




























No./51:	51	51 new cards. 15 reprints of old cards in foil only. Most of these are just low res previews for now, so sorting is questionable as best.			
GU/WE46-01		<p>(N) 0/0 Syaro (Fleur De Lapin/Bloom)</p> <p>CONT - ASSIST +500.</p> <p>ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <BLOOM> character or a character with "Syaro" or "Chiya" in its name from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		GUR	
GU/WE46-02	<p>Reprint</p>	<p>(GUR) 0/0 Syaro (Fleur De Lapin/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 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 <BLOOM> or character with "Syaro" or "Chiya" in its name from your Waiting Room, add it to hand.</p>		GUR	
GU/WE46-03		<p>(N) 0/0 Syaro (Fleur De Lapin/Bloom)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</p>		GUR	

GU/WE46-04		(N) 1/0 Syaro (Fleur De Lapin/Bloom) AUTO - This ability activates up to once per turn. When you use an ACT Ability, this turn, this gets +1500 power and the following ability, " AUTO - When this attacks, reveal the top card of your deck. if that card is Level 1 or higher, send it to Stock."		GUR
GU/WE46-05		(N) 1/0 Syaro (Fleur De Lapin/Bloom) CONT - During your turn, this gets +1000 power. AUTO - {CX Combo} When this attacks, if you have the Choice CX (09) in your CX Area, and you have 2 or more <BLOOM> characters or characters with "Syaro" or "Chiya" in its name, mill up to 3, then choose up to 1 Level X or lower <BLOOM> character or character with "Syaro" or "Chiya" in its name from your Waiting Room, add it to hand, and this turn, this gets +1 Level. X equals the number of <BLOOM> characters or characters with "Syaro" or "Chiya" in its name milled by this effect.	 	GUR & SP
GU/WE46-06		(N) 2/1 Syaro (Fleur De Lapin/Bloom) 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		GUR








<p>GU/WE46-07</p>	<p>(N) 3/2 Syaro (Fleur De Lapin/Bloom)</p> <p>CONT - If you have 4 or more <BLOOM> characters or characters with "Syaro" or "Chiya" in its name, this gets -1 Level in hand.</p> <p>CONT - During your turn, if all of your characters are <BLOOM> or have "Syaro" or "Chiya" in its name, this gets +2000 power.</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>GUR & SP</p>
<p>GU/WE46-08</p> <p>Reprint</p>	<p>(GUR) 3/2 Syaro (Fleur De Lapin/Sing For You)</p> <p>CONT - If you have 4 or more characters with "Syaro" or "Chiya" in its name, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, perform the following effect twice. "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."</p>	<p>GUR</p>
<p>GU/WE46-09</p>	<p>(N) Choice CX</p>	<p>GUR</p>
<p>GU/WE46-10</p>	<p>(N) 0/0 Chiya (Ama Usa An/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <BLOOM> character or a character with "Syaro" or "Chiya" in its name, choose 1 of your characters, this turn, it gets +2000 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 <BLOOM> character or a character with "Syaro" or "Chiya" in its name, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	<p>GUR & SP</p>








GU/WE46-11	 <p>Reprint</p>	<p>(GUR) 0/0 Chiya (Ama Usa An/Sing For You)</p> <p>AUTO - When this is placed on stage from hand, you may mill 3.</p> <p>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.</p>	 <p>GUR</p>	
GU/WE46-12		<p>(N) 0/0 Chiya (Ama Usa An/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, if you have another <BLOOM> character or a character with "Syaro" or "Chiya" in its name, this turn, this gets +2000 power.</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, choose 1 of your other <BLOOM> characters or characters with "Syaro" or "Chiya" in its name, return it to hand.</p>	 <p>GUR</p>	
GU/WE46-13		<p>(N) 0/0 Chiya (Ama Usa An/BLOOM)</p> <p>CONT - During your turn, this gets +1000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 of your other <BLOOM> character or a character with "Syaro" or "Chiya" in its name, Rest it, and move it to an empty Back Row slot.</p>	 <p>GUR</p>	


