

No./100:	100				
BAV/W129-001		(RR) 0/0 Hifumi (Kivotos/Supplementary Lessons Department)  <b>AUTO</b> - When this is placed on stage from hand, perform the following effect twice, “[Discard 1 <Kivotos> character] You may pay cost. If you do, draw 1 card.”  <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 & SP
BAV/W129-002		(R) 0/0 Hifumi (Kivotos/Supplementary Lessons Department)  <b>AUTO</b> - {CX Combo} When the <b>Choice CX (018)</b> is placed in your CX Area, choose 1 of your other characters, this turn, it gains the following ability, “[Send a CX from your CX Area to Waiting Room] When 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 2 <Kivotos> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.”  <b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 <Kivotos> character from your Waiting Room, add it to hand			SR
BAV/W129-003		(R) 0/0 Ayane & Serika (Kivotos/Countermeasures Committee)  <b>AUTO</b> - [Put the top card of your Stock into Clock] When this is placed on stage from hand or attacks, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 Yellow character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.			SR
BAV/W129-004		(R) 1/0 Serika (Kivotos/Countermeasures Committee)  <b>CONT</b> - This cannot side attack.  <b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +3000 power.  <b>AUTO</b> - {CX Combo} When the <b>Shot CX (020)</b> is placed in your CX Area, if this is in your front row, and you have 2 or more other <Kivotos> characters, search your deck for up to 2 <Kivotos> character, and show them to your opponent. Your opponent chooses 1 of those characters, send it to Waiting Room, add the rest to hand, and shuffle your deck afterwards.			SR
BAV/W129-005		(R) 2/1 Ayane (Kivotos/Countermeasures Committee)  <b>AUTO</b> - [(1) Discard 1 card] 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.  <b>ACT</b> - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.			SR

BAV/W129-006	<p><b>(R) 3/2 Hoshino (Kivotos/Countermeasures Committee)</b></p> <p><b>CONT</b> - If you have a {C 0/0 Ayane Brainstorm - 012} and {C 1/1 Nonomi - 016}, this gets -1 level in hand.</p> <p><b>CONT</b> - If you have 2 or more other &lt;Kivotos&gt; characters, this gets +1500 power and the following ability, "<b>AUTO</b> - During your turn, when this card's battle opponent is Reversed, choose 1 &lt;Kivotos&gt; character in your Waiting Room, add it to hand, then discard 1 card."</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p>	<p><b>SAMPLE</b></p> <p>9000</p>	SR	
BAV/W129-007	<p><b>(R) 3/2 Shiroko (Kivotos/Countermeasures Committee)</b></p> <p><b>AUTO</b> - [Discard 1 &lt;Countermeasures Committee&gt; character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 2 &lt;Countermeasures Committee&gt; character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> [Discard 1 &lt;Countermeasures Committee&gt; character] When this attacks, if you have the <b>Shot CX (019)</b> in your CX Area, and you have 5 or less hand, you may pay cost. If you do, deal 2 damage to your opponent.</p>	<p><b>SAMPLE</b></p> <p>10500</p>	SR	
BAV/W129-008	<p><b>(U) 1/0 Shiroko (Kivotos/Countermeasures Committee)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, 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>	<p><b>SAMPLE</b></p> <p>3500</p>	SR	
BAV/W129-009	<p><b>(U) 1/0 Hifumi (Kivotos/Supplementary Lessons Department)</b></p> <p><b>CONT</b> - <b>EXPERIENCE 2</b> - During your turn, if the sum of Levels of cards in your Level Zone is 2 or more, this gets +2000 power.</p> <p><b>AUTO</b> - [(1) Rest 1 of your Standing &lt;Kivotos&gt; characters] During the turn this is placed on stage from hand, 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 2 &lt;Kivotos&gt; characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	<p><b>SAMPLE</b></p> <p>4500</p>	SR	
BAV/W129-010	<p><b>(U) 2/1 Hoshino (Kivotos/Countermeasures Committee)</b></p> <p><b>AUTO</b> - [Send 1 of your <b>{New R 3/2 Shiroko - 007}</b> characters on stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's battling character, this turn, it gets -2 Soul.</p> <p><b>ACT - BACKUP +2500</b></p>	<p><b>SAMPLE</b></p> <p>3000</p>	SR	

BAV/W129-011



## (U) 2/1 Serika (Kivotos/Countermeasures Committee)

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX with a Shot Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards.

