










No./100:	100				
DC/W128-001		<p>(RR) 0/0 Sakura (Anniversary/Magic)</p> <p>AUTO - [Put 1 card from hand into Clock] When this is placed on stage from hand, if you have another <Anniversary> or <Magic> character, you may pay cost. if you do, look at up to 5 cards from the top of your deck, choose up to 1 character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p> <p>AUTO - During this card's battle, when damage you take is not cancelled, this turn, this gets +1500 power.</p>			SR & SEC
DC/W128-002		<p>(RR) 1/0 Sakura (Anniversary/Magic)</p> <p>CONT - This card on stage gets -1 level. During your turn, this gets +4000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (023) in your CX Area, and you have 3 or more other <Anniversary> or <Magic> characters, look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary> or <Magic> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gains the following ability, "AUTO - {1 Per Turn}" When this card's damage is cancelled, choose 1 character in your Waiting Room, add it to hand."</p> <p><i>*Note: Has a Soul Trigger</i></p>			SR & SP
DC/W128-003		<p>(RR) 3/2 Sakura (Anniversary/Magic)</p> <p>CONT - This card on stage gets -3 level. During this card's battle, your opponent cannot use BACKUP."</p> <p>AUTO - {CX Combo} MEMORY - At the end of this card's attack, if you have "Unwithering Cherry Blossom" (024) in your CX Area, and you have 2 or more <Anniversary> or <Magic> characters in Memory, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Deal 1 damage to your opponent"</p> <p>b) "[Discard 1 card] If you have 2 or more other front row Non-Standing {copies of this}, you may pay cost. If you do, deal 1 damage to your opponent, then deal 3 damage to your opponent twice."</p> <p><i>*Note: Unwithering Cherry Blossom has been printed 4 times before, as a +2 Soul CX (DC/W09-104), Wind CX (DC/WE20-13), Pants CX (DC/W81-041) and Choice CX (DC/W81-063).</i></p>			SR & SSP

DC/W128-004



(R) 0/0 Sakura (Anniversary/Magic)

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

AUTO - [(1) Send this to Memory] When your other character is Front Attacked, you may pay cost. If you do, return that character to hand.



SR

DC/W128-005



(R) 0/0 Yoriko (Anniversary/Animal/Maid)

AUTO - {CX Combo} [Return this to hand] When the Level 1 or lower Stock Soul CX (025) is placed in your CX Area, if you have 6 or less hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary> or <Animal> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.

ACT - [(1) Send this from your hand to Memory] Look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary> or <Animal> 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 +500 power.

*Note: Has a Soul Trigger



SR & SP

DC/W128-006



(R) 0/0 Yoriko (Anniversary/Animal/Maid)

AUTO - When this is placed on stage from hand, 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, look at up to 2 cards from the top of your deck, put them back on top in the original order. Then, you may shuffle your deck.



SR

DC/W128-007



(R) 0/0 Sakura (Anniversary/Magic)

CONT - If all of your characters are <Anniversary> or <Magic>, this gets +1500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Anniversary> or <Magic> character in your Waiting Room, add it to hand, then discard 1 card."



SR

DC/W128-008



(R) 2/1 Sakura (Anniversary/Magic)

CONT - ASSIST +1000.

AUTO - When your opponent adds a character to hand from Waiting Room, you may put 1 card from the top of your deck into Stock.



SR

DC/W128-009



(U) 0/0 Sakura (Anniversary/Magic)

CONT - ASSIST +1000 During your turn, to level 0 or lower characters.

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

DC/W128-010



(U) 0/0 Sakura (Anniversary/Magic)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card has a Soul Trigger, you may send it to Stock.



SR

DC/W128-011



(U) 0/0 Misaki (Anniversary)

CONT - All of your other <Anniversary> or <Animal> characters get +500 power.

ACT - [(1) Discard 1 card, Rest this] Search your deck for up to 1 <Anniversary> or <Animal> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

DC/W128-012



(U) 0/0 Utamaru (Anniversary/Animal)

AUTO - When this is placed on stage from hand, if you have another <Anniversary> or <Magic> character, this turn, this gets +2000 power.

