





No./20:	20				
ANM/W138-T01		<p>(TD) 0/0 Rikka (Wind/Little Sister)</p> <p>AUTO - [Discard 1 card] When a CX is placed in your CX Area, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower 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 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.</p>			TDP & TDSP
ANM/W138-T02		<p>(TD) 0/0 Rikka (Wind/Little Sister)</p> <p>CONT - All of your other {1/1 Mugi Vanilla - T07} gains the following 2 abilities,</p> <p>"CONT - During your turn, this gets +3000 power."</p> <p>"AUTO - ENCORE [Discard 1 character]"</p> <p>AUTO - BOND [Discard 1 card] to {1/1 Mugi Vanilla - T07}</p>		TDP	
ANM/W138-T03		<p>(TD) 0/0 Spica (Wind/Pizza)</p> <p>CONT - If you have 5 or more hand, this gets +2000 power.</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 <Wind> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		TDP	
ANM/W138-T04		<p>(TD) 1/0 Spica (Wind/Pizza)</p> <p>CONT - During your turn, if you have 2 or more other <Wind> character, this gets +4000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (T09) in your CX Area, and you have 2 or more other <Wind> characters, look at up to 4 cards from the top of your deck, choose up to 1 <Wind> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. If you choose a level 3 or higher character, discard 1 card, then choose up to 1 character in your Waiting Room, add it to hand.</p> <p><i>*Note: has a Soul Trigger.</i></p>			TDP & TDSP

ANM/W138-T05



(TD) 1/1 Mugu Vanilla



TDP

ANM/W138-T06



(TD) 2/1 Spica (Wind/Pizza)

CONT - ASSIST Level x 500.

ACT - [Rest this] Choose 1 of your characters, this turn, it gets +2000 power.



TDP

ANM/W138-T07



(TD) 3/2 Rikka (Wind/Little Sister)

CONT - During your turn, if you have 4 or more other <Wind> characters, this gets +5000 power and the following ability, "CONT - During this card's battle, your opponent cannot play Events or BACKUPS from hand."

AUTO - {1 Per Turn} During the turn this is placed on stage from hand, when this card's damage is cancelled, mill 1, then deal X damage to your opponent. X equals the Level of the milled card +1.



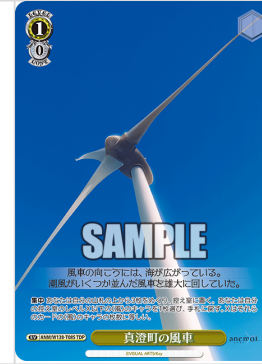
TDP

ANM/W138-T08














(TD) 1/0 Event

BRAINSTORM - Flip over the top 3 cards of your deck, then send them to Waiting Room. Choose up to 1 Level X or lower <Wind> character from your Waiting Room, add it to hand. X equals the number of <Adventure> characters sent to Waiting Room by this effect.



TDP

ANM/W138-T09		(TD) Choice CX		TDP	
ANM/W138-T10		(TD) +2 Soul CX		TDP	
ANM/W138-T11		<p>(TD) 0/0 Hiroy (Wind/Beautiful)</p> <p>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.</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, choose 1 <Wind> character from your Waiting Room, and add it to hand.</p>		TDP	
ANM/W138-T12		<p>(TD) 0/0 Aino (Wind/Sky)</p> <p>CONT - ASSIST +500</p> <p>ACT - [(1) Discard 1 card, Rest this] Choose 1 character in your Waiting Room, add them to hand.</p>		TDP	
ANM/W138-T13		<p>(TD) 0/0 Koyomi (Wind/Letter)</p> <p>AUTO - At the start of your CX Phase, choose 1 of your <Wind> characters, this turn, it gets +1000 power.</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Wind> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>			TDP & TDSP

ANM/W138-T14



(TD) 1/0 Koyomi (Wind/Letter)

AUTO - [Discard 1 Card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 0 or lower <Wind> character in your Waiting Room, place it on stage in any slot.

AUTO - When this attacks, choose 1 of your characters, this turn, it gets +3000 power.



TDP

ANM/W138-T15



(TD) 1/0 Aino (Wind/Sky)

CONT - If you have 2 or more other <Wind> characters, this gets +2000 power.

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



TDP

ANM/W138-T16



TDP

ANM/W138-T17



(TD) 2/1 Koyomi (Wind/Letter)





AUTO - When this attacks, if you have 2 or more other <Wind> characters, this turn, this gets +4000 power.

AUTO - ENCORE [Discard 1 <Wind> character]



TDP

<p>ANM/W138-T18</p>		<p>(TD) 3/2 Hiiro (Wind/Beautiful)</p> <p>AUTO - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power.</p> <p>AUTO - [(1) Discard 1 card] When this attacks, if you have 2 or more other <Wind> characters, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of CXes sent to Waiting Room by this effect.</p>			<p>TDP & TDSP</p>
<p>ANM/W138-T19</p>		<p>(TD) 3/2 Aino (Wind/Sky)</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Wind> characters.</p> <p>AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Pants CX (T20) in your CX Area, and you have 2 or more other <Wind> characters, you may pay cost. If you do, deal 2 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.</p>			<p>TDP & TDSP</p>
<p>ANM/W138-T20</p>		<p>(TD) Pants CX</p>		<p>TDP</p>	
<p>ANM/W138-P01</p> <p>PC Game First Edition PR</p>		<p>(PR) 0/0 Spica (Wind/Pizza)</p> <p>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.</p> <p>AUTO - [Discard 1 <Wind> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>			

<p>ANM/W138-P02</p> <p>PC Game First Edition PR</p>		<p>(PR) 0/0 Aino (Wind/Sky)</p> <p>AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p>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>ANM/W138-P03</p> <p>PC Game First Edition PR</p>		<p>(PR) 1/1 Hiiro (Wind/Beautiful)</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <Wind> characters, choose 1 <Wind> character in your Waiting Room, you may send it to Stock.</p> <p>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.</p>			
<p>ANM/W138-P04</p> <p>PC Game First Edition PR</p>		<p>(PR) 2/1 Koyomi (Wind/Letter)</p> <p>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.</p> <p>ACT - BACKUP +2500</p>			
<p>ANM/W138-P05</p> <p>PC Game First Edition PR</p>		<p>(PR) 1/0 Rikka (Wind/Little Sister)</p> <p>AUTO - When your other <Wind> character attacks, this turn, this gets +X power. X equals the number of your other <Wind> characters times 500.</p> <p>AUTO - ENCORE [Discard 1 character]</p>			