddess | SAO/S80-001 T: None

L0C0

Asuna & Yuuki, With Memories

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

[A] [Put the top card of your Stock to your Clock, send this to Memory] When this becomes Reversed in Battle, may pay. If so, choose a ::Fluctlight:: Chara in your WR and return it to your hand.

Fluctlight - Goddess | SAO/S80-001S T: None

L0C0

Alice, Whereabouts of the Soul

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

[A] **CX COMBO** When this attacks, if "Memories are Here" is in your CZ, put up to 1 card from top of your LB in Stock, and reveal the top card of your LB. If it has a Soul Trigger Icon, you may put it in your hand. (Otherwise put it back where it was)

Fluctlight - Integrity Knight | SAO/S80-002 T: None

L1C0

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Alice, Whereabouts of the Soul

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

[A] **CX COMBO** When this attacks, if "Memories are Here" is in your CZ, put up to 1 card from top of your LB in Stock, and reveal the top card of your LB. If it has a Soul Trigger Icon, you may put it in your hand. (Otherwise put it back where it was)

Fluctlight - Integrity Knight | SAO/S80-002OFR T: None

L1C0

Asuna & Alice, Fighting Together

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

[C] If you have 2 or more other ::Fluctlight:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Fluctlight:: Chara from hand to the WR]"

[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 ::Fluctlight:: Charas.

Fluctlight - Goddess | SAO/S80-003 T: Soul

L3C2

Asuna & Alice, Fighting Together

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

[C] If you have 2 or more other ::Fluctlight:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Fluctlight:: Chara from hand to the WR]"

[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 ::Fluctlight:: Charas.

Fluctlight - Goddess | SAO/S80-003S T: Soul

L3C2

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Asuna, Unbreakable Fighting Spirit

[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 RECOLLECTION** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Mother's Rosario" is in your CZ and "Asuna & Yuuki, With Memories" is in your Memory, may pay. If so, put the top 11 cards of your LB in your WR, and deal 1 Damage to your Opp. X times. X = # of Climax cards put in the WR via this effect. (DC can occur)

Fluctlight - Goddess | SAO/S80-004 T: Soul

L3C2

Asuna, Unbreakable Fighting Spirit

[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 RECOLLECTION** [(2) Discard 2 cards from your hand to the WR] When this attacks, if "Mother's Rosario" is in your CZ and "Asuna & Yuuki, With Memories" is in your Memory, may pay. If so, put the top 11 cards of your LB in your WR, and deal 1 Damage to your Opp. X times. X = # of Climax cards put in the WR via this effect. (DC can occur)

Fluctlight - Goddess | SAO/S80-004SP T: Soul

L3C2

::Princess of Light:: Alice

[A] **CX COMBO** When this attacks, if "New World" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Fluctlight - Integrity Knight | SAO/S80-005 T: Soul

L3C2

::Princess of Light:: Alice

[A] **CX COMBO** When this attacks, if "New World" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Fluctlight - Integrity Knight | SAO/S80-005SP T: Soul

L3C2

Alice, Sword Fissure

[A] All your other ::Fluctlight:: Charas gain +500 Pow.

[A] [Put a Marker from under this in the WR] At the start of your Climax Phase, if you have 2 or more other ::Fluctlight:: Charas, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

[A] When your Chara's Trigger Check reveals a Climax with a Return Trigger Icon, if there's no Marker under this, you may look at the top card of your LB. If so, put that card face-down underneath this as Marker.

Fluctlight - Integrity Knight | SAO/S80-006 T: None

L0C0

Alice, Sword Fissure

[A] All your other ::Fluctlight:: Charas gain +500 Pow.

[A] [Put a Marker from under this in the WR] At the start of your Climax Phase, if you have 2 or more other ::Fluctlight:: Charas, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

[A] When your Chara's Trigger Check reveals a Climax with a Return Trigger Icon, if there's no Marker under this, you may look at the top card of your LB. If so, put that card face-down underneath this as Marker.

Fluctlight - Integrity Knight | SAO/S80-006S T: None

L0C0

Alice, Charming Figure

[C] If you have another "Alice, Sword Fissure", all your other ::Fluctlight:: Charas gain +500 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card with a Return Trigger Icon revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Fluctlight - Integrity Knight | SAO/S80-007 T: None

L0C0

Alice, Charming Figure

[C] If you have another "Alice, Sword Fissure", all your other ::Fluctlight:: Charas gain +500 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card with a Return Trigger Icon revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Fluctlight - Integrity Knight | SAO/S80-007S T: None

L0C0

Asuna & Alice, Street Corner Pinup

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Fluctlight - Integrity Knight | SAO/S80-008 T: None

L0C0

Asuna & Alice, Street Corner Pinup

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Fluctlight - Integrity Knight | SAO/S80-008S T: None

L0C0

Asuna & Alice, Are They Rivals?

