



### Emma & Draken, Birthday Present

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.  
[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 ::Revenge:: Chara, reveal it, put it in your hand, and shuffle your LB.

Revenge | TRV/S92-011 T: None

L0  
C0

### Hina, Always Comes Around Suddenly

[C] During your turn, all your other Charas gain +500 Pow.  
[S] [Rest this] If there's no Markers under this, choose from your WR either a ::Revenge:: Chara or a "Clover-shaped Necklace" and put it face-up under this as Marker.  
[S] [(1) Rest this] Return a Marker from under this to your hand.

Revenge | TRV/S92-012 T: None

L0  
C0

### Hina, Always Comes Around Suddenly

[C] During your turn, all your other Charas gain +500 Pow.  
[S] [Rest this] If there's no Markers under this, choose from your WR either a ::Revenge:: Chara or a "Clover-shaped Necklace" and put it face-up under this as Marker.  
[S] [(1) Rest this] Return a Marker from under this to your hand.

Revenge | TRV/S92-012TRV T: None

L0  
C0

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### Hina & Emma, Successful Operation

[A] When your Climax is placed in the CZ, choose 1 of your ::Revenge:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** When "It'd Be Nice If It Goes Well" is placed in your CZ, put the top card of your LB in the WR. If it's a ::Revenge:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn: "[A] This ability activates up to once per turn. When this attacks, perform Trigger Check twice during this attack's Trigger Step."

Revenge | TRV/S92-013 T: None

L0  
C0

### Emma & Mikey, "Siblings" From Different Mothers

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 0 or lower Chara and put it in any Slot on the Stage, and shuffle your LB.

Revenge | TRV/S92-014 T: None

L1  
C0

### Akkun

[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Revenge | TRV/S92-015 T: Soul

L1  
C1

## Tokyo Revengers Booster Pack

### Takemichi & Mikey, Buddies From Today On

[C] All your other ::Revenge:: Charas gain +500 Pow.  
[S] [(1) Rest this] Choose 1 of your Opp.'s Level 1 or higher Charas, and your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

Revenge | TRV/S92-016 T: Soul

L2  
C1

### Akkun, Thinks of Allies

[C] If "Takemichi, Thank You for Bravery" is in your Clock, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Revenge:: Charas, this gains +3000 Pow.  
[C] **CX COMBO** If "Mizo Middle Five" is in your CZ, this is in the Front Row, and you have 2 or more other ::Revenge:: Charas, all your other "Takemichi, Thank You for Bravery", "Akkun, Thinks of Allies", "Takuya, Childhood Friend", "Makoto, Thinks With Lower Half", and "Yamagishi, Moodmaker" in all Zones gain the Choice Trigger icon.

Revenge | TRV/S92-017 T: Soul

L2  
C1

### Akkun, Thinks of Allies

[C] If "Takemichi, Thank You for Bravery" is in your Clock, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Revenge:: Charas, this gains +3000 Pow.  
[C] **CX COMBO** If "Mizo Middle Five" is in your CZ, this is in the Front Row, and you have 2 or more other ::Revenge:: Charas, all your other "Takemichi, Thank You for Bravery", "Akkun, Thinks of Allies", "Takuya, Childhood Friend", "Makoto, Thinks With Lower Half", and "Yamagishi, Moodmaker" in all Zones gain the Choice Trigger icon.

Revenge | TRV/S92-017S T: Soul

L2  
C1

### Naoto, Trigger

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, all your other ::Revenge:: Charas gain +X Pow. X = 500 times Level of that Chara.

Revenge | TRV/S92-018 T: Soul

L2  
C1

### Naoto, Trigger

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, all your other ::Revenge:: Charas gain +X Pow. X = 500 times Level of that Chara.

Revenge | TRV/S92-018S T: Soul

L2  
C1

### Yamagishi, Moodmaker

[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, put a card from your hand in your Clock.  
[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Revenge | TRV/S92-019 T: None

L0  
C0

### Draken, Shampoo Hat

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

Revenge | TRV/S92-020 T: None

L0  
C0

### Takuya, Childhood Friend

--No Text--

Revenge | TRV/S92-021 T: None

L0  
C0

### Mikey, Public Bathhouse Together

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Revenge:: 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)

Revenge | TRV/S92-022 T: None

L1  
C0

### Makoto, Thinks With Lower Half

[C] During your turn, if there's a Marker under this, this gains +4000 Pow and the following ability: "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[A] When this is placed from hand to the Stage, you may choose a "Takuya, Childhood Friend" in your WR and put it face-up under this as Marker.

