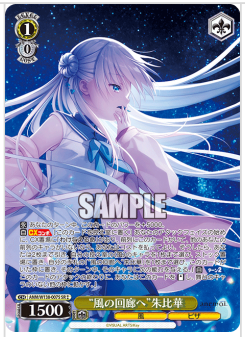
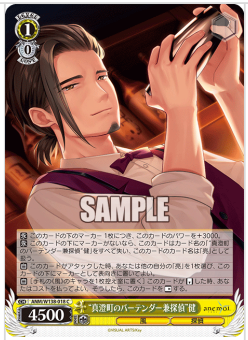
No./100:	100				
ANM/W138-001		**(RR) 0/0 Spica (Wind/Pizza)** **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand. If there was no CX sent to Waiting Room by this effect, perform the following effect, "[Discard 1 card] You may pay cost. If you do, choose 1 level 1 or higher character in your Waiting Room, add it to hand."			*SR & SSP*
ANM/W138-002		**(RR) 3/2 Spica (Wind/Pizza)** **AUTO** - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power. **AUTO - {CX Combo}** At the end of this card's attack, if you have the **Choice CX (024)** in your CX Area, and you have 2 or more other <Wind> characters, choose 1 of the following 2 effects and resolve it, a) (8) Discard 6 Cards] You may pay cost. If you do, take another turn after this one." b) "Put up to 1 card from the top of your deck into Stock, then perform the following effect twice, "Look at up to 3 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.""			*SR & SP*
ANM/W138-003		**(RR) 3/2 Rikka (Wind/Little Sister)** **CONT** - If you have 3 or less CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - If you have 2 or more other <Wind> characters, this gets +1000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other characters, you may pay cost. If you do, heal up to 1, then choose up to 1 <Wind> character in your Waiting Room, add it to hand.			*SR & SSP*

ANM/W138-004		**(R) 0/0 Spica (Wind/Pizza)** **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. **Note: Has a Soul Trigger*		*SR*	
ANM/W138-005		**(R) 0/0 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **AUTO** - [(1) Send this to Memory] When your other <Wind> character is Front Attacked, you may pay cost. If you do, return that character to hand.	 	*SR & SP*	
ANM/W138-006		**(R) 1/0 Spica (Wind/Pizza)** **AUTO** - [Send this to Waiting Room] When your other <Wind> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested. **ACT** - [Rest this] Draw 1 card, then discard 1 card. **Note: Has a Soul Trigger*	 	*SR & SP*	

ANM/W138-007		**(R) 1/0 Spica (Wind/Pizza)** **CONT** - During your turn, this gets +5000 power. **AUTO** - {CX Combo} [Send this to Waiting Room] At the start of your Attack Phase, if you have the **Choice CX (025)** in your CX Area, and this is in your front row, and you have no other characters in your front row, you may pay cost. If you do, draw up to 2 cards, choose up to 1 <Wind> character in your Waiting Room, send it to Stock, then choose up to 1 **{copy of this}** from your hand, place it on stage in this card's former slot, and this turn, it gains the following ability, "**AUTO - {2 Per Turn}** At the end of this card's attack, Stand this, and move this to another empty slot." **Note: Has a Soul Trigger*		*SR*	
ANM/W138-008		**(U) 0/0 Spica (Wind/Pizza)** **AUTO** - When this attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order. **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*	
ANM/W138-009		**(U) 0/0 Spica (Wind/Pizza)** **AUTO** - [Discard 1 <Wind> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Wind> character in your Waiting Room, send it to Memory. At the start of your next turn, add that character in your Memory to hand.		*SR*	

ANM/W138-010		**(U) 1/0 Spica & Mugi (Wind/Pizza)** **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 <Wind> character or **{U 1/1 Yellow Event - 023}** from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.			
ANM/W138-011		**(U) 1/1 Rui (Wind/Music)** **CONT** - During your turn, all of your other <Wind> characters get +1500 power. **ACT** - [(2) Discard 1 <Wind> character, Rest this] Choose 1 character in your Waiting Room, add it to hand, then choose 1 character in your Waiting Room with the same name as the added card, and add it to hand.		*SR*	
ANM/W138-012		**(U) 2/1 Mugi (Wind/Traveler)** **CONT** - If a CX with a Choice Trigger is in your CX Area, this card in any area gains Pants Trigger. **CONT** - During your turn, this gets +10000 power.		*SR*	
ANM/W138-013		**(U) 2/1 Spica (Wind/Pizza)** **CONT** - If a CX with a Choice Trigger is in your CX Area, this card in any area gains Wind Trigger. **ACT** - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.		*SR*	