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Fluctlight - Goddess | SAO/S80-009 T: Soul

L1C0

Asuna & Alice, Are They Rivals?

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Fluctlight - Goddess | SAO/S80-009S T: Soul

L1C0

**::Stasia the Creator:: Asuna**

[C] **RECOLLECTION** If "Asuna & Yuuki, With Memories" is in your Memory, this gains the following 2 abilities. "[C] During your turn, this gains +3000 Pow." "[A] **ENCORE** [Discard a Chara from hand to the WR]"

*Fluctlight - Goddess | SAO/S80-010 T: None*

**L1**  
**C0**

**::Stasia the Creator:: Asuna**

[C] **RECOLLECTION** If "Asuna & Yuuki, With Memories" is in your Memory, this gains the following 2 abilities. "[C] During your turn, this gains +3000 Pow." "[A] **ENCORE** [Discard a Chara from hand to the WR]"

*Fluctlight - Goddess | SAO/S80-010S T: None*

**L1**  
**C0**

**Alice, Uneasy Night**

[C] If you have 2 or more other ::Fluctlight:: Charas, this gains +2000 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.

*Fluctlight - Integrity Knight | SAO/S80-011 T: Soul*

**L3**  
**C2**

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**Alice, Uneasy Night**

[C] If you have 2 or more other ::Fluctlight:: Charas, this gains +2000 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.

*Fluctlight - Integrity Knight | SAO/S80-011S T: Soul*

**L3**  
**C2**

**Asuna, To Kirito**

[C] All your other "Kirito, Hero Wearing the Night Sky" gain the following ability. "[A] When this attacks, look at the top card of your LB and put it either on top of the LB or in the WR, and this gains +1000 Pow for the turn."  
[A] **BOND/"Kirito, Hero Wearing the Night Sky"** [(1)]

*Fluctlight - Goddess | SAO/S80-012 T: None*

**L0**  
**C0**

**Alice, Time of Farewell**

[C] If there is a Marker under this, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fluctlight:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

*Fluctlight - Integrity Knight | SAO/S80-013 T: None*

**L0**  
**C0**

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**Alice, Hometown Sky**

[A] [Discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, all of your Opp.'s Front Row Charas get -X Pow for the turn, return all of the cards in your WR to your LB and shuffle your LB. X equals the number of Climax Cards in your WR x 500.

*Fluctlight - Integrity Knight | SAO/S80-014 T: None*

**L1**  
**C0**

**Alice & Asuna, Everlasting Summer Beach**

[C] If there is a Marker under this, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fluctlight:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)  
(This card cannot be chosen by effects when they look for "Asuna" in kana in the name)

*Fluctlight - Integrity Knight | SAO/S80-015 T: None*

**L1**  
**C0**

**Rinko, Marine Resources Exploration Research**

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is a Climax among them, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.

*Net - Science | SAO/S80-016 T: Soul*

**L2**  
**C1**

**Selka & Alice, Sisters Without Water**

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 Climax card revealed this way, search your LB for up to 1 ::Fluctlight:: Chara, reveal it, put it in your hand, and shuffle your LB.

*Fluctlight - Sacred Arts | SAO/S80-017 T: Soul*

**L2**  
**C1**

**"As Long as you Swing Your Sword" Alice**

[C] For each of your other ::Fluctlight:: Charas, this gains +1000 Pow.

*Fluctlight - Integrity Knight | SAO/S80-018 T: Soul*

**L2**  
**C2**

**Alice, on a Summer Day**

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.  
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Opp.'s WR and put it in an empty Slot on their Stage.

*Fluctlight - Integrity Knight | SAO/S80-019 T: Soul*

**L3**  
**C2**

**Asuna, on a Summer Day**

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Fluctlight:: Charas among those cards.  
[A] During battles involving this, if Damage you are dealt is Cancelled, you may return this to your hand.

*Fluctlight - Goddess | SAO/S80-020 T: None*

**L0**  
**C0**

**::Niemon::**

[A] [Put the top card of your LB in your Clock] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

*Net - Mecha | SAO/S80-021 T: None*

**L0**  
**C0**

**Higa, Genius Engineer**

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower Chara with "Kirito" or "Kazuto" in name in your WR and place it to any Slot on your Stage.