GU/WE46-14		<p>(N) 1/1 Chiya (Ama Usa An/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your other <BLOOM> character or a character with "Syaro" or "Chiya" in its name, this turn, it gets +4000 power.</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <BLOOM> characters or characters with "Syaro" or "Chiya" in its name, choose 1 <BLOOM> characters or characters with "Syaro" or "Chiya" in its name in your Waiting Room, you may send it to Stock.</p>		GUR	
GU/WE46-15	<p>Reprint</p>	<p>(GUR) 2/1 Chiya (Ama Usa An/BLOOM)</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>		GUR	
GU/WE46-16		<p>(N) 2/1 Chiya (Ama Usa An/BLOOM)</p> <p>CONT - For each of your other <BLOOM> characters or characters with "Syaro" or "Chiya" in its name, this gets +1000 power.</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <BLOOM> characters or characters with "Syaro" or "Chiya" in its name, choose 1 <BLOOM> character or character with "Syaro" or "Chiya" in its name in your Waiting Room, you may send it to Stock.</p>		GUR	









GU/WE46-17		<p>(N) 3/2 Chiya (Ama Usa An/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bar CX (18) in your CX Area, and you have another <BLOOM> character or character with "Syaro" or "Chiya" in its name, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Deal 1 damage to your opponent."</p> <p>b) "[(2) Discard 1 <BLOOM> character or character with "Syaro" or "Chiya" in its name] You may pay cost. If you do, declare a number, and deal X damage to your opponent. X is equal to the number you declared."</p>	 	GUR & SP
GU/WE46-18		<p>(N) Bar CX</p>		GUR
GU/WE46-19		<p>(N) 0/0 Cocoa (Rabbit House/BLOOM)</p> <p>CONT - ASSIST +500.</p> <p>AUTO - [Send this to Waiting Room] When your other <BLOOM> or <Rabbit House> 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.</p>		GUR
GU/WE46-20		<p>(N) 0/0 Rize (Rabbit House/BLOOM)</p> <p>CONT - During your turn, if you have another <BLOOM> or <Rabbit House> character, this gets +3000 power.</p> <p>AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>		GUR

GU/WE46-21		<p>(N) 0/0 Mocha (Bread/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, if you have another Red or <BLOOM> character, this turn, this gets +4000 power.</p> <p>AUTO - At the start of your opponent's Draw Phase, reveal the top card of your deck. If that card is Level 1 or higher, you may return this card to hand.</p>	 	GUR & SP
GU/WE46-22	<p>Reprint</p>	<p>(GUR) 0/0 Cocoa (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top of your deck in any order.</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 <BLOOM> or <Rabbit House> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		GUR
GU/WE46-23	<p>Reprint</p>	<p>(GUR) 0/0 Rize (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <BLOOM> or <Rabbit House> character, add it to hand and discard 1 card.</p> <p>AUTO - [Discard 1 <BLOOM> or <Rabbit House> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>		GUR

GU/WE46-24		<p>(N) 0/0 Rize (Rabbit House/BLOOM)</p> <p>CONT - ASSIST +500 During your turn, to Level 1 or higher characters.</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>	 	GUR & SP
GU/WE46-25		<p>(N) 0/0 Rize (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - {CX Combo} [Return this to hand, Send the Standby CX (38) from your CX Area to Waiting Room] When the Standby CX (38) is placed in your CX Area, you may pay cost. If you do, draw up to 2 cards, and discard the same amount, then choose 1 of your characters, this turn, it gets +3000 power.</p>	 	GUR & SP
GU/WE46-26	<p>Reprint</p>	<p>(GUR) 0/0 Cocoa (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your other <BLOOM> or <Rabbit House> characters, this turn, it gets +1000 power.</p> <p>ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <BLOOM> or <Rabbit House> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		GUR