Revenge | TRV/S92-023 T: None

L1  
C0

### Draken, Adult-y Reason

[C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.

Revenge | TRV/S92-024 T: None

L1  
C0

### Hina, Talking Brightly

[A] **RESONANCE** [Reveal a "Takemichi, Thank You for Bravery" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Revenge | TRV/S92-025 T: None

L1  
C0

[A] When this is Front Attacked, put this in the WR, and reveal the top card of your LB. If it's a Chara, put it in the Slot this was in as Defending Chara. (Otherwise put it back where it was)

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

[A] When you use the **BACKUP** of this, if you have a ::Revenge:: 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]

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

Search your LB for up to 1 ::Revenge:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

**L1**  
**C1**

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

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

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

[illegible]

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

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

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

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[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Revenge:: Charas.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Revenge:: Charas, Rest it and move it to an empty Slot in the Back Row.

**LO**  
**C0**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Revenge:: Charas.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Revenge:: Charas, Rest it and move it to an empty Slot in the Back Row.

$$\frac{LO}{CO}$$

[C] **CX COMBO** If "'Heart' of Caring" is in your CZ, this card gains Standby Trigger Icon in all Zones.  
[C] If there are 5 or fewer cards in your Stock, this gains +4000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

L1  
C1

[C] **CX COMBO** If "Heart' of Caring" is in your CZ, this card gains Standby Trigger Icon in all Zones.  
[C] If there are 5 or fewer cards in your Stock, this gains +4000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

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

**[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 RESONANCE** [(3) Discard a card from your hand to the WR, Reveal a "Mikely, Delinquent Days" from your hand] At the end of this card's attack, if "Delinquent Days" is in the CZ, may pay, If so, look at up to 3 cards from top of your Opp's LB and choose up to 3 Charas where the sum of the Pow of the Charas chosen this way is X or lower, put the chosen cards in Clock in any order, and put the rest in the WR. X = Pow of this card.

L3  
C2

**[A] CX COMBO RESONANCE** (3) Discard a card from your hand to the WR. Reveal a "Mikely, Delinquent Days" from your hand! At the end of this card's attack, if "Delinquent Days" is in the CZ, may pay. If so, look at up to 3 cards from top of your Opp.'s LB and choose up to 3 Charas where the sum of the Pow of the Charas chosen this way is X or lower, put the chosen cards in Clock in any order, and put the rest in the WR. X = Pow of this card.

**L3**  
**C2**

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

[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp., and choose up to 1 card from your Opp.'s WR and put it on top of the LB. (DC can occur)

**L3**  
**C2**

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

[A] ([3] Discard 2 cards from your hand to the WR) When this attacks, may pay. If so, deal 2 Damage to your Opp., and choose up to 1 card from your Opp.'s WR and put it on top of the LB. (DC can occur)

L3  
C2

[A] [(1)] 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, Send this to Memory.

[S] [(1)] Put this in the WR| Look at up to 4 cards from top of your LB and search for up to 1 ::Revenge:: Chara, reveal it, put it in your hand, and put the rest in the WR.

**LO**  
**CO**

**Baji, My Treasure**

[A] [(1)] 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, Send this to Memory.

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

Revenge | TRV/S92-037TRV T: None

L0C0

**Mitsuya, Older Brother-like Being**

[A] **RESONANCE** [Reveal a "Mikey, Delinquent Days" from your hand] At the start of your Climax Phase, you may ay cost. If so, choose up to 2 of your ::Revenge:: Charas, and those Charas gain +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 Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Revenge | TRV/S92-038 T: None

L0C0

**Mitsuya, Older Brother-like Being**

[A] **RESONANCE** [Reveal a "Mikey, Delinquent Days" from your hand] At the start of your Climax Phase, you may ay cost. If so, choose up to 2 of your ::Revenge:: Charas, and those Charas gain +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 Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Revenge | TRV/S92-038S T: None

L0C0

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**Baji, Scratch Wound**

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.

