

No./100:	100			
SHS/W98-001		<p>(RR) 0/0 Erii (Game/Manga)</p> <p>AUTO - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 Climax from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p>		SP
SHS/W98-002		<p>(RR) 1/0 Izumi (Game/Manga)</p> <p>CONT - MEMORY During your turn, if you have a card in Memory, this gets +1 Level and +2500 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (030) in your Climax Area, and you have 2 or more other <Game> character, look at up to 4 cards from the top of your deck, choose up to 1 <Game> character or {Little Love Rhapsody - SHS/W56-025} from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and if you added a Level 3 or higher character, choose 1 of your character, this turn, it gets +1 Soul.</p>		SP
SHS/W98-003		<p>(RR) 3/2 Erii (Game/Manga)</p> <p>AUTO - {CX Combo} When the Choice CX (028) is placed in your Climax Area, if this is in the Front Row, and you have another <Game> character, choose 1 {another copy of this card} or {3/2 Utaha - 069} in your Waiting Room, you may place it on stage in any slot.</p> <p>AUTO - At the start of your attack phase, you may put all of your hand and Stock to Waiting Room. If you sent 5 cards in Waiting Room, choose 1 {another copy of this card} in your Waiting Room, place it on stage in any slot.</p> <p>AUTO - When this attacks, you may mill 1. If that card is a <Game> character, deal X damage to your opponent. X equals the Level of the milled card.</p>		SEC

SHS/W98-004



(R) 0/0 Eri (Game/Manga)

AUTO - [(1) Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.

AUTO - ALARM - If this is on top of your Clock, at the start of your Climax Phase, you may draw 1 card. If you do, discard 1 card.



SR

SHS/W98-005



(R) 0/0 Eri (Game/Manga)

CONT - When you pay the cost for the ACT effect of {2/1 Utaha - 066}, you may put 1 Marker underneath this card to Waiting Room instead of 1 Stock.

AUTO - When your other Front Row Center Slot character with "Eri" or "Utaha" in its name is Reversed, if this has 2 or less Markers underneath this card, place the top card of your deck underneath this card Face-Up as a Marker.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, choose up to 1 character from your Waiting Room, and add it to hand.



SR

SHS/W98-006



(R) 1/0 Reunite Eri (Game/Manga)

CONT - If you have 2 or more other <Game> characters, this gets +2000 power.

AUTO - {CX Combo} When this attacks, if you have the **Choice CX (029)** in your Climax Area, and you have 2 or more other <Game> characters, reveal the top 3 cards of your deck, your opponent chooses one character or event from among them, add it to your hand, then choose up to 1 card from the remaining, put it on the top of your deck, and send the rest to Waiting Room

SHS/W98-007



(R) 1/1 Izumi (Game/Manga)

AUTO - At the start of your Climax Phase, choose up to 2 <Game> characters from your Waiting Room, and put them on the bottom of your Clock in any order. At the end of the turn, put the bottom X cards of your Clock into Waiting Room. X is the number of cards placed in your Clock by this effect.

AUTO - At the start of your Attack Phase, for every 2 cards in your Clock, perform the following effect, "Choose 1 of your other <Game> characters, this turn, it gets +2000 power."



SR

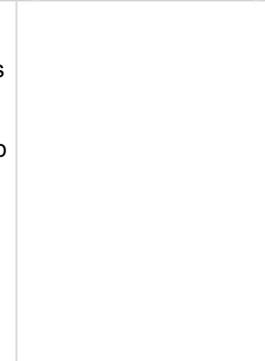
SHS/W98-008



(R) 2/2 Eriri (Game/Manga)

CONT - MEMORY If you have 2 or more <Game> characters in Memory, this gets +4000 power.

AUTO - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.



SHS/W98-009



(R) 3/2 Izumi (Game/Manga)

AUTO - [Put 1 <Game> character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, at the end of this turn, send up to 2 cards from the bottom of your Clock to Waiting Room.

