

Himawari, Opening up Her Heart

[A] [(1)] When Damage dealt by this is canceled, may pay. If so, Draw a card.

Key - Shield | VR/W22-001 T: None

L0

C0

Himawari, Opening up Her Heart

[A] [(1)] When Damage dealt by this is canceled, may pay. If so, Draw a card.

Key - Shield | VR/W22-001R T: None

L0

C0

Himawari Shinomiya

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
[A] [(1)] When this attacks, if "New Friends" is in CZ, may pay. If so, search your LB for up to 2 ::Key:: Charas, reveal them, put them in your hand, and shuffle your LB.

Key - Shield | VR/W22-002 T: Soul

L3

C2

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Himawari Shinomiya

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
[A] [(1)] When this attacks, if "New Friends" is in CZ, may pay. If so, search your LB for up to 2 ::Key:: Charas, reveal them, put them in your hand, and shuffle your LB.

Key - Shield | VR/W22-002SP T: Soul

L3

C2

Himawari, Physical Ed Period

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

Key - Factory | VR/W22-003 T: None

L0

C0

Akane, Docking with Himawari!

[A] **BOND**/"Himawari, Opening up Her Heart" [Discard a card from hand to the WR]
[S] [(3) Choose a "Himawari, Opening up Her Heart" and this from your Stage and Send them to Memory] Choose a "Vivid Yellow" in your WR and put it in the Slot this was in.

Key - Weapon | VR/W22-004 T: None

L1

C0

Vividred Operation Booster Pack

Himawari, Loves Factory

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[C] **RECOLLECTION** If there are 2 or more ::Key:: Charas in your Memory, this gains "[C] **ASSIST** All your Charas in front of this gain +500 Pow."

Key - Factory | VR/W22-005 T: Soul

L2

C1

Vivid Yellow

[C] **RECOLLECTION** During your turn, if there are 2 or more ::Key:: Charas in your Memory, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Key - Shield | VR/W22-006 T: Soul

L2

C2

Vivid Yellow

[C] **RECOLLECTION** During your turn, if there are 2 or more ::Key:: Charas in your Memory, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Key - Shield | VR/W22-006S T: Soul

L2

C2

Himawari, Genius Hacker

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your Opp. plays an Event, you may choose a **YELLOW** card in your WR and put it in Stock.

Key - Factory | VR/W22-007 T: None

L0

C0

Himawari, Reader Model

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Key - Factory | VR/W22-008 T: None

L0

C0

Himawari in Swimsuits

[A] When this attacks, put the top card of your LB in the WR. If that card was a Climax card, this gains +4 Soul for the turn.

Key - Factory | VR/W22-009 T: None

L1

C0

Texture on! Himawari

[A] **CHANGE** [(2) Discard a card from hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose a "Himawari Shinomiya" in your WR and put it in the Slot this was in.
[S] [Rest 2 of your Charas] Choose 1 of your ::Key:: Charas, and that Chara gains +1 Soul for the turn.

Key - Factory | VR/W22-010 T: Soul

L2

C1

Himawari, Full of Curiosity

[A] When your other ::Key:: Chara attacks, this gains +1000 Pow for the turn.

Key - Shield | VR/W22-011 T: Soul

L2

C1

Himawari, Full of Curiosity

[A] When your other ::Key:: Chara attacks, this gains +1000 Pow for the turn.

Key - Shield | VR/W22-011S T: Soul

L2

C1

Himawari, Shut-in Girl

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

Key - Factory | VR/W22-012 T: None

L0

C0

Himawari, Invitation to Study Gathering

--No Text--

Key - Factory | VR/W22-013 T: None

L0

C0

Himawari, Pallet Suits Equipped!

