





















No./100:	100				
SMP/W137-001		<p>(RR) 3/2 Shiroha (Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, draw up to 2 cards, then discard 1 card, and this turn, this gets +3000 power.</p> <p>AUTO - {CX Combo} [Put the top card of your Stock to Waiting Room, or Discard 1 card] When the Choice CX (013) is placed in your CX Area or when this attacks, if you have the Choice CX (013) in your CX Area, and this is in your front row, 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.</p>			SR & SP
SMP/W137-002		<p>(R) 1/0 Shiroha (Summer Pockets/Time)</p> <p>CONT - During your turn, if you have 2 or more other <Summer Pockets> characters, this gets +4000 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have "Precious Time - SMP/W60-025 or 014" in your CX Area, and you have another <Summer Pockets> character, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Put up to 2 cards from the top of your deck into Stock." b) "Choose up to 1 character in your Waiting Room, add it to hand."</p> <p><i>*Note: Has a Soul Trigger. Old Combo for Precious Time: 0/0 Umi & Shiroha (SMP/W60-016).</i></p>		SR	
SMP/W137-003		<p>(R) 1/0 Shiroha (Summer Pockets/Time)</p> <p>CONT - You cannot play Events or BACKUPS from hand.</p> <p>AUTO - When this is sent from Stage to Waiting Room, look at up to 4 cards from the top of your deck, choose up to 1 CX with a Choice 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.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SR	
SMP/W137-004		<p>(U) 0/0 Shiroha (Summer Pockets/Time)</p> <p>CONT - During your turn, if you have another <Summer Pockets> character, this gets +3000 power.</p> <p>ACT - [Send this to Waiting Room] If you are level 1 or higher, choose 1 {1/0 Shiroha CXC - 002} in your Waiting Room, place it on stage in this card's former slot.</p>		SR	

SMP/W137-005		<p>(U) 0/0 Umi (Summer Pockets/Time)</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SR		
SMP/W137-006		<p>(U) 2/1 Shiroha (Summer Pockets/Time)</p> <p>AUTO - [(1) Discard 1 card] At the start of your Attack Phase, if you have a front row {New RR 3/2 Shiroha - 001}, you may pay cost. If you do, deal 2 damage, and this turn, this gains Red.</p> <p>AUTO - [(1) Rest this Standing card] When your other character attacks, you may pay cost. If you do, this turn, that character gets +1000 power and +1 Soul.</p>		SR		
SMP/W137-007		<p>(C) 0/0 Shiroha (Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +4500 power.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SR		
SMP/W137-008		<p>(C) 0/0 Kyoko (Summer Pockets/Book)</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 <Summer Pockets> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>		SR		

SMP/W137-009		<p>(C) 0/0 Hairi (Summer Pocket/Time)</p> <p>ACT - [(1) Rest 2 of your <Summer Pocket> characters] Look at up to 4 cards from the top of your deck, choose up to 1 character with "Shiroha" in its name or {2/0 Event - 012} from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p>		SR		
SMP/W137-010		<p>(C) 1/0 Umi (Summer Pockets/Time)</p> <p>ACT - BACKUP +X. X equals the number of your <Summer Pockets> characters times 500.</p>		SR		
SMP/W137-011		<p>(C) 2/0 Kobato (Summer Pockets/Melee)</p> <p>CONT - All of your other characters with "Shiroha" in its name gets +1000 power.</p> <p>AUTO - [(1) Send 1 of your characters on stage to Waiting Room] When you other character with "Shiroha" in its name is front attacked, you may pay cost. If you do, return that character to hand.</p>		SR		
SMP/W137-012		<p>(U) 2/0 Event</p> <p>If you have 1 or less <Summer Pockets> character, this cannot be played from hand. Send this to Memory</p> <p>If you have 2 {copies of this} in your Memory, look at up to 4 cards from the top of your deck, choose up to 2 <Summer Pockets> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p> <p>If you have 3 {copies of this} in your Memory, deal 2 damage to your opponent.</p> <p>If you have 4 {copies of this} in your Memory, declare a number, then deal X damage to your opponent. X is equal to the number you declared.</p>				<p>a, b, c, d arts They all also have SR version</p>

