







No./100:	100			
CTB/W118-001		<p>(RR) 0/0 Jun (Soccer/Japan National Team)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p> <p>AUTO - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Soccer> character in your Waiting Room, add it to hand.</p>		SP
CTB/W118-002		<p>(RR) 0/0 Genzo (Soccer/Japan National Team) - 1500 power</p> <p>AUTO - [(4) Discard 1 {Copy of this}, Send 1 "Soccer Ball" (028) in your Memory underneath this card face up as a Marker, Rest this Standing card] When your other <Soccer> character is front attacked, if there is no Marker underneath this, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -2000 power and the following ability, "CONT - This cannot deal damage to players."</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>		SP
CTB/W118-003		<p>(RR) 3/2 Hikaru (Soccer/Japan National Team)</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, draw up to 1 card, then choose up to 1 {copy of this} in your hand, place it on stage in any slot.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (030) in your CX Area, and you have another <Soccer> character, deal 1 damage to your opponent, then perform the following effect, "[{(3) Discard 1 card, Send 1 Marker underneath this to the Waiting Room] You may pay cost. If you do, deal 2 damage to your opponent."</p>		SP

CTB/W118-004



(R) 0/0 Genzo (Soccer/Japan National Team)

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

ACT - [(1) Rest this] Choose 1 of your <Soccer> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."



SR

CTB/W118-005



(R) 0/0 Tsubasa (Soccer/Japan National Team)

AUTO - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.

ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Soccer> character from your Waiting Room, add it to hand.



SR

CTB/W118-006



(R) 0/0 Tsubasa (Soccer/Japan National Team)

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

AUTO - **SHIFT** Lv0.



SR

CTB/W118-007



(R) 2/1 Genzo (Soccer/Hamburger)

CONT - ASSIST Level x 500.

AUTO - At the start of your Attack Phase, if there is a Marker underneath this, choose 1 of your <Soccer> character that does not have a Marker, send 1 Marker underneath this card to that character face up as a Marker, and this turn, it gets +1000 power.

ACT - [Rest this] If there is no Marker underneath this, choose 1 "**Soccer Ball**" (028) in your memory, place it underneath this card face-up as a marker. If you placed 1, draw up to 1 card. If you drew 1 card, discard 1 card.



SR

CTB/W118-008



(R) 2/1 Hiroshi (Soccer/Japan National Team)

CONT - During your turn, this gets +3000 power.

ACT - [Send this to Waiting Room] Choose up to 2 of your characters, this turn, they get +2000 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play BACKUPS from hand."



SR

CTB/W118-009









(U) 0/0 Yuzo (Soccer/Japan National Team)

AUTO - At the start of your CX Phase, choose 1 of your characters, this turn, it gets +500 power.







ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with a Shot Trigger among them, choose up to 1 <Soccer> character from your Waiting Room, and add it to hand.



SR

CTB/W118-010		<p>(U) 1/0 Genzo (Soccer/Japan National Team)</p> <p>CONT - During your turn, all of your other <Soccer> characters get +1000 power.</p> <p>AUTO - {CX Combo} [Send the Shot CX (031) from your CX Area to Waiting Room, Rest this Standing character] At the start of your Encore Step, if this is in your back row, and you have another <Soccer> character, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 2 <Soccer> character or "Soccer Ball" (028) from among them, show them to your opponent, add them to hand, send the rest to Waiting Room.</p>		SR
CTB/W118-011		<p>(U) 2/1 Genzo (Soccer/Japan National Team)</p> <p>AUTO - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "AUTO - When this card's battle opponent is Reversed, send it to Memory."</p> <p>ACT - BACKUP +3000</p>		SR
CTB/W118-012		<p>(U) 2/1 Yuzo (Soccer/Nankatsu Middle)</p> <p>AUTO - [Discard 1 card] When you use this card's BACKUP, you may pay cost. If you do, choose 1 battling character, this turn, it gets +2 Souls.</p> <p>ACT - BACKUP +2500</p>		SR