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Key - Shield | VR/W22-014 T: None

L1

C0

Operation! Vivid Yellow

[A] When this attacks, if "Vivid Collider" is in the CZ, this gains +2000 Pow for the turn.
[A] When this attacks, if "Vivid Collider" is in the CZ, choose 1 of your other Charas, and that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Key - Shield | VR/W22-015 T: None

L1
C1

Himawari (Sunflower) And Himawari

--No Text--

Key - Factory | VR/W22-016 T: None

L1
C1

Himawari's Camera

Look at up to 4 cards from top of your LB and choose up to 1 ::Key:: Chara, reveal it, and put it in your hand. Put the rest in the WR.

VR/W22-017 T: None

L1
C0

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Nakid Collider

[Counter] Choose 1 of your ::Shield:: Charas, and that Chara gains +4000 Pow for the turn. The next time you would be dealt Damage this turn, if that Damage is canceled, Deal 1 Damage to your Opp.. (DC can occur)

VR/W22-018 T: None

L3
C1

New Friends

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

VR/W22-019 T: Soul Bounce

Vivid Collider

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

VR/W22-020 T: 2 Soul

Vividred Operation Booster Pack

Wakaba, Girl Who Hates Losing

[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains +1000 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, perform the following action: "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Key - Weapon | VR/W22-021 T: None

L0
C0

Wakaba, Girl Who Hates Losing

[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains +1000 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, perform the following action: "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Key - Weapon | VR/W22-021R T: None

L0
C0

Texture on! Wakaba

[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose a "Wakaba Saegusa" in your WR and put it in the Slot this was in.
[S] [Rest 2 of your Charas] Choose 1 of your ::Key:: Charas, and that Chara gains +2000 Pow for the turn.

Key - Sports | VR/W22-022 T: Soul

L2
C2

Wakaba, Mastery

[C] This cannot Side Attack.
[A] When this Direct Attacks, choose up to 1 Level 0 or lower Chara in your Opp.'s Front Row. That Chara does not Stand during your Opp.'s next Stand Phase.

Key - Sports | VR/W22-023 T: None

L0
C0

Wakaba, Mastery

[C] This cannot Side Attack.
[A] When this Direct Attacks, choose up to 1 Level 0 or lower Chara in your Opp.'s Front Row. That Chara does not Stand during your Opp.'s next Stand Phase.

Key - Sports | VR/W22-023S T: None

L0
C0

Operation! Vivid Green

[A] This ability activates up to once per turn. When you use an [S] ability, this card gains +1500 Pow until the end of turn.

Key - Weapon | VR/W22-024 T: None

L1
C0

Vivid Green

[C] **RECOLLECTION** If you have 2 or more ::Key:: Charas in Memory, this gains +1000 Pow.
[A] When this attacks, if "Vivid Blade" is in CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

Key - Weapon | VR/W22-025 T: Soul

L2
C1

Vivid Green

[C] **RECOLLECTION** If you have 2 or more ::Key:: Charas in Memory, this gains +1000 Pow.
[A] When this attacks, if "Vivid Blade" is in CZ, this gains +3000 Pow until the next end of your Opp.'s turn.

Key - Weapon | VR/W22-025S T: Soul

L2
C1

Wakaba Saegusa

[C] This cannot Side Attack.
[A] This ability activates up to once per turn. When you use an [S] ability, all your Charas gains +2000 Pow for the turn.
[A] [(2)] When this attacks, may pay. If so, look at up to 2 cards from top of your Opp.'s LB and choose up to 1 of them and put it on the bottom of the LB. Put the rest on top of the deck in any order.

Key - Weapon | VR/W22-026 T: Soul

L3
C2

Wakaba Saegusa

[C] This cannot Side Attack.
[A] This ability activates up to once per turn. When you use an [S] ability, all your Charas gains +2000 Pow for the turn.
[A] [(2)] When this attacks, may pay. If so, look at up to 2 cards from top of your Opp.'s LB and choose up to 1 of them and put it on the bottom of the LB. Put the rest on top of the deck in any order.