*Net - Science | SAO/S80-022 T: None*

**L1**  
**C0**

**Kikuoka, Ground Self-Defense Force 2nd Class Field**

[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow.

*Net - Glasses | SAO/S80-023 T: None*

**L1**  
**C0**

**::Unlimited Terrain Manipulation:: Asuna**

[A] **CX COMBO** When "God? Or.." is placed to your CZ, if this is in the Front Row and you have 4 or more other ::Fluctlight:: Charas, choose 1 of your Opp.'s Charas, and that Chara gets -2000 Pow for the turn.

*Fluctlight - Goddess | SAO/S80-024 T: None*

**L1**  
**C0**

**Asuna, To the Other Side of Time**

[A] When you use the **BACKUP** of this, if you have a ::Fluctlight:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Fluctlight - Goddess | SAO/S80-025 T: Soul*

**L2**  
**C1**

"Memory Never Disappears" Asuna  
[C] During your turn, this gains +10000 Pow.

Fluctlight - Goddess | SAO/S80-026 T: Soul

L2  
C1

"Reassure Me" Asuna  
[S] [Counter] **BACKUP 4500, Level 2** [(2) Discard this card from your hand to the WR]  
(This card cannot be chosen by effects when they look for "Asuna" in kana in the name)

Net | SAO/S80-027 T: Soul

L2  
C2

Soul Duplication  
Choose a Chara in your WR with the same card name as a Chara on either your Stage or your Opp.'s Stage and return it to your hand.

SAO/S80-028 T: None

L2  
C0

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

SAO/S80-029 T: Soul Bounce

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

SAO/S80-029R T: Soul Bounce

"Mother's Rosario"  
[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S80-030 T: Choice

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"Mother's Rosario"  
[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S80-030OFR T: Choice

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

SAO/S80-031 T: Soul Bounce

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

SAO/S80-031R T: Soul Bounce

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

SAO/S80-032 T: Choice

Leafa, as a Sister  
[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Fluctlight:: Chara in your WR and return it to your hand.

Fluctlight - Goddess | SAO/S80-033 T: None

L0  
C0

Leafa, as a Sister  
[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Fluctlight:: Chara in your WR and return it to your hand.

Fluctlight - Goddess | SAO/S80-033SP T: None

L0  
C0

Eldrier, Integrity Knight  
[C] Your other Charas with ::Integrity Knight:: and/or ::Aristocracy:: gain the following ability. "[C] This cannot be chosen by your Opp.'s effect."  
[A] [(1) Put this in the WR] When your other ::Integrity Knight:: or ::Aristocracy:: Chara is Front Attacked, may pay. If so, return that Chara to hand.

Fluctlight - Integrity Knight | SAO/S80-034 T: None

L0  
C0

Tiese & Ronye, Reliable Juniors  
[C] This cannot be chosen as target of Opp.'s effects.  
[C] **ASSIST** All of your Charas with ::Integrity Knight:: and/or ::Aristocracy:: in front of this gain +X Pow. X equals the number of Markers under this times 1000.  
[S] [Rest this] Choose 1 of your "Kirito, Broken Self-Image" and place it under this as Marker.

Fluctlight - Aristocracy | SAO/S80-035 T: None

L0  
C0

Tiese & Ronye, Reliable Juniors  
[C] This cannot be chosen as target of Opp.'s effects.  
[C] **ASSIST** All of your Charas with ::Integrity Knight:: and/or ::Aristocracy:: in front of this gain +X Pow. X equals the number of Markers under this times 1000.  
[S] [Rest this] Choose 1 of your "Kirito, Broken Self-Image" and place it under this as Marker.

Fluctlight - Aristocracy | SAO/S80-035S T: None

L0  
C0

Yuna & Eiji, Unexpected Relief  
[A] [Put the top card of your Stock 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.

Net - Music | SAO/S80-036 T: None

L0  
C0

Yuna & Eiji, Unexpected Relief  
[A] [Put the top card of your Stock 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.

Net - Music | SAO/S80-036S T: None

L0  
C0

::Terraria, the Earth God:: Leafa  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fluctlight:: Charas.  
[A] **CX COMBO** When this attacks, if "Evil to Cut Through" is in your CZ, choose 1 of your ::Fluctlight:: Charas, and that Chara gains the following ability for the turn.  
[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Fluctlight:: Chara in your WR and return it to your hand."