CTB/W118-013		<p>(U) 2/1 Tsubasa (Soccer/Nankatsu Middle)</p> <p>CONT - During your turn, if all of your characters are <Soccer>, this gets +4000 power.</p> <p>AUTO - (1) When this attacks, if you have another <Soccer> character, you may pay cost. If you do, choose 1 Yellow card in your Waiting Room, place it on top of your deck.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put the top card of your deck into Stock.</p>	<p>SR</p>
CTB/W118-014		<p>(U) 3/2 Tsubasa (Soccer/Japan National Team)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p> <p>AUTO - {CX Combo} [Send 1 Marker underneath this to the Waiting Room] This ability activates up to once per turn. When this card's damage is cancelled, if you have the Shot CX (032) in your CX Area, and you have 5 or less hand, you may pay cost. If you do, deal the same amount of damage to your opponent.</p>	<p>SR</p>
CTB/W118-015		<p>(U) 3/2 Jun (Soccer/Musashi Middle)</p> <p>CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - [Send 1 Marker underneath this to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, put the top card of your deck into Stock.</p>	<p>SR</p>

<p>CTB/W118-016</p>		<p>(U) 3/2 Hikaru (Soccer/Japan National Team)</p> <p>CONT - During your turn, all of your other <Soccer> characters get +1000 power.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.</p> <p>AUTO - [(2) Discard 2 card, Send 1 Marker underneath this to the bottom of your deck] When this is placed on stage from hand, you may pay cost. If you do, this turn, this gains the following ability, "CONT - If this Standing card is in your Back Row, you may choose this card to Attack with. If you do, this card's Attack is a Direct Attack."</p>	 <p>SR</p>
<p>CTB/W118-017</p>		<p>(C) 0/0 Munemasa (Soccer)</p> <p>AUTO - ALARM [(1) Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, search your deck for up to 1 <Soccer> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - ALARM [Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 <Soccer> character in your Waiting Room, add it to hand.</p>	 <p>SR</p>
<p>CTB/W118-018</p>		<p>(C) 0/0 Tatsuo (Soccer/Japan National Team)</p> <p>AUTO - [Discard 1 <Soccer> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {RR 0/0 Genzo}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>ACT - [Send this to Waiting Room] Choose 1 of your <Soccer> characters, Stand it.</p>	 <p>SR</p>

CTB/W118-019		<p>(C) 0/0 Mamoru (Soccer/Nankatsu Middle)</p> <p>CONT - During your turn, if all of your characters are <Soccer>, this gets +2000 power.</p> <p>AUTO - [Discard 1 <Soccer> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Shingo - 020}, {0/0 Hajime - 022} or {0/0 Teppei - 023}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR
CTB/W118-020		<p>(C) 0/0 Shingo (Soccer/Nankatsu Middle)</p> <p>CONT - During your opponent's turn, if all of your characters are <Soccer>, this gets +2000 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, choose 1 of your {0/0 Mamoru - 019}, {0/0 Hajime - 022} or {0/0 Teppei - 023} and this card, you may Stand and swap them.</p>		SR
CTB/W118-021		<p>(C) 0/0 Mitsuru (Soccer/Hirado Middle)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Soccer> characters, this turn, it gains the following ability, "CONT - When this attacks, if this is in the front row, you can choose 1 of your opponent's front row characters, this card may Front Attack that character instead as the Defending character."</p> <p>AUTO - [Discard 1 card] During the turn this was placed on stage from hand, when the character across from this is Reversed, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.</p>		SR

CTB/W118-022



(C) 0/0 Hajime (Soccer/Nankatsu Middle)

CONT - If this is in your front row right or left slot, this gets +1500 power.

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



SR

CTB/W118-023



(C) 0/0 Teppei (Soccer/Nankatsu Middle)

CONT - If this is in your front row center slot, this gets +1 Level and +1500 power.



SR

CTB/W118-024









(C) 0/0 Hiroshi (Soccer/Hirado Middle)











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

CONT - If the Level of the character across from this is 3 or higher, this gets +7500 power.



SR

CTB/W118-025		<p>(C) 1/0 Hikaru (Soccer/Furano Middle)</p> <p>AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Soccer> characters times 500.</p> <p>AUTO - [Send 1 of your other characters on stage to Waiting Room, Send this to Waiting Room] When your other <Soccer> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +2500 power.</p>		SR
CTB/W118-026		<p>(C) 1/0 Jun (Soccer/Japan National Team)</p> <p>CONT - If a CX with a Shot Trigger is in your CX Area, this card in any area gains Shot Trigger.</p> <p>AUTO - When you trigger a Card with a Shot Trigger, choose 1 of your <Soccer> characters, this turn, it gets +2000 power.</p> <p>AUTO - At the end of this card's attack, send this to the bottom of your deck.</p>		SR
CTB/W118-027		<p>(C) 1/1 Tsubasa (Soccer/Nankatsu Middle)</p> <p>CONT - During your turn, if there is a Marker underneath this, this gets +4500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room."</p> <p>AUTO - ENCORE [Discard 1 character]</p>		SR

