









































No./129	129				
Ssn/W123-001		<p><b>(RR) 1/0 Rit (Sneaker Bunko/)</b></p> <p><b>CONT</b> - During your turn, this gets +5000 power.</p> <p><b>AUTO</b> - [Discard 1 card or Send the top card of your Stock to Waiting Room] During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>			SR & SP
Srd/W123-002		<p><b>(RR) 1/0 Yuki (Sneaker Bunko/Student Council)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> [Discard 1 card] When this attacks, if you have the <b>Choice CX (024)</b> in your CX Area, and you have 3 or more other characters, you may pay cost. If you do, perform the following 2 effects once each in any order,</p> <p>a) "Look at up to 3 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room"</p> <p>b) "Choose 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character in your Waiting Room, add it to hand."</p> <p><i>*Note: Has a Soul trigger</i></p>			SR & SP
Sks/W123-003		<p><b>(RR) 2/1 Iris (Sneaker Bunko/Royalty)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, If you have 6 or less cards in your deck, you may shuffle all cards from your Waiting Room into your deck.</p> <p><b>ACT</b> - [(1) Discard this card from your hand] If you are level 2 or higher, Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt;, &lt;Royalty&gt; or &lt;Adventurer&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose 1 of your characters, this turn, it gets +1000 power.</p>			SR & SP
Ssn/W123-004		<p><b>(R) 0/0 Rit &amp; Red (Sneaker Bunko/)</b></p> <p><b>ACT</b> - [(2) Rest this] Heal 1.</p> <p><b>ACT - BRAINSTORM</b> [(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>			SR & SP









Sme/W123-005		<p><b>(R) 1/0 Nanami (Sneaker Bunko/Magic)</b></p> <p><b>AUTO</b> - When this attacks, choose 1 of your other &lt;Sneaker Bunko&gt; cahtracters, until the end of your opponent's next turn, ti gets +1500 power and "<b>AUTO - ENCORE</b> [Discard 1 character]"</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Cost 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.</p>	 	SR & SP	
Sme/W123-006		<p><b>(R) 2/1 Rudy (Sneaker Bunko/Magic)</b></p> <p><b>CONT - ASSIST</b> Level x 500.</p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Sneaker Bunko&gt; character in your Waiting Room, add it to hand.</p>	  	SR; SP; SEC	
S/W123-007		<p><b>(U) 0/0 Sasaki (Sneaker Bunko)</b></p> <p><b>AUTO</b> - At the start of your CX Phase, if you have 3 or more other characters, choose 1 of your characters, this turn, it gets +500 power.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat 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."</p>		SR	
Ssn/W123-008		<p><b>(U) 0/0 Ruti (Sneaker Bunko/)</b></p> <p><b>CONT</b> - All of your other &lt;Sneaker Bunko&gt; characters get +500 power.</p> <p><b>ACT</b> - [(2) Rest this] Search your deck for up to 1 &lt;Sneaker Bunko&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 	SR & SP	















Srd/W123-009	 <p>(U) 0/0 Ayano (Sneaker Bunko/Student Council)</p> <p><b>CONT</b> - During your turn, this gets +1000 power.</p> <p><b>AUTO</b> - When this is Reversed, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.</p>	 <p>SR</p>		
Sks/W123-010	 <p>(U) 1/0 Kazuma (Sneaker Bunko/Adventurer/Magic)</p> <p><b>AUTO</b> - {CX Combo} [(2) Put the top card of your deck into Clock] At that start of your Encore Step, if you have "Explosion Magic" in your CX Area, and you have 6 or less hand, and you have another front row {3/2 Megumin - 093}, you may pay cost. If you do, deal 3 damage to your opponent.</p> <p><b>ACT</b> - [Discard 1 {3/2 Megumin - 093}, Rest this] Look at the top card of your deck, place it underneath this face-down as a Marker.</p> <p><i>Note: Has a Soul Trigger</i></p> <p>Explosion Magic = <a href="#">Set 1 Door (KS/W49-069)</a> and reprinted as Choice (023). Also combos with <a href="#">Crimson Demon Megumin (KS/W49-034)</a>.</p>	 <p>SR</p>		
Sks/W123-011	 <p>(U) 1/0 Darkness (Sneaker Bunko/Adventurer/Worries)</p> <p><b>CONT</b> - During your opponent's turn, if you have 2 or more other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Worries&gt; characters, this gets +6000 power.</p> <p><b>AUTO</b> - During your opponent's turn, when this card's battle opponent is Reversed, you may draw 1 card.</p>	 <p>SR</p>		
S12/W123-012	 <p>(U) 1/0 Lammis &amp; Boxxo (Sneaker Bunko/Hunter/Vending Machine)</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Sneaker Bunko&gt; characters, you may draw 1 card. If you do, discard 1 card.</p> <p><b>AUTO</b> - At the start of your opponent's Attack Phase, if all of your characters are &lt;Sneaker Bunko&gt;, you may mill 1. Is that card is a Level 2 or lower character, this turn, this gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."</p>	 <p>SR</p>		















Srd/W123-013		(U) 3/2 Yuki (Sneaker Bunko/Student Council) <b>AUTO</b> - When this is placed on stage from hand, if you have 4 or more other <Sneaker Bunko> or <Student Council> characters, choose 1 <Sneaker Bunko> or <Student Council> character in your Waiting Room, you may send it to Stock. <b>AUTO</b> - 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, mill 1, then deal X damage to your opponent. X equals the Level of the milled card +1.		SR	
Sme/W123-014		(U) 3/2 Yukine (Sneaker Bunko/Magic) <b>AUTO</b> - (1) During the turn this is placed on stage from hand, when this direct attacks, if you have 2 or more other <Sneaker Bunko> characters, you may pay cost. If you do, deal 2 damage to your opponent. <b>AUTO</b> - {CX Combo} [Discard 1 card] When the <b>Choice CX (025)</b> is placed in your CX Area, if this is in your front row, and you have 4 or more other <Sneaker Bunko> characters, you may pay cost. If you do, choose 1 of your opponent's characters, place it on top of their deck.		SR	
Snk/W123-015		(C) 0/0 Chocolat (Sneaker Bunko/God/Sweets) <b>AUTO</b> - 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. <b>AUTO</b> - 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.		SR	
Sks/W123-016		(C) 0/0 Chris (Sneaker Bunko/Adventurer/Thief) <b>AUTO</b> - When you Trigger a card with a Soul Trigger, choose 1 of your <Sneaker Bunko> or <Adventurer> characters, this turn, it gets +1500 power. <b>ACT</b> - [Rest this] Choose 1 of your <Sneaker Bunko> or <Adventurer> characters, this turn, it gets +1500 power.		SR	