**AUTO** - When this attacks, if you have 2 or more CXes with a Shot Trigger in your Waiting Room, this turn, this gets +3500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room."



SR

BAV/W129-012



## (C) 0/0 Ayane (Kivotos/Countermeasures Committee)

**AUTO** - [Discard 1 card] When you Trigger a CX with Shot Trigger, if you have another <Kivotos> character, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.

**ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with a Shot Trigger among them, search your deck for up to 1 <Kivotos> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

BAV/W129-013



## (C) 0/0 Nonomi (Kivotos/Countermeasures Committee)

**AUTO** - [Discard 1 <Kivotos> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Ayane Brainstorm - 012}, show it to your opponent, add it to hand, and shuffle your deck afterwards.

**AUTO** - When this attacks, if you have another <Kivotos> character, during this attack, this gets +2000 power, and during the Trigger Step, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room.



SR

BAV/W129-014



## (C) 0/0 Serika (Kivotos/Countermeasures Committee)

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

**AUTO** - When this is Reversed, look at up to 4 cards from the top of your deck, choose up to 1 CX with a Shot Trigger from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.



SR

BAV/W129-015



## (C) 1/0 Ayane (Kivotos/Countermeasures Committee)

**AUTO - ALARM** - If this is the top card of your Clock, and you have 3 or more <Kivotos> characters, at the start of your CX Phase, choose 1 of your characters, this turn, it gets +2000 power.

**AUTO - SHIFT Lv.0**

\*Note: Has a Soul Trigger



SR

BAV/W129-016



## (C) 1/1 Nonomi (Kivotos/Countermeasures Committee)

**CONT** - If you do not have another {copy of this}, increase the damage dealt by your Shot Trigger effects by 1.

**CONT - ASSIST** Level x 500 to <Kivotos> characters.

**AUTO** - When a CX with a Shot Trigger is placed in your CX Area, reveal the top card of your deck. If that card is a level 1 or higher character, add it to hand.



SR

BAV/W129-017



## (U) 1/1 Event

Search your deck for up to 1 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR &amp; SP

BAV/W129-018



## (CR) Choice CX



RRR

BAV/W129-019



## (CR) Shot CX



RRR

BAV/W129-020



## (CR) Shot CX



RRR

BAV/W129-021



## (RR) 3/2 Iori (Kivotos/Disciplinary Committee)

**CONT - EXPERIENCE 6** - If the sum of Levels of cards in your Level Zone is 6 or more, this gets -1 level in hand.

**CONT - ASSIST +2000.**

**AUTO - {CX Combo}** When the Bar CX (039) is placed in your CX Area, if this is in your back row, and you have 2 or more other <Kivotos> character, deal 1 damage to your opponent, then look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room.



SR &amp; SP

BAV/W129-022



## (R) 0/0 Ako (Kivotos/Disciplinary Committee)

**CONT - EXPERIENCE** - If this is in your Level Zone, this gets +3 Level.

**CONT - EXPERIENCE** - If this is in your Level Zone, this gains the following ability, "ACT - BRAINSTORM [(1) Rest 2 of your <Disciplinary Committee> characters] 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 <Disciplinary Committee> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."



SR &amp; SP

BAV/W129-023



## (R) 1/0 Iori (Kivotos/Disciplinary Committee)

**AUTO** - When a CX with a Bar Trigger with placed in your CX Area, choose 1 of your characters, this turn, it gets +3000 power.

**AUTO** - [Discard 2 cards] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 2 level 0 or lower <Disciplinary Committee> characters, place them on stage in separate slots, and shuffle your deck afterwards.



SR

BAV/W129-024



## (R) 1/0 Hina (Kivotos/Disciplinary Committee)

**AUTO** - When your other <Kivotos> character attacks, this turn, this gets +X power. X equals the number of your other <Kivotos> characters times 500.

**AUTO - {CX Combo}** [Send the Bar CX (040) from your CX Area to Waiting Room] When this card's battle opponent is Reversed, if you have 4 or more other <Kivotos> characters, you may pay cost. If you do, choose up to 2 <Kivotos> characters in your Waiting Room, add them to hand, choose up to 1 of your other back row characters, send it to Stock.



SR

BAV/W129-025



## (R) 2/1 Mutsuki (Kivotos/Problem Solver 68)

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, if you have 4 or more other <Problem Solver 68> characters, you may pay cost. If you do, choose up to 1 card in your opponent's Waiting Room, send it to the bottom of your opponent's deck, then 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.