CTB/W118-028	 <p>(U) 1/1 Soccer Ball Event</p> <p>This card can be played without meeting Color requirement.</p> <p>If you have a <Soccer> character, choose 1 <Soccer> character in your Waiting Room, add it to hand. Send this to Memory.</p> <p>AUTO - When this is sent from Marker to Waiting Room, if you have 2 or more <Soccer> characters, send this to Memory.</p> <p>AUTO - MEMORY - If this is in your Memory, when a <Soccer> character is placed on stage from hand or Waiting Room, if that character doesn't have a Marker underneath, you may send this card underneath that character face up as a Marker.</p>	 <p>SR</p>
CTB/W118-029	 <p>(U) 2/2 Event</p> <p>COUNTER - If you don't have a <Soccer> character, this cannot be played from hand.</p> <p>Perform the following effect twice: "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room."</p> <p>Choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and return it to hand.</p>	 <p>SR</p>
CTB/W118-030	 <p>(CR) Choice CX</p>	 <p>RRR</p>
CTB/W118-031	 <p>(CR) Shot CX</p>	 <p>RRR</p>
CTB/W118-032	 <p>(CR) Shot CX</p>	 <p>RRR</p>

CTB/W118-033



(RR) 1/0 Pierre (Soccer/French National Team)

AUTO - {CX Combo} When the **Bar CX (055)** is placed in your CX Area, if this is in your front row, and you have 2 or more other <Soccer> characters, choose 1 of the following 2 effects and resolve it,

- "Reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card."

- "Choose 1 cost 0 or lower <Soccer> character in your Waiting Room, place it on stage in any slot."

AUTO - When this attacks, if you have 2 or more other <Soccer> characters, this turn, this gets +2000 power.



SP

CTB/W118-034



(RR) 3/2 Schneider (Soccer/German National Team)

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

AUTO - {CX Combo} [(2) Discard 2 cards, Send 1 Marker underneath this to the bottom of your deck] When this attacks, if you have the **Bar CX (056)** in your CX Area, and you have another <Soccer> character, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,

a) "Deal 1 damage to your opponent, then choose 1 Level 3 or lower character across from this, send it to Clock."

b) "Draw up to 1 card, choose up to 2 cards in your Opponent's Waiting Room, your opponent shuffles them into their deck, then deal 2 damage to your opponent."



SP

CTB/W118-035



(R) 0/0 Muller (Soccer/German National Team)

AUTO - [Discard 1 card] When a CX is placed in your CX Area, you may pay cost. If you do, draw 1 card.

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



SR

CTB/W118-036



(R) 0/0 Pierre (Soccer/French National Team)

AUTO - [(1) 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 <Soccer> 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 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.



SR

CTB/W118-037



(R) 0/0 Kaltz (Soccer/German National Team)

CONT - If you have 5 or more hand, this gets +1 Level, +1500 power, and gains the following ability: "**CONT** - The character across from this and this card cannot Side Attack."

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



SR

CTB/W118-038



(R) 1/0 Schneider (Soccer/Hamburger)

CONT - If there is a Marker underneath this, this gets +2000 power and the following ability, "**AUTO** - [(1) Send this to Waiting Room] When your other <Soccer> character is Front Attacked, you may pay cost. If you do, return that character to hand."



SR

CTB/W118-039

**(R) 3/2 Diaz (Soccer/Argentina National Team)**

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

AUTO - When this is placed on stage from hand, choose 1 of your <Soccer> characters, this turn, it gets +X power. X equals the number of your <Soccer> characters times 500.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.



SR

CTB/W118-040

**(R) 3/2 Victorino (Soccer/Uruguay National Team)**

AUTO - When this is placed on stage from hand or by the AUTO effect of {this card}, you may Heal 1.

AUTO - [(2) Discard 1 card] While this is in your Waiting Room, at the start of your CX Phase, if you are Level 3 or higher, and all of your characters are <Soccer>, you may pay cost. If you do, place this on stage in any empty slot.

AUTO - When a face-up Marker is placed underneath this, this turn, this gets +2000 power.