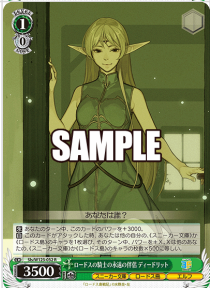











Ssy/W123-017	 <p><b>(C) 0/0 Kyon (Sneaker Bunko/SOS Brigade)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p> <p><b>AUTO</b> - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p>	 <p>SR</p>		
Sks/W123-018	 <p><b>(C) 0/0 Darkness (Sneaker Bunko/Adventurer/Worries)</b></p> <p><b>ACT</b> - [Send 1 of your other characters on stage to Waiting Room, Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; or &lt;Adventurer&gt; or &lt;Worries&gt; character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>	 <p>SR</p>		
Srd/W123-019	 <p><b>(C) 0/0 Yuki (Sneaker Bunko/Student Council)</b></p> <p><b>CONT</b> - All of your opponent's characters get "<b>AUTO - ENCORE (2)</b>".</p> <p><b>AUTO</b> - [Discard 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>	 <p>SR</p>		
Srd/W123-020	 <p><b>(C) 1/1 Masachika (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - {<b>CX Combo</b>} When the <b>Pants CX (127)</b> is placed in your CX Area, choose 1 of your {<b>RR 3/2 Alya - 103</b>}, this turn, it gets +4500 power, and until the of your opponent's next turn, it gains the following 2 abilities,</p> <p>- "<b>CONT</b> - During your opponent's turn, this cannot be targeted by your opponent's effects."</p> <p>- "<b>CONT</b> - During your opponent's turn, this card's battle opponent and this card cannot be Reversed."</p>	 <p>SR</p>		

Srd/W123-021		<p><b>(C) 2/1 Ayano (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, mill 3. If there is a CX(es) among them, choose 1 of your opponent's Level 3 or lower Front Row characters, you may send it to Waiting Room.</p> <p><b>AUTO</b> - 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.</p>		SR		
Ssn/W123-022		<p><b>(C) 2/1 Yarandrala (Sneaker Bunko/Blessing)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "<b>AUTO</b> - When this card's battle opponent is Reversed, send it to Memory."</p> <p><b>ACT</b> - BACKUP +3000</p>		SR		
Sks/W123-023		<p><b>(CR) Choice CX - Explosion Magic</b></p>		RRR		
Srd/W123-024		<p><b>(CR) Choice CX</b></p>		RRR & RRR+		
Sme/W123-025		<p><b>(CR) Choice CX</b></p>		RRR		
Shg/W123-026		<p><b>(RR) 0/0 Sayu (Sneaker Bunko/Uniform/Housework)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of oyur characters, this turn, it gets +2000 power.</p> <p><b>AUTO</b> - [Discard 2 cards] During the turn this is placed ons tage from hand, when this attacks, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 2 &lt;Sneaker Bunko&gt; character from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>		SR & SP		














Ssy/W123-027	 <p><b>(RR) 0/0 Mikuru (Sneaker Bunko/SOS Brigade/Time)</b></p> <p><b>CONT</b> - If all of your characters are &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt;, during your turn, this gets +3000 power, and during your opponent's turn, this gets +1000 power.</p> <p><b>AUTO</b> - 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.</p> <p><b>AUTO</b> - During this card's battle, when damage you take is not cancelled, this turn, this gets +1500 power.</p>	  <p>SR &amp; SP</p>	
Ssk/W123-028	 <p><b>(RR) 0/0 Chtholly (Sneaker Bunko/Fairy/Weapon)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Sneaker Bunko&gt; character, choose 1 of your characters, this turn, it gets +2000 power.</p> <p><b>AUTO - {CX Combo}</b> [Return this to hand] When the <b>Bar CX (060)</b> is placed in your CX Area, if you have another &lt;Sneaker Bunko&gt; character, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	   <p>SR, SP, SEC</p>	
Smu/W123-029	 <p><b>(RR) 3/2 Fuyuhotaru (Sneaker Bunko/Insect/Dream)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - {CX Combo}</b> [Discard 2 cards] When this attacks, if you have the <b>Bar CX (059)</b> in your CX Area, you may pay cost, if you do, deal 1 damage to your opponent, 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 Waiting Room, and this turn, this gets +1000 power.</p>	   <p>SR, SP, SEC</p>	
Sdy/W123-030	 <p><b>(R) 0/0 Alexia (Sneaker Bunko/Princess)</b></p> <p><b>AUTO</b> - 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.</p> <p><b>AUTO</b> - [(1) Send this to Waiting Room] When your other character is Front Attacked, you may pay cost. If you do, return that character to hand.</p>	  <p>SR &amp; SP</p>	










Sdy/W123-031		<p><b>(R) 0/0 Mary (Sneaker Bunko/Saint)</b></p> <p><b>AUTO</b> - [(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 &lt;Sneaker Bunko&gt; character from your Waiting Room, and add it to hand.</p>	 	SR & SP	
Sls/W123-032		<p><b>(R) 1/0 Deedlit (Sneaker Bunko/Lodoss Island/Elf)</b></p> <p><b>CONT</b> - During your turn, this gets +3000 power.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your other &lt;Sneaker Bunko&gt; or &lt;Lodoss Island&gt; characters, this turn, it gets +X power. X equals the number of your other &lt;Sneaker Bunko&gt; or &lt;Lodoss Island&gt; characters times 500.</p>	 	SR & SP	
Smu/W123-033		<p><b>(R) 1/0 Kakkou (Sneaker Bunko/Insect/Dream)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Sneaker Bunko&gt; characters, this gets +2000 power.</p> <p><b>AUTO - ACCELERATE</b> [Put the top card of your deck into Clock] At the start of your CX Phase, if this is in your front row, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	 	SR & SP	
Soa/W123-034		<p><b>(R) 2/1 Arisa (Sneaker Bunko/Arranged Marriage)</b></p> <p><b>AUTO</b> - (2) When you use this card's BACKUP, you may pay cost. If you do, deal 1 damage to your opponent.</p> <p><b>ACT - BACKUP</b> +2000</p>	  	SR, SP, SEC	