SR

BAV/W129-026



## (U) 0/0 Hina (Kivotos/Disciplinary Committee)

**AUTO** - [Send this to Waiting Room] When your other <Disciplinary Committee> character is Reversed, if this is in your Back Row, you may pay cost. If you do, return that character to hand.

**ACT** - [Rest this] Choose 1 character in your Level Zone and 1 <Disciplinary Committee> character in your Waiting Room, swap them.

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



SR

BAV/W129-027



### (U) 0/0 Kayoko (Kivotos/Problem Solver 68)

**AUTO** - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you may send it to Waiting Room.

**AUTO** - [Put 1 <Kivotos> character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.



SR

BAV/W129-028



### (U) 0/0 Chinatsu (Kivotos/Disciplinary Committee)

**CONT** - During your turn, all of your other <Kivotos> characters get +500 power.

**AUTO** - [Discard 1 CX] When you trigger a CX, if you have another <Kivotos> character, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.



SR

BAV/W129-029



### (R) 1/0 Haruka (Kivotos/Problem Solver 68)

**AUTO** - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +X power. X equals the number of your <Problem Solver 68> characters times 500.

**AUTO** - When this is placed on stage from hand, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Problem Solver 68> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.



SR

BAV/W129-030



### (U) 1/1 Kayoko (Kivotos/Problem Solver 68)

**CONT - ASSIST** Level x 500 to <Kivotos> characters.

**AUTO** - When a CX with a Door Trigger is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +500 power and the following ability, " **AUTO** - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck."



SR

BAV/W129-031



### (U) 3/2 Aru (Kivotos/Problem Solver 68)

**CONT** - If you have a {Unknown Kayoko} and {Unknown Haruka}, this gets -1 level in hand.

**CONT** - If all of your characters are <Kivotos>, this gets +2000 power.

**AUTO** - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,

a) "Draw up to 2 cards, then discard 1 card."

b) "You may heal 1."



SR

BAV/W129-032



## (C) 0/0 Mutsuki (Kivotos/Problem Solver 68)

**AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.

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



SR

BAV/W129-033



## (C) 0/0 Haruka (Kivotos/Problem Solver 68)

**AUTO** - 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.

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



SR

BAV/W129-034



## (C) 0/0 Aru (Kivotos/Problem Solver 68)

**AUTO** - When this is sent from Stage to Waiting Room, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 {Copy of this} or a card with a Soul Trigger from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.



SR

BAV/W129-035



## (C) 1/1 Chinatsu (Kivotos/Disciplinary Committee)

**CONT - EXPERIENCE 2** - If the sum of Levels of cards in your Level Zone is 2 or more, this gets +1500 power and "**AUTO - ENCORE** [Discard 1 character]"

**AUTO** - When this attacks, if you have 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.



SR

BAV/W129-036



## (C) 2/1 Ako (Kivotos/Disciplinary Committee)

**CONT** - During your turn, if you have 2 or more other <Kivotos> characters, this gets +6000 power.

**AUTO** - When this is Reversed, 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.



SR

BAV/W129-037



## (C) 3/2 Hina (Kivotos/Disciplinary Committee)

**AUTO** - When this is placed on stage from hand, heal up to 1, and this turn, this gets +1500 power.

**AUTO** - [(4) Discard 3 cards] When this attacks, if you have 2 or more other <Disciplinary Committee> characters, you may pay cost. If you do, deal 1 damage to your opponent, deal 4 damage to your opponent.



SR

BAV/W129-038



## (U) 3/0 Event

Choose up to 1 character from your hand, place it on stage in any slot. This turn, you cannot play another **{copy of this}**.

SR versions  
a, b, c, d

BAV/W129-039



## (CR) Bar CX



RRR

BAV/W129-040



## (CR) Bar CX



RRR

BAV/W129-041



## (RR) 0/0 Hina (Kivotos/Disciplinary Committee)

**CONT** - During your turn, if all of your characters are <Kivotos>, this gets +2000 power and the following ability, **"AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."

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



SR &amp; SEC

BAV/W129-042



## (RR) 3/2 Aru (Kivotos/Problem Solver 68)

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

**AUTO** - **{CX Combo}** When this attacks, if you have the **Door CX (068/P04)** in your CX Area, and you have 2 or more other <Kivotos> characters, deal 1 damage to your opponent, and this turn, this gains the following ability, **"AUTO** - [(1) Discard 1 card] At the start of the Encore Step, if the slot across from this has either no character or a Reversed character, you may pay cost. If you do, send the bottom card of your opponent's deck to Waiting Room. If that card is a Level 1 or higher character or Event, deal 2 damage to your opponent."