Fluctlight - Goddess | SAO/S80-037 T: None

L1  
C0

**::Terraria, the Earth God:: Leafa**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fluctlight:: Charas.

[A] **CX COMBO** When this attacks, if "Evil to Cut Through" is in your CZ, choose 1 of your ::Fluctlight:: Charas, and that Chara gains the following ability for the turn.

[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Fluctlight:: Chara in your WR and return it to your hand."

Fluctlight - Goddess | SAO/S80-037S T: None

L1C0

**Bercouli, Integrity Knight Captain**

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

[A] **CX COMBO** [(1) Discard 2 cards from hand to the WR, put this in the WR] When the Battle Opp. of this becomes Reversed, if "Time Piercing Sword: Unseen Slash" is in your CZ, may pay. If so, put that Chara in your Opp.'s Clock, and deal 4 Damage to your Opp.. (DC can occur)

Fluctlight - Integrity Knight | SAO/S80-038 T: Soul

L3C2

**Bercolli, Integrity Knight Captain**

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

[A] **CX COMBO** [(1) Discard 2 cards from hand to the WR, put this in the WR] When the Battle Opp. of this becomes Reversed, if "Time Piercing Sword: Unseen Slash" is in your CZ, may pay. If so, put that Chara in your Opp.'s Clock, and deal 4 Damage to your Opp.. (DC can occur)

Fluctlight - Integrity Knight | SAO/S80-038S T: Soul

L3C2

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**Leafa, Without Distinction**

[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 in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Fluctlight:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Fluctlight - Goddess | SAO/S80-039 T: None

L0C0

**Ronye, Smiling Spirit**

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

[A] [Clock] **ALARM** If this is on the top of your Clock and you have 3 or more ::Fluctlight:: Charas, at the start of your Climax Phase, you may draw a card. If so, discard a card from your hand to hte WR.

Fluctlight - Aristocracy | SAO/S80-040 T: None

L0C0

**Tiese, Miraculous Wish**

[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. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[A] **RECOLLECTION** When this attacks, if you have a card in Memory, choose 1 of your other ::Fluctlight:: Charas, and that Chara gains +3000 Pow for the turn.

Fluctlight - Aristocracy | SAO/S80-041 T: None

L1C0

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**Linel, Integrity Knight**

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot be returned to hand or be Sent to Memory."

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Fluctlight - Integrity Knight | SAO/S80-042 T: None

L1C0

**Fizel, Integrity Knight**

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."

[A] When this attacks, reveal the top card of your LB. If it is either a ::Fluctlight:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Fluctlight - Integrity Knight | SAO/S80-043 T: None

L1C0

**Bercouli, Chivalrous General**

[C] For each of your other ::Fluctlight:: Charas, this gains +1000 Pow.

[A] [(2) Discard 2 cards from hand to the WR] When your Opp.'s Climax card is placed in the CZ, may pay. If so, you may choose a Chara Opposite this and place it in the WR.

Fluctlight - Integrity Knight | SAO/S80-044 T: Soul

L2C1

**Fanatio, Integrity Knights Deputy Chief**

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

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

Fluctlight - Integrity Knight | SAO/S80-045 T: Soul

L2C1

**Renly, Integrity Knight**

[A] [Put another Chara from your Stage in the WR] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row.

Fluctlight - Integrity Knight | SAO/S80-046 T: None

L0C0

**Yuna, Overlapping Features**

[C] Your other "Eiji, Gallantry Reborn" gain +1000 Pow and the following 3 abilities. "[C] This card cannot be chosen by your Opp.'s effects." "This card cannot be Reversed by your Opp.'s Chara's [A] effects." "[A] [(1)] when this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Net - Music | SAO/S80-047a T: None

L0C0

**Yuna, Overlapping Features**

[C] Your other "Eiji, Gallantry Reborn" gain +1000 Pow and the following 3 abilities. "[C] This card cannot be chosen by your Opp.'s effects." "This card cannot be Reversed by your Opp.'s Chara's [A] effects." "[A] [(1)] when this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Net - Music | SAO/S80-047b T: None

L0C0

**Scheta, Integrity Knight**

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

[C] Chara Opposite this gains "[A] **ENCORE** [(2)]".

Fluctlight - Integrity Knight | SAO/S80-048 T: None

L0C0

**Eiji, Gallantry Reborn**

[C] If you have 2 or more other Charas with ::Avatar:: and/or ::Net::, this gains +2000 Pow.

