

[C] If there is at least 1 destroyed gate among the circles this Mem occupies, this Mem gains +2000 Pow.

[LD] ([3]) Draw a card. This Mem gains +4000 Pow for the turn.

L3  
C0

L2  
C0

**L1**  
**C0**

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

L4  
C0

L4  
C0

L3  
C0

L2  
C0

**L1**  


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**C0**

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

**L1**  


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**C0**

L1	
C0	

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

Fountain of Dreams

[A] When this gate is destroyed, Stock the top card of your Deck, and choose a Mem in your DZ and return it to your hand.

TD01/G003 | None - None | W: Tetra-Heaven

L0

C0

Throne Room

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose all your Opp.'s Mems and rest them.

TD01/G004 | None - None | W: Tetra-Heaven

L0

C0

Tower of Latium

[A] When this gate is destroyed, Stock the top card of your Deck. Then, if you have 4 or more destroyed gates, additionally choose a level 4 or lower Mem in your DZ and deploy it without paying cost.

TD01/G005 | None - None | W: Tetra-Heaven

L0

C0

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TD01: Bullet Logic Trial Deck