

Akane, Snack Time
[A] This ability may activate up to twice per turn. When your other ::Key:: Chara is placed from hand to the Stage, this gains +1000 Pow for the turn.

Key - Mayonnaise | VR/W22-101 T: None

L1
C0

Momo, Heading to School
[C] If you have another Chara with "Akane" in name, this gains +1500 Pow.

Housework - Ransel | VR/W22-102 T: Soul

L2
C1

Akane, First Docking
[S] [(2) Choose a "Aoi, Pow to Protect" and this from your Stage and Send them to Memory] Choose 1 "Vivid Blue, Two Became One" in your WR and place it in the Slot this was in.

Key - Weapon | VR/W22-103 T: Soul

L2
C1

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Vivid Blue, Two Became One
[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 or via the effect of the [S] ability of "Akane, First Docking" to the Stage, look at up to X card from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR. X = Number of your ::Key:: Charas.

Key - Weapon | VR/W22-104 T: Soul

L3
C2

Aoi, Power to Protect
[C] All your other ::Key:: Charas gain +500 Pow.

Key - Weapon | VR/W22-105 T: None

L0
C0

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, put it in your hand, and shuffle your LB.

Housework - Ransel | VR/W22-T01 T: None

L0
C0

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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-T02 T: None

L0
C0

Akane, Newspaper Delivery
--No Text--

Key - Mayonnaise | VR/W22-T03 T: None

L0
C0

Rei, Mysterious Girl
--No Text--

Key - Mystery | VR/W22-T04 T: None

L1
C0

Akane, Near-Miss Hearts
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Key - Mayonnaise | VR/W22-T05 T: None

L1
C1

Akane, Pallet Suits Equipped!
--No Text--

Key - Weapon | VR/W22-T06 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-T07 T: None

L1
C2

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-T08 T: 2 Soul

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-T09 T: None

L0
C0

Aoi in Casual Clothing
--No Text--

Key - Daughter | VR/W22-T10 T: None

L0
C0

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

Key - Daughter | VR/W22-T11 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-T12 T: Soul

L2
C1

Aoi, Pallet Suits Equipped!
--No Text--

Key - Weapon | VR/W22-T13 T: Soul

L2
C1

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-T14 T: 2 Soul

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

VR/W22-T15 T: Draw

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