AUTO - {CX Combo} When this attacks, if you have the **Choice CX {030}** in your Climax Area, and you have 4 or more other <Game> characters, perform the following effect, "If you have 5 or less clock, you may deal 1 damage to your opponent. If you have 6 clock, you may deal 3 damage to your opponent."



SR

SHS/W98-010



(U) 0/0 Izumi (Game/Manga)

ACT - BRAINSTORM (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, resolve the following effect: "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room, and discard 1 card."

SHS/W98-011



(U) 0/0 Eri (Game/Manga)

AUTO - [Put the top card of your deck into Clock] When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.

SHS/W98-012



(U) 0/0 Tomoya (Game/Otaku)

AUTO - (1) When this is sent from Stage to Waiting Room, you may pay cost. If you do, send this to Memory.

AUTO - MEMORY [Discard 1 card, turn this Face-Up card Face-down] If this is in your Memory, at the start of your Climax Phase, you may pay cost. If you do, search your deck for up to 1 <Game> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

SHS/W98-013



(U) 0/0 Iori (Game/Otaku)

AUTO - ALARM [Discard 1 <Game> character] If this is on top of your Clock, at the start of your Climax Phase, you may pay cost. if you do, choose 1 <Game> character in your Waiting Room, add it to hand.

SHS/W98-014



(U) 1/0 Erii (Game/Manga)

CONT - MEMORY During your turn, if you have a card in Memory, this gets +1500 power.

AUTO - When this or this character's battle opponent is Reversed, this turn, that character cannot use "**AUTO - ENCORE**"

SHS/W98-015



(U) 2/1 Erii (Game/Manga)

CONT - ASSIST +2000 to Level 3 or higher characters.

ACT - [(2) Rest this] Heal 1.

SHS/W98-016



(U) 2/2 Reunite Izumi (Game/Manga)

CONT - If you have 2 or more other <Game> characters, this gets +4000 power.

AUTO - (1) When this attacks, if you have another "Reunite Tomoya - 071", you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice

AUTO - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.

SHS/W98-017



(U) 3/2 Eriri (Game/Manga)

CONT - ASSIST +2000

AUTO - When this is placed on stage from hand, draw 1 card, discard 1 card, then choose up to 1 of your opponent's characters, return it to hand.

ACT - (1) Send this to the bottom of your Stock. Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

SHS/W98-018



(U) 3/2 Izumi (Game/Manga)

AUTO - [Put 1 <Game> character from your Waiting Room on the bottom of your Clock] This ability can only be activated up to once per turn. During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, this turn, this gains the following ability, "**AUTO** - This ability can only be only be activated up to once per turn. When damage dealt by this is Cancelled, deal 3 damage to your opponent."

SHS/W98-019



(C) 0/0 Izumi (Game/Manga)

AUTO - When this attacks, choose 1 of your other <Game> characters, this turn, it gets +X power. X equals the number of your other <Game> characters times 500.

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.

SHS/W98-020



(C) 0/0 Izumi (Game/Manga)

CONT - The character across from this cannot move to other slots.

AUTO - When this attacks, choose 1 of your <Game> characters, this turn, it gets +1500 power.

SHS/W98-021



(C) 0/0 Akane (Game/Manga)

AUTO - [(1) Send this to Waiting Room] When your other <Game> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested, and until the end of the next turn, it gets +3000 power.

ACT - [Rest this] Choose 1 of your <Game> characters, this turn, it gets +1000 power.

SHS/W98-022



(C) 0/0 Eriri (Game/Manga)

AUTO - BOND [Put 1 <Game> character from your Waiting Room on the bottom of your Clock] to [{Set 1 1/0 Eriri RR - SHS/W56-001}](#)

ACT - [Rest this] Choose 1 of your [{Set 1 1/0 Eriri RR - SHS/W56-001}](#), this turn, it gets +2500 power and +1 Soul.

SHS/W98-023



(C) 1/0 Izumi (Game/Manga)

CONT - MEMORY During your turn, if you have a card in your Memory, this gets +500 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play BACKUPS from hand."

AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.

SHS/W98-024



(C) 1/1 Reunite Iori (Game/Otaku)

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.

SHS/W98-025



(C) 2/1 Erii (Game/Manga)

AUTO - (1) When you use this card's BACKUP, you may pay cost. If you do, choose 1 **{this card}** from your Waiting Room, and add it to hand.

ACT - BACKUP +2500

SHS/W98-026



(C) 2/1 Izumi (Game/Manga)

CONT - All of your other **{Set 1 RR 3/2 Izumi - SHS/W56-002}** gains the following ability, "**AUTO** [(1) Send 1 "**Little Love Rhapsody - SHS/W56-025**" in your Memory to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, Heal 1."

CONT - ASSIST +1500 to characters with "Izumi" in its name.

SHS/W98-027



(U) 3/0 Event

You cannot play this from hand if you do not control a <Game> character.

Choose 1 of the following 2 effects and perform it,

a) "Look at up to 4 cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room."

b) "If you have 6 Clock, search your deck for up to 1 card, add it to hand, and shuffle your deck afterwards."

This turn, you cannot play **{copies of this card}** from hand.

SHS/W98-028



(CR) Choice CX

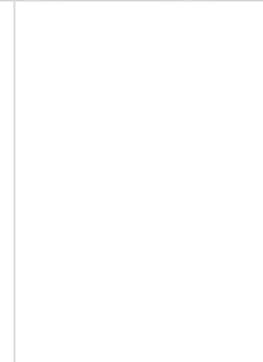


RRR

SHS/W98-029



(CC) Choice CX



SHS/W98-030



(CC) Choice CX



RRR

SHS/W98-031



(RR) 0/0 Megumi (Game)

AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Game> character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room, if you have no Green card in Memory, send this to Memory.



SEC

SHS/W98-032



(RR) 3/2 Megumi (Game)

AUTO - When this is placed on stage from hand, you may put up to 1 card from the top of your clock to Waiting Room. If you have 4 or more other <Game> characters, you may send it to Stock instead of the Waiting Room.

AUTO - {CX Combo} **MEMORY** - [(1) Discard 2 cards] When this attacks, if you have the **Gold Bar CX (057)** in your Climax Area, and you have 2 or more <Game> characters in Memory, you may pay cost. If you do, deal 3 damage to your opponent. All Level 1 or higher cards revealed by this damage is placed in Clock in the order they are revealed even if the damage is cancelled.



SP

SHS/W98-033



(R) 0/0 Erii (Game/Manga)

AUTO - When your character's Trigger Check reveals a Soul Trigger, choose 1 of your <Game> characters, this turn, it gets +1500 power.

AUTO - {CX Combo} When the **Salvage Trigger Split Soul CX (058)** is placed in your Climax Area, if you have 2 or more other <Game> characters, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice."

Note: this has a Soul Trigger.



SR

SHS/W98-034



(R) 0/0 Megumi (Game)

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.

ACT - [(1) Send this Standing character to Memory] Choose 1 {1/0 Megumi CXC - 062} in your Waiting Room, add it to hand.



SR

SHS/W98-035



(R) 0/0 Megumi (Game)

AUTO - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.

AUTO - [Send 1 of your other <Game> characters on stage to Waiting Room] At the end of this card's attack, you may pay cost. If you do, move this to an open position in your back row.

SHS/W98-036



(R) 1/0 Megumi (Game)

AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.

AUTO - [Send 1 character with "Megumi" in its name from your Memory to Waiting Room] When this is Reversed, if the battle opponent's Level is 1 or lower, you may pay the cost. If you do, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.

SHS/W98-037



(R) 1/0 Utaha (Game/Novel)

CONT - If you have 2 or more other <Game> characters, this gets +1000 power.