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other Charas with either ::Avatar:: or ::Net:: and return it to your hand.

Avatar - Weapon | SAO/S80-049a T: None

L1C0

**Eiji, Gallantry Reborn**

[C] If you have 2 or more other Charas with ::Avatar:: and/or ::Net::, this gains +2000 Pow.

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other Charas with either ::Avatar:: or ::Net:: and return it to your hand.

Avatar - Weapon | SAO/S80-049b T: None

L1C0

**::Unlimited Automatic Recovery:: Leafa**

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

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

Fluctlight - Goddess | SAO/S80-050 T: None

L1C0

**Saltalina, Pajama Party**

[A] When you use **BACKUP** of this, if all your Charas are ::Fluctlight::, you may put the top card of your LB in Stock.

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

Fluctlight - Weapon | SAO/S80-051 T: Soul

L1C1

### Leafa, Enough Spirit

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Fluctlight:: Charas.

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

Fluctlight - Goddess | SAO/S80-052 T: Soul

L2  
C1

### Deusolbert, Integrity Knight

[C] If there are 2 or more "Bercoli, Integrity Knight Captain" in your WR, this gets -1 Level while in your hand.

[C] If you have 2 or more other Charas with ::Integrity Knight:: and/or ::Aristocracy::, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, all of your Opp.'s Charas, for the turn, get -1000 Pow.

Fluctlight - Integrity Knight | SAO/S80-053 T: Soul

L3  
C2

### Evil to Cut Through

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

SAO/S80-054 T: Treasure

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### Evil to Cut Through

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

SAO/S80-054R T: Treasure

### Time Piercing Sword: Unseen Slash

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

SAO/S80-055 T: Treasure

### Time Piercing Sword: Unseen Slash

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

SAO/S80-055R T: Treasure

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### Administrator, Living in Memory

[A] [(1) Put this card in your Clock] When this is Reversed in Battle, may pay. If so, look at up to 5 cards from the top of your LB, choose up to 1 Chara from among them, show it to your Opp., place it in your hand, and place the remaining cards in the WR.

Fluctlight - Sacred Arts | SAO/S80-056 T: None

L0  
C0

### Ripia, Belonging to the Dark Knights

[A] [Return this to hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

[A] [(1) Rest 2 Charas] Put top 2 card of your deck into your WR, choose one of ::Dark Territory:: Chara with level X or lower, and return back to your hand. X is the total level of those cards.

Fluctlight - Dark Territory | SAO/S80-057 T: None

L0  
C0

### Vector, Dark God

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

[A] When the Battle Opp. of this becomes Reversed look at up to 2 cards from the top of your LB, and put them back on top of your LB in any order.

Fluctlight - Dark Territory | SAO/S80-058 T: Soul

L3  
C2

### Gabrial, Mind of Void

[C] If this is in the Front Row, all your ::Dark Territory:: Charas gain +1500 Pow.  
[A] CX COMBO When this attacks, if "Void Blade" is in your CZ, you may choose any number of ::Dark Territory:: Charas from your hand, discard them to the WR, deal X Damage to your Opp., choose up to 1 card from your Opp.'s WR, and put it on top of their LB. X equals the number of Charas placed in the WR by this effect. (DC can occur)

Fluctlight - Dark Territory | SAO/S80-059 T: Soul

L3  
C2

### Gabrial, Mind of Void

[C] If this is in the Front Row, all your ::Dark Territory:: Charas gain +1500 Pow.  
[A] CX COMBO When this attacks, if "Void Blade" is in your CZ, you may choose any number of ::Dark Territory:: Charas from your hand, discard them to the WR, deal X Damage to your Opp., choose up to 1 card from your Opp.'s WR, and put it on top of their LB. X equals the number of Charas placed in the WR by this effect. (DC can occur)

Fluctlight - Dark Territory | SAO/S80-059S T: Soul

L3  
C2

### Lisbeth, Persuading to "Convert"

[A] When another of your Charas with "Convert" in name is placed from WR to Stage, look at the top card of your LB and place it on the top or bottom of your LB.

[S] (Rest this) Reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Avatar - Weapon | SAO/S80-060 T: None

L0  
C0

### Vasago, Conflict Instigator

[A] At the Beginning of your Attack Phase, choose 1 of your ::Dark Territory:: Charas, and for the turn that Chara gains +X Pow. X equals the number of Charas with that Chara's same name times 500.

