









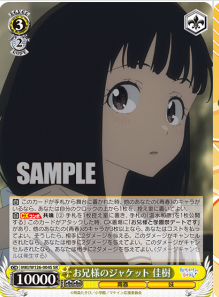



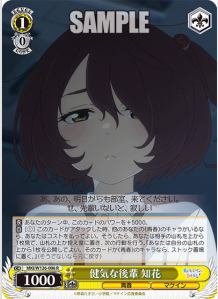

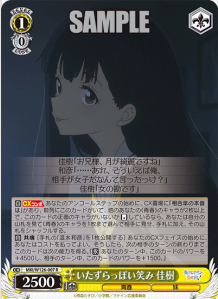

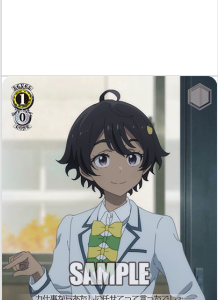
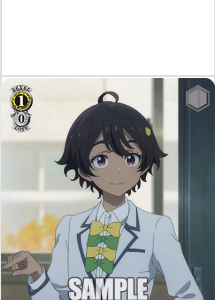
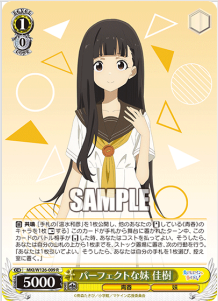
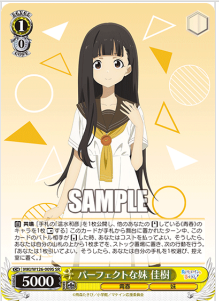




























No./100:	100				
MKI/W126-001		<p><b>(RR) 0/0 Lemon (Youth/Makeine) - 1500 power</b></p> <p><b>AUTO</b> - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 &lt;Youth&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><b>AUTO</b> - During this card's battle, when damage you take is not cancelled, this turn, this gets +1500 power.</p>	 	SR & SEC	
MKI/W126-002		<p><b>(RR) 0/0 Chika (Youth/Makeine) - 2500 power</b></p> <p><b>CONT</b> - If all of your characters are &lt;Youth&gt;, this gets +1000 power.</p> <p><b>CONT</b> - If you do not have another &lt;Youth&gt; character, this does not Stand during your Stand Phase.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other &lt;Youth&gt; characters, Rest it, and move it to an empty Back Row slot.</p>	 	SR & SEC	
MKI/W126-003		<p><b>(RR) 1/0 Anna (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Youth&gt; characters, this gets +4000 power.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> When this attacks, if you have the <b>Choice CX (030)</b> in your CX Area, and you have 2 or more other &lt;Youth&gt; characters, look at up to X cards from the top of your deck, choose up to 1 &lt;Youth&gt; character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. X is equal to the number of your back row &lt;Youth&gt; characters +3.</p> <p><i>Note: has a Soul Trigger</i></p>	 	SR & SP	
MKI/W126-004		<p><b>(RR) 3/2 Kaju (Youth/Little Sister)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have another &lt;Youth&gt; character, you may heal 1.</p> <p><b>AUTO</b> - <b>{CX Combo} RESONATE</b> [(2) Discard 1 card, Reveal {0/0 Kazuhiko - 012} from your hand] When this attacks, if you have the <b>Choice CX (031)</b> in your CX Area, and you have 3 or more other &lt;Youth&gt; characters, you may pay cost. If you do, deal 2 damage to your opponent. If that damage is cancelled, you may deal 2 damage to your opponent. If that damage is cancelled, you may deal 2 damage to your opponent.</p>	 	SR & SP	









MKI/W126-005	 <p><b>(R) 0/0 Kaju (Youth/Little Sister)</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;Youth&gt; character, add it to hand and discard 1 card.</p> <p><b>AUTO</b> - [Discard 1 &lt;Youth&gt; character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>	 <p><b>SR</b></p>		
MKI/W126-006	 <p><b>(R) 1/0 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, this gets +5000 power.</p> <p><b>AUTO</b> - (1) When this attacks, if you have another &lt;Youth&gt; character, you may pay cost. If you do, look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room, then perform the following effect, "You may reveal the top card of your deck. If that card is a &lt;Youth&gt; character, send it to Stock."</p> <p><i>Note: Has a Soul Trigger</i></p>	 <p><b>SR</b></p>		
MKI/W126-007	 <p><b>(R) 1/0 Kaju (Youth/Little Sister)</b></p> <p><b>AUTO</b> - <b>{CX Combo}</b> At the start of your Encore Step, if you have the <b>Choice CX (032)</b> in your CX Area, and this is in your Front Row, and you have 2 or more other &lt;Youth&gt; characters, and the slot across from this has either no character or a Reversed character, search your deck for up to 1 &lt;Youth&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><b>AUTO</b> - <b>RESONATE</b> [Reveal <b>{U 0/0 Kazuhiko - 012}</b> from your hand] At the start of your CX Phase, you may pay cost. If you do, until the end of your opponent's next turn, this gains the following ability, "<b>CONT</b> - During your turn, this gets +4500 power, during your opponent's turn, this gets +1500 power."</p> <p><i>Note: Has a Soul Trigger</i></p>	 <p><b>SR</b></p>		
MKI/W126-008	 <p><b>(R) 1/0 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Youth&gt; character, this gets +1500 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other &lt;Youth&gt; characters, you may return it to hand.</p>	 <p><b>SR</b></p>		

