SMP/W137-013		(CR) Choice CX		RRR		
SMP/W137-014		(CR) Choice CX		RRR		
SMP/W137-015		<p>(RR) 0/0 Kamome (Summer Pockets/Pirate)</p> <p>CONT - During your turn, if you have another <Summer Pockets> character, this gets +2000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Summer Pockets> characters, Rest it, and move it to an empty Back Row slot."</p> <p>AUTO - At the start of your opponent's Draw Phase, reveal the top card of your deck. If that card is Level 1 or higher, you may return this card to hand.</p>			SR & SSP	
SMP/W137-016		<p>(RR) 2/1 Kamome (Summer Pockets/Pirate)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</p> <p>CONT - If you have 3 or more other <Summer Pockets> characters, this gets +9500 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or more other <Summer Pockets> characters, draw up to 3 cards, then discard the same amount.</p>			SR & SP	
SMP/W137-017		<p>(R) 0/0 Kamome (Summer Pockets/Pirate)</p> <p>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.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 <Summer Pockets> character from your Waiting Room, and add it to hand.</p>		SR		

SMP/W137-018		<p>(R) 0/0 Miki (Summer Pockets/Weapon)</p> <p>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.</p> <p>AUTO - 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>			SR & SP
SMP/W137-019		<p>(R) 1/0 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>CONT - During your turn, if you have 2 or more other <Summer Pockets> characters, this gets +4000 power.</p> <p>AUTO - When this attacks, if you have another <Summer Pockets> character, put up to 3 cards from the bottom of your Stock into your hand, then choose the same amount of cards from your hand, place them on the bottom of your Stock in any order.</p>		SR	
SMP/W137-020		<p>(R) 1/0 Kamome (Summer Pockets/Pirate)</p> <p>CONT - During your turn, if you have another <Summer Pockets> character, this gets +3000 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Bar CX (034) in your CX Area, and you have 2 or more other <Summer Pockets> characters, reveal up to 3 cards from the top of your deck, choose up to X <Summer Pockets> character or Events from among them, add them to hand, and send the rest to Waiting Room. X is equal to 2 if the sum of the level of the cards revealed is even, 1 if it is odd.</p>		SR	
SMP/W137-021		<p>(U) 0/0 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>AUTO - At the start of your opponent's Attack Phase, if this is in your front row, you may mill 1. If that card is a level 2 or lower character or "Picture Found in the Storage - SMP/W60-046 or 033", choose 1 of your other <Summer Pockets> characters, this turn, it gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."</p>		SR	

SMP/W137-022



(U) 0/0 Kamome (Summer Pockets/Pirate)

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 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - During this card's battle, when damage you take is not cancelled, this turn, this gets +1500 power.



SR

SMP/W137-023



(U) 0/0 Tsumugi (Summer Pockets/Stuffed Animal)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "Picture Found in the Storage - SMP/W60-046 or 033" in your Waiting Room, add it to hand.

AUTO - {1 Per Turn} When you play "Picture Found in the Storage - SMP/W60-046 or 033", if you do not have another {copy of this}, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock.



SR

SMP/W137-024



(U) 2/1 Ryouichi & Tenzen & Miki (Summer Pockets/Weapon)

AUTO - When this attacks, choose up to 2 of your other <Summer Pockets> characters, until the end of your opponent's next turn, they get +1500 power and "AUTO - ENCORE [Discard 1 character]".

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.



SR

SMP/W137-025



(U) 2/1 Kamome (Summer Pockets/Pirate)

AUTO - When this is placed on stage from hand, you may perform the following effect, "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 - [Send this Standing card to Waiting Room] Choose 1 character in your Waiting Room, add it to hand.



SR

SMP/W137-026



(U) 3/2 Kamome (Summer Pockets/Pirate)

CONT - During your turn, this gets +2000 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 <Summer Pockets> characters.

AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have **"Starting Point" (035 or SMP/W60-047)** in your CX Area, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,

- a) "Deal 1 damage to your opponent twice."
- b) "Deal 3 damage to your opponent."

**Note: Same CX name as the Set 1 [RR 3/2 Kamome \(SMP/W60-027\)](#).*



SR

SMP/W137-027



(U) 3/2 Kamome (Summer Pockets/Pirate)

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."

AUTO - [(2) Discard 1 card] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent.