Sls/W123-035	<p><b>(R) 3/2 Deedlit (Sneaker Bunko/Lodoss Island/Elf)</b></p> <p><b>CONT</b> - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your opponent's front row characters, this turn, it gets -X power. X equals the number of your other &lt;Sneaker Bunko&gt; or &lt;Lodoss Island&gt; characters times 1000.</p>	<p>SR &amp; SP</p>	
Ssc/W123-036	<p><b>(U) 0/0 Koguma (Sneaker Bunko/Super Cub)</b></p> <p><b>AUTO</b> - 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 in any order.</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Sneaker Bunko&gt; characters, you may draw 1 card, if you do, discard 1 card.</p>	<p>SR</p>	
Smu/W123-037	<p><b>(U) 0/0 Sleeping Beauty (Sneaker Bunko/Insect/Dream)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have another &lt;Sneaker Bunko&gt; character, this turn, this gets +2000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, if you have another &lt;Sneaker Bunko&gt; character, reveal the top card of your deck. If that card is a Level 2 or higher character, add it to hand.</p>	<p>SR &amp; SP</p>	
Soa/W123-038	<p><b>(U) 1/0 Arisa (Sneaker Bunko/Arranged Marriage)</b></p> <p><b>AUTO</b> - When this attacks, if you have 4 or more hand, this turn, this gets +3000 power.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest 2 of your characters] 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>	<p>SR &amp; SP</p>	









Srm/W123-039	 <p>1 0</p> <p><b>SAMPLE</b></p> <p>魔法使いの魔法使い アストラル</p> <p>4000</p>	<p>(U) 1/0 Astral (Sneaker Bunko/Magic/Astral)</p> <p><b>AUTO</b> - When this attacks, choose 1 of your &lt;Sneaker Bunko&gt; characters, this turn, it gets +1500 power.</p> <p><b>AUTO</b> - (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>	 <p>1 0</p> <p><b>SAMPLE</b></p> <p>魔法使いの魔法使い アストラル</p> <p>4000</p>	SR		
Sdy/W123-040	 <p>1 1</p> <p><b>SAMPLE</b></p> <p>勇者アレス</p> <p>1500</p>	<p>(U) 1/1 Brave Ares (Sneaker Bunko/Brave)</p> <p><b>CONT - ASSIST</b> All of your level 2 or higher characters in front of this gets +500 and "AUTO - ENCORE [Discard 1 character]"</p> <p><b>AUTO</b> - [Discard 1 CX] When your Trigger a CX, you may pay cost. If you do, heal 1.</p>	 <p>1 1</p> <p><b>SAMPLE</b></p> <p>勇者アレス</p> <p>1500</p>	 <p>1 1</p> <p><b>SAMPLE</b></p> <p>勇者アレス</p> <p>1500</p>	SR & SP	
Shg/W123-041	 <p>1 1</p> <p><b>SAMPLE</b></p> <p>祭りの誘い 沙織</p> <p>2500</p>	<p>(U) 1/1 Sayu (Sneaker Bunko/Uniform/Housework)</p> <p><b>CONT - ASSIST</b> +1500 to Level 2 or higher characters.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Sneaker Bunko&gt; characters, this turn, it gets +1000 power and &lt;Miso Soup&gt;.</p>	 <p>1 1</p> <p><b>SAMPLE</b></p> <p>祭りの誘い 沙織</p> <p>2500</p>	 <p>1 1</p> <p><b>SAMPLE</b></p> <p>祭りの誘い 沙織</p> <p>2500</p>	SR & SP	
Ssk/W123-042	 <p>2 1</p> <p><b>SAMPLE</b></p> <p>音中を盗いけてティアット</p> <p>6000</p>	<p>(U) 2/1 Tiat (Sneaker Bunko/Fairy/Weapon)</p> <p><b>CONT</b> - If you have 4 or more &lt;Sneaker Bunko&gt; characters, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +4500 power and the following ability, "AUTO - At the end of the turn, send this to Waiting Room."</p> <p><b>AUTO</b> - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.</p>	 <p>2 1</p> <p><b>SAMPLE</b></p> <p>音中を盗いけてティアット</p> <p>6000</p>	 <p>2 1</p> <p><b>SAMPLE</b></p> <p>音中を盗いけてティアット</p> <p>6000</p>	SR & SP	



Sls/W123-043		<p><b>(U) 2/1 Parn (Sneaker Bunko/Lodoss Island/Knight)</b></p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Sneaker Bunko&gt; or &lt;Lodoss Island&gt; character in your Waiting Room, add it to hand.</p> <p><b>ACT</b> - [Send this to the bottom of your deck] Choose 1 of your opponent's characters, return it to hand.</p>	 	SR & SP	
Ssy/W123-044		<p><b>(U) 2/2 Mikuru (Sneaker Bunko/SOS Brigade/Time)</b></p> <p><b>CONT</b> - During your turn, if all of your characters are &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt;, this gets +6000 power.</p> <p><b>AUTO</b> - [Discard 1 &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; character, Send this to Memory] When this is Reversed, you may pay cost. If you do, at the start of your next Draw Phase, choose 1 {this card} from Memory, and place it on stage in any slot.</p>		SR	
Ssy/W123-045		<p><b>(C) 0/0 Nagato &amp; Haruhi &amp; Mikuru (Sneaker Bunko/SOS Brigade/Time)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may draw 1 card. If you do, discard 1 card.</p> <p><b>ACT</b> - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		SR	
Srs/W123-046		<p><b>(C) 0/0 Spark &amp; Neese (Sneaker Bunko/Lodoss Island/Marmo)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Sneaker Bunko&gt; or &lt;Lodoss Island&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>		SR	

Soa/W123-047	 <p>(C) 0/0 Arisa (Sneaker Bunko/Arranged Marriage)</p> <p><b>AUTO</b> - When your other character's battle opponent is Reversed, choose 1 of your &lt;Sneaker Bunko&gt; characters, this turn, it gets +500 power.</p> <p><b>ACT - BRAINSTORM</b> [(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 &lt;Sneaker Bunko&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>SR</p>		
Sls/W123-048	 <p>(C) 0/0 Deedlit &amp; Lyle (Sneaker Bunko/Lodoss Island/Elf)</p> <p><b>AUTO</b> - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Sneaker Bunko&gt; or &lt;Lodoss Island&gt; character from your Waiting Room, and add it to hand.</p> <p><b>AUTO</b> - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, choose 1 of your characters, until the end of the opponent's next turn, it gets +1000 power.</p>	 <p>SR</p>		
Sdy/W123-049	 <p>(C) 0/0 Charon (Sneaker Bunko/Wise Man)</p> <p><b>CONT</b> - If you have 2 or less Stock, this gets +1500 power.</p> <p><b>AUTO</b> - 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>SR</p>		
SsyW123-050	 <p>(C) 1/0 Tsurusanya (Sneaker Bunko/Forehead/Double Tooth)</p> <p><b>CONT</b> - For each of your other back row &lt;Sneaker Bunko&gt;, &lt;Time&gt; or &lt;Forehead&gt; characters, this gets +1000 power.</p> <p><b>AUTO</b> - [(1) Send this to Waiting Room] When your other &lt;Sneaker Bunko&gt;, &lt;Time&gt; or &lt;Forehead&gt; character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +2500 power.</p>	 <p>SR</p>		