AUTO - When this card's battle opponent is Reversed, if you have another <Anniversary> or <Magic> character, reveal the top card of your deck. If that card is a level 2 or higher character, add it to hand.



SR

DC/W128-013



(U) 1/0 Sakura (Anniversary/Magic)

CONT - This card on stage gets -1 level.

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

AUTO - ENCORE [Discard 1 character]

*Note: Has a Soul Trigger



SR

DC/W128-014



(U) 1/0 Yoriko (Anniversary/Animal/Maid)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Anniversary> or <Animal> character, add it to hand and discard 1 card.

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Anniversary> or <Animal> characters times 1000.



SR

DC/W128-015



(U) 1/0 Sakura (Anniversary/Magic)

CONT - This card on stage gets -1 level.

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

AUTO - When this attacks, choose 1 CX in your CX Area, you may send it to Stock.



SR

DC/W128-016



(C) 1/0 Yoriko (Anniversary/Animal/Maid)

AUTO - When this is placed on stage from hand, if you have another <Anniversary> or <Animal> character, this turn, this gets +2000 power.

AUTO - [(1) Rest 1 of your other Standing <Anniversary> or <Animal> 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, search your deck for up to 1 <Anniversary> or <Animal> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

DC/W128-017



(C) 1/1 Sakura (Anniversary/Magic)

CONT - This card on stage gets -1 level.

CONT - If the character across from this is Cost 0 or lower, this cannot be Reversed.

AUTO - 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.



SR

DC/W128-018



(C) 2/1 Yoriko (Anniversary/Animal/Maid)

AUTO - [(2) Send 1 of your characters from stage to Waiting Room] 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 it to Waiting Room.

ACT - BACKUP +2500



SR

DC/W128-019



(C) 2/1 Sakura (Anniversary/Magic)

AUTO - (1) When this card attacks, you may pay cost. If you do, this turn, this gains the following ability, "**AUTO** - {1 Per Turn} When this card's damage is cancelled, you may deal 1 damage to your opponent."

*Note: Has 3 Souls.



SR

DC/W128-020



(C) 2/1 Sakura (Anniversary/Magic)

AUTO - MEMORY - When this is placed on stage from hand, if you have 3 or more Memory, you may draw 2 cards. If you do, discard 2 cards.

AUTO - 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.



SR

DC/W128-021



(C) 3/2 Sakura (Anniversary/Magic)

CONT - 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.

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

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



SR

DC/W128-022		<p>(U) 2/0 Event</p> <p>Choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 <Anniversary> or <Magic> character in your Waiting Room, you may add it to hand."</p> <p>Send this to Stock.</p>		SR	
DC/W128-023		<p>(CR) Choice CX</p>		RRR	
DC/W128-024		<p>(CR) Unwithering Cherry Blossom - Choice CX</p>		RRR	
DC/W128-025		<p>(CR) Level 1 or lower Stock Soul CX</p>		RRR	
DC/W128-026		<p>(RR) 0/0 Kotori (Anniversary/Magic/Music)</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Anniversary>, <Magic> or <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p> <p>AUTO - At the end of this card's attack or when this is Reversed, if you have 1 or less cards in your Memory, you may send this to Memory.</p>			SR & SEC

DC/W128-027



(RR) 1/0 Kotori (Anniversary/Magic/Music)

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

AUTO - {CX Combo} MEMORY - When this attacks, if you have the Bar CX (042) in your CX Area, and you have 3 or more other characters, and you have 2 or more Memory, choose 1 of the following 2 effects and resolve it,

- a) "Choose up to 2 of your characters, until the end of your opponent's next turn, they gain the following ability, "AUTO - When this is Front Attacked, you may return this to hand.""
- b) "Choose 1 character in your Waiting Room, add it to hand."



SR & SP

DC/W128-028



(RR) 3/2 Kotori & Junichi (Anniversary/Magic/Music)

CONT - MEMORY - If you have 3 or more Memory, this gets +4000 power and the following ability, "AUTO - At the end of this card's battle opponent's attack, look at up to 3 cards from the top of your deck, and put them back on top in any order."

AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have "Songstress at the Wedding Ceremony" (043) in your CX Area, you may pay cost. If you do, deal 3 damage to your opponent, then heal up to 1.

*Note: The CX was printed as a Bar (DC/WE08-26) and a 2 Soul Trigger 1k1 (DC/WC01-049) previously.



SR & SSP

DC/W128-029



(R) 0/0 Kotori (Anniversary/Magic/Music)

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.



SR

DC/W128-030



(R) 2/1 Kotori (Anniversary/Magic/Music)

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

AUTO - When this is placed on stage from hand, if you have 2 or less Memory, choose 1 character with "Kotori" in its name in your Waiting Room, you may send it to Memory.

AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, heal 1.



SR

DC/W128-031



(R) 2/1 Kotori (Anniversary/Magic/Music)

AUTO - When this is placed on stage from hand, you may draw 1 card. If you do, discard 1 card.

AUTO - {CX Combo} [Return this to hand] During your CX Phase, when "Songstress at the Wedding Ceremony" (043) is placed in your CX Area, and you have 4 or more other <Anniversary>, <Magic> or <Music> characters, you may pay cost. If you do, choose up to 1 {3/2 Kotori & Junichi - 028} from your hand, place it on stage in this card's former slot.

*Note: The CX was printed as a Bar (DC/WE08-26) and a 2 Soul Trigger 1k1 (DC/WC01-049) previously.



SR

DC/W128-032



(U) 1/0 Kotori (Anniversary/Magic/Music)

CONT - During your turn, this gets +2000 power.

AUTO - [(1) Discard 1 card] When this attacks, if you have 2 or more other characters, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary>, <Magic> or <Music> character from among them, show it to your opponent, add it to hand, then choose up to 1 card, send it to Stock, send the rest to Waiting Room, and this turn, this gets +1000 power.



SR

DC/W128-033



(U) 2/1 Kudo (Anniversary)

AUTO - When this is placed on stage from hand, this turn, this gets +6000 power.

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

DC/W128-034



(U) 3/2 Kotori (Anniversary/Magic/Music)

AUTO - When this is placed on stage from hand, if you have 2 or more other <Anniversary>, <Magic> or <Music> characters, choose 1 character in your Clock, you may send it to Memory.

AUTO - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, this turn, this gets +2000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may deal 1 damage to your opponent."



SR

DC/W128-035



(C) 0/0 Kotori (Anniversary/Magic/Music)

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - When this is Reversed, if you have 2 or less Memory, you may send this to Memory.



SR

DC/W128-036



(C) 0/0 Kanako (Anniversary/Music)

CONT - All of your other <Anniversary> or <Music> characters get +500 power.

AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost, If you do, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.



SR

DC/W128-037



(C) 0/0 Kotori (Anniversary/Magic/Music)

AUTO - At the start of your Main Phase, look at the top card of your deck, then look at all of your Stock.

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

DC/W128-038



(C) 0/0 Koyomi (Anniversary/Teacher/Glasses)

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

AUTO - (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, 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.



SR

DC/W128-039



(C) 1/0 Tomoko (Anniversary/Music)

AUTO - When this is placed on stage from hand, if you have another <Anniversary> or <Music> character, this turn, this 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

DC/W128-040



(C) 1/1 Kotori (Anniversary/Magic/Music)

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

ACT - BACKUP +2000



SR

DC/W128-041



(U) 1/1 Event

COUNTER - If you don't have a <Anniversary>, <Magic> or <Music> character, this cannot be played from hand. Choose 1 of your characters, this turn, it gains the following ability, "**CONT** - This cannot be Reversed."