[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 Climax card revealed this way, choose up to 2 "Dark Knight, Crimson Bronze" in your WR and return them to your hand.

Fluctlight - Dark Territory | SAO/S80-061 T: None

L0  
C0

### PoH

[A] CX COMBO When "Evangelism of Hatred" is placed to your CZ, if this is in the Front Row, and you have another ::Dark Territory:: Chara, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X of lower Chara in their WR, and Swap the two chosen cards. X equals the level of the Chara you have chosen -1.

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Fluctlight - Dark Territory | SAO/S80-062 T: None

L1  
C0

### Subtilizer, Encounter

[C] If you have 2 or more other ::Fluctlight:: Charas, this gains +3000 Pow.

[A] [(1) Discard a ::Fluctlight:: Chara from hand to the WR] When this is Front Attacked may pay. If so, for the turn, this cannot be Reversed.

Fluctlight - Dark Territory | SAO/S80-063 T: Soul

L2  
C2

### Shasta, Dark Knight Captain

[A] When this is placed from hand to the Stage, your Opp. chooses a number between 0, 1, 2, and 3. Reveal the top card of your LB, and if it's a Chara with the same Level as the number chosen by the Opp., put it in any Slot on the Stage. (Otherwise put it back where it was)

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

Fluctlight - Dark Territory | SAO/S80-064 T: None

L0  
C0

### Rilpirin, Orc Chief

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it is Level 1 or higher, you may put this card in Stock. (Climax cards are considered Level 0. Put the revealed card back)

Fluctlight - Dark Territory | SAO/S80-065 T: None

L0  
C0

### Dark Knight, Crimson Bronze

[C] You may have as many copies of cards with the same name as this in your deck.

[C] For each of your other "Dark Knight, Crimson Bronze" in the Front Row, this gains +2000 Pow.

Avatar - Dark Territory | SAO/S80-066 T: Soul

L1  
C0

### "Convert" Silica

[C] All your Charas gain the following ability. "[A] When this Reverses in Battle, put it on the bottom of your LB."  
[A] At the start of your Encore Step, put this in the WR.

Avatar - Weapon | SAO/S80-067 T: None

L1  
C0

### D.I.L., Guild President of the Dark Surgeon

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."  
[A] **ENCORE** [Place 2 Charas on your Stage in the WR]

Fluctlight - Dark Territory | SAO/S80-068 T: None

L1  
C1

### Iskan, Gladiator Guild Champion

[C] This cannot Side Attack.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Fluctlight - Dark Territory | SAO/S80-069 T: Soul

L2  
C1

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### Marginal Acceleration Phase

Choose 1 of your Standing ::Fluctlight:: Charas and Rest them. Then, look at up to 3 cards from the top of your LB, choose up to 1 card from among them and put it in your hand, and put the remaining cards in the WR.

SAO/S80-070 T: None

L2  
C0

### Void Blade

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SAO/S80-071 T: Soul Standby

### Void Blade

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SAO/S80-071R T: Soul Standby

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### Evangelism of Hatred

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SAO/S80-072 T: Soul Standby

### Evangelism of Hatred

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

SAO/S80-072R T: Soul Standby

### Kirito, When You Stand Up

[C] If all of your Charas are ::Fluctlight::, this gains +1 Level and +500 Pow.  
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Fluctlight:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Fluctlight - Weapon | SAO/S80-073 T: None

L0  
C0

### Kirito, When You Stand Up

[C] If all of your Charas are ::Fluctlight::, this gains +1 Level and +500 Pow.  
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Fluctlight:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Fluctlight - Weapon | SAO/S80-073SP T: None

L0  
C0

### Kirito, Hero Wearing the Night Sky

[C] During your turn, this gains +1000 Pow.  
[A] CX COMBO **EXPERIENCE** When this attacks, if "The Night Sky that Surrounds the World" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 2 or greater, you may choose a ::Fluctlight:: Chara in your WR and return it to hand.

Fluctlight - Weapon | SAO/S80-074 T: None

L1  
C0

### Kirito, Hero Wearing the Night Sky

[C] During your turn, this gains +1000 Pow.  
[A] CX COMBO **EXPERIENCE** When this attacks, if "The Night Sky that Surrounds the World" is in your CZ, and the sum of the Levels of the cards in your Level Zone is 2 or greater, you may choose a ::Fluctlight:: Chara in your WR and return it to hand.

Fluctlight - Weapon | SAO/S80-074OFR T: None

L1  
C0

### "Aincrad Style" Eugeo

[C] If you have 4 or more ::Fluctlight:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fluctlight:: Charas.