Ssk/W123-051		(C) 1/0 Lilia (Sneaker Bunko/Regal Brave/Weapon)		SR		
Shg/W123-052		(C) 1/0 Mishima (Sneaker Bunko/OL)		SR		
Smu/W123-053		(C) 2/1 Ladybug (Sneaker Bunko/Insect/Dream)		SR		
Shg/W123-054		(C) 2/1 Gotou (Sneaker Bunko/OL)		SR		














Sdy/W123-055		<p><b>(C) 2/1 Leon (Sneaker Bunko/Sword Saint)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Sneaker Bunko&gt; characters, this gets -1 Level in hand.</p> <p><b>AUTO - ENCORE</b> [Discard 1 &lt;Sneaker Bunko&gt; character]</p>		SR	
Soa/W123-056		<p><b>(R) 1/0 Event</b></p> <p><b>COUNTER</b> - Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. Send this to the bottom of your deck.</p>		SR & SP	
Shg/W123-057		<p><b>(R) 1/0 Event</b></p> <p>If you don't have a &lt;Sneaker Bunko&gt; character, this cannot be played from hand.</p> <p>Choose 1 character in your Waiting Room, add it to hand.</p> <p>Mill 1. If that card is Level 0 or lower, send this to Clock.</p>		SR & SP	
Ssk/W123-058		<p><b>(R) 2/1 Event</b></p> <p><b>COUNTER</b> - Look at up to 3 cards from the top of your deck choose up to 3 cards, send them to Waiting Room, return the rest to your deck, and shuffle your deck afterwards.</p>		SR & SP	
S__W123-059		<p><b>(CR) Bar CX</b></p>		RRR	



Ssk/W123-060		(CR) Bar CX		RRR	
Sks/W123-061		(RR) 0/0 Megumin (Sneaker Bunko/Adventurer/Magic)  <b>AUTO</b> - When this is placed on stage from hand, if you have another <Sneaker Bunko>, <Adventurer> or <Magic> characters, this turn, this gets +2000 power.  <b>AUTO</b> - (1) 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 1 card from among them, put it into Clock, and send the rest to Waiting Room. If you put a card into Clock, choose 1 <Sneaker Bunko>, <Adventurer> or <Magic> character from your Waiting Room, and add it to hand.			SR; SP; SEC
Sky/W123-062		(RR) 1/0 Freya (Sneaker Bunko/Hero)  <b>AUTO</b> - This ability activates up to once per turn. When you use an ACT, if it's your turn, this gets +4000 power, if it's your opponent's turn, this turn, this gets +2000 power.  <b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have the Door CX (096) in your CX Area, and you have 2 or more other <Sneaker Bunko> characters, perform the following effect twice, "You may mill 1. If that card is a <Sneaker Bunko> character or an Event, add it to hand."			SR & SP
Ssy/W123-063		(RR) 3/2 Haruhi (Sneaker Bunko/SOS Brigade/Brigade Leader)  <b>CONT</b> - All of your other <Sneaker Bunko> or <SOS Brigade> characters get +1500 power.  <b>AUTO</b> - {CX Combo} At the start of your Encore Step, if you have the Standby CX (094) in your CX Area, and you have 2 or more other characters, choose 1 of the following 2 effects and resolve it,  a) "[(1) Discard 1 card] If this is in your front row, you may pay cost. If you do, deal 2 damage to your opponent."  b) "(2) If this is in your back row, you may pay cost. If you do, heal 1."			SR & SP
Sky/W123-064		(R) 0/0 Setsuna (Sneaker Bunko/Ice Wolf Tribe)  <b>AUTO</b> - When this is placed on stage from hand, mill 2. If there is a Level 0 or lower character among them, this turn, this does not suffer Soul Penalty when Side Attacking.  <b>AUTO</b> - [(1) Discard 1 <Sneaker Bunko> 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.			SR & SP











Ssy/W123-065		<p><b>(R) 0/0 Haruhi (Sneaker Bunko/SOS Brigade/Brigade Leader)</b></p> <p><b>AUTO - {CX Combo}</b> When the <b>Standby CX (095)</b> is placed in your CX Area, if you have another &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; character, choose 1 of your other 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."</p> <p><b>AUTO - [Discard 1 &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; character]</b> When this is sent from Stage to Waiting Room, you may pay cost. If you do, reveal the top 2 cards of your deck. Your opponent choose 1 character or Event from among them, you add it to hand, and send the rest to Waiting Room.</p>		SR & SP	
Shm/W123-066		<p><b>(R) 0/0 Psycho (Sneaker Bunko/Mad Scientist)</b></p> <p><b>CONT -</b> All of your other &lt;Sneaker Bunko&gt; characters get +500 power.</p> <p><b>AUTO - [Discard 1 card]</b> When this card is placed from your hand to the stage, you may pay cost. If you do, choose a Level 0 or lower &lt;Sneaker Bunko&gt; character in your Waiting Room, place it on stage in any slot.</p>		SR & SP	
Sst/W123-067		<p><b>(R) 0/0 Basara &amp; Mio (Sneaker Bunko/Magic/Sister)</b></p> <p><b>AUTO -</b> When this is placed on stage from hand, mill 2. If there is a CX(es) among them, look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; or &lt;Magic&gt; character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		SR & SP	
Sde/W123-068		<p><b>(R) 1/0 Finne (Sneaker Bunko/)</b></p> <p><b>ACT - BACKUP +X.</b> X equals the number of your &lt;Sneaker Bunko&gt; characters times 500.</p>		SR, SP, SEC	