SR &amp; SEC

BAV/W129-043



## (RR) 1/0 Mutsuki (Kivotos/Problem Solver 68)

**CONT** - If you have 3 or more other <Kivotos> characters, this gets +2000 power and the following ability, "AUTO" - At the end of this card's attack, look at the top card of your Stock, and put it on top or bottom of your Stock."

**AUTO - {CX Combo}** When this attacks, if you have the **Door CX (069)** in your CX Area, and you have 3 or more other <Kivotos> characters, mill up to 3, choose up to 1 Level X or lower <Kivotos> character from your Waiting Room, add it to hand, and this turn, this gets +1000 power. X equals the number of <Kivotos> characters sent to Waiting Room by this effect.



SR &amp; SP

BAV/W129-044



## (R) 0/0 Haruka (Kivotos/Problem Solver 68)

**AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.

**ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Standby Trigger among them, search your deck for up to 1 <Kivotos> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, then choose 1 of your characters, this turn, it gets +1000 power.



SR &amp; SP

BAV/W129-045



## (R) 0/0 Kayoko (Kivotos/Problem Solver 68)

**AUTO** - [(1) Put 1 <Problem Solver 68> character from your Waiting Room on the bottom of your Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Problem Solver 68> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR &amp; SP

BAV/W129-046



## (R) 0/0 Chinatsu (Kivotos/Disciplinary Committee)

**AUTO** - [Discard 1 CX with a Bar Trigger] When this is placed on stage from hand, you may pay cost. If you do, look at up to 6 cards from the top of your deck, choose up to 1 <Disciplinary Committee> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



SR

BAV/W129-047



## (R) 1/0 Kayoko (Kivotos/Problem Solver 68)

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

**AUTO - {CX Combo}** When this attacks, if you have the **Standby CX (070)** in your CX Area, and you have 2 or more other <Kivotos> characters, Mill up to 4, choose up to 1 Level X or lower <Kivotos> character from your Waiting Room, add it to hand, and this turn, this gets +500 power. X equals the number of cards with a Soul Trigger milled.



SR

BAV/W129-048



## (R) 3/2 Aru (Kivotos/Problem Solver 68)

**CONT** - If all of your characters are <Kivotos>, this gets +2500 power and "AUTO - ENCORE [Discard 1 <Problem Solver 68> character]"

**AUTO** - When this is placed on stage from hand, choose 1 <Problem Solver 68> character in your Clock, you may send it to the bottom of your deck.

**AUTO** - When this attacks, 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.



SR

BAV/W129-049



## (U) 0/0 Kayoko (Kivotos/Problem Solver 68)

**AUTO** - When this is Reversed, mill 2. If there is a level 2 or higher card milled, you may send this to Stock.

**AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.



SR

BAV/W129-050



## (U) 0/0 Aru (Kivotos/Problem Solver 68)

**AUTO** - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them.

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



SR

BAV/W129-051



## (U) 0/0 Iori (Kivotos/Disciplinary Committee)

**AUTO** - When this attacks, perform the following effect twice, "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room."

**AUTO** - 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.



SR

BAV/W129-052



## (U) 1/0 Ako (Kivotos/Disciplinary Committee)

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

**AUTO** - When this attacks, choose 1 of your other <Disciplinary Committee> characters, until the end of your opponent's next turn, it gets +2500 power and "AUTO - ENCORE [Discard 1 character]".



SR

BAV/W129-053



## (U) 1/0 Mutsuki (Kivotos/Problem Solver 68)

**AUTO** - [Discard 1 <Kivotos> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 character with the same card name as a character on your stage, show it to your opponent, add it to hand, and shuffle your deck afterwards.

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

SR



BAV/W129-054



## (U) 1/1 Hina (Kivotos/Disciplinary Committee)

**AUTO** - When you use this card's BACKUP, if you have a <Kivotos> character, you or your opponent mills 3.

**ACT - BACKUP** +2000

SR



BAV/W129-055



## (U) 2/1 Iori (Kivotos/Disciplinary Committee)

**AUTO** - 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.

*\*Note: Has 2 Souls and no Soul Trigger*

SR



BAV/W129-056



## (C) 0/0 Haruka (Kivotos/Problem Solver 68)

**AUTO** - [Discard 1 {copy of this}] When you Trigger a CX with a Door Trigger, if you have 2 or more other <Kivotos> characters, you may pay cost. If you do, choose 1 of your characters, until the end of your opponent's next turn, it gets +5000 power.