MKI/W126-009	 <p><b>(R) 1/0 Kaju (Youth/Little Sister)</b></p> <p><b>AUTO - RESONATE</b> [Reveal {U 0/0 Kazuhiko - 012} from your hand, Rest 1 of your other Standing &lt;Youth&gt; characters] 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, put up to 1 card from the top of your deck into Stock, then perform the following effect, "You may draw 1 card, If you do, discard 1 card."</p>	 <p>SR</p>		
MKI/W126-010	 <p><b>(R) 3/2 Anna (Youth/Makeine)</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> <p>a) "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>b) "Draw up to 3, then discard the same amount.",</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>	 <p>SR</p>		
MKI/W126-011	 <p><b>(U) 0/0 Kaju (Youth/Little Sister)</b></p> <p><b>AUTO</b> - When you trigger a CX, 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 &lt;Youth&gt; characters, this turn, it gets +1500 power.</p> <p><b>ACT - BRAINSTORM RESONATE</b> [(1) Reveal {U 0/0 Kazuhiko - 012} from your hand, 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>	 <p>SR</p>		
MKI/W126-012	 <p><b>(U) 0/0 Kazuhiko (Youth/Literature Club)</b></p> <p><b>AUTO</b> - When this attacks, choose 1 of your &lt;Youth&gt; characters, this turn, it gets +1500 power.</p> <p><b>ACT</b> - [Discard 1 card, Discard this card from your hand] Choose 1 &lt;Youth&gt; character in your Waiting Room, add it to hand.</p>	 <p>SR</p>		

MKI/W126-013		<p><b>(U) 0/0 Kaju (Youth/Little Sister)</b></p> <p><b>AUTO</b> - [(1) Discard 2 card] 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 2 &lt;Youth&gt; character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p> <p><b>AUTO - RESONATE</b> [Reveal {U 0/0 Kazuhiko - 012} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +1 Soul.</p>		SR		
MKI/W126-014		<p><b>(U) 0/0 Chika (Youth/Makeine)</b></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>		SR		
MKI/W126-015		<p><b>(U) 1/0 Asami (Youth/Best Friend)</b></p> <p><b>AUTO</b> - {1 Per Turn} When you use RESONATE, choose 1 of your characters, this turn, it gets +2000 power.</p> <p><b>AUTO</b> - [Discard 1 card] When a CX with a Choice Trigger is placed in your CX Area, if you have 2 or more other &lt;Youth&gt; characters, 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> <p><i>Note: Has a Soul Trigger</i></p>		SR		
MKI/W126-016		<p><b>(U) 2/1 Chika (Youth/Makeine)</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;Youth&gt; character, place it on Stage in any slot.</p>		SR		









MKI/W126-017	 <p><b>(U) 2/1 Karen (Youth/Classmate)</b></p> <p><b>CONT</b> - If there is a Marker underneath this, this gets +10500 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 {TD 2/1 Sousuke - T18} in your Waiting Room, you may place it underneath this card face-up as a Marker.</p> <p><b>AUTO - BOND</b> [Discard 1 card] to {TD 2/1 Sousuke - T18}</p>	SR		
MKI/W126-018	 <p><b>(U) 2/1 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Youth&gt; characters, this gets +4000 power.</p> <p><b>AUTO</b> - [Rest 1 of your other Standing characters] When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 1 &lt;Youth&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	SR		
MKI/W126-019	 <p><b>(U) 2/1 Kaju (Youth/Little Sister)</b></p> <p><b>CONT - ASSIST</b> +2000 to Level 3 or higher characters.</p> <p><b>ACT - RESONATE</b> [Reveal {U 0/0 Kazuhiko - 012} from your hand, Rest this] Choose 1 of your opponent's front row characters, this turn, it gets -1000 power and the following ability, "<b>CONT</b> - During this card's battle, you cannot play BACKUPS from hand."</p>	SR		
MKI/W126-020	 <p><b>(U) 3/2 Anna (Youth/Makeine)</b></p> <p><b>CONT</b> - If your opponent has a Level 3 or higher character or you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>CONT</b> - During your turn, this gets +3000 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>	SR		









MKI/W126-021		(C) 0/0 Lemon (Youth/Makeine) <b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +5500 power and the following ability, " <b>AUTO</b> - At the end of the Turn, send this to Waiting Room."  <i>Note: Has 2 Souls</i>		SR		
MKI/W126-022		(C) 0/0 Kaju (Youth/Little Sister) <b>AUTO</b> - (1) At the start of your opponent's attack phase, you may pay the cost. If you do, move this to an open position in your back row.  <b>AUTO</b> - BOND [Discard 1 card] to {U 0/0 Kazuhiko - 012}		SR		
MKI/W126-023		(C) 0/0 Anna (Youth/Makeine) <b>AUTO</b> - When this attacks, if you have no other characters in your Back Row, you may mill 1. If that card is a Level 0 or lower character, place it on stage in any Back Row slot.  <b>AUTO</b> - 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.		SR		
MKI/W126-024		(C) 0/0 Hibari (Youth/Student Council) <b>AUTO</b> - When this is placed on stage from hand or attacks, choose 1 of your <Youth> characters, this turn, it gets +1500 power.		SR		