AUTO - {CX Combo} [Send the Bar CX (060) from your Climax Area to Waiting Room] At the end of this card's attack, if you have 2 or more other <Game> characters, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 2 <Game> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room



SR

SHS/W98-038



(R) 3/2 Megumi (Game)

CONT - MEMORY If you have 2 or more Memory, and all of your cards in Memory has "Megumi" in its name, this gets -1 level in hand.

AUTO - When this is placed on stage from hand, send up to 1 card from the top of your deck to stock, then perform the following effect, "You may choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swaps the two characters. X equals the Level of the character chosen by you -1."



SR

SHS/W98-039



(R) 3/2 Erii (Game/Manga)

AUTO - When this is placed on stage from hand or by the AUTO effect of {2/1 Megumi - 043}, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - {CX Combo} (1) At the start of your Attack Phase, if you have the Bar CX (059) in your Climax Area, this is in the Front Row, and you have 4 or more other <Game> characters, you may pay cost. If you do, choose 1 of your opponent's Front Row Level 3 or lower characters, send it to Waiting Room, then reveal the top card of your deck. If that card is a <Game> character, choose 1 of your opponent's Back Row Level 2 or lower characters, and send it to Waiting Room.

SHS/W98-040



(U) 0/0 Megumi (Game)

CONT - If this is in Waiting Room, and you don't have **{another copy of this}** in Memory, treat this card's name as **{Set 1 3/2 Megumi - SHS/W56-032}** as well.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Game> character, add it to hand and discard 1 card.

AUTO - {CX Combo} MEMORY If this is in Memory, and you don't have another **{copy of this card}** in your Memory, when your other **{Set 1 3/2 Megumi - SHS/W56-032}** direct attacks, if you have the **{Set 1 Bar CX - SHS/W56-053}** in your Climax Area, you may deal 1 damage to your opponent.

SHS/W98-041



(U) 0/0 Utaha (Game/Novel)

CONT - During your turn, if this card has a Marker underneath it, this gets +2000 power.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is an <Game> character, you may put it underneath this card Face-down as a Marker.

AUTO - When this card's battle opponent is Reversed, if you have a Climax in your Climax Area, you may put the top card of your deck into Stock.

SHS/W98-042



(U) 1/0 Megumi (Game)

AUTO - During the turn this was placed on stage from hand, at the start of your Climax Phase, choose up to 2 <Game> characters from your Waiting Room, and put them on the bottom of your Clock in any order. At the end of the turn, put the bottom X cards of your Clock into Waiting Room. X is the number of cards placed in your Clock by this effect.

AUTO - When this attacks, if you have 6 Clock, this turn, this gets +8000 power.

SHS/W98-043



(U) 2/1 Megumi (Game)

CONT - ASSIST Level x 500

AUTO - {CX Combo} [(1) Discard 2 cards] When the Bar CX (059) is placed in your Climax Area, you may pay cost. If you do, search your deck for up to 1 {3/2 Eriri - 039}, place it on stage in any Slot, and shuffle your deck afterwards.

ACT - [Rest this] Choose 1 {3/2 Eriri - 039} in your Waiting Room, place it on the bottom of your Deck.

SHS/W98-044



(U) 2/1 Megumi (Game)

CONT - MEMORY If you have 2 or more <Game> characters in Memory, this gets +1500 power and "AUTO - ENCORE [Discard 1 <Game> character]"

AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.

SHS/W98-045



(U) 3/2 Reunite Megumi (Game)

CONT - If you have 2 or more characters with "Reunite" in its name, this gets +2000 power.

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - [Discard 1 character with "Reunite" in its name] When this Direct attacks, if you have 2 or more other <Game> characters, you may pay cost. If you do, Heal 1.

SHS/W98-046



(C) 0/0 Eriri (Game/Manga)

CONT - Your other character in the Front Row Center Slot gets +1000 power.

AUTO - When a Climax is placed in your Opponent's Climax Area, you may send this to Stock.

SHS/W98-047



(C) 0/0 Megumi (Game)

AUTO - When this is placed on stage from hand, mill 2, and this turn, this gets +X power. X equals the number of <Game> characters milled times 1000.