ANM/W138-014		**(U) 3/2 Spica (Wind/Pizza)** **AUTO** - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +2000 power. **AUTO** - (1) When this attacks, you may pay cost. If you do, choose 1 card in your opponent's Waiting Room, place it on top of their deck.		*SR*	
ANM/W138-015		**(C) 0/0 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **AUTO** - This ability can only be activated up to twice per turn. When your other <Wind> characters are placed on stage from hand, this turn, this gets +1000 power. **AUTO** - [Put the top card of your deck into Clock] During your opponent's turn, when this is Reversed, you may pay cost. If you do, Rest this, and at the start of your next Encore Step, send this to Memory.		*SR*	
ANM/W138-016		**(C) 0/0 Spica (Wind/Pizza)** **CONT** - If you do not have another character, this gets +1 level and +3500 power. **ACT** - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 <Wind> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
ANM/W138-017		**(C) 0/0 Rui (Wind/Music)** **CONT** - If this is in your front row center slot, all of your other level 0 or lower character gets +2000 power. **CONT** - All of your other characters gain <Neo Masumi Town Radio> Trait.			

ANM/W138-018		**(C) 1/0 "Masumi Town's Bartender and Detective" Ken (Wind/Detective)** **CONT** - For each Marker underneath this, this gets +3000 power. **CONT** - If there is no Markers underneath this, this card loses all instances of the card name **""Masumi Town's Bartender and Detective" Ken"**, and is treated as having "Ryou" as its card name. **AUTO** - When this attacks, choose 1 of your other **"Ryou"**, you may place it underneath this face-up as a Marker. **AUTO** - [Discard 1 <Wind> character] When this is Reversed, you may pay cost. If you do, Rest this.		*SR*	
ANM/W138-019		**(C) 1/0 Chiharu (Wind/Bike)** **CONT** - This cannot side attack. **AUTO - ACCELERATE** [Put 1 <Wind> character from your Waiting Room on the bottom of your 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 <Wind> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		*SR*	
ANM/W138-020		**(C) 1/1 Rikka (Wind/Little Sister)** **AUTO** - When you use this card's BACKUP, if all of your characters are <Wind> choose 1 level 1 or lower character in your Waiting Room, you may send it to the bottom of your Stock. **ACT - BACKUP** +2000			

ANM/W138-021		**(C) 2/1 Fumiya (Wind/Fate)** **CONT** - All of your other backrow characters gain "**CONT - ASSIST** +1500 to <Wind> characters." **AUTO - ENCORE** [Discard 1 <Wind> character]		*SR*	
ANM/W138-022		**(C) 2/1 Spica (Wind/Pizza)** **CONT** - For each of your other <Wind> characters, this gets +1000 power. **AUTO** - **{CX Combo}** When this attacks, if you have the **Salvage Splitsoul CX (026)** in your CX Area, and you have 2 or more other <Wind> characters, choose up to 1 <Wind> character in your Waiting Room, add it to hand, then choose up to 1 card in your opponent's Waiting Room, place it on stop of their deck.			
ANM/W138-023		**(U) 1/1 Event** Search your deck for up to 1 CX with a Choice Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards. 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*	
ANM/W138-024		**(CR) Choice CX**		*RRR*	

ANM/W138-025		**(CR) Choice CX**		*RRR*	
ANM/W138-026		**(CR) Salvage Splitsoul CX**		*RRR*	
ANM/W138-027		**(RR) 0/0 Rikka (Wind/Little Sister)** **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. If X is 3 or higher, put up to 1 card from the top of your deck into Stock. X equals the Level of the revealed card.	 	*SR & SP*	
ANM/W138-028		**(RR) 0/0 Koyomi (Wind/Letter)** **CONT** - If all of your characters are <Wind>, this gets +1000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 **{copy of this}** or Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.	 	*SR & SSP*	

ANM/W138-029		**(RR) 1/0 Koyomi (Wind/Letter)** **CONT - MEMORY** - For each of your **{1/1 Event - 045}** in your Memory, this gets +1500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Bar CX (048)** in your CX Area, and you have 3 or more other characters, choose up to 1 <Wind> character in your Waiting Room, add it to hand. If you chose a level 3 or higher character, choose 1 card from your hand, you may send it to Stock.	 	*SR & SP*	
ANM/W138-030		**(R) 1/0 Kurumi (Wind/Archaeologist)** **AUTO** - When this is placed on stage from hand, look at up to 4 cards from the top of your deck, choose up to 1 **{RR 1/0 Koyomi - 029}** from among them. place it on stage in any slot, and send the rest to Waiting Room. **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*	
ANM/W138-031		**(R) 1/0 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **AUTO - MEMORY** - If this is in your Memory, at the start of your CX Phase, choose 1 <Wind> character in your Waiting Room and this card, you may swap them. **ACT** - [(1) Send this to Memory, look at up to 4 cards from the top of your deck, choose up to 1 <Wind> character or **{U Green 1/0 Event - 046}** from among them, show it to your opponent, add it to hand, send the rest to Waiting Room**.**		*SR*	
ANM/W138-032		**(R) 3/2 Koyomi (Wind/Letter)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other <Wind> characters, you may pay cost. If you do, choose 1 card in your Clock, add it to hand. **AUTO - {CX Combo} MEMORY** [Send this to Memory] At the end of this card's attack, if you have the **Bar CX (049)** in your CX Area, you may pay cost. If you do, send the bottom X cards of your opponent's deck to Waiting Room. If there is a CX among them, deal 3 damage to your opponent. X is equal to the number of **{R Green 1/1 Event - 045}** and **{copies of this}** in your Memory.		*SR*	