SR

CTB/W118-041

**(U) 0/0 Galvan (Soccer/Argentina National Team)**

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

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



SR

<p>CTB/W118-042</p>		<p>(U) 0/0 Victorino (Soccer/Uruguay National Team)</p> <p>CONT - During your turn, if you have 5 or more hand, this gets +2000 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.</p>	<p>SR</p>
<p>CTB/W118-043</p>		<p>(U) 0/0 Margus (Soccer/German National Team)</p> <p>AUTO - When this is placed on stage from hand, you may mill 3.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Soccer> character from your Waiting Room, add it to hand, then choose 1 of your other <Soccer> characters, this turn, it gets +1000 power.</p>	<p>SR</p>
<p>CTB/W118-044</p>		<p>(U) 0/0 Diaz (Soccer/Argentina National Team)</p> <p>CONT - During your turn, this gets +1000 power.</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Soccer> character or "Soccer Ball" (028) from your Waiting Room, and add it to hand.</p>	<p>SR</p>

CTB/W118-045



(U) 1/0 Kaltz (Soccer/German National Team)

AUTO - When this is placed on stage from hand, if you have a {RR 3/2 Schneider - 034} in your Waiting Room, until the end of your opponent's next turn, this gets +3000 power.

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

*Note: Has a Soul trigger



SR

CTB/W118-046



(U) 2/1 Diaz (Soccer/Argentina National Team)

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

AUTO - {CX Combo} [Discard 1 card] While this is in your Waiting Room, when the Bar CX (058) is placed in your CX Area, if you are Level 2 or higher, and all your characters are <Soccer>, you may pay cost. If you do, place this on stage in any slot, and this turn, this gets +1000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send that character to the top of your opponent's deck."



SR

CTB/W118-047



(U) 2/1 Schester (Soccer/German National Team)

AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Soccer> characters times 1000.

AUTO - [(1) Send 1 Marker underneath this to Waiting Room] When this card's battle opponent is Reversed, if you have 4 or more other <Soccer> characters, and you have a {RR 3/2 Schneider - 034} in your Waiting Roomm you may pay cost. If you do, send that character to Clock.



SR

CTB/W118-048



(C) 0/0 Pascal (Soccer/Argentina National Team)

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

AUTO - When this card's battle opponent is Reversed, you may return this to hand.



SR

CTB/W118-049



(C) 1/0 Napoleon (Soccer/French National Team)

AUTO - When this is placed on stage from hand or the AUTO effect of {RR 1/0 Pierre - 033}, if you have 2 or more other <Soccer> characters, look at up to 2 cards from the top of your deck, and put them back on top in any order.

AUTO - When this attacks, if you have 2 or more other <Soccer> characters, this turn, this gets +2000 power.



SR

CTB/W118-050



(C) 1/0 Schester (Soccer/German National Team)

AUTO - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets +2000 power.

AUTO - When this attacks, if there is a Marker underneath this, choose 1 of your <Soccer> character that does not have a Marker, send 1 Marker underneath this card to that character face up as a Marker, and this turn, it gets +1000 power and the following ability, "**AUTO** - [(1) Send 1 Marker underneath this to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 of your opponent's Level 2 or lower front row characters, send it to Waiting Room."



SR

CTB/W118-051



(C) 1/1 Hernandez (Soccer/German National Team)

CONT - ASSIST Level x 500 to <Soccer> characters.

AUTO - When a CX with a Bar Trigger is placed in your CX Area, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.

AUTO - When you Trigger a CX with a Bar Trigger, you may draw 1 card. If you do, discard 1 card.



SR

CTB/W118-052



(C) 2/0 Amoro (Soccer/French National Team)

AUTO - During this card's battle, when the damage you take is cancelled, if you have another <Soccer> character, look at up to 2 cards from the top of your deck, choose up to 1 <Soccer> character or **"Soccer Ball" (028)** from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.

AUTO - During this card's battle, when the damage you take is not cancelled, send this to Waiting Room.



SR

CTB/W118-053













(C) 2/1 Schneider (Soccer/German National Team)




AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {3/1 event - 054} in your Waiting Room, add it to hand.

ACT - RESONATE [Reveal {RR 3/2 Schneider - 034} from your hand, send this to Waiting Room] You opponent mills 11, then choose 1 of your characters, this turn, it gets +1500 power.