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

SR



BAV/W129-057



## (C) 0/0 Ako (Kivotos/Disciplinary Committee)

**AUTO** - At the start of your opponent's Attack Phase, if all of your characters are <Kivotos>, you may mill 1. If 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."

SR



BAV/W129-058



(C) 1/0 Kayoko (Kivotos/Problem Solver 68)

**AUTO** - When you use this card's BACKUP, if you have an <Kivotos> character, choose 1 of your battling characters, this turn, it gets +1000 power.

**ACT - BACKUP +1000**

SR



BAV/W129-059



(C) 1/0 Iori (Kivotos/Disciplinary Committee)

**AUTO** - When this is placed on stage from hand, if you have 2 or more other <Kivotos> characters, choose 1 of your characters, this turn, it gets +2000 power.

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

SR



BAV/W129-060



(C) 1/1 Aru (Kivotos/Problem Solver 68)

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

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

SR



BAV/W129-061



(C) 1/1 Haruka (Kivotos/Problem Solver 68)

**CONT** - For each of your other <Kivotos> characters, this gets +1000 power.

**AUTO** - (1) When this is Reversed, if you have another <Kivotos> character, you may pay cost. If you do, choose 1 {copy of this} in your Waiting Room, add it to hand.

SR



BAV/W129-062



(C) 2/1 Haruka (Kivotos/Problem Solver 68)

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

**ACT - BACKUP +2500**

SR



BAV/W129-063



## (C) 2/1 Kayoko (Kivotos/Problem Solver 68)

**CONT - ASSIST** +2000 to level 3 or higher characters.

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

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



SR

BAV/W129-064



## (C) 2/1 Hina (Kivotos/Disciplinary Committee)

**AUTO** - When this attacks, this turn, it gets +X power. X equals the number of your opponent's characters times 1000.

**AUTO** - When this card's level 2 or higher battle opponent is Reversed, if you have a CX in your CX Area, choose 1 <Kivotos> character in your Clock, you may send it to the bottom of your deck.



SR

BAV/W129-065



## (C) 2/2 Mutsuki (Kivotos/Problem Solver 68)

**CONT** - For each of your other front row <Kivotos> characters, it gets +2000 power.

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



SR

BAV/W129-066



## (C) 3/2 Chinatsu (Kivotos/Disciplinary Committee)

**AUTO** - When this is placed on stage from hand, if you have 4 or more other <Kivotos> characters, you may put 1 card from the top of your deck into Stock.

**AUTO** - (1) 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, send that character to Clock.



SR

BAV/W129-067



## (U) 1/0 Event

**COUNTER** - If you don't have a <Kivotos> character, this cannot be played from hand. Look at up to 4 cards from the top of your deck, and put them back on top in any order.



SR

BAV/W129-068



(CR) Door CX



RRR

BAV/W129-069



(CR) Door CX



RRR

BAV/W129-070



(CR) Standby CX



RRR

BAV/W129-071



(RR) 0/0 Ayane (Kivotos/Countermeasures Committee)

**AUTO** - {1 Per Turn} When you send a CX or {copy of this} to your Clock for Refresh, you may send that card to Waiting Room.

**AUTO** - When a CX is placed in your CX Area, choose 1 <Kivotos> character in your Level Zone and 1 <Kivotos> character in your Waiting Room, you may swap them.

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



SR &amp; SP

BAV/W129-072



(RR) 0/0 Serika (Kivotos/Countermeasures Committee)

**AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Kivotos> character, choose 1 of your characters, this turn, it gets +2000 power.

**AUTO** - [(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 <Kivotos> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.