SR











DC/W128-042



(CR) Bar CX



RRR

DC/W128-043		(CR) Songstress at the Wedding Ceremony - Bar CX		RRR	
DC/W128-044		<p>(RR) 0/0 Nemu (Anniversary/Magic/Disiplinary Committee)</p> <p>CONT - This cannot side attack. If all of your characters are <Anniversary>, <Magic> or <Banana>, this gets +2000 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, if you have 2 or more other <Anniversary>, <Magic> or <Banana> characters, 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."</p>			SR & SEC
DC/W128-045		<p>(RR) 3/2 Nemu (Anniversary/Magic/Disiplinary Committee)</p> <p>AUTO - When this is placed on stage from hand, if you have another character, you may Heal 1.</p> <p>AUTO - {CX Combo} MEMORY RESONATE [(2) Discard 2 cards, Reveal 1 {0/0 Nemu & Junichi - 057} from your hand] When this attacks, if you have the Door CX (072) in your CX Area, and you have 2 or more Memory, you may pay cost. If you do, deal 1 damage to your opponent. If this damage is not cancelled, deal 2 damage to your opponent. If this damage is not cancelled, deal 4 damage to your opponent.</p>			SR & SSP
DC/W128-046		<p>(R) 0/0 Fuuki (Anniversary/Magic/Ghost)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "CONT - This cannot move to other slots."</p> <p>AUTO - When this attacks, if you have 2 or more other <Anniversary> or <Magic> characters, 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>		SR	

DC/W128-047



(R) 0/0 Nemu (Anniversary/Magic/Disiplinary Committee)

AUTO - RESONATE [(1) Reveal 1 {U 0/0 Nemu & Junichi - 057} from your hand] When your front row center slot character attacks, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary>, <Magic> or <Banana> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



SR

DC/W128-048



(R) 1/0 Nemu (Anniversary/Magic/Disiplinary Committee)

AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your opponent's deck, choose up to 1, send it to the bottom of their deck, and put the rest back on top in any order.



SR

DC/W128-049



(R) 1/0 Fuuki (Anniversary/Magic/Ghost)

AUTO - {CX Combo} When this attacks, this turn, this gets +4000 power, and if you have the **Door CX (073)** in your CX Area, reveal the top card of your deck. If that card is a <Anniversary> or <Magic> character, add it to hand.

ACT - [Discard 1 CX with a Door or Pants Trigger, Send this to Waiting Room] If you have 2 or more CXes with a Door Trigger and 2 or more CXes with a Pants Trigger in your Waiting Room, look at up to 5 cards from the top of your deck, choose up to 2 <Anniversary> or <Magic> character from among them, show them to your opponent, add them to hand, send the rest to Waiting Room



SR

DC/W128-050



(R) 1/0 Miharuru (Anniversary/Banana)

CONT - During your turn, this gets +4000 power.

AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Door CX (074) in your CX Area, choose 1 of the following 2 effects and resolve it,

a) "Choose 1 <Anniversary> or <Banana> character in your Waiting Room, add it to hand."

b) "[Send this to Waiting Room] You may pay cost. If you do, choose 1 {2/0 Miharuru - 052} in your Waiting Room, place it on stage in this card's former slot Rested."



SR

DC/W128-051



(R) 1/0 Fuuki (Anniversary/Magic/Ghost)

AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.

ACT - [(1) Send this to Waiting Room] mill 2, then choose up to 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.



SR

DC/W128-052



(R) 2/0 Miharuru (Anniversary/Banana)

CONT - MEMORY - If you have 3 or more Memory, this gets +1000 power.

AUTO - {CX Combo} [Send the Door CX (074) from your CX Area to Waiting Room] At the start of your Encore Step, 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 3 <Anniversary> or <Banana> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



SR & SP

DC/W128-053



(R) 3/2 Nemu (Anniversary/Magic/Disciplinary Committee)

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

CONT - MEMORY - If you have 2 or more <Anniversary>, <Magic> or <Banana> characters in Memory, this gets +3000 power.

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 <TRAIT> characters.



SR & SP

DC/W128-054



(R) 3/2 Mihar (Anniversary/Banana/Mecha)

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

AUTO - During the turn this was placed on stage from hand, then this is placed on stage from hand or at the end of this card's attack, look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room.

AUTO - [Discard 2 cards] At the start of your Encore Step, if this is in your front row, you may pay cost. If you do, deal 1 damage to your opponent.



SR

DC/W128-055



(R) 3/2 Fuuki (Anniversary/Magic/Ghost)

AUTO - {CX Combo} [Discard 1 card, Send this to Memory] When the **Pants CX (100)** is placed in your CX Area, if you have 2 or more other characters, you may pay cost. If you do, perform the following 2 effects once each,

- "Choose 1 {R 3/2 Fuuki - 081} in your Waiting Room, place it on stage in this card's former slot."