Key - Weapon | VR/W22-026SP T: Soul

L3
C2

Wakaba, Loves Cute Things

[C] Chara Opposite this gains +1 Soul.

Key - Sports | VR/W22-027 T: None

L0
C0

Akane, Docking with Wakaba!

[A] **BOND**/"Wakaba, Mastery" [Discard a card from hand to the WR]
[S] [(2) Choose a "Wakaba, Mastery" and this from your Stage and Send them to Memory] Choose a "Vivid Green" in your WR and put it in the Slot this was in.

Key - Weapon | VR/W22-028 T: None

L1
C0

[A] When this attacks, if "Fun Competition" is in the CZ, chose 1 of your ::Key:: Charas, and that Chara gains +1 Level and +2000 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

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

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

[S] **COUNTER BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

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

[C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.

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

[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Key:: Chara in your WR and put it face-down under this as Marker.

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

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

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

--No Text--

LO
CO

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

[A] When your Climax is placed in the CZ, choose 1 of your ::Key:: Charas, and that Chara gains +1500 Pow for the turn.

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

--No Text--

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

Choose a ::Key:: Chara in your Clock and return it to your hand. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
Put this in Clock.

L2
C0

You may choose a "Special Training Method of Tengen Rishin-ryu" in your hand and put it in the WR. If so, Send this to Memory.
[C] RECOLLECTION If this is in Memory, all your
 ::Key:: Charas gain +1000 Pow.

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

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

1-

[C] All your Charas gain +2 Soul.

1-

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

[A] ((1)) When "Pow to Save the World" is placed in your CZ, may pay. If so, choose a ::Key:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

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

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] [(3) Discard 2 cards from hand to the WR] When this attacks, may pay. If so, Deal 5 damage to your Opp.. (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 WB.

L3
C2

[A] [Discard a "Feather-Shaped Birthmark" from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Mystery:: Chara in your WR and return it to your hand.

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

[A] [Discard a "Feather-Shaped Birthmark" from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Mystery:: Chara in your WR and return it to your hand.

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

[C] All your other "Key" Charas gain +500 Pow

LO
CO

Akane, Naive And Romantic

[C] If there are 3 or fewer cards in your Opp.'s Stock, this gains +1000 Pow.

Key - Mayonnaise | VR/W22-045 T: None

L0

C0

Akane, Naive And Romantic

[C] If there are 3 or fewer cards in your Opp.'s Stock, this gains +1000 Pow.

Key - Mayonnaise | VR/W22-045S T: None

L0

C0

Operation! Vivid Red

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Key:: Chara in your WR and return it to your hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Key | VR/W22-046 T: None

L1

C0

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Akane, Always Positive

[A] [(1) Put this in the WR] When another ::Key:: Chara of yours is Front Attacked, may pay. If so, choose 1 of your Battling Charas, and that Chara gains +2500 Pow for the turn.

Key - Weapon | VR/W22-047 T: None

L1

C0

Akane, Always Positive

[A] [(1) Put this in the WR] When another ::Key:: Chara of yours is Front Attacked, may pay. If so, choose 1 of your Battling Charas, and that Chara gains +2500 Pow for the turn.

Key - Weapon | VR/W22-047R T: None

L1

C0

Akane, Tent Type

[A] **RECOLLECTION** When you use the **BACKUP** of this, if there are 2 or more ::Key:: Charas in your Memory, choose 1 of your Battling Charas, and that Chara gains +1500 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Key - Mayonnaise | VR/W22-048 T: Soul

L1

C1

Vividred Operation Booster Pack

Rei, Destructor

[A] [(1)] When "Rei's Mission" is placed in the CZ, if this is in the Front Row, may pay. If so, choose a Cost 0 or lower Chara in your WR and put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn.