SR

CTB/W118-054		(U) 3/1 Event	<p>Search your deck for up to 1 character with "Schneider" in its name, show it to your opponent, add it to hand, then choose up to 1 {RR 3/2 Schnieder - 034} in your hand, place it on stage in any slot, and shuffle your deck afterwards, until the end of your opponent's next turn, it gets +1500 power.</p>		SR
CTB/W118-055		(CR) Bar CX			RRR
CTB/W118-056		(CR) Bar CX			RRR
CTB/W118-057		(CR) Bar CX			RRR
CTB/W118-058		(RR) 0/0 Kojiro (Soccer/Japan National Team)	<p>CONT - If all of your characters are <Soccer>, this gains the following 2 abilities,</p> <p>- "CONT - During your turn, this gets +3000 power."</p> <p>- "AUTO - When this card's battle opponent is Reversed, choose 1 <Soccer> character in your Waiting Room, add it to hand, then discard 1 card."</p> <p>AUTO - When this is Reversed, if you have another <Soccer> character, mill 2. If there is a CX(es) among those cards, you may return this to hand.</p>		SR

CTB/W118-059		<p>(RR) 1/0 Kojiro (Soccer/Japan National Team)</p> <p>CONT - This cannot side attack.</p> <p>AUTO - When this attacks, if you have 2 or more other <Soccer> characters, this turn, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (074) in your CX Area, and you have 6 or less hand, and you have another <Soccer> character, look at up to 4 cards from the top of your deck, choose up to 1 <Soccer> character or "Soccer Ball" (028) from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gains the following ability, "CONT - The character across from this cannot return to hand."</p>		SP
CTB/W118-060		<p>(R) 0/0 Ken (Soccer/Japan National Team)</p> <p>AUTO - [Send this to Waiting Room] When your other <Soccer> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p>ACT - BRAINSTORM (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX 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."</p>		SP
CTB/W118-061		<p>(R) 1/0 Ken (Soccer/Japan National Team)</p> <p>AUTO - [Return this to hand] When your CX is placed on the CX Area, you may pay cost. If you do, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose 1 of your <Soccer> characters, this turn, it gets +2000 power.</p> <p>ACT - BACKUP +1500</p>		SR

CTB/W118-062



(R) 3/2 Masao (Soccer/Japan National Team)

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

AUTO - **{CX Combo}** When this attacks, if you have the **Standby CX (075)** in your CX Area, you may deal 1 damage to your opponent.

AUTO - [(4) Discard 1 card, Send 1 Marker underneath this to the bottom of your deck, Send 1 Marker underneath your other **{3/2 Kazuo - 063}** to the bottom of your deck] At the end of this card's attack, you may pay cost. If you do, Stand this, and this turn, you cannot attack 5 or more times this turn.



SR

CTB/W118-063



(R) 3/2 Kazuo (Soccer/Japan National Team)

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

AUTO - **{CX Combo}** When this attacks, if you have the **Standby CX (075)** in your CX Area, you may deal 1 damage to your opponent.

AUTO - [(4) Discard 1 card, Send 1 Marker underneath this to the bottom of your deck, Send 1 Marker underneath your other **{3/2 Masao - 062}** to the bottom of your deck] At the end of this card's attack, you may pay cost. If you do, Stand this, and this turn, you cannot attack 5 or more times this turn.



SR

CTB/W118-064



(R) 3/2 Kojiro (Soccer/Japan National Team)

AUTO - **{CX Combo}** [(2) Discard 1 card, Send 1 Marker underneath this to the bottom of your deck] When this attacks, if you have the **Door CX (074)** in your CX Area, you may pay cost. If you do, declare any number, then deal X damage to your opponent, and this turn, this gets +2000 power. X is equal to the number you declared.

AUTO - When this is sent from Stage to Waiting Room, you may return this back to your hand. If you do, choose up to 1 <Soccer> character in your Waiting Room, send it to Stock.



SR

CTB/W118-065



(R) 3/2 Shun (Soccer/Japan National Team)

CONT - If your opponent has a Level 3 or higher character, this gets -1 Level in hand.

AUTO - [Send 1 Marker underneath this to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, deal 1 damage to your opponent.



SR

CTB/W118-066



(U) 1/0 Makoto (Soccer/Japan National Team)

AUTO - When this attacks, if there is a Marker underneath this, this turn, this gets +2500 power.