- "If you have 3 or less Memory, choose up to X <Anniversary> or <Magic> characters in your Waiting Room, send them to Memory. X is equal to the number of Memory you have."

ACT - [Send 1 <Anniversary> or <Magic> character in your Memory to Waiting Room] Draw 1 card, then discard 1 card.



SR

DC/W128-056



(U) 0/0 Nemu (Anniversary/Magic/Disciplinary Committee)

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 1 <Anniversary>, <Magic> or <Banana> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, then choose 1 character in your Waiting Room, add it to hand.



SR

DC/W128-057



(U) 0/0 Nemu & Junichi (Anniversary/Magic)

AUTO - [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.

ACT - BRAINSTORM [(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, search your deck for up to 1 <Anniversary>, <Magic> or <Banana> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

DC/W128-058



(U) 0/0 Nemu (Anniversary/Magic/Disciplinary Committee)

AUTO - {CX Combo} RESONATE [Discard 1 card, Reveal 1 {U 0/0 Nemu & Junichi - 057} from your hand] When the Door CX (075) is placed in your CX Area, if this is in your front row, you may pay cost. If you do, search your deck for up to 1 Cost 0 character whose Level is equal or lower than your Level, place it on stage in any slot, and shuffle your deck afterwards, and until the end of your opponent's next turn, that character gains the following ability, "AUTO - [Put the top card of your deck into Clock] At the start of your opponent's Attack Phase, you may pay cost. If you do, move this to an empty slot in your back row."



SR

DC/W128-059



(U) 1/0 Nemu (Anniversary/Magic/Disciplinary Committee) - 3500

CONT - You can only run up to 4 copies of this card or "[Nemu, Boys Over Flowers - DC/W09-102](#)" in your deck.

AUTO - When this is placed on stage from hand, choose 1 <Anniversary>, <Magic> or <Banana> character in your Waiting Room, you may place it on top of your deck.



SR

DC/W128-060



(U) 1/0 Nemu (Anniversary/Magic/Disciplinary Committee)

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

DC/W128-061



(U) 2/1 Fuuki (Anniversary/Magic/Ghost)

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

ACT - [(1) Send 1 <Anniversary> or <Magic> character in your Memory to Waiting Room] Choose 1 <Anniversary> or <Magic> character in your Waiting Room, add it to hand.



SR

DC/W128-062



(C) 0/0 Mihar (Anniversary/Banana)

CONT - During your turn, all of your characters with "Nemu" or "Miharu" in its name gets +1000 power.

AUTO - When a CX with Door Trigger is placed in your CX Area, choose up to 2 of your characters, this turn, they get +1500 power.



SR

DC/W128-063



(C) 0/0 Mihar (Anniversary/Banana/Mecha)

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

AUTO - [Put 1 card from hand into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Anniversary> or <Banana> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

DC/W128-064



(C) 0/0 Mihar (Anniversary/Banana)

AUTO - {CX Combo} [Discard 1 card, Put 1 <Anniversary> or <Banana> 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 {Door CX - 074}, show it to your opponent, add it to hand, and shuffle your deck afterwards, then perform the following effect, "You may draw 1 card. If you do, discard 1 card."



SR

DC/W128-065



(C) 0/0 Nemu (Anniversary/Magic/Disciplinary Committee)

CONT - During your opponent's turn, if all of your characters are <Anniversary> or <Magic>, this gets +1 level and +1500 power.

AUTO - When this is placed on stage from hand, if you don't have another <anniversary> or <Magic> character, send this to Waiting Room.



SR

DC/W128-066



(C) 1/0 Fuuki (Anniversary/Magic/Ghost)

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

AUTO - When this attacks, choose 1 of your other <Anniversary> or <Magic> characters, until the end of your opponent's next turn, it gets +1500 power and "AUTO - ENCORE [Discard 1 character]".