SR

SMP/W137-028



(C) 0/0 Kamome (Summer Pockets/Pirate)

CONT - If this is in your front row center slot, and you have 2 or more other {copies of this} in your back row, and you are level 2 or lower, the character across from this cannot deal damage to players.

AUTO - When this is placed on stage from hand, if you have another <Summer Pockets> character, this turn, this gets +3000 power.



SR

SMP/W137-029



(C) 0/0 Tsumugi (Summer Pockets/Stuffed Animal)

CONT - All of your other <Summer Pockets> characters get +500 power.

AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +1 soul.



SR

SMP/W137-030		<p>(C) 1/0 Miki (Summer Pockets/Weapon)</p> <p>AUTO - When this is placed on stage from hand, mill 2. If there is a Level 0 or lower character among them, this turn, this does not suffer Soul Penalty when Side Attacking.</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Summer Pockets> character, choose 1 of your opponent's Front Row characters, this turn, it gets -6000 power.</p>		SR	
SMP/W137-031		<p>(C) 1/1 Kamome (Summer Pockets/Pirate)</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p> <p>AUTO - When this is sent from Stage to Waiting Room, if you have 4 or more other <Summer Pockets> characters, choose 1 <Summer Pockets> character in your Waiting Room, you may send it to Stock.</p>		SR	
SMP/W137-032		<p>(C) 1/1 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>CONT - During your turn, this card on stage gets -1 level.</p> <p>CONT - ASSIST +1000 During your turn.</p> <p>CONT - MEMORY - If you have "Picture Found in the Storage - SMP/W60-046 or 033" in your Memory, this gains "CONT - ASSIST +1000 During your turn."</p>		SR	
SMP/W137-033		<p>(U) 1/1 Picture Found in the Storage (Event)</p> <p>Look at up to 3 cards from the top of your deck, choose up to 1 <Summer Pockets> character or {copy of this} from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then look at the top card of your deck, and put it on top or bottom of your deck.</p> <p>Send this to Memory</p> <p>CONT - MEMORY - If this is in your Memory, during your turn, all of your <Summer Pockets> character gets +500 power.</p>		SR	
SMP/W137-034		<p>(CR) Bar CX</p>		RRR	



SMP/W137-035 (CR) Bar CX



RRR



SMP/W137-036 (RR) 0/0 Shiroha & Umi (Summer Pockets/Time)

AUTO - When this is placed on stage from hand, if you have another <Summer Pockets> character, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +1500 power.

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, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR & SP



SMP/W137-037 (RR) 0/0 Ao (Summer Pockets/Twins)

AUTO - When this is placed on stage from hand, if all of your characters are <Summer Pockets>, look at up to 3 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. If you added a card to hand, discard 1 card.

AUTO - When this is sent from Stage to Waiting Room, if you have 1 or less Memory, you may send this to Memory.



SR & SSP



SMP/W137-038 (RR) 1/0 Shiroha (Summer Pockets/Time)

CONT - If you have 2 or more other <Summer Pockets> characters, this gets +1000 power and the following ability, "**CONT** - If there is a character with "Nanami" in its name underneath this as a Marker, this gets +7500 power. If there is not, then during your turn, this gets +3000 power."

AUTO - {CX Combo} When the **Door CX (070)** is placed in your CX Area, if this is in your front row, choose up to X <Summer Pockets> characters in your Waiting Room, add them to hand. If you add 2 cards to hand, choose 1 card in your hand. you may send it to Stock. X is equal to 2 if you have a character with "Umi" or "Nanami" underneath this as a Marker, otherwise it is equal to 1.



SR & SSP

SMP/W137-039



(RR) 2/2 Ao (Summer Pockets/Twins)

CONT - If all of your characters are <Summer Pockets>, this gains the following 2 abilities,

- "CONT - During your turn, this gets +5000 power."

- "AUTO - ENCORE [Discard 1 <Summer Pockets> character]"

AUTO - {CX Combo} (1) At the start of your Attack Phase, if you have the Standby CX (071) in your CX Area, and you have another <Summer Pockets> character, you may pay cost. If you do, Choose 1 of your <Summer Pockets> characters, Stand it.