SR &amp; SP

BAV/W129-073



(RR) 0/0 Hoshino (Kivotos/Countermeasures Committee)

**AUTO** - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1000 power.

**AUTO** - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Blue or <Countermeasures Committee> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR &amp; SP

BAV/W129-074



## (RR) 1/1 Nonomi (Kivotos/Countermeasures Committee)

**CONT** - If you have 2 or more other <Kivotos> characters, this gains the following 2 abilities,

- "CONT - During your turn, this gets +1000 power."
- "AUTO - ENCORE [Discard 1 character]"

**AUTO - {CX Combo} EXPERIENCE 3** (1) At the end of this card's attack, if you have the **Pants CX (098)** in your CX Area, and the sum of Levels of cards in your Level Zone is 3 or more, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Kivotos> character from among them, show it to your opponent, add it to hand, choose up to X <Kivotos> characters from among them, send them to Stock in any order, and send the rest to Waiting Room. X is equal to 2 if you have 2 or less Stock, 1 if you have 3 or more.



SR &amp; SP

BAV/W129-075



## (RR) 3/2 Shiroko (Kivotos/Countermeasures Committee)

**AUTO** - When this is placed on stage from hand or Level Zone, you may heal 1.

**AUTO - {CX Combo}** When the **Pants CX (099/P03)** is placed in your CX Area, if this is in your front row, and you have another <Kivotos> character, choose 1 of the following 2 effects and resolve it,

- "Choose 1 <Countermeasures Committee> character in your Level Zone and 1 character on your stage, swap them."
- "This turn, this gains the following ability, "AUTO - [(1) Send 1 CX from your CX Area to Waiting Room] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent. ""



SEC

BAV/W129-076



## (R) 0/0 Shiroko (Kivotos/Countermeasures Committee)

**CONT - EXPERIENCE** - If this is in your Level Zone, this gets +3 Level.

**AUTO - [Discard 1 card]** When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.



SR

BAV/W129-077



## (R) 2/0 Shiroko (Kivotos/Countermeasures Committee)

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

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



SR

BAV/W129-078



## (R) 3/2 Ayane (Kivotos/Countermeasures Committee)

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

**AUTO** - [Rest 1 of your other Standing characters] When this is placed on stage from hand or Level Zone, you may pay cost. If you do, your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.

**AUTO** - [Discard 1 CX] When you Trigger a CX, you may pay cost. If you do, deal 1 damage to your opponent.



SR

BAV/W129-079



## (R) 3/2 Hoshino (Kivotos/Countermeasures Committee)

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

**CONT - EXPERIENCE 6** - If the sum of Levels of cards in your Level Zone is 6 or more, this gets +1500 power.

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



SR

BAV/W129-080



## (R) 3/2 Nonomi (Kivotos/Countermeasures Committee)

**AUTO** - [(2) Discard 3 cards] During the turn this was placed on stage from Level Zone, when this attacks, if this is in your front row center slot, you may pay cost. If you do, deal 1 damage to your opponent X times, and this turn, this gets +4000 power and -10 Soul. X is equal to the number of your <Countermeasures Committee> characters.

**AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your CX Phase, choose 1 <Kivotos> character in your Waiting Room and this, you may swap them.



SR

BAV/W129-081



## (R) 3/2 Serika (Kivotos/Countermeasures Committee)

**AUTO - EXPERIENCE 6** - When this is placed on stage from hand or Level Zone, if the sum of Levels of cards in your Level Zone is 6 or more, draw up to 2 cards, then choose 1 card in your hand, send it to Stock.

**AUTO** - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room.



SR

BAV/W129-082



## (R) 3/2 Nonomi &amp; Hoshino (Kivotos/Countermeasures Committee)

**CONT** - During this card's battle, you do not take damage from the AUTO effects of your opponent's characters.

**AUTO - EXPERIENCE 6** - [(1) Discard 2 cards] During the turn was placed on stage from hand or Level Zone, when this attacks, if the sum of Levels of cards in your Level Zone is 6 or more, you may pay cost. If you do, deal 3 damage to your opponent, then choose up to 1 card in your opponent's Waiting Room, place it on top of their deck, and this turn, this gains the following ability, "CONT - During this card's battle, your opponent cannot play Events or BACKUPs from hand."



SR

BAV/W129-083



## (U) 0/0 Ayane (Kivotos/Countermeasures Committee)

**CONT** - All of your other <Kivotos> characters gets +500 power.

**ACT** - [Rest this] Choose 1 of your <Kivotos> characters, until the end of your opponent's next turn, it gets +1000 power.



SR

BAV/W129-084



## (U) 0/0 Nonomi (Kivotos/Countermeasures Committee)

**AUTO** - When this is placed on stage from hand, if you have 2 or more other <Kivotos> characters, you may draw 1 card. If you do, discard 1 card.

**AUTO** - [Discard 1 level 3 or higher character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Countermeasures Committee> character in your Waiting Room, add it to hand.