Key - Mystery | VR/W22-049 T: None

L1

C1

Vivid Red

[C] **RECOLLECTION** If there are 2 or more ::Key:: Charas in your Memory, this gains +1000 Pow.
[A] When this is placed from hand to the Stage of via the effect of the [S] ability of "Rei, Docking with Akane!" to the Stage, draw up to 2 cards and discard a card from hand to the WR.
[A] [(1)] When "Vivid Punch" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Chara and put it in the WR.

Key | VR/W22-050 T: Soul

L3

C2

Vivid Red

[C] **RECOLLECTION** If there are 2 or more ::Key:: Charas in your Memory, this gains +1000 Pow.
[A] When this is placed from hand to the Stage of via the effect of the [S] ability of "Rei, Docking with Akane!" to the Stage, draw up to 2 cards and discard a card from hand to the WR.
[A] [(1)] When "Vivid Punch" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Chara and put it in the WR.

Key | VR/W22-050S T: Soul

L3

C2

Akane, Center of Everyone

[A] When this attacks, if "Naked Rang" is in the CZ, put the top 3 cards of your LB in the WR. If all cards put in WR this way are ::Key:: Charas, choose a Chara in your WR and return it to your hand.

Key - Weapon | VR/W22-051 T: None

L0

C0

Rei, Alone

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

Key - Mystery | VR/W22-052 T: None

L0

C0

Crow, "Their" Herald

[C] For each Marker under this, this gains +1 Level and +2000 Pow.
[A] When this attacks, you may choose 1 of your "Rei, Blunt Replies" and put it face-down under this as Marker.

Mystery - Animal | VR/W22-053 T: None

L0

C0

Rei in Swimsuits

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times number of your Charas with **ASSIST**.
[A] When this is placed from hand to the Stage, choose 1 of your other ::Mystery:: Charas, and that Chara gains +1000 Pow for the turn.

Key - Mystery | VR/W22-054 T: Soul

L1

C1

Rei, Docking with Akane!

[A] **BOND**/"Akane, Always Positive" [Discard a card from hand to the WR.
[S] [(2) Choose a "Akane, Always Positive" and this from your Stage and Send them to Memory] Choose a "Vivid Red" in your WR and put it in the Slot this was in.

Key - Mystery | VR/W22-055 T: Soul

L2

C1

Akane, Looking Straight

[C] If you have another Level 3 or higher Chara, this gains +2000 Pow.

Key - Weapon | VR/W22-056 T: Soul

L2

C1

Rei, Near-Miss Hearts

[A] [(2) Discard a card, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose a "Rei Kuroki" in your WR and put it in the Slot this was in.

Key - Mystery | VR/W22-057 T: Soul

L2

C1

Alone, Mysterious Being

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

Alone - Mystery | VR/W22-058 T: Soul

L2

C2

Rei Kuroki

[C] For each of your other Charas with either::Key:: and/or ::Alone::, this gains +500 Pow.
[A] [(1)] When this is placed from hand to the Stage or via **CHANGE** to the stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Key - Mystery | VR/W22-059 T: Soul

L3

C2

Rei Kuroki

[C] For each of your other Charas with either::Key:: and/or ::Alone::, this gains +500 Pow.
[A] [(1)] When this is placed from hand to the Stage or via **CHANGE** to the stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Key - Mystery | VR/W22-059SP T: Soul

L3

C2

Momo, Hard Working

[A] [Discard a ::Key:: Chara 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 Chara with "Docking" in name, reveal it, and put it in your hand. Shuffle your LB.

Housework - Ransel | VR/W22-060 T: None

L0

C0

Rei, Physical Ed Period

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

Key - Mystery | VR/W22-061 T: None

L0

C0

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Mashiro Isshiki

[A] **BOND**/"Akane, Near-Miss Hearts" [Put the top card of your LB in your Clock]

Science | VR/W22-062 T: None

L0

C0

Rei, Granted Power

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

Key - Mystery | VR/W22-063 T: None

L0

C0

Kenjirou, Great Scientist

[S] [(2) Rest 2 of your Charas] Choose a Chara in your WR and return it to your hand.