GU/WE46-27		<p>(N) 1/0 Cocoa & Chino (Rabbit House/BLOOM)</p> <p>CONT - During your turn. all of your other <BLOOM> or <Rabbit House> characters get +1000 power.</p> <p>AUTO - {CX Combo} [(1) Send this to Waiting Room] During your CX Phase, when the Pants CX (66) is placed in your CX Area, if you have Level 2 or higher, you may pay cost. If you do, choose up to 1 {New 3/2 Chino - 062} from your hand, place it on stage in this card's former slot, and this turn, it gets +1000 power.</p> <p>ACT - [Rest this] Draw 1 card, discard 1 card.</p>	 	GUR & ASR
GU/WE46-28		<p>(N) 1/0 Rize (Rabbit House/BLOOM)</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - During this card's battle, when the damage you take is cancelled, you may return this to your hand.</p>		GUR
GU/WE46-29		<p>(N) 1/0 Cocoa (Rabbit House/BLOOM)</p> <p>CONT - If you have another front row {1/0 Chino - 51}, this gets +3500 power and the following ability, "AUTO - When this attacks, choose 1 of your other <BLOOM> or <Rabbit House> characters, this turn, it gets +1000 power."</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {1/0 Chino - 51}, place it on stage in any slot, and shuffle your deck afterwards.</p>		GUR








GU/WE46-30		<p>(N) 1/0 Cocoa (Rabbit House/BLOOM)</p> <p>AUTO - When this attacks, if you have another <BLOOM> or <Rabbit House> character, this turn, this gets +2000 power, and if this is in your front row center slot, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (039) in your CX Area, and you have 2 or more other <BLOOM> or <Rabbit House> characters, choose 1 <BLOOM> or <Rabbit House> character in your Waiting Room, you may add it to hand.</p>	<div>   </div> <p>GUR & SP</p>
GU/WE46-31	<p>Reprint</p>	<p>(GUR) 1/0 Rize (Rabbit House/BLOOM)</p> <p>CONT - If you have 2 or more other <BLOOM> or <Rabbit House> characters, this gets +2000 power.</p> <p>AUTO - [Send this to Waiting Room] When your other <BLOOM> or <Rabbit House> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +1500 power.</p>	<div>  </div> <p>GUR</p>
GU/WE46-32		<p>(N) 1/1 Rize (Rabbit House/BLOOM)</p> <p>CONT - For each of your opponent's back row characters, this gets +1500 power.</p> <p>AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p> <p>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.</p>	<div>  </div> <p>GUR</p>

GU/WE46-33		<p>(N) 2/1 Cocoa (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may Reverse that character."</p>		GUR	
GU/WE46-34		<p>(N) 2/1 Mocha (Bread/BLOOM)</p> <p>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.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent chooses 1 Climax from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.</p>	 	GUR & SP	
GU/WE46-35		<p>(N) 3/2 Cocoa (Rabbit House/BLOOM)</p> <p>CONT - If you have 2 or less Climaxes in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power, then choose 1 of the following 2 effects and resolve it,</p> <p>a) "You may Heal 1."</p> <p>b) "Choose 1 <BLOOM> or <Rabbit House> character in your Waiting Room, you may add it to hand."</p>	 	GUR & SP	





GU/WE46-40		<p>(N) 0/0 Chino (Rabbit House/Coffee)</p> <p>AUTO - When this attacks, if you have 1 or less other characters, you may mill 1. If that card is a Level 0 or lower character, place it on stage in any back row slot.</p> <p>AUTO - When this is Reversed, mill 2. If there is a Level 2 or higher card among those cards, you may send this to Stock.</p>	<p>GUR</p>	
GU/WE46-41	<p>Reprint</p>	<p>(GUR) 0/0 Maya (Double Tooth/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you send it to the bottom of your opponent's deck.</p> <p>AUTO - (2) When this is sent from stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 Blue or <BLOOM> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	<p>GUR</p>	
GU/WE46-42	<p>Reprint</p>	<p>(GUR) 0/0 Megu (Ballet/BLOOM)</p> <p>CONT - All of your other Blue or <BLOOM> characters get +500 power.</p> <p>AUTO - [Discard 1 card] When your character's Trigger Check reveals a Climax with a Pants Trigger Icon, 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</p>	<p>GUR</p>	