SR

DC/W128-067



(C) 1/0 Nemu (Anniversary/Magic/Disciplinary Committee)

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



SR

DC/W128-071



(U) 2/1 Event

Choose up to 2 characters with "Nemu" in its name in your Waiting Room, add them to hand, then discard 1 card.

Send this to Memory.

(1) If you have 6 or more CXes with a Door Trigger in your Waiting Room, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck, then draw 1 card, and discard 1 card.



SR

DC/W128-072



(CR) Door CX



RRR

DC/W128-073



(CR) Door CX



RRR

DC/W128-074



(CR) Door CX



RRR

DC/W128-075



(CR) Door CX



RRR

DC/W128-076



(RR) 0/0 Fuuki (Anniversary/Magic/Ghost)

AUTO - {1 Per Turn} If your other level 0 or lower character is sent to Memory from any area, reveal the top card of your deck. If that card is level 2 or higher, send it to Stock.

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 & SP

DC/W128-077



(RR) 3/2 Fuuki (Anniversary/Magic/Ghost)

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

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

AUTO - When this is placed on stage from hand, if you have 2 or more other <Anniversary> or <Magic> characters, this turn, this gets +3000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send it to the bottom of your opponent's deck."



SR

DC/W128-078



(R) 1/0 Moe (Anniversary/Music/Hotpot)

CONT - During your turn, if you have another <Anniversary>, <Music> or <Hotpot> character, this gets +3000 power.

AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the **Pants CX (098)** in your CX Area, perform the following effect twice. "You may mill 1. If that card is an <Anniversary>, <Music> or <Hotpot> character, add it to hand."



SR

DC/W128-079



(R) 3/2 Fuuki (Anniversary/Magic/Ghost)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Anniversary> or <Magic> character, add it to hand and discard 1 card.

AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to Waiting Room, then puts an equal number of cards from the top of their deck into Stock



SR

DC/W128-080



(R) 3/2 Mako (Anniversary/Music/Hotpot)

AUTO - When this is placed on stage from hand or the **AUTO** effect of {2/1 Mako - 088}, you may heal 1.

AUTO - {CX Combo} {1 Per Turn} [Send 1 of your other characters on stage to Waiting Room] When this attacks, if you have the **Pants CX (099)** in your CX Area, you may pay cost. If you do, reveal the top card of your deck. If that card is a <Anniversary>, <Music> or <Hotpot> character or the {2/2 Heal Event - 096} or {2/3 Event - 097}, Stand this.



SR

DC/W128-081



(R) 3/2 Fuuki (Anniversary/Magic/Ghost)

AUTO - When this is placed on stage from hand or by the **AUTO** effect of {R 3/2 Fuuki - 055}, you may heal 1.

AUTO - {CX Combo} **MEMORY** (1) At the end of this card's attack, if you have the **Pants CX (100)** in your CX Area, and you have 3 or more other characters, and you have 5 or Memory, you may pay cost. If you do, look at up to 5 cards from the bottom of your opponent's deck, choose up to 1 CX from among them, send it to your opponent's Clock, and send the rest to their Waiting Room.



SR

DC/W128-082



(U) 0/0 Meo & Junichi (Anniversary/Music/Hotpot)

CONT - If you have 1 or less cards in your Clock, this does not Stand during your Stand Phase.

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



SR

DC/W128-083



(U) 0/0 Moe (Anniversary/Music/Hotpot)

CONT - During your turn, if you have 5 or more hand, this gets +2000 power.

AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.



SR

DC/W128-084



(U) 0/0 Fuuki (Anniversary/Magic/Ghost)

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



SR

DC/W128-085



(U) 1/0 Mako (Anniversary/Music/Hotpot)

CONT - During your turn, if you have another <Anniversary>, <Music> or <Hotpot> character, this gets +4500 power.

AUTO - When this is placed on stage from hand, choose 1 of your other <Anniversary>, <Music> or <Hotpot> characters, until the end of your opponent's next turn, it gets +1500 power and "AUTO - ENCORE [Discard 1 character]"



SR

DC/W128-086



(U) 2/1 Suzuno (Anniversary/Maid)

AUTO - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck."