Doll - Science | VR/W22-064 T: None

L0

C0

Vividred Operation Booster Pack

Akane, Newspaper Delivery

--No Text--

Key - Mayonnaise | VR/W22-065 T: None

L0

C0

Akane & Momo, Friendly Sisters

[A] [(1)] When this attacks, if "Vivid Momo, Operation!" is in the CZ, may pay. If so, choose 1 of your other ::Key:: Charas, and that Chara gains +X Pow for the turn. X = Pow of this.

Key - Housework | VR/W22-066 T: None

L1

C0

Alone, Catastrophe for Mankind

[S] [Discard a ::Mystery:: Chara from hand to the WR] This gains +3500 Pow for the turn.

Alone - Mystery | VR/W22-067 T: None

L1

C0

Rei, Mysterious Girl

--No Text--

Key - Mystery | VR/W22-068 T: None

L1

C0

Akane, Near-Miss Hearts

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

Key - Mayonnaise | VR/W22-069 T: None

L1

C1

Rei, Girl of Parallel World

[C] If there are 4 or fewer cards in your Stock, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] [(1)] When this attacks, if "I Won't Say Goodbye" is in the CZ, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Key - Mystery | VR/W22-070 T: Soul

L2

C2

Rei, Proof That I Am Myself

--No Text--

Key - Mystery | VR/W22-071 T: Soul

L2

C1

Akane, Pallet Suits Equipped!

--No Text--

Key - Weapon | VR/W22-072 T: Soul

L2

C2

Connected Hearts

Rest 2 of your Standing Charas. If you Rest 2, choose up to 2 ::Key:: Charas in your WR and return them to your hand.

VR/W22-073 T: None

L1

C2

Feather-Shaped Birthmark

Choose an "Alone, Mysterious Being" in your WR and put it in any Slot on the Stage. Send this to Memory.
[C] You may have up to 10 cards sharing the same name as this in your Deck.
[C] **RECOLLECTION** If this is in Memory, all your "Alone, Mysterious Being" gain +1000 Pow.

VR/W22-074 T: None

L2

C2

Power to Save the World

[A] When this is placed from hand to the CZ, put the top card of your LB in Stock, and all your Charas gain +1 Soul for the turn.

VR/W22-075 T: 2 Soul

Rei's Mission

[A] When this card is placed from hand to the CZ, put the top card of your Deck in Stock, and all your Charas gain +1 Soul for the turn.

VR/W22-076 T: 2 Soul

Vivid Punch

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

VR/W22-077 T: 2 Soul

Naked Rang

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

VR/W22-078 T: 2 Soul

Vivid Momo, Operation!

[C] All your Charas gain +2 Soul.

VR/W22-079 T: 2 Soul

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I Won't Say Goodbye

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

VR/W22-080 T: Salvage

Vivid Blue

[C] **RECOLLECTION** If there are 2 or more ::Key:: Charas in yoru Memory, this gains +1500 Pow and the following ability. "[A] [Put the top card of your LB in your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card."

Key - Weapon | VR/W22-081 T: Soul

L2
C1

Vivid Blue

[C] **RECOLLECTION** If there are 2 or more ::Key:: Charas in yoru Memory, this gains +1500 Pow and the following ability. "[A] [Put the top card of your LB in your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card."

Key - Weapon | VR/W22-081S T: Soul

L2
C1

Vividred Operation Booster Pack

Aoi Futaba

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "Naked Impact" is in the CZ, all your Charas gain +1500 Pow until the next end of your Opp.'s turn.

Key - Weapon | VR/W22-082 T: Soul

L3
C2

Aoi Futaba

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "Naked Impact" is in the CZ, all your Charas gain +1500 Pow until the next end of your Opp.'s turn.

Key - Weapon | VR/W22-082SP T: Soul

L3
C2

Aoi, Graceful Girl

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest 2 of your Charas] Draw a card.