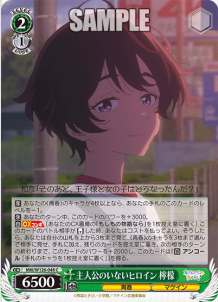

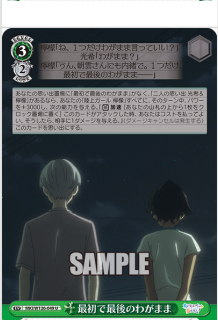





MKI/W126-025		(C) 0/0 Chika (Youth/Makeine)  <b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Choice CX (033)</b> in your CX Area, this turn, this gets +1500 power, and until the end of your opponent's next turn, this gains the following ability, " <b>AUTO</b> - [(1) Send this to Waiting Room] When your other <Music> character is Front Attacked, you may pay cost. If you do, return that character to hand."  <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 <Youth> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		SR	
MKI/W126-026		(C) 1/0 Lemon (Youth/Makeine)  <b>AUTO</b> - [Discard 1 <Youth> character] When this is placed on stage from hand, 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.  <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.  <i>Note: Has a Soul Trigger</i>		SR	
MKI/W126-027		(C) 2/1 Anna (Youth/Makeine)  <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."  <b>ACT - BACKUP</b> +3000		SR	
MKI/W126-028		(C) 2/1 Kaju (Youth/Little Sister)  <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.  <b>AUTO - RESONATE</b> [Reveal {U 0/0 Kazuhiko - 012}] from your hand] At the start of your CX Phase, you may pay cost. If you do, choose up to 2 of your <Youth> characters, this turn, they get +2000 power.		SR	












MKI/W126-029		<p><b>(U) 3/1 Event</b></p> <p>If you have 2 or less &lt;Youth&gt; characters, this cannot be played from hand.</p> <p>Look at up to 15 cards from the top of your deck, choose up to 1 &lt;Youth&gt; character from among them, place it on stage in any slot, and send the rest to Waiting Room.</p>		SR		
MKI/W126-030		<p><b>(CR) Choice CX</b></p>			RRR & RRR+	
MKI/W126-031		<p><b>(CR) Choice CX</b></p>			RRR & RRR+	
MKI/W126-032		<p><b>(CR) Choice CX</b></p>			RRR & RRR+	
MKI/W126-033		<p><b>(CR) Choice CX</b></p>		RRR		
MKI/W126-034		<p><b>(RR) 1/0 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, this gets +1000 power.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Bar CX (050)</b> in your CX Area, and you have another &lt;Youth&gt; character, this turn, this gets +1500 power, then perform following 2 effects once each,</p> <p>- "You may send the bottom card of your deck to Waiting Room. If that card is a &lt;Youth&gt; character or an event, add it to hand.",</p> <p>- "Reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock, if 0 or lower, leave it in its original position."</p>			SR & SP	










MKI/W126-035	<p><b>(RR) 3/2 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, this gets +4000 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> [(1) Discard 1 card] When this attacks, if you have the Bar CX (051) in your CX Area, you may pay cost. If you do, look at up to 3 cards from the top of your opponent's deck, choose up to 3 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 &amp; SP</p>	
MKI/W126-036	<p><b>(R) 0/0 Mitsuki &amp; Lemon (Youth/Makeine)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1000 power.</p> <p><b>ACT</b> - [(1) Send this to Memory] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Youth&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>	
MKI/W126-037	<p><b>(R) 0/0 Mitsuki &amp; Chihaya &amp; Lemon (Youth/Makeine)</b></p> <p><b>AUTO</b> - 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.</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;Youth&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	<p>SR</p>	
MKI/W126-038	<p><b>(R) 0/0 Lemon (Youth/Makeine)</b></p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Youth&gt; characters, this turn, it gets +1000 power.</p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 &lt;Youth&gt; character in your Waiting Room, add it to hand.</p>	<p>SR &amp; SP</p>	









MKI/W126-039	 <p><b>(R) 3/2 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Youth&gt; characters, this gets -1 Level in hand.</p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Youth&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, heal up to 1, then if you have another &lt;Youth&gt; character, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room.</p>	 <p>SR</p>		
MKI/W126-040	 <p><b>(U) 1/0 Lemon (Youth/Makeine)</b></p> <p><b>AUTO</b> - When this attacks, choose 1 of your characters, this turn, it gets +1500 power.</p> <p><b>AUTO</b> - When this attacks, this turn, all of your characters currently on stage gains the following ability, "<b>AUTO</b> - When this card's Trigger Check reveals a CX with a Bar Trigger, you may draw 1 card. If you do, discard 1 card."</p> <p><b>AUTO</b> - When this is Reversed, send this to the bottom of your Deck.</p>	 <p>SR</p>		
MKI/W126-041	 <p><b>(U) 2/1 Lemon (Youth/Makeine)</b></p> <p><b>AUTO</b> - [Discard 1 card] When this attacks, this turn, this gets +1000 power, then you may pay cost. If you do, choose 1 {<b>Green U 3/2 Event - 049</b>} in your Waiting Room, add it to hand.</p> <p><b>AUTO</b> - When this is Reversed, send this to Memory.</p> <p><b>ACT - MEMORY</b> [(1) Send this from Memory to Waiting Room] If you are Level 2 or higher, choose up to 1 {<b>RR 3/2 Lemon - 035</b>} from your hand, place it on stage in any slot.</p>	 <p>SR</p>		
MKI/W126-042	 <p><b>(U) 2/1 Lemon (Youth/Makeine)</b></p> <p><b>CONT - ASSIST</b> +2000 to Level 3 or higher characters.</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;Youth&gt; character in your Waiting Room, add it to hand.</p>	 <p>SR</p>		