ANM/W138-033		**(R) 3/2 Rikka (Wind/Little Sister)** **AUTO -** {CX Combo} When this is placed on stage from hand or by the AUTO effect of **{C 2/1 Rikka - 043}**, choose up to 1 **Salvage Splitsoul CX (050)** in your Waiting Room, add it to hand or send it to Stock. **AUTO -** {CX Combo} **MEMORY** [Discard 1 card] When this attacks, if you have the **Salvage Splitsoul CX (050)** in your CX Area, and you have 3 or more other <Wind> Characters, you may pay cost. If you do, your opponent reveals the top X cards of their deck, shuffles their deck, then for the number of CXes revealed, send the top card of your opponent's deck to Clock. X is equal to the number of characters with different names and "**LINK** 7 Resolutions" in your Memory.		*SR*	
ANM/W138-034		**(U) 0/0 Koyomi (Wind/Letter)** **AUTO** - (1) When a CX is placed in your CX Area, 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 from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. **AUTO** - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.			
ANM/W138-035		**(U) 0/0 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **AUTO** - When this card's trigger check reveals a CX with 2 Soul Triggers, choose 1 character in your Waiting Room, you may add it to hand. **AUTO** - [(1) Discard 1 card, Send this to Memory] When this is Reversed, 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.		*SR*	

ANM/W138-036		**(U) 0/0 Koyomi (Wind/Letter)** **AUTO - {1 Per Turn}** When you use an ACT ability, choose 1 of your <Wind> characters, this turn, it gets +1000 power. **ACT** - [Rest 2 of your characters] Look at up to 2 cards from the top of your deck, and put them back on top in any order.		*SR*	
ANM/W138-037		**(U) 0/0 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **CONT** - If you have another <Wind> character, this gets +1 level and +1000 power. **AUTO** - [Put 1 card from hand into Clock, Send this to Memory] When this is Reversed, you may pay cost. If you do, choose 1 <Wind> character in your Waiting Room, add it to hand.		*SR*	
ANM/W138-038		**(U) 1/0 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **AUTO** - [(1) Send this to Memory] At the start of your CX Phase, if you are level 2 or higher, you may pay cost. If you do, choose 1 {C 2/1 Rikka Above} in your Waiting Room, place it on stage in this card's former slot. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with 2 Soul Triggers among them, choose up to 1 character from your Waiting Room, and add it to hand.		*SR*	
ANM/W138-039		**(C) 0/0 Mugi & Rikka (Wind/Little Sister)** **AUTO** - When a CX with 2 Soul Triggers is placed in your CX Area, choose 1 of your <Wind> characters, this turn, it gets +2000 power. **AUTO** - {CX Combo} [Send the **Stocksoul CX (051)** from your CX Area to Waiting Room] At the start of your Encore Step, if you have another <Wind> character, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Wind> characters or **{1/0 Event - 046}** from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*SR*	

ANM/W138-040		**(C) 1/1 Koyomi (Wind/Letter)** **AUTO** - When you use this card's BACKUP, if your opponent has a CX in their CX Area, choose 1 of your battling <Wind> characters, this turn, it gets +2000 power. **ACT - BACKUP** +2000		*SR*	
ANM/W138-041		**(C) 1/1 Koyomi (Wind/Letter)** **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. **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.			
ANM/W138-042		**(C) 2/0 Tsumire (Wind/Animal)** **CONT** - During your turn, if you have another character with "Rikka" in its name, this gets +6000 power.		*SR*	
ANM/W138-043		**(C) 2/1 Rikka (Wind/Little Sister)** **CONT - LINK** 7 Resolutions **CONT** - During your turn, all of your other <Wind> characters without "Chiharu" in its name gets +2000 power. **AUTO** - [(1) Send this to Memory] At the start of your CX Phase, if you are level 3 or higher, you may pay cost. If you do, choose 1 **{3/2 Rikka - 033}** in your Waiting Room, place it on stage in this card's former slot**.**		*SR*	