Fluctlight - Weapon | SAO/S80-075 T: Soul

L3  
C2

### "Aincrad Style" Eugeo

[C] If you have 4 or more ::Fluctlight:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fluctlight:: Charas.

Fluctlight - Weapon | SAO/S80-075SP T: Soul

L3  
C2

### Sinon, Light that Penetrates the Darkness

[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 [Discard a "Kirito, When You Stand Up" from your hand to the WR] When this attacks, if "Ultima Ratio Hecate II:" is in your CZ, may pay. If so, put the bottom 7 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X equals the number of Climax Cards amongst those cards. (DC can occur)

Fluctlight - Goddess | SAO/S80-076 T: Soul

L3  
C2

### Sinon, Light that Penetrates the Darkness

[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 [Discard a "Kirito, When You Stand Up" from your hand to the WR] When this attacks, if "Ultima Ratio Hecate II:" is in your CZ, may pay. If so, put the bottom 7 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X equals the number of Climax Cards amongst those cards. (DC can occur)

Fluctlight - Goddess | SAO/S80-076SP T: Soul

L3  
C2

### Kirito, Reliable Back

[C] Your other Front Row Center Chara gains the following ability. "[A] When this attacks, look at up to 2 cards from the top of your LB, choose up to 1 card from among them, place it on top of your LB, and put the remaining cards in the WR."  
[A] CX COMBO [Put a "Sword of the Night Sky" from your CZ to the WR] at the beginning of your Encore Step, may pay. If so, choose a ::Fluctlight:: Chara in your WR and return it to hand.

Fluctlight - Weapon | SAO/S80-077 T: None

L0  
C0

### ::Memory Release:: Eugeo

[A] [Discard a card from hand to the WR] When your Chara reveals a Gate Trigger Icon on a Climax during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the remaining cards in the WR.  
[S] [(2) Discard a ::Fluctlight:: Chara from hand to the WR, Rest this] Choose a Chara in your WR and return it to hand, and choose a Chara in your WR with the same name of the Chara you returned to your hand and return it to hand.

Fluctlight - Weapon | SAO/S80-078 T: None

L0  
C0

### **::Memory Release:: Eugeo**

[A] [Discard a card from hand to the WR] When your Chara reveals a Gate Trigger icon on a Climax during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the remaining cards in the WR.  
[S] [(2) Discard a ::Fluctlight:: Chara from hand to the WR, Rest this] Choose a Chara in your WR and return it to hand, and choose a Chara in your WR with the same name of the Chara you returned to your hand and return it to hand.

Fluctlight - Weapon | SAO/S80-078S T: None

L0  
C0

### **::Sun God Solus:: Sinon**

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Fluctlight:: Charas, you may draw a card. If so, discard a card from your hand to the WR.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Fluctlight - Goddess | SAO/S80-079 T: None

L0  
C0

### **::Sun God Solus:: Sinon**

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Fluctlight:: Charas, you may draw a card. If so, discard a card from your hand to the WR.  
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Fluctlight - Goddess | SAO/S80-079S T: None

L0  
C0

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### **Kazuto, Return to the Real World**

[S] [(1)] Choose 1 of your ::Avatar:: or ::Net:: Charas, and for the turn that Chara gains +2000 Pow.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Avatar:: or ::Net:: Chara, reveal it, put it in your hand, and shuffle your LB.

Net | SAO/S80-080 T: None

L0  
C0

### **Eugeo, Final Piece**

[A] [Put a card from hand to your Clock, send this to Memory] When this Reverses in Bbattle, may pay. If so, search your LB for up to 1 ::Fluctlight:: Chara, show it to your Opp., put it in your hand, and Shuffle your LB.

Fluctlight - Weapon | SAO/S80-081 T: None

L0  
C0

### **Eugeo, Final Piece**

[A] [Put a card from hand to your Clock, send this to Memory] When this Reverses in Bbattle, may pay. If so, search your LB for up to 1 ::Fluctlight:: Chara, show it to your Opp., put it in your hand, and Shuffle your LB.