[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 ::Revenge:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Revenge | TRV/S92-039 T: None

L0C0

**Baji, Scratch Wound**

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.

[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 ::Revenge:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Revenge | TRV/S92-039S T: None

L0C0

**Draken & Mikey & Takemichi**

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Revenge | TRV/S92-040 T: None

L0C0

Tokyo Revengers Booster Pack

**Draken & Mikey & Takemichi**

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Revenge | TRV/S92-040S T: None

L0C0

**Baji & Chifuyu, Sharing**

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

[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.

Revenge | TRV/S92-041 T: None

L0C0

**Baji & Chifuyu, Sharing**

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

[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.

Revenge | TRV/S92-041TRV T: None

L0C0

**Mikey, There Can't Be, Right!!?**

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."

[A] When this attacks, reveal the top card of your LB. If it's a ::Revenge:: Chara, all your Charas gain +1500 Pow for the turn.

Revenge | TRV/S92-042 T: None

L0C0

**Mikey, There Can't Be, Right!!?**

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."

[A] When this attacks, reveal the top card of your LB. If it's a ::Revenge:: Chara, all your Charas gain +1500 Pow for the turn.

Revenge | TRV/S92-042TRV T: None

L0C0

**Mikey, Leader**

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

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Revenge | TRV/S92-043 T: None

L1C0

**Mikey, Leader**

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

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Revenge | TRV/S92-043S T: None

L1C0

**Chifuyu & Baji, Can't Promise**

[C] During your turn, for each of your other ::Revenge:: Charas, this gains +1000 Pow.

[A] **CX COMBO** At the end of this card's attack, if "The First Person I'd Want to Follow" is in the CZ, reveal the top card of your LB. If it's a ::Revenge:: Chara, put it in your hand. (Otherwise put it back where it was)

Revenge | TRV/S92-044 T: Soul

L1C0

**Chifuyu & Baji, Can't Promise**

[C] During your turn, for each of your other ::Revenge:: Charas, this gains +1000 Pow.

[A] **CX COMBO** At the end of this card's attack, if "The First Person I'd Want to Follow" is in the CZ, reveal the top card of your LB. If it's a ::Revenge:: Chara, put it in your hand. (Otherwise put it back where it was)

Revenge | TRV/S92-044TRV T: Soul

L1C0

**Chifuyu, Can't Punch Through**

[S] [Counter] **BACKUP 3000, Level 2** [(1) Send this to Memory]

Revenge | TRV/S92-045 T: None

L2C1

**Chifuyu, Can't Punch Through**

[S] [Counter] **BACKUP 3000, Level 2** [(1) Send this to Memory]

Revenge | TRV/S92-045S T: None

L2C1

**Takemichi, Bend But Won't Break**

[A] When this attacks, this gains +X Pow for the turn. X = 3000 times # of "Chifuyu, Light of the First Division" in your WR.

Revenge - Flame | TRV/S92-046 T: Soul

L2C1

### Takemichi, Bend But Won't Break

[A] When this attacks, this gains +X Pow for the turn. X = 3000 times # of "Chifuyu, Light of the First Division" in your WR.

Revenge - Flame | TRV/S92-046TRV T: Soul

L2  
C1

### Draken, Only Way Forward is to Attack

[C] **RECOLLECTION** If there are 2 or more "Takemichi, For a Fitting Man" in your Memory, this gets -1 Level while in your hand.  
[C] If this is in the Front Row, all your ::Revenge:: Charas gain +1500 Pow.

Revenge | TRV/S92-047 T: Soul

L3  
C2

### Draken, Only Way Forward is to Attack

[C] **RECOLLECTION** If there are 2 or more "Takemichi, For a Fitting Man" in your Memory, this gets -1 Level while in your hand.  
[C] If this is in the Front Row, all your ::Revenge:: Charas gain +1500 Pow.

Revenge | TRV/S92-047TRV T: Soul

L3  
C2

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### Chifuyu, Unwavering Loyalty

[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] [(3)] When this attacks, may pay. If so, put all of your Opp.'s Stock in the WR, and put the same number of cards from the top of their LB to their Stock.

Revenge | TRV/S92-048 T: Soul

L3  
C2

### Chifuyu, Unwavering Loyalty

[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] [(3)] When this attacks, may pay. If so, put all of your Opp.'s Stock in the WR, and put the same number of cards from the top of their LB to their Stock.