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.

SHS/W98-048



(C) 0/0 Megumi (Game)

AUTO - When this is placed on stage from hand, choose 1 of your opponent's Front Row characters, this turn, it gets -1000 power.

AUTO - When this attacks, choose 1 of your other <Game> characters, this turn, it gets +1000 power.

SHS/W98-049



(C) 0/0 Utaha (Game/Novel)

CONT - All of your other <Game> characters get +500 power.

ACT - [Rest this] If there is no marker underneath this card, choose a <Game> character in your Waiting Room and place it underneath this card Face-up as a Marker.

ACT - [(1) Send 1 Marker from underneath this card to Waiting Room and Rest this] Look at up to 4 cards from the top of your deck, choose up to 1 <Game> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.

SHS/W98-050



(C) 0/0 Erii (Game/Manga)

AUTO - At the start of your Climax Phase, your opponent may send the top 2 cards of their Stock to Waiting Room. If they do, this turn, this cannot Front Attack.

SHS/W98-051



(C) 1/1 Erii (Game/Manga)

AUTO - When you use this card's BACKUP, if all of your characters are <Game>, you may put the top card of your deck into Stock.

ACT - BACKUP +2000

SHS/W98-052



(C) 1/1 Tomoya (Game/Otaku)

CONT - ASSIST Level x 500 to characters with "Megumi" in it name.

ACT - [Rest this] If you have 4 or less Memory, choose 1 character with "Megumi" in its name in your Waiting Room and 1 card in your Memory, swap them.

SHS/W98-053



(C) 2/1 Utaha (Game/Novel)

AUTO - This ability can only be activated up to once per turn. When you use an ACT effect, choose 1 of your characters, this turn, it gets +1000 power.

ACT - [(1) Rest this] Choose 1 of your opponent's characters, that character does not Stand during your opponent's next Stand Phase.

SHS/W98-054



(C) 2/1 Utaha (Game/Novel)

AUTO - MEMORY When you use this card's BACKUP, if you have 3 or more <Game> characters in your Memory, choose 1 of your battling characters, this turn, it gains the following ability, "**AUTO** - (1) When this card's battle opponent is Reversed, you may pay cost. If you do, send that character to Clock."

ACT - BACKUP +2500

SHS/W98-055



(U) 1/1 Event

Choose 1 of your Standing characters with "Megumi" in its name and Rest it. Perform the following 3 effects once in any order,

- "Look at up to 4 cards from the top of your deck, choose up to 1 character with "Megumi" in its name from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."

- "Choose 1 character with "Megumi" in its name in your Waiting Room, add it to hand, then discard 1 card."

- "Choose 1 of your characters with "Megumi" in its name this turn, it gets +4000 power."

SHS/W98-056



(U) 2/2 Happy Birthday MEGUMI (Event)

Your opponent mills 24 cards.

SHS/W98-057



(CR) Gold Bar CX



RRR

SHS/W98-058



(CC) Salvage Trigger Split Soul CX



RRR

SHS/W98-059



(CC) Bar CX



RRR

SHS/W98-060



(CC) Bar CX

SHS/W98-061



(RR) 0/0 Megumi (Game)

AUTO - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.

AUTO - When this is Reversed, if you have no Red card in Memory, you may send this to Memory.

AUTO - MEMORY [(1) Discard 1 card] If this is in Memory, at the start of your Main Phase, you may pay cost. If you do, choose up to 1 Climax in your hand and reveal it, choose 1 Climax in your Waiting Room with a different color from the card you revealed, swap them.



SR

SHS/W98-062



(RR) 1/0 Megumi (Game)

CONT - For each of your other Back Row <Game> characters, this gets +500 power.

AUTO - {CX Combo} When this attacks, if you have the **Door CX (082)** in your Climax Area, and you have 2 or more other <Game> characters, mill 2, then choose up to 1 Level X or lower <Game> character from your Waiting Room, and add it to hand. If you added a Level 3 or higher character, choose 1 of your opponent's characters, you may return it to hand. X equals the sum of Levels of cards milled by this effect.