SR

DC/W128-087



(U) 2/1 Mako (Anniversary/Music/Hotpot)

CONT - All of your other <Anniversary>, <Music> or <Hotpot> characters get +1000 power.

AUTO - When your other {R 3/2 Mako - 080} attacks, look at the top card of your deck, and put it on top or bottom of your deck.



SR

DC/W128-088



(U) 2/1 Mako (Anniversary/Music/Hotpot)

AUTO - [(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.

AUTO - (1) During your Attack Phase, when this Standing character is sent from Stage to Waiting Room by the **{CX Combo}** of **{3/2 Mako - 080}**, you may pay cost. If you do, choose 1 **{3/2 Mako - 080}** in your Waiting Room, place it on stage in this card's former slot.



SR

DC/W128-089



(C) 0/0 Moe & Junichi (Anniversary/Music/Hotpot)

CONT - During this card's battle, you cannot play BACKUPS from hand.

AUTO - ALARM [Discard 1 card] If this is the top card of your Clock, if you have 4 or more Clock, at the start of your CX Phase, 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

DC/W128-090



(C) 0/0 Moe (Anniversary/Music/Hotpot)

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

CONT - If you have another front row **{1/0 Mako Vanilla - 094}**, this gets +3000 power and +1 soul.

CONT - All of your other **{1/0 Mako Vanilla - 094}** gets +1000 power and +1 soul.



SR

DC/W128-091



(C) 0/0 Suginami (Anniversary/Occult)

AUTO - (1) When this front attacks, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -1 level.

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



SR

DC/W128-092



(C) 0/0 Fuuki (Anniversary/Magic/Ghost)

CONT - MEMORY - If this is in your Memory, all of your {Blue R 3/2 Fuuki - 081} gets +500 power.

ACT - [(1) Send this Standing character to Memory] Choose 1 {Red R 3/2 Fuuki - 055} in your Waiting Room, add it to hand.



SR

DC/W128-093



(C) 0/0 Junichi & Mako (Anniversary/Music/Hotpot)

AUTO - When this attacks, choose 1 of your other <Anniversary>, <Music> or <Hotpot> characters, this turn, it gets +X power. X equals the number of your other <Anniversary>, <Music> or <Hotpot> characters times 500.

AUTO - When this is Reversed, if you have 2 or less Memory, you may send this to Memory.



SR

DC/W128-094



(C) 1/0 Mako Vanilla



SR

DC/W128-095



(C) 1/1 Moe (Anniversary/Music/Hotpot)

AUTO - [Discard 1 <Anniversary>, <Music> or <Hotpot> character] When you use this card's BACKUP, if you have a <Anniversary>, <Music> or <Hotpot> character, you may pay cost. If you do, choose 1 level 2 or higher character in your Waiting Room, add it to hand.

ACT - BACKUP +2000



SR

DC/W128-096




(U) 2/2 Event

CONT - You can only run up to 4 copies of this card or ["Xylophone Fortune Reading - DC/W01-095"](#) in your deck.

Choose up to 2 cards in your Clock, send them to Waiting Room. Send this to Memory.



SR & SP

<p>DC/W128-097</p>		<p>(U) 2/3 Event</p> <p>COUNTER - Choose 1 battling character, this turn, it gains the following ability, "CONT - This cannot deal damage to players."</p>			<p>SR & SP</p>
<p>DC/W128-098</p>		<p>(CR) Pants CX</p>		<p>RRR</p>	
<p>DC/W128-099</p>		<p>(CR) Pants CX</p>		<p>RRR</p>	
<p>DC/W128-100</p>		<p>(CR) Pants CX</p>		<p>RRR</p>	
<p>DC/W128-P06</p> <p>April CX Challenge PR</p>		<p>(PR) 1/0 Kotori (Anniversary/Magic/Music)</p> <p>CONT - During your turn, this gets +2000 power.</p> <p>AUTO - [(1) Discard 1 card] When this attacks, if you have 2 or more other characters, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary>, <Magic> or <Music> character from among them, show it to your opponent, add it to hand, then choose up to 1 card, send it to Stock, send the rest to Waiting Room, and this turn, this gets +1000 power.</p>		<p>PR+</p>	