Revenge | TRV/S92-048S T: Soul

L3  
C2

### Mucho, Captain of the Fifth Division

[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)

Revenge | TRV/S92-049 T: None

L0  
C0

## Tokyo Revengers Booster Pack

### Mucho, Captain of the Fifth Division

[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)

Revenge | TRV/S92-049S T: None

L0  
C0

### Takemichi, For a Fitting Man

[C] If you have 1 or fewer other Chara, this gains +1 Level and +2500 Pow.  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Revenge | TRV/S92-050 T: None

L0  
C0

### Hanma, Crime And Punishment

[A] If you have 5 or more cards in your hand, this card gains +1 Level, +1500 Pow, and the following ability. "[C] The Chara Opposite this and this cannot Side Attack."  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row that has an Opp.'s Chara Opposite that Slot.

Revenge | TRV/S92-051 T: None

L0  
C0

### Hanma, Crime And Punishment

[A] If you have 5 or more cards in your hand, this card gains +1 Level, +1500 Pow, and the following ability. "[C] The Chara Opposite this and this cannot Side Attack."  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row that has an Opp.'s Chara Opposite that Slot.

Revenge | TRV/S92-051S T: None

L0  
C0

### Peh-yan, Vice Captain of the Third Division

[C] All your other "Pah-chin, Captain of the Third Division" gain +4000 Pow.  
[A] [Return 2 ::Revenge: Charas in your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Revenge: Charas, and for the turn that Chara gains +2000 Pow.  
[S] **BRAINSTORM** [(1)] Flip over the top 3 cards of your LB and put them in the WR. If there is at least one "Pah-chin, Captain of the Third Division" among them, choose a "Pah-chin, Captain of the Third Division" in your WR and put it in any Slot on Stage.

Revenge | TRV/S92-052 T: None

L1  
C0

### Peh-yan, Vice Captain of the Third Division

[C] All your other "Pah-chin, Captain of the Third Division" gain +4000 Pow.  
[A] [Return 2 ::Revenge: Charas in your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Revenge: Charas, and for the turn that Chara gains +2000 Pow.  
[S] **BRAINSTORM** [(1)] Flip over the top 3 cards of your LB and put them in the WR. If there is at least one "Pah-chin, Captain of the Third Division" among them, choose a "Pah-chin, Captain of the Third Division" in your WR and put it in any Slot on Stage.

Revenge | TRV/S92-052S T: None

L1  
C0

### Baji, Most Important Thing

[C] If there's 1 or fewer other Chara in your Front Row, this gains +4000 Pow.  
[A] At the start of your Attack Phase, if this is Standing and there's 1 or fewer other Chara in your Front Row, all Charas in your Front Row gain the following ability for the turn. "[A] When this attacks, look at the top card of your LB and search for, up to 1 ::Revenge:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Revenge | TRV/S92-053 T: None

L1  
C0

### Kisaki, Man Full of Mystery

[A] When your other ::Revenge:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [Put 1 of your other ::Revenge:: Chara from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Revenge:: Chara, put it in your hand. (Otherwise put it back where it was)

Revenge | TRV/S92-054 T: None

L1  
C0

### Kisaki, Man Full of Mystery

[A] When your other ::Revenge:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [Put 1 of your other ::Revenge:: Chara from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Revenge:: Chara, put it in your hand. (Otherwise put it back where it was)

Revenge | TRV/S92-054S T: None

L1  
C0

### Takemichi, Reason to Not Retreat

[C] If the Cost of the Chara Opposite this is 0 or lower, this gains +1 Level and +3500 Pow.  
[A] [Put this in the WR] When your other ::Revenge:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.