SR

SHS/W98-063



(RR) 1/0 Utaha (Game/Novel)

CONT - If you have 2 or more other <Game> characters, this gets +1000 power.

AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the **Standby CX (083)** in your Climax area, search your deck for up to 1 <Game> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SEC

SHS/W98-064



(RR) 3/2 Utaha (Game/Novel)

CONT - If you have 4 or more <Game> characters, this gets -1 Level in hand.

CONT - If all of your characters are <Game>, this gets +1500 power and "AUTO - ENCORE [Discard 1 <Game> character]".

AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.



SP

SHS/W98-065



(R) 1/0 Utaha (Game/Novel)

CONT - For each of your other <Game> characters, this gets +500 power.

AUTO - MEMORY When this attacks, if you have 2 or more Memory, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room.

SHS/W98-066



(R) 2/1 Utaha (Game/Novel)

CONT - All of your other <Game> characters get +1000 power.

ACT - [(4) Rest this] Choose up to 1 {3/2 Eriri CXC - 003} in your hand, place it on stage in any slot.



SR

SHS/W98-067



(R) 3/2 Megumi (Game)

CONT - If you have 2 or more other <Game> characters. this gets +2000 power.

AUTO - {CX Combo} (1) When this attacks, if you have the **Door CX (084)** in your Climax Area, you may pay cost. If you do, look at the up to 5 cards from the top of your opponent's deck, choose up to 5 cards from among them, send them to Waiting Room, return the remaining cards to their deck, and your opponent shuffles their deck afterwards.



SR

SHS/W98-068



(R) 3/2 Megumi (Game)

AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Game> characters.

AUTO - [(1) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent, then choose up to 1 cards of your opponent's Waiting Room, place it on top of their deck.



SR

SHS/W98-069



(R) 3/2 Utaha (Game/Novel)

AUTO - When this is placed on stage from hand or by the AUTO effect of {3/2 Erii - 003}, you may Heal 1.

AUTO - When this attacks, if you have 2 or more other <Game> characters, look at up to 2 cards from the top of your deck, and put them back on top in any order.



SR

SHS/W98-070



(R) 3/2 Reunite Utaha (Game/Novel)

CONT - All of your other <Game> characters get +1500 power.

AUTO - [Discard 1 "Reunite Utaha"] When this attacks, if you 2 or more other <Game> characters, you may pay cost. If you do, Heal 1.

AUTO - {CX Combo} (2) When this attacks, if you have the **Standby CX (085)** in your Climax Area, you may pay cost. If you do, deal 2 damage to your opponent.

SHS/W98-071



(U) 0/0 Reunite Tomoya (Game/Otaku)

CONT - You can play characters with "Reunite" in its name and Climaxes without meeting color requirement.

AUTO - When a Climax is placed in your Climax Area, choose 1 of your characters with "Reunite" in its name, this turn, it gains the following ability, "AUTO - At the end of this card's attack, you may draw 1 card. If you do, discard 1 card."

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, choose up to 1 character from your Waiting Room, and add it to hand.

SHS/W98-072



(U) 0/0 Utaha (Game/Novel)

AUTO - At the start of your Climax Phase, choose 1 of your <Game> characters, until the end of your opponent's next turn, it gains the following ability, "AUTO - At the start of your opponent's Attack Phase, you may mill 1. If that card is a <Game> character, you may move this to an empty slot in your Front Row."

SHS/W98-073



(U) 1/1 Megumi (Game)

AUTO - MEMORY If this is in Memory, and you do not have another {copy of this} in your Memory, at the start of your Draw Phase, look at the top card of your deck, and put it on top or bottom of your deck.

AUTO - When this is Reversed, if you have 2 or less Memory, you may send this to Memory.

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory.