Ssh/W123-069		<p><b>(R) 1/0 Alice (Sneaker Bunko/Kisaragi Corporation/Android)</b></p> <p><b>CONT</b> - During your turn, if you have 3 or more other characters, this gets +2000 power.</p> <p><b>AUTO</b> - When this attacks, if there is a CX in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock.</p>	  	SR, SP, SEC
Sde/W123-070		<p><b>(R) 1/0 Arnold (Sneaker Bunko/Prince)</b></p> <p><b>AUTO</b> - <b>{CX Combo}</b> When the <b>Door CX (098)</b> is placed in your CX Area, if you have 5 or less hand, choose 1 &lt;Sneaker Bunko&gt; character in your Waiting Room, you may send it to Stock.</p> <p><b>AUTO</b> - (1) When a CX is placed in your CX Area, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower &lt;Sneaker Bunko&gt; character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>	 	SR & SP
Sak/W123-071		<p><b>(R) 1/0 Dia (Sneaker Bunko/Skill)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, all players resolve the following effect: "If you have 5 or more Memory, choose 4 cards from your Memory, and send all other cards to Waiting Room."</p> <p><b>AUTO</b> - When this attacks, choose 1 of your other &lt;Sneaker Bunko&gt; characters, this turn, it gets +X power. X equals the number of your other &lt;Sneaker Bunko&gt; characters times 500.</p>	 	SR & SP
Sst/W123-072		<p><b>(R) 1/1 Mio (Sneaker Bunko/Magic/Sister)</b></p> <p><b>CONT</b> - If the character across from this is Cost 0 or lower, this cannot be Reversed.</p>	 	SR & SP

Ssh/W123-073		<p>(R) 2/1 Snow (Sneaker Bunko/Kingdom of Grace/Knight)</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "<b>AUTO</b> - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may Reverse that character."</p>			SR & SP	
Sak/W123-074		<p>(R) 3/2 Lugh (Sneaker Bunko/Skill)</p> <p><b>CONT</b> - ASSIST +2000.</p> <p><b>AUTO</b> - {CX Combo} At the start of your Attack Phase, if you have the <b>Door CX (097)</b> in your CX Area, perform the following effect up to 2 times, "[(1) Rest 1 of your other front row Standing &lt;Sneaker Bunko&gt; characters with 3 or less Souls] You may pay cost. If you do, look at up to X cards from the top of your opponent's deck, choose up to X characters or Events from among them, send them to Clock in any order, and send the rest to Waiting Room. X is equal to the Soul of the character Rested for this cost."</p>			SR & SP	
Shm/W123-075		<p>(R) 3/2 Homura (Sneaker Bunko/Ability User)</p> <p><b>CONT</b> - If you have 4 or more &lt;Sneaker Bunko&gt; characters, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your &lt;Sneaker Bunko&gt; characters, this turn, it gets +X power. X equals the number of your &lt;Sneaker Bunko&gt; characters times 500.</p> <p><b>AUTO</b> - [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>			SR & SP	
Shm/W123-076		<p>(U) 0/0 Tsumumi (Sneaker Bunko/Biological Weapon)</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your opponent's Front Row characters, this turn, it gets -500 power.</p> <p><b>ACT</b> - 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>			SR	











Sbm/W123-077		<p><b>(U) 0/0 Maria (Sneaker Bunko/Intruder/Weapon)</b></p> <p><b>CONT</b> - During your opponent's turn, you other front row center slot character gets +1000 power.</p> <p><b>AUTO</b> - [Send this to Waiting Room] When your other &lt;Sneaker Bunko&gt; 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>		SR	
Sak/W123-078		<p><b>(U) 0/0 Tarte (Sneaker Bunko/Skill)</b></p> <p><b>AUTO</b> - [(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, 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.</p>	 	SR & SP	
Sst/W123-079		<p><b>(U) 1/0 Yuki &amp; Kurumi (Sneaker Bunko/Magic/)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Sneaker Bunko&gt; or &lt;Magic&gt; characters, this gets +3500 power and "<b>AUTO</b> - <b>ENCORE</b> [Discard 1 character]"</p>	 	SR & SP	
Sks/W123-080		<p><b>(U) 1/0 Yunyun (Sneaker Bunko/Adventurer/Magic)</b></p> <p><b>CONT</b> - During your turn, all of your other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Magic&gt; characters get +1000 power.</p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +1000 power.</p>		SR	















Sks/W123-081		<p><b>(U) 1/0 Wiz (Sneaker Bunko/Death/Magic)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Magic&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - [Discard 1 Level 1 or higher card] During your Main Phase, when this is placed on stage from hand, you may pay cost. If you do, choose a &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Magic&gt; character in your Waiting Room whose Level is equal to or lower than your Level, this Main Phase, you may play that character from your Waiting Room without meeting Color Requirement. (If that character has a cost, pay the cost to play it)</p>		SR	
Ssh/W123-082		<p><b>(U) 1/1 Rose (Sneaker Bunko/Kingdom of Grace/Chimera)</b></p> <p><b>CONT</b> - If you have another &lt;Sneaker Bunko&gt; character, this gets +1500 power.</p> <p><b>CONT</b> - For each Marker underneath this card, this gets +1 level and +1500 power.</p> <p><b>AUTO</b> - During your turn, when this card's battle opponent is Reversed, you may put the top card of your deck face-up underneath this card as a Marker.</p>	 	SR & SP	
Sde/W123-083		<p><b>(U) 2/1 Elna (Sneaker Bunko/Holy Sword)</b></p> <p><b>CONT</b> - If have 2 or more other &lt;Sneaker Bunko&gt; characters, this gets +4000 power and +1 Soul.</p>		SR	
Sky/W123-084		<p><b>(U) 2/1 Kureha (Sneaker Bunko/Hero)</b></p> <p><b>AUTO</b> - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power and +2 Souls.</p>	 	SR & SP	









Ssy/W123-085		<p><b>(U) 2/2 Haruhi (Sneaker Bunko/SOS Brigade/Brigade Leader)</b></p> <p><b>CONT</b> - For each of your other back row &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; characters, this gets +2000 power.</p> <p><b>CONT</b> - All of your other &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; characters gets +500 power.</p> <p><b>AUTO - ENCORE</b> [Discard 1 character]</p>		SR	
Shm/W123-086		<p><b>(C) 0/0 Jin (Sneaker Bunko/Assassin)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your opponent's Front Row characters, this turn, it gets -1000 power.</p> <p><b>ACT</b> - (1) Choose 1 of your opponent's front row level 0 or lower characters, send it to Waiting Room.</p>		SR	
Sak/W123-087		<p><b>(C) 0/0 Maha (Sneaker Bunko/Skill)</b></p> <p><b>AUTO</b> - This ability activates up to once per turn. When you use an ACT, this turn, this gets +2000 power.</p> <p><b>ACT</b> - [Rest 1 of your &lt;Sneaker Bunko&gt; characters] This turn, this gets +1500 power.</p>		SR	
Ssh/W123-088		<p><b>(C) 0/0 Grimm (Sneaker Bunko/Kingdom of Grace/Zenalith Religion)</b></p> <p><b>CONT</b> - If you have 4 or more hand and no other characters, this cannot be Reversed.</p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p>		SR	