SR & SP

SMP/W137-040



(RR) 3/2 Umi (Summer Pockets/Time)

AUTO - When this attacks, if you have a character with "Shiroha" in its name underneath this as a Marker, look at up to 3 cards from the top of your deck, and put them back on top in any order, then put up to 1 card from the top of your deck into Stock.

AUTO - {CX Combo} (2) When this attacks, if you have the Door CX (072) in your CX Area, you may pay cost. If you do, deal 1 damage to your opponent, then mill 1, and deal X damage to your opponent. X is equal to the level of the cards milled +1.



SR & SP

SMP/W137-041



(R) 0/0 Shiroha (Summer Pockets/Time)

AUTO - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.

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 Door Trigger among them, choose up to 1 character from your Waiting Room, and add it to hand.



SR

SMP/W137-042







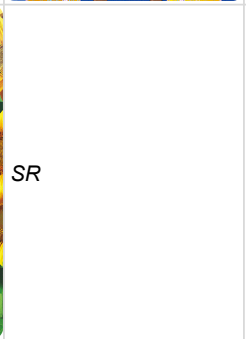












(R) 0/0 Ao (Summer Pockets/Twins)









AUTO - ACCELERATE [Put 1 <Summer Pockets> character from your Waiting Room on the bottom of your Clock] At the start of your CX Phase, if this is in your front row, you may pay cost. If you do, search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, discard 1 card, and shuffle your deck afterwards.



SR

SMP/W137-043		<p>(R) 1/0 Umi (Summer Pockets/Time)</p> <p>AUTO - [Discard 2 cards] When this is placed on stage from hand, if you have 2 or more other <Summer Pockets> characters, you may pay cost. If you do, draw 2 cards.</p> <p>AUTO - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p>		SR		
SMP/W137-044		<p>(R) 2/1 Shiroha & Ao (Summer Pockets/Time)</p> <p>AUTO - [(1) Discard 1 <Summer Pockets> character] When you use this card's BACKUP, you may pay cost. If you do, heal 1.</p> <p>ACT - BACKUP +2500</p>		SR		
SMP/W137-045		<p>(R) 2/1 Nanami (Summer Pockets/Time)</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 character with "Shiroha" in its name in your Waiting Room, add it to hand.</p> <p>AUTO - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room, then put 1 card from the top of your deck into Stock.</p>			SR & SP	
SMP/W137-046		<p>(R) 2/1 Nanami (Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, 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>AUTO - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room, then put 1 card from the top of your deck into Stock.</p>		SR		

SMP/W137-047		<p>(R) 3/2 Ao (Summer Pockets/Twins)</p> <p>CONT - If all of your characters are <Summer Pockets>, this gets +5000 power.</p> <p>AUTO - When this is placed on stage from Waiting Room, choose 1 {New RR 0/0 Ao - 037} in your Waiting Room, you may send it to Memory.</p> <p>AUTO - MEMORY [(2) Discard 1 card] When this attacks, if you have 2 or more {New RR 0/0 Ao - 037} in your Memory, and you have 2 or more other <Summer Pockets> characters, you may pay cost. If you do, deal 3 or 4 damage to your opponent.</p>		SR	
SMP/W137-048		<p>(R) 3/2 Shiroha (Summer Pockets/Time)</p> <p>CONT - If this is in your front row, and there is a character with "Nanami" in its name underneath this as a Marker, and you have another <Summer Pockets> character, this gets +1000 power, and all of your <Summer Pockets> characters get +1000 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p>		SR	
SMP/W137-049		<p>(R) 3/2 Shiroha (Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p> <p>b) "Choose up to 2 <Summer Pockets> characters in your Waiting Room, place them in Stock in any order."</p> <p>AUTO - (3) When this attacks, 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.</p>		SR	
SMP/W137-050		<p>(U) 0/0 Shiroha (Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.</p>		SR	

SMP/W137-051		<p>(U) 0/0 Ao (Summer Pockets/Twins)</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or more other <Summer Pockets> characters, you may draw 1 card. If you do, discard 1 card.</p> <p>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, this turn, it gets +2000 power.</p>		SR	
SMP/W137-052		<p>(U) 0/0 Shiroha (Summer Pockets/Time)</p> <p>AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p> <p>AUTO - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p>		SR	
SMP/W137-053		<p>(U) 0/0 Umi (Summer Pockets/Time)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p>		SR	
SMP/W137-054		<p>(U) 1/0 Shiroha & Umi (Summer Pockets/Time)</p> <p>CONT - During your turn, all of your other <Summer Pockets> characters get +1000 power.</p> <p>ACT - [Discard 1 card, Rest this] Choose 1 character with with INHERITANCE in your Waiting Room, add it to hand.</p>		SR	