AUTO - When this attacks, if there is a Marker underneath this, choose 1 of your <Soccer> character that does not have a Marker, send 1 Marker underneath this card to that character face up as a Marker, and this turn, it gets +2500 power.



SR

CTB/W118-067









(U) 2/1 Takeshi (Soccer/Japan National Team)

AUTO - [(1) Send 1 of your other <Soccer> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.

AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Soccer> characters times 1000.



SR

CTB/W118-068		<p>(U) 2/2 Ken (Soccer/Japan National Team)</p> <p>CONT - If you have 2 or more other <Soccer> characters, this gets +500 power and "AUTO - ENCORE [Discard 1 <Soccer> character]"</p> <p>AUTO - {CX Combo} [Send the Standby CX (076) from your CX Area to Waiting Room] At the start of your Attack Phase, if you have 2 or more other <Soccer> characters, you may pay cost. If you do, Stand this, and this turn, this gets +2000 power.</p>		SR
CTB/W118-069		<p>(C) 0/0 Takeshi (Soccer/Japan National Team)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Soccer> character or "Soccer Ball" (028), choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - [(1) 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 <Soccer> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR
CTB/W118-070		<p>(C) 1/0 Kira (Soccer)</p> <p>AUTO - When this is placed on stage from hand, you may draw 1 card. If you do, discard 1 card.</p> <p>ACT - [(1) Send this to Waiting Room] Choose 1 {RR 1/0 Kojiro - 059} in your Waiting Room, place it on stage in any slot, and this turn, it gets +1 Soul.</p>		SR

CTB/W118-071



(C) 1/0 Kojiro (Soccer/Toho Academy)

CONT - If you have 2 or more other <Soccer> characters, this gets +3000 power.

AUTO - When this card's battle opponent is Reversed, if this does not have a Marker, reveal the top card of your deck. If that card is Level 1 or higher, choose 1 "**Soccer Ball**" (028) in your Waiting Room, you may place it underneath this card face-up as a Marker.



SR

CTB/W118-072



(C) 1/1 Makoto (Soccer/Japan National Team)

AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "**CONT** - This cannot move to other slots."

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.



SR

CTB/W118-073



(C) 1/1 Shun (Soccer/Japan National Team)

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

AUTO - **ENCORE** [Discard 1 character]



SR









CTB/W118-074



(CR) Door CX



RRR

CTB/W118-075		(CR) Standby CX		RRR
CTB/W118-076		(CR) Standby CX		RRR
CTB/W118-077		(RR) 0/0 Tsubasa (Soccer/Japan National Team) AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Soccer> character or "Soccer Ball" (028), show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR
CTB/W118-078		(RR) 3/2 Tsubasa (Soccer/Japan National Team) AUTO - When this is placed on stage from hand or by the AUTO effect of {3/2 Taro - 079}, you may heal 1. AUTO - {CX Combo} At the start of your Attack Phase, if you have the Pants CX (100) in your CX Area, and this is in your front row, choose 1 of the following 2 effects and resolve it, a) "If you have another <Soccer> character, choose up to 1 <Soccer> character in your Waiting Room, place it on stage in any slot." b) "[Send 1 Marker underneath this to the Waiting Room, Rest this Standing card] You may pay cost. If you do, deal 3 damage damage to your opponent twice or 4 damage to your opponent twice." *Note: This has 1 Soul		SP

CTB/W118-079



(RR) 3/2 Taro (Soccer/Japan National Team)

AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{RR 3/2 Tsubasa - 078}** from your Waiting Room, and place it on stage in any slot.

AUTO - When a face up Marker is placed underneath this, this turn, this gets +1000 power and the following ability, "**CONT** - This cannot be targeted by your opponent's effects."

AUTO - At the start of your Attack Phase, if there is a Marker underneath this, choose 1 of your <Soccer> character that does not have a Marker, you may send 1 Marker underneath this card to that character face up as a Marker.

**Note: This has 1 Soul*



SP

CTB/W118-080



(R) 0/0 Taro (Soccer)

AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 **"Soccer Ball" (028)** in your Waiting Room, add it to hand.



SR

CTB/W118-081









(R) 0/0 Tsubasa (Soccer/Japan National Team)

CONT - If you do not have another <Soccer> character, this does not Stand during your Stand Phase.

AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Soccer> characters, Rest it, and move it to an empty Back Row slot.