Revenge | TRV/S92-055 T: None

L1  
C1

### Takemichi & Chifuyu, Inherited Goal

[A] When your other ::Revenge:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Revenge: Charas.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Revenge | TRV/S92-056 T: None

L1  
C1

### Takemichi & Chifuyu, Inherited Goal

[A] When your other ::Revenge:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Revenge: Charas.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Revenge | TRV/S92-056S T: None

L1  
C1

**Mikey, Won't Lose to Anyone**

[C] Your other Chara in the Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

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

Revenge | TRV/S92-057 T: Soul

L2  
C1

**Mikey, Won't Lose to Anyone**

[C] Your other Chara in the Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

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

Revenge | TRV/S92-057S T: Soul

L2  
C1

**Pah-chin, Captain of the Third Division**

--No Text--

Revenge | TRV/S92-058 T: Soul

L2  
C1

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**Pah-chin, Captain of the Third Division**

--No Text--

Revenge | TRV/S92-058S T: Soul

L2  
C1

**Smiley, Captain of the Fourth Division**

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

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

[A] **ENCORE** [Discard a ::Revenge:: Chara from your hand to the WR]

Revenge | TRV/S92-059 T: Soul

L2  
C2

**Smiley, Captain of the Fourth Division**

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

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

[A] **ENCORE** [Discard a ::Revenge:: Chara from your hand to the WR]

Revenge | TRV/S92-059S T: Soul

L2  
C2

**Tokyo Revengers Booster Pack****Mikey, Strongest Guy**

[A] At the start of your Climax Phase, choose 1 of your ::Revenge:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Level of that Chara.

[S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Revenge | TRV/S92-060 T: None

L0  
C0

**Kazutora, Most Important Thing**

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Kazutora, Most Important Thing" in your WR.

Revenge | TRV/S92-061 T: None

L0  
C0

**Takemichi, Revenge**

[A] When this is placed from hand to the Stage, If your Opp. has 1 or fewer Chara in their Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

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

Revenge | TRV/S92-062 T: None

L0  
C0

**Kisaki, Captain of the Third Division**

[S] **CX COMBO** [(2) Put 1 of your other ::Revenge:: Chara from the Stage in the WR] Choose a "My Hero" in your WR and return it to your hand.

Revenge | TRV/S92-063 T: None

L0  
C0

**Mitsuya, Captain of the Second Division**

[A] [Discard a ::Revenge:: Chara from hand to the WR] When your Chara's Trigger Check reveals a Climax with 2 Soul Trigger Icons, may pay. If so, choose a Chara in your WR and return it to your hand.

[S] [Discard a card from your hand to the WR, Rest 2 of your Charas] 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.

Revenge | TRV/S92-064 T: None

L1  
C0

**Chifuyu, Enemies in Front**

[C] If there's 1 or fewer other Chara in your Front Row, this gains +4000 Pow.

[A] At the start of your Attack Phase, if this is Standing and there's 1 or fewer other Chara in your Front Row, all Charas in your Front Row gain the following ability for the turn. "[A] When this attacks, you may choose a ::Revenge:: Chara in your WR and put it in Stock."

Revenge | TRV/S92-065 T: None

L1  
C0

**Hanma, "Temporary" Solution**

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

[A] [(1)] When your Climax card is placed to the CZ, may pay. If so, put the top 2 cards from the top of your LB in the WR, choose a Level X or lower ::Revenge:: Chara in your WR and return it to hand. X = sum of the Levels of cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

Revenge | TRV/S92-066 T: None

L1  
C0

**Mikey, Heart Can't Catch Up**

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

Revenge | TRV/S92-067 T: None

L1  
C0

**Mitsuya, Handcrafting Club President**

[S] [Rest this] Reveal the top card of your LB. If it's a Level X or lower Chara, put it in your hand. X = # of "Mitsuya, Founding Mem" in your WR. (Otherwise put it back where it was)

Revenge - Headphones | TRV/S92-068 T: Soul

L2  
C1

**Draken, Resolution of the Battle Wager**

[A] At the start of your Encore Step, put this on the bottom of the LB.

[A] **RECOLLECTION** [(1) Discard a card from your hand to the WR, put this in the WR] At the end of this card's attack, if "Takemichi, For a Fitting Man" is in your Memory, may pay. If so, choose a "Draken, Only Way Forward is to Attack" in your WR and put it Rested in the Slot this was in.

Revenge | TRV/S92-069 T: None

L2  
C1

**Baji, Fumi-e**

[A] [Discard a card from hand to the WR] 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.