SMP/W137-055		<p>(U) 1/0 Ao (Summer Pocket/Twins)</p> <p>AUTO - When a CX is placed in your CX Area, search your deck for up to 1 character with "Ai" in its name, send it to Waiting Room, and shuffle your deck afterwards.</p> <p>AUTO - {CX Combo} [Rest this to hand] When "End of a Long Dream - SMP/W60-074 or 073" is placed in your CX Area, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p> <p><i>Old Cards that combo'd with "End of a Long Dream: 3/2 Ao (SMP/W60-051) and 2/1 Ao (SMP/W60-062).</i></p>		SR	
SMP/W137-056		<p>(U) 1/0 Umi (Summer Pockets/Time)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {Red 1/0 Counter Event - 068} or {Red 1/0 Event - 069}, show it to your opponent, add it to hand, and shuffle your deck afterwards, then reveal the top card of your deck, if that card is level 2 or higher, send it to Stock.</p> <p>AUTO - (1) When this is placed on stage from hand, if you have another <Summer Pockets> character, you may pay cost. If you do, sent the bottom card of your opponent's deck to Waiting Room. If that card is a CX, deal 2 damage to your opponent.</p>		SR	
SMP/W137-057		<p>(U) 2/1 Shiroha (Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, this turn, all of your opponent's front row characters get -500 power.</p> <p>ACT - [(1) Send this to the bottom of your deck] If you have another character with "Nanami" in its name, choose 1 {3/2 Shiroha - 048} in your Waiting Room, add it to hand, then choose up to 1 {3/2 Shiroha - 048} in your hand, place it on stage in this card's former slot.</p>		SR	
SMP/W137-058		<p>(U) 2/1 Ao (Summer Pockets/Twins)</p> <p>CONT - ASSIST Level x 500.</p> <p>ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.</p> <p>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, choose up to 1 character from your Waiting Room, and add it to hand.</p>		SR	

SMP/W137-059



(C) 0/0 Umi (Summer Pockets/Time)

CONT - During your turn, if you have 3 or less Stock, this gets +2000 power.

AUTO - [(1) Send this to Waiting Room] At the start of your Encore Step, if this is Rested, you may pay cost. If you do, search your deck for up to 1 {1/0 Nanami - 065}, place it on stage in this card's former slot, and shuffle your deck afterwards.



SR

SMP/W137-060



(C) 0/0 Hairi (Summer Pocket/Time)

AUTO - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, search your deck for up to 1 <Summer Pocket> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - At the start of your opponent's Attack Phase, if this is in your front row center slot, move this to an empty Front Row slot.



SR

SMP/W137-061



(C) 0/0 Nanami (Summer Pockets/Time)

ACT - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



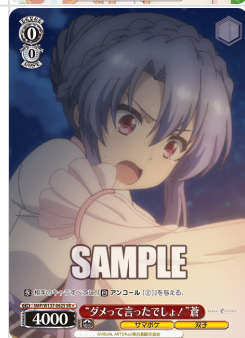
SR

SMP/W137-062



(C) 0/0 Ao (Summer Pockets/Time)

CONT - All of your opponent's characters get "AUTO - ENCORE (2)".



SR

SMP/W137-063



(C) 1/0 Kyoko (Summer Pockets/Book)

AUTO - When this attacks, choose 1 of your other <Summer Pockets> characters, until the end of your opponent's turn, it gets +2500 power and the following ability, "AUTO - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this."



SR

SMP/W137-064



(C) 1/0 Umi (Summer Pockets/Time)

CONT - During your turn, if you have another <Summer Pockets> character, this gets +3000 power.

AUTO - During the turn this was placed on stage from hand, when this attacks, if there is a Marker underneath this, look at up to 5 cards from the top of your deck, choose up to 1 <Summer Pockets> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



SR

SMP/W137-065



(C) 1/0 Nanami (Summer Pockets/Time)

CONT - For each of your other <Summer Pockets> characters, this gets +500 power.