MKI/W126-043	 <p><b>(C) 0/0 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - All of your other &lt;Youth&gt; characters get +500 power.</p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +1 Soul.</p>	 <p>SR</p>		
MKI/W126-044	 <p><b>(C) 0/0 Lemon (Youth/Makeine)</b></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;Youth&gt; characters times 1000.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your characters, this turn, it gets +1000 power.</p>	 <p>SR</p>		
MKI/W126-045	 <p><b>(C) 0/0 Lemon (Youth/Makeine)</b></p> <p><b>AUTO</b> - 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 may send it to the bottom of your opponent's deck.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your other &lt;Youth&gt; characters, this turn, it gets +X power. X equals the number of your other &lt;Youth&gt; characters times 500.</p>	 <p>SR</p>		
MKI/W126-046	 <p><b>(C) 1/1 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - When you pay the cost of an Event in your hand, you may send 1 Marker underneath this card to Waiting Room instead of 1 Stock.</p> <p><b>AUTO</b> - {1 Per Turn} When your other character is Reversed, if this does not have a Marker Underneath it, you may put 1 card from the top of your deck underneath this face-up as a Marker.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Youth&gt; characters, this turn, it gets +2500 power.</p>	 <p>SR</p>		

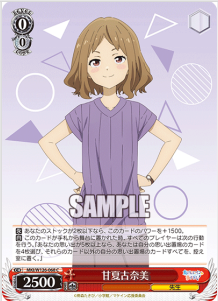
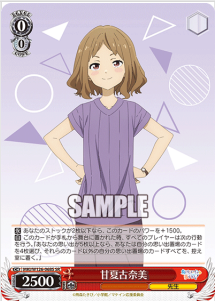






MKI/W126-047		(C) 1/1 Lemon (Youth/Makeine)  <b>AUTO</b> - When you use this card's BACKUP, if you have a <Youth> character, you or your opponent mills 3.  <b>ACT - BACKUP</b> +2000		SR	
MKI/W126-048		(C) 2/1 Lemon (Youth/Makeine)  <b>CONT</b> - If you have 4 or more <Youth> characters, this gets -1 Level in hand.  <b>CONT</b> - During your turn, this gets +3000 power.  <b>AUTO - {CX Combo}</b> [Send the <b>Bar CX (052)</b> from your CX Area to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 3 <Youth> character from among them, show them to your opponent, add them to hand, send the rest to Waiting Room, and until the end of your opponent's next turn, this gets +2000 power and " <b>AUTO - ENCORE</b> [Discard 1 character]"		SR	
MKI/W126-049		(U) 3/2 Event  If you don't have {a copy of this} in Memory, and you have a {R 0/0 Mitsuki & Lemon - 036} in Memory, this turn, all of your {RR 3/2 Lemon - 035} currently on stage gets +3000 power and the following ability, " <b>AUTO - ACCELERATE</b> [Put the top card of your deck into Clock] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent."  Send this to Memory.		SR	
MKI/W126-050		(CR) Bar CX		RRR & RRR+	
MKI/W126-051		(CR) Bar CX		RRR	




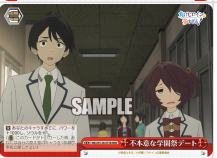






MKI/W126-052		(CR) Bar CX	 	RRR & RRR+	
MKI/W126-053		(RR) 1/0 Chika (Youth/Makeine)  CONT - If all of your characters are <Youth>, this gets +2000 power.  AUTO - {CX Combo} [Discard 1 card] When this attacks, if you have the Door CX (073) in your CX Area, and you have another <Youth> character, you may pay cost. If you do, perform the following effect twice, "Mill 2, then choose up to 1 Level X or lower <Youth> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect."	 	SR & SP	
MKI/W126-054		(RR) 3/2 Chika (Youth/Makeine)  CONT - If you have 4 or more <Youth> characters, this gets -1 Level in hand.  CONT - If you have 2 or more other <Youth> characters, this gets +5000 power.  AUTO - (1) When this is placed on stage from hand, if you have 2 or more other <Youth> characters, heal up to 1, then you may pay cost. If you paid cost, perform the following effect, "Heal up to 2, then deal 1 damage to yourself X times. X is equal to the number of cards sent to Waiting Room by this effect."	 	SR & SP	
MKI/W126-055		(R) 0/0 Chika (Youth/Makeine)  AUTO - When this attacks, choose 1 of your other <Youth> characters, this turn, it gets +2000 power.  AUTO - [Put the top card of your deck into Clock] At the start of your opponent's attack phase, you may pay the cost. If you do, move this to an open position in your back row.		SR	