Fluctlight - Weapon | SAO/S80-081S T: None

L0  
C0

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### **Sinon, Time of Revenge**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fluctlight:: Charas.  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Fluctlight - Goddess | SAO/S80-082 T: None

L1  
C0

### **Sinon, Time of Revenge**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fluctlight:: Charas.  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Fluctlight - Goddess | SAO/S80-082S T: None

L1  
C0

### **::Starburst Stream:: Kirito**

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
[A] CX COMBO [(2) Discard 1 "Sword of the Night Sky" and 1 "Sword of the Blue Rose" from your hand to the WR] When this attacks, may pay. If so, for the turn this gains +3000 Pow and the perform the following twice. "Put the top 8 cards of your LB in the WR and deal X Damage to your Opp.. X is equal to the sum total of Soul Trigger icons on those cards." (DC may occur)

Fluctlight - Weapon | SAO/S80-083 T: Soul

L3  
C2

### **::Starburst Stream:: Kirito**

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
[A] CX COMBO [(2) Discard 1 "Sword of the Night Sky" and 1 "Sword of the Blue Rose" from your hand to the WR] When this attacks, may pay. If so, for the turn this gains +3000 Pow and the perform the following twice. "Put the top 8 cards of your LB in the WR and deal X Damage to your Opp.. X is equal to the sum total of Soul Trigger icons on those cards." (DC may occur)

Fluctlight - Weapon | SAO/S80-083S T: Soul

L3  
C2

### **Kirito, Other Side of Time**

[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. [C] This cannot move to another Slot.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Fluctlight - Weapon | SAO/S80-084 T: None

L1  
C0

### **Yui, Struggling to "Convert"**

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower with "Convert" in name in your WR, place it to any Slot on your Stage, and at the end of the turn, send that card to Memory.

Net | SAO/S80-085 T: None

L1  
C0

### **Eugeo, What Remains**

[A] CX COMBO When "Sword of the Blue Rose" is placed in your CZ, if this card is in your Front Row, you choose 1 of your other Charas and this card, and for the turn they gain  
[A] When the Battle Opp. of this becomes Reversed, you may place the top card of your LB to your Stock.

Fluctlight - Weapon | SAO/S80-086 T: None

L1  
C0

### **Kirito, Fair and Square**

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Fluctlight - Weapon | SAO/S80-087 T: Soul

L1  
C1

### **Kirito, Fair and Square**

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Fluctlight - Weapon | SAO/S80-087S T: Soul

L1  
C1

### **Kirito, Something Important**

[C] RECOLLECTION If "Eugeo, Final Piece" is in your Memory, this gains +9000 Pow.  
[A] CX COMBO RECOLLECTION When this Battle Opp. of this becomes Reversed, if "Healing Heart" is in your CZ, choose up to 2 ::Fluctlight:: Charas in your WR, put them in any order to your Stock, look at up to 4 cards from the top of your LB, choose up to 1 ::Fluctlight:: Charas from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Fluctlight - Weapon | SAO/S80-088 T: Soul

L2  
C1

### **::Wide-Range Annihilation Attack:: Sinon**

[C] EXPERIENCE On your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, for the turn, this gains +6000 Pow.  
[S] [Discard a ::Fluctlight:: Chara from your hand to the WR] Reveal the top card of your LB. If it's a ::Fluctlight:: Chara, this gains the following ability for the turn. [C] When this attacks, you may choose 1 of your Opp.'s Back Row Charas, if so this card Front Attacks that card instead. (Put the revealed card back where it was)

Fluctlight - Goddess | SAO/S80-089 T: Soul

L2  
C1

### **Sinon, Extreme Concentration**

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.  
[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

Fluctlight - Goddess | SAO/S80-090 T: None

L0  
C0

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] When this is placed from the Stage to Memory, put this in the Stock.

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

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.

L0
C0

[S] **RECOLLECTION** For each "Convert" Klein' in your Memory, this gains +2000 Pow.  
 [A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

L1
C0

[C] All your other ::TRAIT:: Charas gain +1000 Pow.  
[S] CX COMBO [(1) Rest 2 Charas] Choose a Level X or lower ::Fluctlight:: Chara in your WR and return it to hand. X equals the number of "Rainbow-Colored Waves" in your WR.

L2  
C1

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.  
[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

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

You may choose 5 of your ::Fluctlight:: Charas and place them in the WR. If you do, deal your Opp. 1 Damage, deal your Opp. 2 Damage, deal your Opp. 3 Damage. (DC can occur)

L3	
C4	

You may choose 5 of your ::Fluctlight:: Charas and place them in the WR. If you do, deal your Opp. 1 Damage, deal your Opp. 2 Damage, deal your Opp. 3 Damage. (DC can occur)

L3  
C4

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

1-

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

—

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

—

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

1-

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

—

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

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