AUTO - [Discard 1 <Summer Pockets> character] When this card's battle opponent is Reversed, you may pay cost. If you do, search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

SMP/W137-066



(C) 1/1 Ao (Summer Pockets/Twins)

CONT - During your turn, if you have another <Summer Pockets> character, this gets +3000 power.

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













- "AUTO - When this card's battle opponent is Reversed, choose 1 <Summer Pockets> character in your Waiting Room, add it to hand, then discard 1 card."

- "AUTO - ENCORE [Discard 1 character]"



















SR

SMP/W137-067		<p>(C) 2/1 Shiroha (Summer Pockets/Time)</p> <p>CONT - All of your other <Summer Pockets> characters get +1000 power.</p> <p>AUTO - When you trigger a CX with a Door Trigger, choose up to 2 of your characters, this turn, they get +2000 power.</p>		SR	
SMP/W137-068		<p>(U) 1/0 Event</p> <p>COUNTER - If you don't have a character with "Umi" in its name, this cannot be played from hand.</p> <p>Look at up to 3 cards from the top of your deck, choose up to 3 <Summer Pockets> characters or {copies of this} or {Red 1/0 Event - 069} from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room, then discard X cards. If you are level 2 or higher, perform the following effect X times, "Choose 1 of your <Summer Pockets> characters, this turn, it gets +1000 power." X is equal to your level.</p>			<p>a, b, c, d arts</p> <p>They all also have SR version</p>
SMP/W137-069		<p>(C) 1/0 Event</p> <p>If you don't have a <Summer Pockets> character, this cannot be played from hand.</p> <p>[Send 1 of your <Summer Pockets> characters on stage to Waiting Room] You may pay cost. If you do, search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. Send this to Memory.</p>		SR	
SMP/W137-070		<p>(CR) Door CX</p>			<p>a, b, c, d arts</p> <p>They all also have RRR versions.</p>
SMP/W137-071		<p>(CR) Standby CX</p>		RRR	

SMP/W137-072		(CR) Door CX		RRR	
SMP/W137-073		(CR) Standby CX		RRR	
SMP/W137-074		<p>(RR) 0/0 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>AUTO - {CX Combo} When the Book CX (097) is placed in your CX Area, if you have 2 or more other <Summer Pockets> characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p> <p>ACT - [(1) Rest 2 of your characters] Look at up to 4 cards from the top of your deck, choose up to 1 <Summer Pockets> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p> <p><i>*Note: Same CX as the 2/1 Tsumugi (080)</i></p>			SR & SP
SMP/W137-075		<p>(RR) 3/2 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>CONT - If you have 4 or more <Summer Pockets> characters, this gets -1 Level in hand.</p> <p>CONT - If you have 2 or more other <Summer Pockets> characters, this gets +2000 power.</p> <p>AUTO - When this is placed on stage from hand, heal up to 1, and if you have 4 or more other <Summer Pockets> characters, until the end of your opponent's next turn, this gains the following ability, "CONT - The character across from this gets -1 Soul."</p>			SR & SSP
SMP/W137-076		<p>(R) 0/0 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>AUTO - At the start of your CX Phase, if you have 2 or more other <Summer Pockets> characters, choose 1 of your characters, this turn, it gets +500 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat the following effect, "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p>		SR	