MKI/W126-056		(R) 0/0 Chika (Youth/Makeine)  <b>ACT</b> - [(2) Rest this] Heal 1.  <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.	 	SR & SP	
MKI/W126-057		(R) 0/0 Yumeko (Youth/Student Council)  <b>CONT</b> - You cannot play Events or BACKUPS from hand.  <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.		SR	
MKI/W126-058		(R) 1/0 Koto (Youth/Literature Club)  <b>CONT</b> - During your turn, if you have 2 or more other <Youth> characters, this gets +4000 power.  <b>AUTO</b> - [Discard 1 card] During the turn this was placed on stage from your hand, when a CX with a Door Trigger is placed in your CX Area, if you have another <Youth> character, you may pay cost. If you do, choose up to 1 CX with a Door Trigger in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gains the following ability, " <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."		SR	
MKI/W126-059		(R) 2/2 Chika (Youth/Makeine)  <b>CONT - ASSIST</b> +1000.  <b>AUTO - {CX Combo}</b> [(1) Send the <b>Standby CX (074)</b> from your CX Area to Waiting Room] During your CX Phase, when this is placed on stage by the effect of the <b>{Standby CX - 074}</b> , if you have another <Youth> character, you may pay cost. If you do, choose 1 Level 2 or lower <Youth> character in your Waiting Room, place it on stage in any slot.		SR	









MKI/W126-060	 <p><b>(R) 3/2 Karen (Youth/Classmate)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Youth&gt; characters, this gets +4320 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, draw up to 1 card, then choose 1 of your opponent's front row characters, this turn, it gets -2000 power.</p>	 <p><b>SR</b></p>		
MKI/W126-061	 <p><b>(R) 3/2 Chika (Youth/Makeine)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> [(1) Discard 1 &lt;Youth&gt; character] At the start of your Encore Step, if you have the <b>Door CX (075)</b> in your CX Area, and this is in your front row, and you have another &lt;Youth&gt; character, you may pay cost. If you do, deal 3 damage to your opponent.</p>	 <p><b>SR</b></p>		
MKI/W126-062	 <p><b>(U) 0/0 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - If you are Level 3 or higher, this gains the following ability, "<b>ACT</b> - [Send this to Waiting Room] Choose up to 1 <b>{R 3/2 Chika - 061}</b> from your hand, place it on stage in this card's former slot."</p>	 <p><b>SR</b></p>		
MKI/W126-063	 <p><b>(U) 1/0 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Youth&gt; characters, this gets +2000 power and the following ability, "<b>AUTO</b> - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."</p> <p><b>AUTO</b> - 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>	 <p><b>SR</b></p>		






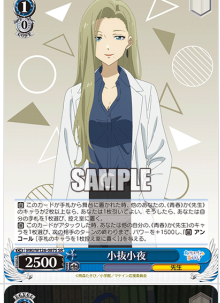


MKI/W126-064	 <p><b>(U) 1/1 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - For each Marker underneath this card, this gains the following ability, "<b>CONT</b> - All of your other &lt;Youth&gt; characters get +500 power."</p> <p><b>AUTO</b> - {1 Per Turn} When your other character is Reversed, if there are 3 or less Markers underneath this, you may put the 1 card from the top of your deck underneath this face-up as a Marker.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Youth&gt; characters, this turn, it gets +1000 power.</p>	 <p>SR</p>		
MKI/W126-065	 <p><b>(U) 2/2 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - If all of your characters are &lt;Youth&gt;, this gets +2500 power and "<b>AUTO</b> - <b>ENCORE</b> [Discard 1 &lt;Youth&gt; character]"</p> <p><b>AUTO</b> - [(2) Discard 1 card] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent.</p>	 <p>SR</p>		
MKI/W126-066	 <p><b>(C) 0/0 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - <b>ASSIST</b> +500.</p> <p><b>ACT</b> - [(1) Rest this] Choose 1 of your &lt;Youth&gt; characters, this turn, it gains the following ability, "<b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."</p>	 <p>SR</p>		
MKI/W126-067	 <p><b>(C) 0/0 Chika (Youth/Makeine)</b></p> <p><b>AUTO</b> - [Discard 1 &lt;Youth&gt; character] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 of your opponent's characters, send it to Memory, at the start of the Encore Step, your opponent places that character on stage in any slot.</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.</p>	 <p>SR</p>		









MKI/W126-068		<p><b>(C) 0/0 Konami (Teacher)</b></p> <p><b>CONT</b> - If you have 2 or less Stock, this gets +1500 power.</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>		SR		
MKI/W126-069		<p><b>(C) 1/0 Chika (Youth/Makeine)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, if you have an &lt;Youth&gt; character, choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p><b>ACT - BACKUP</b> +1000</p>		SR		
MKI/W126-070		<p><b>(C) 1/1 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Youth&gt; characters, this gets +2000 power.</p> <p><b>AUTO - ENCORE</b> [Discard 1 character]</p>		SR		
MKI/W126-071		<p><b>(C) 2/1 Chika (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, this gets +3000 power.</p> <p><b>AUTO</b> - When this is Reversed, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then send this to Memory.</p> <p><b>ACT - MEMORY</b> [(1) Send this from Memory to Waiting Room] If you are Level 2 or higher, choose up to 1 {<b>R 3/2 Chika - 061</b>} from your hand, place it on stage in any slot.</p>		SR		