Sst/W123-089		<p><b>(C) 1/0 Mio &amp; Yuki (Sneaker Bunko/Magic/Sister)</b></p> <p><b>CONT</b> - All of your other &lt;Sneaker Bunko&gt; or &lt;Magic&gt; characters get +500 power.</p> <p><b>AUTO</b> - [Discard 1 &lt;Sneaker Bunko&gt; or &lt;Magic&gt; character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.</p>		SR		
Ssy/W123-090		<p><b>(C) 1/1 Haruhi (Sneaker Bunko/SOS Brigade/Brigade Leader)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - <b>ENCORE</b> [Discard 1 character]</p>		SR		
Sst/W123-091		<p><b>(C) 2/1 Mio &amp; Maria &amp; Yuki (Sneaker Bunko/Magic/Sister)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +4000 power.</p> <p><b>AUTO</b> - [Discard 1 CX] When you Trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.</p>		SR		
Shm/W123-092		<p><b>(C) 2/1 Proto (Sneaker Bunko/Mechanical Life Form)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Sneaker Bunko&gt; characters, this gets +4000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p>		SR		
















Sks/W123-093		<p>(C) 3/2 Megumin (Sneaker Bunko/Adventurer/Magic)</p> <p><b>AUTO</b> - When this is placed on stage from hand, 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.</p> <p><b>AUTO - {CX Combo}</b> At the start of your Attack Phase, if you have "<b>Explosion Magic</b>" in your CX Area, and you have no other front row characters, this turn, this gets +3000 power and the following ability, "<b>ACT</b> - [(1) Discard 2 cards, Send 1 Marker underneath your {1/0 Kazuma Above}] At the end of this card's attack, you may pay cost any number of times. Deal 4 damage to your opponent X times. X is equal to the number of times you paid cost +3."</p> <p>Explosion Magic = <a href="#">Set 1 Door (KS/W49-069)</a> and reprinted as <a href="#">Choice (023)</a>. Also combos with <a href="#">Crimson Demon Megumin (KS/W49-034)</a>.</p>		SR		
Ssy/W123-094		(CR) Standby CX	 	RRR & RRR+		
Ssy/W123-095		(CR) Standby CX	 	RRR & RRR+		
Sky/W123-096		(CR) Door CX		RRR		
Sak/W123-097		(CR) Door CX		RRR		
S__W123-098		(CR) Door CX		RRR		










Ssy/W123-099		<p><b>(RR) 0/0 Nagato (Sneaker Bunko/SOS Brigade/Alien)</b></p> <p><b>AUTO</b> - [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><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] If you have 2 or more other characters, draw 1 card.</p>	 	SR & SP	
Srd/W123-100		<p><b>(RR) 0/0 Aiya (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - At the start of your Encore Step, if you have a CX in your CX Area, you may draw 1 card. If you do, discard 1 card.</p> <p><b>ACT - BRAINSTORM</b> [(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 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 	SR & SP	
Scn/W123-101		<p><b>(RR) 1/0 Umi (Sneaker Bunko/Youth)</b></p> <p><b>AUTO</b> - [(1) Discard 2 cards] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, search your deck for up to 1 &lt;Sneaker Bunko&gt; characters, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p> <p><b>AUTO - {CX Combo}</b> When the <b>Book CX (128)</b> is placed in your CX Area, if you have 2 or more other &lt;Sneaker Bunko&gt; characters, this turn, this gets +2000 power, and until the end of your opponent's next turn, this gains the following ability, "<b>AUTO</b> - When this is Front Attacked, you may return this to hand."</p>	 	SR & SP	
Sks/W123-102		<p><b>(RR) 3/2 Aqua (Sneaker Bunko/Adventurer/Goddess)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Pants CX (126)</b> in your CX Area, and you have 2 or more other characters, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Deal 1 damage to your opponent."</p> <p>b) "(2) You may pay cost. If you do, until the end of your opponent's next turn, this gains the following ability, "<b>CONT</b> - The character across from this cannot deal damage to players.""</p>	 	SR & SP	











Srd/W123-103	 <p><b>(RR) 3/2 Alya (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - {CX Combo}</b> [(2) Discard 2 cards] When this attacks, if you have the <b>Pants CX (127)</b> in your CX Area, and you have 3 or more other characters, you may pay cost. If you do, send all cards in your Waiting Room into your deck, then search your deck for 1 card, place it underneath this face down as a marker, and shuffle your deck afterwards, then your opponent declares a number, send all Markers underneath this to Waiting Room. If the number your opponent declared does not equal to the level of any of the card sent to Waiting Room, deal 2 damage to your opponent twice.</p>	  <p>SR &amp; SP</p>	
Snw/W123-104	 <p><b>(R) 0/0 Heinrike (Sneaker Bunko/Magic/Weapon)</b></p> <p><b>CONT</b> - Your other front row center slot character gets +500 power.</p> <p><b>ACT - BRAINSTORM</b> [(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 &lt;Sneaker Bunko&gt; or &lt;Magic&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	  <p>SR &amp; SP</p>	
Sks/W123-105	 <p><b>(R) 1/0 Aqua &amp; Megumin &amp; Darkness (Sneaker Bunko/Adventurer/Goddess)</b></p> <p><b>AUTO - {CX Combo}</b> During your CX Phase, when the <b>Pants CX (126)</b> is placed in your CX Area, if this is in your front row, and you have 2 or more other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; characters, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."</p> <p>b) "[(1) Send this to Waiting Room] If you are Level 2 or higher, you may pay cost. If you do, choose up to 1 {3/2 Aqua - 102} from your hand, place it on stage in this card's former slot."</p>	  <p>SR &amp; SP</p>	
Srd/W123-106	 <p><b>(R) 2/1 Masha (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, if you have 3 or more other &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; characters, you may pay cost. If you do, choose up to 1 {RR 3/2 Alya CXC - 103} from your hand, place it on stage in any slot.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your other characters with "Alya" or "Masachika" in its name, this turn, it gets +500 power and the following ability, "<b>CONT</b> - During this card's battle, your opponent cannot play Events or BACKUPS from hand."</p>	  <p>SR &amp; SP</p>	