GU/WE46-43		<p>(N) 0/0 Rin (Writer/BLOOM)</p> <p>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.</p> <p>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.</p>		GUR & SP
GU/WE46-44	Reprint	<p>(GUR) 0/0 Chino (Rabbit House/BLOOM)</p> <p>AUTO - [Rest 1 of your other Standing Blue or <BLOOM> or <Rabbit House> characters] When this is placed on stage from hand, you may pay cost. If you do, choose 1 card from your Level Zone and 1 card from your Waiting Room, swap them, then choose 1 of your characters, this turn, it gets +1000 power.</p> <p>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 Blue or <BLOOM> or <Rabbit House> character from your Waiting Room, add it to hand.</p>		GUR
GU/WE46-45	Reprint	<p>(GUR) 0/0 Chimame-Tae (Rabbit House/Sing For You)</p> <p>CONT - If you have 5 or more hand, this gets +2000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 Blue or <Rabbit House> character in your Waiting Room, add it to hand, then discard 1 card.</p>		GUR







GU/WE46-46		<p>(N) 0/0 Maya (Double Tooth/BLOOM)</p> <p>AUTO - BOND [Discard 1 card] to {2/1 Megu from Bloom Set - GU/W88-079}</p> <p>ACT - [Discard 1 card, send this to Waiting Room] Choose 1 Blue or <BLOOM> character in your Waiting Room, add it to hand.</p>		GUR	
GU/WE46-47		<p>(N) 0/0 Maya (Double Tooth/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or more other Blue or <BLOOM> characters, you may draw 1 card. If you do, discard 1 card.</p> <p>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.</p>		GUR	
GU/WE46-48		<p>(N) 0/0 Aoyama Blue Mountain (Novel/BLOOM)</p> <p>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."</p>			GUR & SP







GU/WE46-49		<p>(N) 0/0 Megu (Ballet/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, mill 2. If there is a CX(es) among them, choose 1 of your opponent's Front Row characters, this turn, it gets -1000 power.</p> <p>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.</p>	 	GUR & SP
GU/WE46-50		<p>(N) 0/0 Chino (Rabbit House/BLOOM)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</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 Blue or <BLOOM> or <Rabbit House> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 	GUR & SP
GU/WE46-51	<p>Reprint</p>	<p>(GUR) 1/0 Chino (Rabbit House/Coffee)</p> <p>CONT - All of your other Blue characters get +500 power.</p> <p>ACT - [Rest this] Choose another character, this turn, it gets +2 Level.</p>		GUR

GU/WE46-52		<p>(N) 1/0 Chino</p> <p>CONT - If you have another front row {1/0 Cocoa - 29}, this gets +3500 power and the following ability, "AUTO - [Discard 1 card] During your opponent's turn, when this is Reversed, you may pay cost. If you do, Rest this, then at the start of your next Encore Step, send this to Waiting Room.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {1/0 Cocoa - 29}, place it on stage in any slot, and shuffle your deck afterwards.</p>		GUR	
GU/WE46-53		<p>(N) 1/0 Maya (Double Tooth/BLOOM)</p> <p>AUTO - When this attacks, if you have another Blue or <BLOOM> character, this turn, this gets +1500 power.</p> <p>AUTO - EXPERIENCE 2 - (2) When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 2 or more, you may pay cost. If you do, search your deck for up to 1 CX that has the same name as a CX in your Waiting Room, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>			GUR & SP
GU/WE46-54		<p>(N) 1/0 Aoyama Blue Mountain (Novel/BLOOM)</p> <p>CONT - During your turn, if all of your characters are Blue or <BLOOM>, this gets +2000 power.</p> <p>AUTO - This ability activates up to once per turn. When this is Reversed, reveal the top card of your deck. If that card is Level 2 or higher, you may Rest this.</p>			GUR & SP

GU/WE46-55		(N) 1/0 Rin (Writer/BLOOM) AUTO - When this is placed on stage from hand, this turn, this gets +1500 power. 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 Blue or <BLOOM> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.	 	GUR & SP
GU/WE46-56		(N) 1/1 Megu (Ballet/BLOOM) CONT - EXPERIENCE 2 - If the sum of Levels of cards in your Level Zone is 2 or more, this gets +1500 power and the following ability, " AUTO - ENCORE [Discard 1 character]" AUTO - When this is placed on stage from hand, if you have 4 or more other Blue or <BLOOM> characters, choose 1 Blue or <BLOOM> character in your Waiting Room, you may send it to Stock.		GUR
GU/WE46-57		(N) 2/1 Chino (Rabbit House/BLOOM) AUTO - [(1) Discard 1 card] When you use this card's BACKUP, if you have a {New 3/2 Chino - 062} you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -2 Souls. ACT - BACKUP +2500		GUR