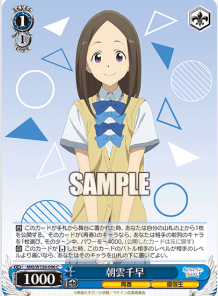

MKI/W126-072		<p><b>(U) 2/3 Event</b></p> <p><b>COUNTER</b> - If you have 5 or more &lt;Youth&gt; characters, choose 1 battling character, this turn, it gains the following ability, "<b>CONT</b> - This cannot deal damage to players."</p> <p>Choose 1 of your characters, this turn, it gets +1500 power.</p>		SR		
MKI/W126-073		<p><b>(CR) Door CX</b></p>		RRR		
MKI/W126-074		<p><b>(CR) Standby CX</b></p>		RRR & RRR+		
MKI/W126-075		<p><b>(CR) Door CX</b></p>		RRR & RRR+		
MKI/W126-076		<p><b>(RR) 0/0 Anna (Youth/Makeine)</b></p> <p><b>AUTO - {1 Per Turn}</b> When your other character is Reversed, if you have 2 or more other &lt;Youth&gt; characters, 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, choose up to 1 character from your Waiting Room, and add it to hand.</p>		SR & SEC		


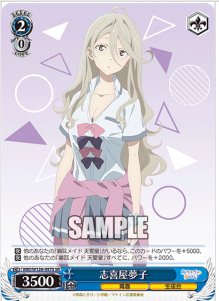








MKI/W126-077		<p>(RR) 3/2 Anna (Youth/Makeine)</p> <p><b>CONT - MEMORY</b> - If this is in your Memory, you do not lose by being Level 4. (You will lose if you reach Level 5.)</p> <p><b>AUTO</b> - If this is sent to Memory due to a card effect besides {this card}, send this to Waiting Room.</p> <p><b>AUTO - {CX Combo}</b> At the end of this card's attack, if you have the <b>Pants CX (099)</b> in your CX Area, choose 1 of the following 2 effects and resolve it,</p> <p>a) "[{(5) Put the top 3 cards of your deck into Clock} During the turn this was placed on stage from hand, you may pay cost. If you do, send this to Memory."</p> <p>b) "Deal 2 damage to your opponent."</p>			SR & SP	
MKI/W126-078		<p>(R) 0/0 Anna (Youth/Makeine)</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>			SR & SP	
MKI/W126-079		<p>(R) 0/0 Chihaya (Youth/Honor Student)</p> <p><b>AUTO</b> - When this attacks, choose 1 of your other characters and this card, this turn, they get +1000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, you may send this to Memory. 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	
MKI/W126-080		<p>(R) 2/0 Anna (Youth/Makeine)</p> <p><b>CONT</b> - During your turn, this gets +8000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, put up to 1 card from the top of your deck into Stock, then put 1 card from the top of your deck underneath this face-up as a Marker.</p> <p><b>AUTO</b> - When this card with a Marker is sent from Stage to Waiting Room, send this to Clock.</p> <p><b>ACT</b> - (1) Choose 1 Marker underneath this, send it to Waiting Room.</p>			SR	





MKI/W126-081	 <p><b>(R) 2/1 Anna (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, this gets +6000 power.</p> <p><b>AUTO</b> - When this is Reversed, send to to Memory.</p> <p><b>ACT - MEMORY</b> [(1) Send this from Memory to Waiting Room] If you are Level 2 or higher, choose up to 1 <b>{3/2 Anna - 077}</b> from your hand, place it on stage in any slot.</p> <p><i>Note: Has 2 Souls.</i></p>	 <p><b>SR</b></p>		
MKI/W126-082	 <p><b>(R) 3/2 Anna (Youth/Makeine)</b></p> <p><b>CONT - EXPERIENCE</b> - For each &lt;Youth&gt; character in your Level Zone, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock.</p> <p><b>AUTO - EXPERIENCE</b> [Discard 2 cards] When this attacks, if you have 2 or more other &lt;Youth&gt; characters, you may pay cost. If you do, deal X damage to your opponent. X is equal to 1 if you have 3 or less &lt;Youth&gt; characters in your Level Zone, It equals to 2 if you have 4 or more.</p>	 <p><b>SR</b></p>		
MKI/W126-083	 <p><b>(U) 0/0 Tiara (Youth/Student Council)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your opponent's Back Row characters whose Level is higher than your opponent's Level, during your opponent's next Stand Phase, that character does not Stand.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Youth&gt; character from your Waiting Room, add it to hand, then choose 1 of your other &lt;Youth&gt; characters, this turn, it gets +1000 power.</p>	 <p><b>SR</b></p>		
MKI/W126-084	 <p><b>(U) 0/0 Anna (Youth/Makeine)</b></p> <p><b>CONT</b> - if this has a Marker underneath it, this gets +3000 power.</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;Youth&gt; character or an Event, you may put it underneath this card Face-down as a Marker.</p>	 <p><b>SR</b></p>		