Stk/W123-107	 <p><b>(R) 3/2 Yume (Sneaker Bunko/Book)</b></p> <p><b>CONT</b> - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - {CX Combo}</b> [(1) Discard 1 &lt;Sneaker Bunko&gt; character] When this attacks, if you have the <b>Book CX (129)</b> in your CX Area, and you have 2 or more other &lt;Sneaker Bunko&gt; characters, you may pay cost. If you do, deal 2 damage to your opponent, and until the end of your opponent's next turn, this gains <b>"CONT - BODYGUARD"</b></p>	   <p>SR, SP, SEC</p>
Snw/W123-108	 <p><b>(R) 3/2 Kunika (Sneaker Bunko/Magic/Weapon)</b></p> <p><b>AUTO</b> - 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><b>AUTO - {CX Combo}</b> [(3) Discard 1 card] This ability activates up to once per turn. When this card's battle opponent is Reversed, if you have <b>"Neuri's Warm Welcome - Snw/W62-104"</b> in your CX Area, you may pay cost. If you do, Stand this.</p> <p>CX Combos with <a href="#">1/0 Kunika - Snw/W62-074</a>.</p>	  <p>SR &amp; SP</p>
Stk/W123-109	 <p><b>(U) 0/0 Isana (Sneaker Bunko/Book)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may draw 1 card. If you do, discard 1 card.</p> <p><b>AUTO</b> - [Discard 1 CX with a Book Trigger] When this is placed on stage from hand or sent from stage to Waiting Room, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	  <p>SR &amp; SP</p>
Scn/W123-110	 <p><b>(U) 0/0 Yuu (Sneaker Bunko/Youth)</b></p> <p><b>CONT</b> - During your turn, all of your other {1/0 Umi CXC - 101} gets +2000 power.</p> <p><b>ACT</b> - [Rest this] Choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose 1 of your characters, this turn, it gets +1000 power."</p> <p>b) "[Discard 1 card, Rest 1 of your other &lt;Sneaker Bunko&gt; characters] You may pay cost. If you do, search your deck for up to 1 {1/0 Umi CXC - 101}, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p>	  <p>SR &amp; SP</p>













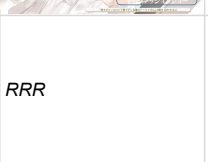




Snw/W123-111	 <p><b>(U) 0/0 Rosalie (Sneaker Bunko/Magic/Weapon)</b></p> <p><b>CONT</b> - All of your other &lt;Sneaker Bunko&gt; or &lt;Magic&gt; characters get +500 power.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Sneaker Bunko&gt; or &lt;Magic&gt; characters, this turn, it gets +1500 power.</p>	  <p>SR &amp; SP</p>	
Srd/W123-112	 <p><b>(U) 0/0 Alya (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may mill 3.</p> <p><b>AUTO</b> - [(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>	 <p>SR</p>	
Srd/W123-113	 <p><b>(U) 0/0 Masha (Sneaker Bunko/Student Council)</b></p> <p><b>AUTO</b> - [(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, look at up to 2 cards from the top of your deck, choose up to 2 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	 <p>SR</p>	
Stm/W123-114	 <p><b>(U) 2/1 Haruki (Sneaker Bunko/Childhood Friend)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Sneaker Bunko&gt; characters, this gets +8000 power.</p> <p><b>AUTO</b> - [(1) Send 1 of your characters on stage to Waiting Room] When your other &lt;Sneaker Bunko&gt; character is Front Attacked, you may pay cost. If you do, return that character to hand.</p>	 <p>SR</p>	

Ssy/W123-115		<p><b>(U) 3/2 Nagato (Sneaker Bunko/SOS Brigade/Alien)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <ul style="list-style-type: none"> <li>- "Look at up to 2 cards from the top of your deck, choose up to 2 &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room."</li> <li>- "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."</li> </ul>		SR	
Sks/W123-116		<p><b>(C) 0/0 Eris (Sneaker Bunko/Goddess)</b></p> <p><b>CONT</b> - During your turn, if you are Level 3 or higher, all of your other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; characters get +2000 power.</p> <p><b>AUTO</b> - [Rest this Standing card] When your front row center slot character attacks, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p>		SR	
Shh/W123-117		<p><b>(C) 0/0 Hayuru &amp; Aine &amp; Kizuna &amp; Yurishia (Sneaker Bunko/Heart Hybrid Gear/Amaterasu)</b></p> <p><b>CONT</b> - If this is in your front row center slot, this gets +3000 power.</p> <p><b>AUTO</b> - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 &lt;Sneaker Bunko&gt; or &lt;Heart Hybrid Gear&gt; character in your Waiting Room, add it to hand.</p>		SR	
Ssy/W123-118		<p><b>(C) 1/0 Mikuru &amp; Haruhi &amp; Nagato (Sneaker Bunko/SOS Brigade/Alien)</b></p> <p><b>AUTO</b> - [Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p> <p><b>ACT - BACKUP</b> +1000</p>		SR	



Srd/W123-119		<p><b>(C) 1/0 Masha (Sneaker Bunko/Student Council)</b></p> <p><b>CONT</b> - If all of your characters are &lt;Sneaker Bunko&gt; or &lt;Student Council&gt;, this gets +2000 power.</p> <p><b>AUTO</b> - During this card's battle, when damage you take is not cancelled, this turn, this gets +3000 power.</p>		SR	
Srd/W123-120		<p><b>(C) 1/0 Alya (Sneaker Bunko/Student Council)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - [Put 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character from hand into Clock] When this is placed on stage from hand or 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 card among them, add it to hand, and send the rest to Waiting Room.</p>		SR	
Snw/W123-121		<p><b>(C) 1/0 Isabelle (Sneaker Bunko/Magic/Weapon)</b></p> <p><b>AUTO</b> - When this attacks, if you have 2 or more other &lt;Sneaker Bunko&gt; or &lt;Magic&gt; characters, this turn, this gets +2000 power.</p> <p><b>AUTO</b> - (1) During your opponent's turn, when this is Reversed, you may pay cost. If you do, Rest this, and at the start of your next Encore Step, send this to Waiting Room.</p>		SR	
Snw/W123-122		<p><b>(C) 1/1 Adriana (Sneaker Bunko/Magic/Weapon)</b></p> <p><b>CONT</b> - During your turn, if all of your other &lt;Sneaker Bunko&gt; or &lt;Magic&gt; characters get +1000 power.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your characters, until the end of your opponent's next turn, it gains "AUTO - ENCORE [Discard 1 character]"</p>		SR	