Key - Weapon | VR/W22-083 T: None

L0
C0

Aoi, Graceful Girl

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest 2 of your Charas] Draw a card.

Key - Weapon | VR/W22-083S T: None

L0
C0

Aoi in Swimsuits

[C] **ASSIST** All your ::Key:: Charas in front of this gain +1 Level and +500 Pow.
[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.

Key - Daughter | VR/W22-084 T: None

L1
C0

Akane, Docking with Aoi!

[A] **BOND**/"Aoi, Confession of Truth" [Discard a card from hand to the WR]
[S] [(2) Choose a "Aoi, Confession of Truth" and this from your Stage and Send them to Memory] Choose a "Vivid Blue" in your WR and put it in the Slot this was in.

Key - Weapon | VR/W22-085 T: None

L1
C0

Operation! Vvid Blue

[A] When this attacks, if "Operation Key Appears!" is in the CZ, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on the bottom of the LB."

Key - Weapon | VR/W22-086 T: None

L1
C0

Aoi, Morning Special Training

[S] [(1)] Draw a card, and discard a card from your hand to the WR.
[S] [Rest 2 of your Charas] Choose 1 of your ::Key:: Charas, and that Chara gains +2000 Pow for the turn.

Key - Daughter | VR/W22-087 T: None

L0
C0

Aoi, Confession of Truth

[A] **ENCORE** [Discard a Chara from your hand to the WR]
[S] [Rest 1 of your ::Key:: Charas] This gains +1000 Pow for the turn.

Key - Weapon | VR/W22-088 T: None

L0
C0

Aoi, Bento on the Rooftops

[C] If the Level of the Chara Opposite this is 3 or higher, this gains +7500 Pow.

Key - Daughter | VR/W22-089 T: None

L0
C0

Aoi, Especially Energetic

[C] During your Opp.'s turn, if you have another Level 2 or higher Chara, this gains +2000 Pow.

Key - Weapon | VR/W22-090 T: None

L1
C1

Aoi, Especially Energetic

[C] During your Opp.'s turn, if you have another Level 2 or higher Chara, this gains +2000 Pow.

Key - Weapon | VR/W22-090R T: None

L1
C1

Texture on! Aoi

[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose an "Aoi Futaba" in your WR and put it in the Slot this was in.

Key - Daughter | VR/W22-091 T: Soul

L2

C2

Yuuri Shijou

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Science - Glasses | VR/W22-092 T: None

L0

C0

Aoi in Casula Clothing

--No Text--

Key - Daughter | VR/W22-093 T: None

L0

C0

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Aoi, Snack Time

[C] If you have 2 or more other ::Key:: Charas, this gains +1000 Pow.

Key - Daughter | VR/W22-094 T: None

L1

C0

Aoi, First Battle

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Key - Weapon | VR/W22-095 T: Soul

L2

C1

Aoi, Pallet Suits Equipped!

--No Text--

Key - Weapon | VR/W22-096 T: Soul

L2

C1

Vividred Operation Booster Pack

Operation Cocoon Break

If you have a BLUE Chara, look at up to 2 cards from top of your LB and choose up to 1 of them and put it in your hand, put the rest on top of your deck in any order, and discard a card from your hand to the WR.
If you have a YELLOW Chara, your Opp. may not use "[A] **ENCORE**" this turn. (This includes "[A] **ENCORE** [C]" provided by rules)
If you have a GREEN Chara, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

VR/W22-097 T: None

L2

C0

Surprisingly Powerful

[Counter] Choose 1 of your ::Key:: Charas, and that Chara gains +2500 Pow for the turn. Choose 1 Chara in Battle, and that Chara gains +5 Soul for the turn.

VR/W22-098 T: None

L3

C2

Naked Impact

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

VR/W22-099 T: Draw

Operation Key Appears!

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

VR/W22-100 T: 2 Soul