MKI/W126-085		<p>(U) 0/0 Anna (Youth/Makeine)</p> <p><b>AUTO - {CX Combo}</b> [Discard 1 card, Send the <b>Pants CX (100)</b> from your CX Area to Waiting Room] At the start of your Encore Step, if you have another &lt;Youth&gt; character, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 &lt;Youth&gt; characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room, then choose up to 1 of your opponent's Level 0 or lower charcters, send it to Waiting Room.</p> <p><b>ACT - [Rest this]</b> Choose 1 of your &lt;Youth&gt; characters, this turn, it gets +1000 power.</p>		SR		
MKI/W126-086		<p>(U) 1/0 Anna (Youth/Makeine)</p> <p><b>AUTO - [Discard 2 cards]</b> 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, send it to the bottom of your opponent's deck.</p> <p><b>ACT - BACKUP +1000</b></p>		SR		
MKI/W126-087		<p>(U) 1/0 Sayo (Teacher)</p> <p><b>AUTO -</b> When this is placed on stage from hand, if you have 2 or more other &lt;Youth&gt; or &lt;Teacher&gt; characters, you may draw 1 card, if you do, discard 1 card.</p> <p><b>AUTO -</b> When this attacks, choose 1 of your other &lt;Youth&gt; or &lt;Teacher&gt; characters, until the end of your opponent's next turn, it gets +1500 power and "AUTO - ENCORE [Discard 1 character]".</p>		SR		
MKI/W126-088		<p>(U) 1/0 Anna (Youth/Makeine)</p> <p><b>AUTO -</b> When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put 1 card from the top of your deck into Stock.</p>		SR		



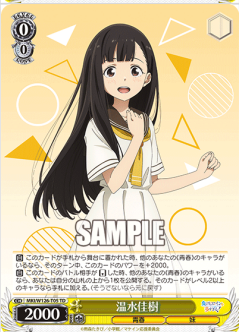
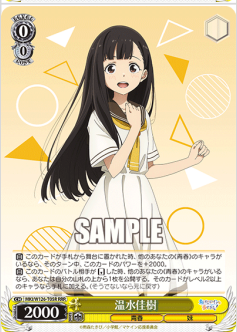





MKI/W126-089	 <p><b>(U) 1/1 Anna (Youth/Makeine)</b></p> <p><b>CONT - ASSIST</b> During your turn, your characters in front of this gets +X power. X is equal to your Level times 500.</p> <p><b>ACT</b> - [Discard 1 card, Rest this] Choose 1 of your other characters, return it to hand.</p>	 <p>SR</p>		
MKI/W126-090	 <p><b>(C) 0/0 Anna (Youth/Makeine)</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 placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.</p>	 <p>SR</p>		
MKI/W126-091	 <p><b>(C) 0/0 Anna (Youth/Makeine)</b></p> <p><b>CONT</b> - All of your other &lt;Youth&gt; characters get +500 power.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Youth&gt; characters, this turn, it gets +1500 power.</p>	 <p>SR</p>		
MKI/W126-092	 <p><b>(C) 0/0 Koto (Youth/Literature Club)</b></p> <p><b>ACT - BRAINSTORM</b> [Rest this] Flip over the top 2 cards of your deck, then send them to Waiting Room in any order. Then you opponent mills X cards. X is equal to the level of the 2nd card sent to Waiting Room by this effect times the level of the 1st card sent to Waiting Room by this effect.</p>	 <p>SR</p>		









MKI/W126-093		<p><b>(C) 1/0 Anna (Youth/Makeine)</b></p> <p><b>AUTO</b> - 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, "<b>CONT</b> - This cannot move to other slots."</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 the bottom of your opponent's deck.</p>		SR		
MKI/W126-094		<p><b>(C) 1/0 Tiara (Youth/Student Council)</b></p> <p><b>CONT</b> - If you have another {<b>C 2/0 Yumeko - 097</b>}, this gets +3000 power.</p> <p><b>AUTO</b> - [Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 {<b>C 2/0 Yumeko - 097</b>} from your hand, place it on stage in any slot.</p>		SR		
MKI/W126-095		<p><b>(C) 1/0 Anna (Youth/Makeine)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Youth&gt; characters, this gets +2160 power.</p> <p><b>AUTO - ENCORE</b> [Put 1 &lt;Youth&gt; character from your Waiting Room on the bottom of your Clock]</p>		SR		
MKI/W126-096		<p><b>(C) 1/1 Chihaya (Youth/Honor Student)</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;Youth&gt; character, choose 1 of your opponent's Front Row characters, this turn, it gets -4000 power.</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 the bottom of your opponent's deck.</p>		SR		










MKI/W126-097		<b>(C) 2/0 Yumeko (Youth/Student Council)</b>  <b>CONT</b> - If you have another {1/0 Tiara - 094}, this gets +5000 power.  <b>CONT</b> - All of your other {1/0 Tiara - 094} gets +2000 power.		SR		
MKI/W126-098		<b>(U) 1/0 Event</b>  <b>COUNTER</b> - If you have 2 or less <Youth> characters, this cannot be played from hand. This card can be played without meeting Color requirement.  Look at up to 4 cards from the top of your deck, choose up to 1 <Youth> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room		SR		
MKI/W126-099		<b>(CR) Pants CX</b>			RRR, RRR+, AGR	
MKI/W126-100		<b>(CR) Pants CX</b>		RRR		
MKI/W126-P01 Card Fest PR		<b>(PR) 1/0 Anna (Youth/Makeine)</b>  <b>CONT</b> - If you have 2 or more other <Youth> characters, this gets +2160 power.  <b>AUTO - ENCORE</b> [Put 1 <Youth> character from your Waiting Room on the bottom of your Clock]				