SMP/W137-077		<p>(R) 1/0 Kamome (Summer Pockets/Pirate)</p> <p>CONT - During your turn, this gets +5000 power.</p> <p>AUTO - (1) When this attacks, if you have another <Summer Pockets> 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 <Summer Pockets> character, send it to Stock."</p>		SR	
SMP/W137-078		<p>(R) 1/0 "Sleeping Face Without Guard" Ao (Summer Pockets/Twins)</p> <p>CONT - If you have 2 or more other <Summer Pockets> characters, this gets +2000 power.</p> <p>AUTO - {CX Combo} At the end of this card's attack, if you have "Lucky Accident" (098) in your CX Area, and you have 2 or more other <Summer Pockets> characters, and the slot across from this has either no character or a Reversed character, search your deck for up to 1 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><i>*Note: Same Name and CX Name as the Set 1 TD Ao, also means the set 2 bonder works with it.</i></p>		SR	
SMP/W137-079		<p>(R) 2/1 Shizuku (Summer Pockets/Oppai)</p> <p>AUTO - During your Clock Phase, when this is placed into your Clock from hand, if you have a CX with a Book Trigger in your Waiting Room, draw 1 card.</p>			SR & SP
SMP/W137-080		<p>(R) 2/1 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>CONT - All of your other {3/2 Tsumugi & Shizuku - 082} get +2500 power and "AUTO - {CX Combo} [Send 1 CX from your CX Area to Waiting Room] When this attacks, you may pay cost. If you do, choose up to 1 {3/2 Tsumugi & Shizuku's CX - 099} from your hand, place it in your CX Area."</p> <p>AUTO - {CX Combo} [Discard 3 cards] When the Book CX (097) is placed in your CX Area, if you are level 3, and you have 4 or more other <Summer Pockets> characters, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck. then search your deck for up to 3 {3/2 Tsumugi & Shizuku's CX - 099}, add them to hand, and shuffle your deck afterwards.</p>		SR	

SMP/W137-081		<p>(R) 3/2 Kamome (Summer Pockets/Pirate)</p> <p>CONT - All of your other <Summer Pockets> character gets +1500 power.</p> <p>AUTO - {1 Per Turn} When your other <Pirate> character is placed on stage from hand, you may put 1 card from the top of your deck into Stock.</p> <p>AUTO - {CX Combo} [Send 1 of your <Pirate> characters on stage to Waiting Room, Rest this] When the "Chasing Dream - SMP/W60-099 or 100" is placed in your CX Area, if you have 3 or more other characters, you may pay cost. If you do, choose 1 <Pirate> character in your Waiting Room, place it on stage in an empty slot.</p> <p><i>Old CXC for Chasing Dream: 1/0 Kamome (SMP/W60-086).</i></p>		SR	
SMP/W137-082		<p>(R) 3/2 Tsumugi & Shizuku (Summer Pockets/Stuffed Animal)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Book CX (099) in your CX Area, declare a number that's less than or equal to this card's Soul, deal X damage to your opponent, and this turn, this gets -X soul and the following ability, "AUTO - [Send 1 CX from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck." X is equal to the number you declared.</p>		SR	
SMP/W137-083		<p>(C) 0/0 Ai (Summer Pockets/Twins)</p> <p>CONT - All of your other ""Sleeping Face Without Guard" Ao - 078 or SMP/W60-T15" get +1000 power.</p> <p>CONT - ASSIST +500 to <Summer Pockets> characters.</p> <p>AUTO - [Discard 1 <Summer Pockets> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 ""Sleeping Face Without Guard" Ao - 078 or SMP/W60-T15" or {copy of this}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR	
SMP/W137-084		<p>(U) 0/0 Tsumugi & Shiroha (Summer Pockets/Stuffed Animal)</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, draw 1 card.</p> <p>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Summer Pockets> character from your Waiting Room, add it to hand.</p>		SR	

SMP/W137-085		<p>(U) 0/0 Kamome (Summer Pockets/Pirate)</p> <p>AUTO - [Discard 1 card] When this attacks, if you have another <Summer Pockets> character, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Blue character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		SR	
SMP/W137-086		<p>(U) 2/1 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>AUTO - (1) When you use this card's BACKUP, if you have 5 or more CXes with a Book Trigger in your Waiting Room, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.</p> <p>ACT - BACKUP +2500</p>		SR	
SMP/W137-087		<p>(U) 2/2 Ai (Summer Pockets/Twins)</p> <p>CONT - If you have 3 or more other <Summer Pockets> characters, this gets +1000 power and the following 2 abilities,</p> <p>- "AUTO - When this attacks, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room."</p> <p>- "AUTO - ENCORE [Discard 1 <Summer Pockets> character]"</p> <p>CONT - MEMORY - If you have 2 or more <Summer Pockets> characters in your Memory, during your turn, this gets +1500 power, during your opponent's turn, this gets +500 power.</p>		SR	
SMP/W137-088		<p>(C) 0/0 Tsumugi (Summer Pockets/Stuffed Animal)</p> <p>CONT - If you have 4 or more hand, and you do not have another character, this cannot be Reversed.</p> <p>CONT - During your turn, this gets +2000 power.</p>		SR	

SMP/W137-089



(C) 0/0 Ao (Summer Pockets/Twins)

CONT - If you have another {Copy of this}, this gets +2000 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 <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

SMP/W137-090



(C) 0/0 Kamome (Summer Pockets/Pirate)

CONT - If you do not have another character, this gets +1 level and +2500 power and +1 soul.