Sks/W123-123		<p><b>(C) 2/1 Aqua (Sneaker Bunko/Adventurer/Goddess)</b></p> <p><b>CONT</b> - All of your other {New RR 3/2 Aqua - 102} gets -1 level and +1500 power.</p> <p><b>CONT</b> - All of your other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; characters get +500 power.</p> <p><b>AUTO - ACCELERATE</b> [(2) Put 1 &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; character from your Waiting Room on the bottom of your Clock, Rest this] At the start of your Encore Step, if you have another {New RR 3/2 Aqua - 102}, you may pay cost. If you do, deal 2 damage to your opponent.</p>		SR		
Stk/W123-124		<p><b>(R) 2/2 Event</b></p> <p>Choose up to 2 characters in your Waiting Room, add them to hand.</p>		SR		
Scn/W123-125		<p><b>(R) 3/1 Event</b></p> <p>Choose up to 1 character in your Waiting Room, add it to hand, then you may perform the following effect, "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>	 	SR & SP		
Sks/W123-126		<p><b>(CR) Pants CX</b></p>	 	RRR & RRR+		
Srd/W123-127		<p><b>(CR) Pants CX</b></p>	 	RRR & RRR+		
Scn/W123-128		<p><b>(CR) Book CX</b></p>		RRR		












Stk/W123-129












(CR) Book CX













RRR











No./17	17				
Sde/W123-T01		<p><b>(TD) 0/0 Finne (Sneaker Bunko/Swordswoman)</b></p> <p><b>AUTO</b> - When a CX is placed in your Opponent's CX Area, you may send this to Stock.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.</p>		RRR	
Sme/W123-T02		<p><b>(TD) 0/0 Nanami (Sneaker Bunko/Magic)</b></p> <p><b>CONT</b> - All of your other &lt;Sneaker Bunko&gt; characters get +500 power.</p> <p><b>AUTO</b> - When your other &lt;Sneaker Bunko&gt; characters or this card is placed on stage from hand, you may look at the top card of your deck.</p>		RRR	
Ssy/W123-T03		<p><b>(TD) 0/0 Mikuru (Sneaker Bunko/SOS Brigade/Time)</b></p> <p><b>AUTO</b> - [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 &lt;Sneaker Bunko&gt; or &lt;SOS Brigade&gt; character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>			RRR & SP
Ssh/W123-T04		<p><b>(TD) 1/0 Alice (Sneaker Bunko/Kisaragi Corporation/Android)</b></p> <p><b>AUTO</b> - When your other &lt;Sneaker Bunko&gt; character attacks, this turn, this gets +2000 power.</p>		RRR	



Ssn/W123-T05		<p>(TD) 1/1 Rit (Sneaker Bunko/Divine Protection)</p> <p><b>CONT - ASSIST</b> Level x 500 to &lt;Sneaker Bunko&gt; characters.</p> <p><b>AUTO</b> - When you Trigger a card with a Soul Trigger, choose 1 of your &lt;Sneaker Bunko&gt; characters, this turn, it gets +1000 power.</p>		RRR	
Sky/W123-T06		<p>(TD) 2/1 Setsuna (Sneaker Bunko/Ice Wolf Tribe)</p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your &lt;Sneaker Bunko&gt; characters times 1000.</p>		RRR	
Ssy/W123-T07		<p>(TD) 3/2 Haruhi (Sneaker Bunko/SOS Brigade/Brigade Leader)</p> <p><b>AUTO</b> - When this is placed on stage from hand, draw up to 2 cards, then discard 1 card.</p> <p><b>AUTO - {CX Combo}</b> [(1) Discard 1 card] When the <b>Choice CX (T08)</b> is placed in your CX Area, if this is in your front row, you may pay cost. If you do, this turn, all of your other characters currently on stage gains the following ability, "<b>AUTO</b> - When this attacks, 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 Waiting Room."</p>	 	SR & SP	
Ssy/W123-T08		(TD) Choice CX		RRR	

Stk/W123-T09		<p><b>(TD) 0/0 Yume (Sneaker Bunko/Book)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck.</p> <p><b>AUTO</b> - 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>		RRR	
Sks/W123-T10		<p><b>(TD) 0/0 Megumin (Sneaker Bunko/Adventurer/Magic)</b></p> <p><b>CONT</b> - During your turn, this gets +1000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Magic&gt; characters, Rest it, and move it to an empty Back Row slot.</p>		RRR	
Srd/W123-T11		<p><b>(TD) 0/0 Masha (Sneaker Bunko/Student Council)</b></p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character in your Waiting Room, add it to hand.</p>	 	RRR & SP	
Srd/W123-T12		<p><b>(TD) 1/0 Alya (Sneaker Bunko/Student Council)</b></p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> When the <b>Pants CX (T17)</b> is placed in your CX Area, if this is in your front row, and you have 3 or more other characters, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."</p> <p>b) "If you have 5 or less hand, search your deck for up to 1 Level 2 or higher &lt;Sneaker Bunko&gt; or &lt;Student Council&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p>	 	RRR & SP	



Sks/W123-T13		(TD) 1/0 Aqua (Sneaker Bunko/Adventurer/Goddess)	<p><b>CONT</b> - If all of your characters are &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt;, this gets +1000 power.</p> <p><b>AUTO</b> - [Send 1 of your other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; on stage to Waiting Room] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card is a &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Goddess&gt; character, add it to hand.</p>	 	RRR & SP
Scn/W123-T14		(TD) 2/1 Umi (Sneaker Bunko/Youth)	<p><b>ACT - BACKUP</b> +3500 [(1) Reveal this from you hand and place this on the bottom of your deck]</p>		RRR
Sks/W123-T15		(TD) 3/2 Darkness (Sneaker Bunko/Adventurer/Worries)	<p><b>CONT</b> - If you have 2 or more other &lt;Sneaker Bunko&gt;, &lt;Adventurer&gt; or &lt;Worries&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - [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>	 	RRR & SP
Soa/W123-T16		(TD) 3/2 Event	<p><b>COUNTER</b> - If you don't have a &lt;Sneaker Bunko&gt; character, this cannot be played from hand.</p> <p>Choose up to 2 of your opponent's characters, this turn, they get +4 Soul and the following ability, "<b>CONT</b> - This cannot Side Attack."</p>		RRR

Srd/W123-T17



(TD) Pants CX



RRR