<div>MKI/W126-P02</div> <div>July/August Shop Tournament PR Packs</div>		<div>(PR) 0/0 Lemon (Youth/Makeine)</div> <div><b>AUTO</b> - When this attacks, choose 1 of your characters, this turn, it gets +1000 power.</div> <div><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 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</div>		<div>Foil &amp; PR+</div>	
<div>MKI/W126-P03</div> <div>Climax Challenge PR</div>		<div>(PR) 3/2 Anna (Youth/Makeine)</div> <div><b>CONT</b> - If your opponent has a Level 3 or higher character or you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</div> <div><b>CONT</b> - During your turn, this gets +3000 power.</div> <div><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.</div>		<div>PR +</div>	





No./21:	21				
MKI/W126-T01		<p><b>(TD) 0/0 Chika (Youth/Makeine)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, look at up to 2 cards from the top of your deck, and put them back on top in any order.</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 & SP
MKI/W126-T02		<p><b>(TD) 0/0 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - All of your other &lt;Youth&gt; characters get +500 power.</p> <p><b>AUTO</b> - When your other &lt;Youth&gt; characters or this card is placed on stage from hand, you may look at the top card of your deck.</p>		R	
MKI/W126-T03		<p><b>(TD) 0/0 Kaju (Youth/Little 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;Youth&gt; character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		RRR	

MKI/W126-T04	 <p><b>(TD) 0/0 Karen (Youth/Classmate)</b></p> <p><b>CONT</b> - If you have 5 or more hand, this gets +2000 power.</p> <p><b>AUTO</b> - [(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 &lt;Youth&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>RRR</p>	
MKI/W126-T05	 <p><b>(TD) 0/0 Kaju (Youth/Little Sister)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have another &lt;Youth&gt; characters, this turn, this gets +2000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, if you have another &lt;Youth&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>RRR</p>	
MKI/W126-T06	 <p><b>(TD) 0/0 Shintaro Vanilla</b></p>	 <p>RRR</p>	
MKI/W126-T07	 <p><b>(TD) 1/0 Lemon (Youth/Makeine)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Youth&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - [Send 1 of your other &lt;Youth&gt; characters 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;Youth&gt; character, add it to hand.</p> <p><i>Note: Has a Soul Trigger</i></p>	  <p>RRR &amp; SP</p>	

MKI/W126-T08	 <p>(TD) 2/1 Chika (Youth/Makeine)</p> <p>CONT - During your turn, this gets +10000 power.</p>	 <p>RRR</p>	
MKI/W126-T09	 <p>(TD) 3/2 Chika (Youth/Makeine)</p> <p>CONT - If all of your characters are &lt;Youth&gt;, this gets +1500 power and "AUTO - ENCORE [Discard 1 &lt;Youth&gt; character]"</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p>	 <p>RRR</p>	
MKI/W126-T10	 <p>(TD) 3/2 Lemon (Youth/Makeine)</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your &lt;Youth&gt; characters.</p> <p>AUTO - {CX Combo} {1 Per Turn} [Discard 1 card] When this attacks, if you have the Choice CX (T11) in your CX Area, you may pay cost. If you do, this turn reveal the top card of your deck, if that card is a &lt;Youth&gt; character or an Event, Stand this, and this turn, this gets +1000 power.</p>	 <p>RRR</p>	
MKI/W126-T11	 <p>(TD) Choice CX</p>	 <p>RRR</p>	

MKI/W126-T12		(TD) +2 Soul CX		RRR	
MKI/W126-T13		(TD) 0/0 Anna (Youth/Makeine)  <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.  <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.			SR & SP
MKI/W126-T14		(TD) 0/0 Koto (Youth/Literature Club)  <b>CONT</b> - All of your other {TD Vanilla 0/0 Shintaro - T06} gets +1500 power and "AUTO - ENCORE [Discard 1 character]"  <b>AUTO</b> - [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 {TD Vanilla 0/0 Shintaro - T06}, place it on stage in any slot, and shuffle your deck afterwards.		RRR	
MKI/W126-T15		(TD) 1/0 Chihaya (Youth/Honor Student)  <b>AUTO</b> - When this attacks, choose 1 of your characters, this turn, it get +2500 power.		RRR	

MKI/W126-T16		<p>(TD) 1/0 Anna (Youth/Makeine)</p> <p><b>CONT</b> - During your turn, this gets +3000 power.</p> <p><b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have the <b>Pants CX (T21)</b> in your CX Area, perform the following effect twice, "You may mill 1. If that card is a &lt;Youth&gt; character or {TD 1/0 Event - T20}, add it to hand."</p>		RRR	
MKI/W126-T17		<p>(TD) 2/0 Anna (Youth/Makeine)</p> <p><b>CONT</b> - If you have another {0/0 Karen - T04}, during your turn, this gets +8000 power, during your opponent's turn, this gets -2000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, you may draw 1 card.</p>		RRR	
MKI/W126-T18		<p>(TD) 2/1 Sousuke (Youth/Classmate)</p> <p><b>ACT</b> - BACKUP +3500.</p>		RRR	
MKI/W126-T19		<p>(TD) 2/1 Mitsuki (Youth/Honor Student)</p> <p><b>CONT</b> - ASSIST Level x 500.</p> <p><b>ACT</b> - [Rest this] Draw 1 card, discard 1 card.</p>		SR	

MKI/W126-T20		(TD) 1/0 Event		RRR	
MKI/W126-T21		(TD) Pants CX		RRR	