[A] **RESONANCE** [Reveal a "Mikey, Delinquent Days" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Revenge | TRV/S92-070 T: Soul

L2  
C2

**Mitsuya, Be Mindful to Properly Thank Someone**

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and deal X Damage to your Opp.. X = sum of # of Soul Trigger Icons among those cards. (DC can occur)

[A] **CX COMBO** When this attacks, if "Defense Unit Captain" is in the CZ, choose up to 1 card in your Opp.'s WR and put it on top of the LB, and this gains +6000 Pow for the turn.

Revenge | TRV/S92-071 T: Soul

L3  
C2

Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

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

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

1

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

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

—

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

1

[A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

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[A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

—

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

1

[A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

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[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR."

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

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

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Charas gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, discard a card from your hand to the WR."

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

$$\frac{LC}{CC}$$

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

[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

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

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

[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

LO  
CO

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

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "I'll Forgive You" is in the CZ and you have another ::Revenge:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 cards that are either ::Revenge:: Charas or "Charm From That Day", reveal them, put them in your hand, and put the rest in the WR.

L1  
CO

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

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "I'll Forgive You" is in the CZ and you have another ::Revenge:: Chara, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 cards that are either ::Revenge:: Charas or "Charm From That Day", reveal them, put them in your hand, and put the rest in the WR.

L1  
C0

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

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas, you may draw a card. If so, discard a card from your hand to the WR.

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

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

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas, you may draw a card. If so, discard a card from your hand to the WR.

$$\frac{LC}{CC}$$

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

[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

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

### Draken & Mitsuya

[C] All your other ::Revenge:: Charas gain +500 Pow.  
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Revenge | TRV/S92-082TRV T: None

L0  
C0

### Mikey, Founding Member

[A] When this is placed from hand to the Stage, choose 1 of your ::Revenge:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** [Reveal a "Mikey, Founding Mem" from your hand and put it in Stock, choose a "Team Which Mem's Protect the Whole Individually" in your CZ and put it in the WR] At the start of your Encore Step, if this is in the Front Row, there are 5 or fewer cards in your hand, and all your Charas are ::Revenge::, may pay. If so, look at up to 4 cards from top of your LB and search for up to 4 ::Revenge:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Revenge | TRV/S92-083 T: None

L1  
C0

### Mikey, Founding Member

[A] When this is placed from hand to the Stage, choose 1 of your ::Revenge:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** [Reveal a "Mikey, Founding Mem" from your hand and put it in Stock, choose a "Team Which Mem's Protect the Whole Individually" in your CZ and put it in the WR] At the start of your Encore Step, if this is in the Front Row, there are 5 or fewer cards in your hand, and all your Charas are ::Revenge::, may pay. If so, look at up to 4 cards from top of your LB and search for up to 4 ::Revenge:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Revenge | TRV/S92-083S T: None

L1  
C0

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### Baji & Kazutora, Together Until the End

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

Revenge | TRV/S92-084 T: Soul

L2  
C1

### Baji & Kazutora, Together Until the End

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

Revenge | TRV/S92-084TRV T: Soul

L2  
C1

### Baji, Giving His All

[A] [(r)] 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** [(8) Discard 3 cards from your hand to the WR, put 4 other Charas from your Stage face-up under this as Markers, choose an "I'm Leaving My All to You" in your CZ and put it in the WR] At the end of this card's attack, may pay. If so, choose a "Mikey, Kid's Meal" in your WR and put it in the Slot this was in, and put all Markers from under this as well as this face-up under that "Mikey, Kid's Meal" as Markers.

Revenge | TRV/S92-085 T: Soul

L3  
C2

## Tokyo Revengers Booster Pack

### Baji, Giving His All

[A] [(r)] 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** [(8) Discard 3 cards from your hand to the WR, put 4 other Charas from your Stage face-up under this as Markers, choose an "I'm Leaving My All to You" in your CZ and put it in the WR] At the end of this card's attack, may pay. If so, choose a "Mikey, Kid's Meal" in your WR and put it in the Slot this was in, and put all Markers from under this as well as this face-up under that "Mikey, Kid's Meal" as Markers.