SR

BAV/W129-085



## (U) 0/0 Shiroko (Kivotos/Countermeasures Committee)

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



SR

BAV/W129-086



## (U) 1/0 Ayane (Kivotos/Countermeasures Committee)

**CONT** - If this is in your Waiting Room, you may choose this for the effects of your Pants Trigger.

**ACT** - BACKUP +1500



SR

BAV/W129-087



## (U) 1/0 Hoshino (Kivotos/Countermeasures Committee)

**CONT** - EXPERIENCE 3 - During your turn, if the sum of Levels of cards in your Level Zone is 3 or more, this gets +2500 power.

**AUTO** - [Discard 1 card] When this attacks, you may pay cost. If you do, mill 3, choose up to 1 Level X or lower <Kivotos> character from your Waiting Room, add it to hand. X equals the number of <Kivotos> characters sent to Waiting Room by this effect.



SR

BAV/W129-088



## (U) 1/0 Serika (Kivotos/Countermeasures Committee)

**CONT** - If this is in your front row center slot, this gets +2500 power and the following ability, "**AUTO**" - 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."



SR

BAV/W129-089



## (U) 2/1 Nonomi (Kivotos/Countermeasures Committee)

**CONT** - **ASSIST** Level x 500.

**AUTO** - When this is placed on stage from hand, if you have less Stock than your opponent, you may put the top card of your deck into Stock.

**ACT** - [Rest this] Choose 1 of your {RR 1/1 Nonomi - 074}, this turn, it gets +3000 power.



SR

BAV/W129-090



## (C) 0/0 Shiroko (Kivotos/Countermeasures Committee)

**AUTO** - When this is placed on stage from hand, choose up to 2 of your opponent's characters, until the end of your opponent's next turn, they gain the following ability, "**CONT**" - This cannot move to other slots."



SR

BAV/W129-091



## (C) 0/0 Serika (Kivotos/Countermeasures Committee)

**AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <Kivotos> characters, this turn, it gets +1500 power.



SR

BAV/W129-092



## (C) 0/0 Hoshino (Kivotos/Countermeasures Committee)

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand or attacks, you may pay cost. If you do, choose 1 <Kivotos> character from your Waiting Room, add it to hand, then choose 1 of your other <Kivotos> characters, this turn, it gains the following ability, "**AUTO**" - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room."



SR

BAV/W129-093



## (C) 0/0 Nonomi (Kivotos/Countermeasures Committee)

**CONT** - If you are level 1 or higher, and you have 2 or more other <Kivotos> characters, this gains the following ability. **ACT** - [Send this to Waiting Room] Choose up to 1 level 1 or lower <Kivotos> character from your hand, place it on stage in this card's former slot."

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



SR

BAV/W129-094



## (C) 1/0 Shiroko (Kivotos/Countermeasures Committee)

**CONT** - During your turn, all of your other <Kivotos> characters get +1000 power.

**ACT** - [(1) Send this to Waiting Room] Rearrange your Clock in any order you like.



SR

BAV/W129-095



## (C) 2/0 Hoshino (Kivotos/Countermeasures Committee)

**CONT** - If all of your characters are <Kivotos>, this gets +4000 power.

**AUTO** - **{CX Combo}** When this card's battle opponent is Reversed, if you have the **Pants CX (100)** in your CX Area, you may deal 1 damage to your opponent.



SR

BAV/W129-096



## (C) 2/1 Serika (Kivotos/Countermeasures Committee)

**AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Kivotos> characters times 1500.

**AUTO** - 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.



SR

BAV/W129-097



## (U) 1/1 Event

If you have 2 or more <Kivotos> characters, choose 1 of the following 3 effects and resolve it;

- "Look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose 1 <Kivotos> character in your Waiting Room, add it to hand."
- "Search your deck for up to 1 <Kivotos> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."
- "Look at up to 4 cards from the top of your deck, choose up to 1 <Kivotos> 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 +3000 power."



SR

BAV/W129-098



## (CR) Pants CX



RRR

BAV/W129-099



## (CR) Pants CX



RRR

BAV/W129-100



## (CR) Pants CX



RRR

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## (PR) 3/2 Shiroko (Kivotos/Countermeasures Committee)

**CONT** - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.

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

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



Foil

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## (PR) Pants CX



BAV/W129-P04

CX Challenge PR



## (PR) Door CX



Foil