SR

CTB/W118-082		<p>(R) 1/0 Taro (Soccer/Japan National Team)</p> <p>CONT - During your turn, if you have another <Soccer> character, this gets +3000 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Book CX (099) in your CX Area, and you have 2 or more other <Soccer> character, draw up to 2 cards, then discard 1 card.</p>	 <p>SR</p>
CTB/W118-083		<p>(R) 2/1 Roberto (Soccer)</p> <p>AUTO - (2) When you use this card's BACKUP, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.</p> <p>ACT - BACKUP +2500</p>	 <p>SR</p>
CTB/W118-084		<p>(R) 3/2 Tsubasa (Soccer/Japan National Team)</p> <p>AUTO - [Discard 1 <Soccer> character] When this is placed on stage from hand, you may pay cost. If you do, return the top card of your Clock to your hand.</p> <p>AUTO - [Discard 1 <Soccer> character] When this is placed on stage from hand, if you have another <Soccer> character, you may pay cost. If you do, your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock.</p>	 <p>SR</p>

CTB/W118-085



(U) 0/0 Ryo (Soccer/Japan National Team)

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

AUTO - ENCORE [Send 1 of your <Soccer> characters on stage to Clock]



SR

CTB/W118-086



(U) 0/0 Roberto (Soccer)

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, 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.

ACT - [(1) Discard 1 card, Send this to Waiting Room] 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.



SR

CTB/W118-087



(U) 0/0 Taro (Soccer/Japan National Team)

CONT - During your turn, this gets +1000 power.

AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, 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

CTB/W118-091



(C) 1/0 Taro (Soccer/Japan National Team)

CONT - If you have another front row {1/0 Tsubasa - 092}, this gets +3000 power and the following ability, "**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 - BOND (1) to {1/0 Tsubasa - 092}



SR

CTB/W118-092



(C) 1/0 Tsubasa (Soccer/Japan National Team)

CONT - During your turn, if you have another front row {1/0 Taro - 090}, this gets +2000 power and the following ability, "**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 - BOND [Discard 1 card] to {1/0 Taro - 090}



SR

CTB/W118-093



(C) 1/0 Tsubasa (Soccer/Japan National Team)

AUTO - When this is placed on stage from hand, choose 1 Marker underneath your <Soccer> character, you may place it underneath a <Soccer> character that does not have a Marker, face-up as a Marker.

AUTO - This ability activates up to once per turn. When a Face-up Marker is placed underneath 1 of your character, this turn, this gets +2000 power.



SR

CTB/W118-094



(C) 1/1 Ryo (Soccer/Nankatsu Middle)

CONT - ASSIST Level x 500 to <Soccer> characters.

AUTO - At the start of your Attack Phase, choose 1 of your <Soccer> characters, this turn, it gets +1000 power.

AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, look at up to 2 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.



SR

CTB/W118-095



(C) 2/1 Tsubasa (Soccer/Japan National Team)

AUTO - When this is placed on stage from hand, draw up to 2 cards, then discard the same amount.

AUTO - {CX Combo} [Send this to Waiting Room] When the **Pants CX (100)** is placed in your CX Area, if you are Level 2 or higher, you may pay cost. If you do, choose up to 1 {RR 3/2 Taro - 079} in your hand, place it on stage in this card's former slot.



SR

CTB/W118-096






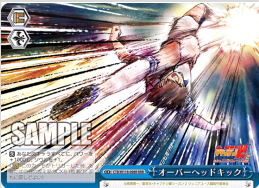




(C) 2/1 Ryo (Soccer/Japan National Team)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.

AUTO - [Discard 3 <Soccer> characters] When this is Front Attacked, you may pay cost. If you do, choose 1 battling character, this turn, it gets -4 souls, send this to Waiting Room.



SR

CTB/W118-097		<p>(U) 1/1 Event</p> <p>If you don't have a <Soccer> character, this cannot be played from hand.</p> <p>If you are Level 1, search your deck for up to 1 <Soccer> character or "Soccer Ball", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>If you are Level 2, choose 1 of your opponent's characters, return it to hand.</p> <p>If you are Level 3, choose 1 <Soccer> character in your Clock, add it to hand.</p> <p>If you are Level 4, you may discuss about your love for Soccer! (Please be cautious about your surroundings)</p>		SR
CTB/W118-098		(CR) Pants CX		RRR
CTB/W118-099		(CR) Book CX		RRR
CTB/W118-100		(CR) Pants CX		RRR