GU/WE46-58		(N) 2/1 Megu (Ballet/BLOOM) CONT - EXPERIENCE 5 - If the sum of Levels of cards in your Level Zone is 5 or more, this gets +1000 power and the following ability, " AUTO - When this card's Level 2 or higher battle opponent is Reversed, you may put the top card of your deck into Stock." AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other Blue or <BLOOM> characters times 1000.		GUR	
GU/WE46-59		(N) 2/1 Aoyama Blue Mountain (Novel/BLOOM) AUTO - When this is placed on stage from hand, if you have 4 or more other Blue or <BLOOM> characters, choose 1 Blue or <BLOOM> character from your Waiting Room, you may send it to Stock. AUTO - When this attacks, if you have 4 or more other Blue or <BLOOM> character, choose 1 of your characters, this turn, it gets +2 Souls.		GUR	
GU/WE46-60		(N) 3/2 Maya (Double Tooth/BLOOM) CONT - If you have 4 or more Blue or <BLOOM> characters, this gets -1 Level in hand. CONT - If you have 2 or more Blue or <BLOOM> characters, this gets +1000 power. AUTO - When this is placed on stage from hand, you may Heal 1.	 	GUR & SP	

GU/WE46-61		<p>(N) 3/2 Chino (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, search your deck for up to 1 Blue or <BLOOM> or <Rabbit House> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - [(2) Discard 1 card] When this attacks, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent, and this turn, this gets +1000 power. X equals the number of CXes sent to Waiting Room by this effect.</p>	 <p>GUR</p>
GU/WE46-62		<p>(N) 3/2 Chino (Rabbit House/BLOOM)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} At the end of this card's attack, if you have the Pants CX (66) in your CX Area, and you have 3 or more other characters, until the end of your opponent's turn, this gains 1 of the following 2 abilities of your choice,</p> <p>a) "AUTO - [(1) Discard 1 card] At the start of your Encore Step, you may pay cost. If you do, deal 2 damage to your opponent."</p> <p>b) "AUTO - At the start of your opponent's attack phase, choose 1 of your opponent's characters, this turn, it gets -2 Souls."</p>	 <p>GUR & SP</p>
GU/WE46-63		<p>(N) 3/2 Megu (Ballet/BLOOM)</p> <p>CONT - During your turn, if all of your characters are Blue or <BLOOM>, this gets +2000 power.</p> <p>AUTO - [(1) Send 1 of your characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, this turn, this gains the following ability, "AUTO - This ability activates up to once per turn. When this card's damage is cancelled, you may deal 1 damage to your opponent."</p> <p>AUTO - This ability activates up to once per turn. During the turn this is placed on stage from hand, when this card's damage is cancelled, you may deal 1 damage to your opponent.</p>	 <p>GUR & SP</p>

GU/WE46-64	Reprint	(GUR) 2/1 Event COUNTER - Choose 1 of your characters, this turn, it gains the following ability, " AUTO - When this is sent from Stage to Waiting Room, you may return this to stage in its former slot Rested." Choose 1 battling character, this turn, it gets -1 soul.		GUR	
GU/WE46-65	Reprint	(GUR) 2/1 Event COUNTER - BRAINSTORM - If you have 3 or less Blue characters, this cannot be played from hand. Flip over the top 3 cards of your deck, then send them to Waiting Room. If there is a CX(es) among them, choose 1 of your battling characters, this turn, it gets +4000 power and the following ability, " CONT - The character across from this cannot deal damage to players." If there is not, place this on top of your deck.		GUR	
GU/WE46-66		(N) Pants CX		GUR	
GU/WE46-P01 November / December Tournament PR Packs		(PR) 0/0 Chimame-Tai (Rabbit House/BLOOM) CONT - During your opponent's turn, if you have 5 or more hand, this gets +1 level and +1500 power. 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.		Foil	