SHS/W98-074



(U) 1/1 Utaha (Game/Novel)

CONT - For each of your other Back Row <Game> characters, this gets +1000 power.

CONT - All of your other <Game> characters get +500 power.

SHS/W98-075



(C) 0/0 Utaha (Game/Novel)

AUTO - [(1) Discard 1 <Game> character] When this is placed on stage from hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - [Shuffle 2 characters from your Waiting Room into your deck] When this is placed on stage from hand, you may pay cost. If you do, this turn, this does not suffer Soul Penalty when Side Attacking.

SHS/W98-076



(C) 0/0 Utaha (Game/Novel)

CONT - All of your opponent's characters get "**AUTO - ENCORE (2)**"

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Game> character from your Waiting Room, add it to hand, then choose 1 of your other <Game> characters, this turn, it gets +1000 power.

SHS/W98-077



(C) 1/0 Yoshiko (Novel)

CONT - Your {1/1 Akane Vanilla - 079} in hand gets -1 Cost.

ACT - [Discard 1 {1/1 Akane Vanilla - 079}] Choose 1 of your opponent's characters, return it to hand.

ACT - [Rest this] Choose 1 of your <Game> or <Novel> characters, this turn, it gets +2500 power.

SHS/W98-078



(C) 1/0 Utaha (Game/Novel)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {Set 2 RR 3/2 Utaha & Erii - SHS/W71-002}, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.

SHS/W98-079



(C) 1/1 Akane vanilla (Game/Manga)

SHS/W98-080



(C) 2/1 Utaha (Game/Novel)

AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.

AUTO - During this card's battle, when the damage you take is cancelled, you may return this to your hand.

SHS/W98-081



(U) 2/2 Event

COUNTER - Heal up to 2. At the end of the next turn, put the top 2 cards of your deck to Clock.

SHS/W98-082



(CR) Door CX



RRR

SHS/W98-083



(CR) Standby CX



RRR

SHS/W98-084



(CC) Door CX



RRR

SHS/W98-085



(CC) Standby CX



RRR

SHS/W98-086



(RR) 0/0 Michiru (Game/Music)

AUTO - When a Climax is placed in your Climax Area, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, search your deck for up to 1 <Game> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SP

SHS/W98-087



(R) 0/0 Michiru (Game/Music)

AUTO - {CX Combo} At the start of your Attack Phase, if you have another <Music> character, choose the **Pants CX (100)** in your Climax Area and 1 Climax in your Waiting Room, you may swap them.

ACT - [(1) Rest 2 of your characters] Look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR

SHS/W98-088



(R) 2/1 Michiru (Game/Music)

CONT - All of your other [\[Set 1 3/2 Michiru - SHS/W56-081\]](#)'s CX Combo effect mills +1 more from the bottom of your opponent's deck.

CONT - ASSIST Level x 500

ACT - [Rest this] Draw 1 card, discard 1 card.

SHS/W98-089



(R) 3/2 Michiru (Game/Music)

AUTO - When this is placed on stage from hand, draw up to 2 cards, then discard 1 card.

AUTO - [Discard 2 cards] When this attacks, you may pay cost. If you do, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to the bottom of their deck in any order, then this turn, this gains the following ability, "**CONT** - During this card's attack, your opponent cannot play Events or BACKUP from hand."



SR

SHS/W98-090



(U) 0/0 Tokino (Game/Music)

CONT - If your opponent has 3 or less characters, this gets +3000 power.

AUTO - [(1) Put 1 <Music> character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.

SHS/W98-091



(U) 1/0 Reunite Michiru (Game/Music) *Note: has a Soul trigger

CONT - If you have another "Reunite Tomoya - 071", this gets +4000 power.

AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice

SHS/W98-092



(U) 1/0 Ranko (Game/Music)

CONT - If you are Level 2 or higher, this gains the following ability, "ACT - [(1) Send this to Waiting Room] Choose 1 {2/1 Michiru - 088} in your Waiting Room, place it on stage in this card's former slot."