SR

SMP/W137-091



(C) 0/0 Shizuku (Summer Pocket/Oppai)

AUTO - When a CX with a Book Trigger is placed in your CX Area, this turn, this gets +2500 power, then reveal the top card of your deck. If it's a level 0 or lower character, send it to Stock.



SR

SMP/W137-092



(C) 1/0 Tsumugi (Summer Pockets/Stuffed Animal)

CONT - During your turn, if you have another <Summer Pockets> character, this gets +6000 power.

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









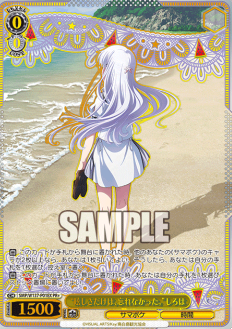

a) "(1) You may pay cost. If you do, choose 1 of the Traits of your opponent's characters, this turn, all of your opponent's characters loses that Trait."

b) "(2) You may pay cost. If you do, choose 1 of your opponent's characters, return it to hand."



SR

SMP/W137-093		<p>(C) 1/0 Ao (Summer Pockets/Twins)</p> <p>AUTO - When you use this card's BACKUP, if you have an <Summer Pockets> character, choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p>ACT - BACKUP +1500 [Reveal this from your hand, and place this on the bottom of your deck]</p>		SR	
SMP/W137-094		<p>(C) 1/0 Ryouichi (Summer Pockets/Clothing)</p> <p>CONT - If you have another <Weapon> character, this loses its <Clothing> trait, and gains the following 3 abilities,</p> <ul style="list-style-type: none"> - "CONT - During your 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." - "AUTO - At the end of the turn, send this to Waiting Room." 		SR	
SMP/W137-095		<p>(C) 2/0 Tenzen (Summer Pockets/Sports)</p> <p>CONT - During your turn, if you have not played "Rally Exchange - SMP/W82-098" yet, your "Rally Exchange" in hand gets -2 cost.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "Rally Exchange - SMP/W82-098" in your Waiting Room, add it to hand.</p>		SR	
SMP/W137-096		<p>(U) 3/1 Event</p> <p>If you don't have a <Summer Pockets> character, this cannot be played from hand. Perform the following 3 effects once each in any order,</p> <ul style="list-style-type: none"> - "Look at up to 3 cards from the top of your deck, choose up to 1 <Summer Pockets> character among them, add it to hand, and send the rest back on top of your deck in any order." - "You may shuffle your deck." - "Draw 1 card." 		SR	
SMP/W137-097		<p>(CR) Book CX</p> <p>AUTO - When this is placed in your CX Area from hand, draw up to 1 card, then choose up to 2 of your characters, this turn, they get +1 Soul.</p>		RRR	

SMP/W137-098		(CR) Pants CX		RRR		
SMP/W137-099		(CR) Book CX AUTO - When this is placed in your CX Area from hand, draw up to 1 card, then choose up to 2 of your characters, this turn, they get +1 Soul.		RRR		
SMP/W137-100		(CR) Pants CX		RRR		
SMP/W137-P01 <i>May/June Shop Tournament PR Pack</i>		(PR) 0/0 Shiroha (Summer Pockets/Time) AUTO - When this is placed on stage from hand, if you have 2 or more other <Summer Pockets> characters, you may draw 1 card. If you do, discard 1 card. AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.				
SMP/W137-P02 <i>Climax Challenge PR</i>		(PR) 2/1 Umi & Shiroha (Summer Pockets/Time) CONT - All of your other <Summer Pockets> characters get +1000 power. ACT - [(1) Rest this] Choose 1 of your characters, this turn, it gains <Fried Race> trait and the following ability, " AUTO - This ability can only be activated up to once per turn. When this card's damage is cancelled, you may deal 1 damage to your opponent."	