Revenge | TRV/S92-085S T: Soul

L3  
C2

### Mitsuya, Defense Unit

[A] [Discard a card from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas and put it face-up under this as Marker, and at the start of your next Draw Phase, choose 1 of the Markers under this that's a Chara and put it in any Slot on the Stage.  
[S] [(1) Rest this] Reveal the top card of your LB. If that card has a Soul Trigger Icon, put it in your hand. (Otherwise put it back where it was)

Revenge | TRV/S92-086 T: None

L0  
C0

### Mikey, Seventh Elementary School

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.  
[A] [Put a ::Revenge: Chara from hand in Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Revenge - Candy | TRV/S92-087 T: None

L0  
C0

### Draken, Founding Member

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Mikey, I'll Take Care of This" from your hand] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Revenge:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Revenge | TRV/S92-088 T: None

L1  
C0

### Draken, Founding Member

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Mikey, I'll Take Care of This" from your hand] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Revenge:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Revenge | TRV/S92-088S T: None

L1  
C0

### Kazutora, To Become a Hero

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Revenge:: Charas in the Back Row, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Revenge:: Charas, until the next end of your Opp.'s turn, this gains the following ability. "[C] Chara Opposite this gets -2 Soul."

Revenge | TRV/S92-089 T: Soul

L3  
C2

### Mikey, Race to the Shrine

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

[A] When Damage dealt by this card is not Cancelled, this gains +6000 Pow for the turn.

Revenge | TRV/S92-090 T: None

L0  
C0

### Kazutora, Race to the Shrine

[A] [(1)] When this Front Attacks, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -1 Level for the turn.

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Revenge | TRV/S92-091 T: None

L0  
C0

### Mitsuya, Race to the Shrine

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

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Revenge | TRV/S92-092 T: None

L1  
C0

### Pah-chin, Founding Member

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

[A] When 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.

Revenge | TRV/S92-093 T: None

L1  
C0

### Mikey, Commanding Respect Throughout Heaven And

[C] If there are 2 or fewer cards in your Stock, this cannot attack.

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

Revenge | TRV/S92-094 T: None

L1  
C0

### Draken, Race to the Shrine

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

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.

Revenge | TRV/S92-095 T: Soul

L2  
C1



**Mikey, Mumbling**  
[C] For each of your other ::Revenge:: Charas, this gains +1000 Pow.  
[A] [(2) Discard a "Mitsuya, Founding Mem" from your hand to the WR] When this becomes Reversed in battle, may pay. If so, Rest this, and Reverse the Battle Opp. of this.

Revenge | TRV/S92-096 T: Soul

L2

C2

**Charm From "That Day"**  
Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Revenge:: Chara in your WR and return it to your hand. X = sum of Levels of the cards put in the WR via this effect. (Climax cards are considered Level 0 for this effect)

TRV/S92-097 T: None

L1

C0

**I'll Forgive You**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TRV/S92-098 T: Soul Gate

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**I'll Forgive You**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TRV/S92-098R T: Soul Gate

**Team Which Members Protect the Whole Individually**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TRV/S92-099 T: Soul Gate

**Team Which Members Protect the Whole Individually**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TRV/S92-099R T: Soul Gate

Tokyo Revengers Booster Pack

**I'm Leaving My All to You**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TRV/S92-100 T: Soul Gate

**I'm Leaving My All to You**  
[C] All your Charas gain +1000 Pow and +1 Soul.

TRV/S92-100R T: Soul Gate

**Takemichi, Captain of the First Division**  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Revenge | TRV/S92-101 T: None

L0

C0

**Chifuyu, I'll Try to Protect Your Back**  
[C] If you have another Chara with "Baji" in name, this gains +3000 Pow.

Revenge | TRV/S92-102 T: None

L0

C0

**Baji, Special Attack Unit**  
[C] If you have 1 or fewer other Charas, this gains +1500 Pow.  
[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.

Revenge | TRV/S92-103 T: None

L0

C0

**Mikey, Childish Side**  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.  
[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.

Revenge | TRV/S92-104 T: Soul

L2

C1

**Draken, Vice-Leader**  
[A] When this attacks, choose 1 of your other ::Revenge:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Revenge:: Charas.

Revenge | TRV/S92-105 T: None

L1

C0

**Mitsuya, The One Who Keeps Everyone Together**  
[A] When this attacks, if you have 4 or more other ::Revenge:: Charas, choose 1 of your Charas, and that Chara gains +2 Soul for the turn.  
[S] [(1)] This gains +1 Soul for the turn.

Revenge | TRV/S92-106 T: Soul

L2

C1