AUTO - When a Climax is placed in your Climax Area, reveal the top card of your deck. If that card is Blue card, choose up to 2 of your characters, this turn, they get +1000 power.

AUTO - (1) When you character's Trigger Check reveals a Blue Climax, you may pay cost. If you do, put the top card of your deck to Stock, then choose 1 of your Blue characters, this turn, it gets +2000 power.

SHS/W98-093



(U) 3/2 Echika (Game/Music)

CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.

AUTO - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +4500 power, and gains the following ability: "CONT - During this card's battle, all players cannot play BACKUPS from hand."

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {Set 1 3/2 Michiru - SHS/W56-081} in your Waiting Room, add it to hand.

SHS/W98-094



(C) 0/0 Michiru (Game/Music)

AUTO - When this attacks, choose 1 of your <Game> characters, this turn, it gets +1500 power.

AUTO - At the start of your opponent's Attack Phase, choose 1 of your opponent's Front Row characters, you may move it to an empty Front Row slot.

SHS/W98-095



(C) 0/0 Michiru (Game/Music)

AUTO - When this is placed on stage from hand, you may mill 3.

AUTO - When your other <Game> character attacks, this turn, this gets +1500 power.

SHS/W98-096



(C) 1/0 Michiru (Game/Music)

AUTO - [Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Game> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send that character to the bottom of your opponent's deck.

SHS/W98-097



(C) 1/1 Michiru (Game/Music)

AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Game> character, add it to hand and discard 1 card.

ACT - BACKUP +2000

SHS/W98-098



(C) 2/1 Michiru (Game/Music)

AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.

AUTO - [Discard 1 <Game> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Game> character in your Waiting Room, add it to hand.

SHS/W98-099



(U) 3/2 Event

Your opponent chooses 2 Climaxes from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck. Then choose 1 of your characters, this turn, it gets +5000 power.

SHS/W98-100



(CC) Pants CX



RRR

SHS/W98-101
BOX PR



(PR) 0/0 Erii (Game/Manga)

AUTO - When this attacks, choose 1 of your other characters, this turn, it gets +X power. X equals that character's Soul times 1000.

ACT - (1) Choose 1 of your <Game> characters, this turn, it gets +1 Soul.

SHS/W98-102
BOX PR



(PR) 0/0 Izumi (Game/Manga)

AUTO - When damage dealt by this is not cancelled, this turn, this gets +6000 power.

SHS/W98-103
BOX PR



(PR) 1/0 Megumi (Game)

CONT - If you have 2 or less <Game> characters, you cannot play this from hand.

AUTO - When this card's battle opponent is Reversed, if you have a Climax in your Climax Area, you may put the top card of your deck into Stock.

SHS/W98-104
BOX PR



(PR) 2/1 Utaha (Game/Novel)

CONT - If the Level of the character across from this is 3 or higher, this gets +3000 power.

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Game> characters times 500.

SHS/W98-105
BOX PR



(PR) 2/1 Michiru (Game/Music)

AUTO - When this is placed on stage from hand, if you have 4 or more other <Game> characters, choose 1 <Game> character in your Waiting Room, you may send it to Stock.

ACT - BACKUP +3000

<p>SHS/W98-P01</p> <p><i>PR for buying 3 Booster boxes at participating stores</i></p>		<p>Reprint of the 2/1 Freefresh Counter - SHS/W56-P07</p>		
<p>SHS/W98-P02</p> <p><i>PR for buying 3 Booster boxes at participating stores</i></p>		<p>Reprint of the Set 1 Dropsearcher - SHS/W56-004</p> <p><i>Note: this does have a different name than the original, but also an added ability stating that you can't run more than 4 total copies of this + the original dropsearcher.</i></p>		
<p>SHS/W98-P03</p> <p><i>PR for buying 3 Booster boxes at participating stores</i></p>		<p>Reprint of this Eriki level 2 Killer - SHS/W71-038, but Utaha and Novel Trait.</p>		