ANM/W138-044		**(C) 2/1 Mugi & Koyomi (Wind/Letter)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Wind> characters times 1000. **AUTO** - [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent.		*SR*	
ANM/W138-045		**(R) 1/1 Event** If you have a <Wind> character, choose 1 <Wind> character in your Waiting Room, add it to hand. Send this to Memory. Reveal the top card of your deck. If that card is a level 0 or lower character, send it to Stock. **CONT** - You may have as many copies of this card in your deck as you like.		*SR*	
ANM/W138-046		**(U) 1/0 Event** Mill 4, choose up to 1 Level X or lower <Wind> character from your Waiting Room, add it to hand. X equals the sum of Soul Triggers mill**ed.**		*SR*	
ANM/W138-047		**(U) 3/1 Event** [Discard 1 <Wind> character] You may pay cost. If you do, choose up to 3 <Wind> characters in your Waiting Room, add them to hand.			

ANM/W138-048		**(CR) Bar CX**		*RRR*	
ANM/W138-049		**(CR) Bar CX**		*RRR*	
ANM/W138-050		**(CR) Salvage SplitSoul CX**		*RRR*	
ANM/W138-051		**(CR) StockSoul CX**		*RRR*	
ANM/W138-052		**(RR) 0/0 Hiiro (Wind/Beauty)** **AUTO** - When this is placed on stage from hand, mill 3, and this turn, this gets +X power. X equals the sum of Levels of cards milled by this effect times 1000. **AUTO** - [(1) Put 1 card from your hand into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose up to 2 <Wind> characters in your Waiting Room, add them to hand.	 	*SR & SSP*	

ANM/W138-053		**(RR) 1/0 Hiiro (Wind/Beauty)** **AUTO** - When this is placed on stage from hand, if you have another <Wind> character, this turn, this gets +2000 power. **AUTO** - {CX Combo} [Discard 1 character] When this attacks, if you have the **Door CX (075)** in your CX Area, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 3 <Wind> characters or **{1/0 Event - 073}** from among them, show them to your opponent, add them to hand, and 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 or into your Waiting Room.	 	*SR & SP*
ANM/W138-054		**(R) 0/0 Spica (Wind/Pizza)** **AUTO** - When this is placed on stage from hand, choose 1 <Wind> character in your Waiting Room and 1 <Wind> character in your Memory, you may swap them. **AUTO** - [Send 1 of your other <Wind> characters on stage to Waiting Room] 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*	
ANM/W138-055		**(R) 0/0 Hiiro (Wind/Beauty)** **CONT** - Increase the maximum number of cards in your hand by +1. **ACT** - [Rest this] If there is no marker underneath this card, choose a <Wind> character or **{1/0 Event - 073}** in your Waiting Room and place it underneath this card dace-up as a Marker. **ACT** - [(1) Rest this] Choose 1 Marker underneath this card, and add it to hand.		*SR*	
ANM/W138-056		**(R) 0/0 Honoka (Wind/Pizza)** **CONT** - This cannot side attack. **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other <Wind> characters, Rest it, and move it to an empty Back Row slot.			

ANM/W138-057		**(R) 1/0 Hiiro (Wind/Beauty)** **AUTO** - (2) 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 Door Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
ANM/W138-058		**(R) 3/2 Hiiro (Wind/Beauty)** **CONT** - This card can be played without meeting Color requirement. **AUTO** - When this is placed on stage from hand, choose 1 of the following 3 effects and resolve it, a) "You may draw 1 card." b) "Your opponent mills 12." c) "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 & SP*	
ANM/W138-059		**(R) 3/2 Honoka (Wind/Pizza)** **AUTO** - When this is placed on stage from hand, choose 1 <Wind> character in your Clock, you may send it to the bottom of your deck. **AUTO -** {CX Combo} [(2) Discard 2 cards] When this attacks, if you have **Salvage Splitsoul CX (076)** in your CX Area, and there is a Marker underneath this, and you have 2 or more other <Wind> characters, you may pay cost. If you do, deal 2 damage to your opponent twice.			

ANM/W138-060		**(R) 3/2 Hiiro (Wind/Beauty)** **CONT** - If you have 3 or more CXes with a Door Trigger in your Waiting Room, this gets -1 Level in hand. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (077)** in your CX Area, and you have 2 or more other <Wind> characters, choose 1 of the following 3 effects and resolve it, a) "You may heal 1." b) "Choose up to 1 <Wind> character in your Waiting Room, add it to hand, and during the Trigger Step of this attack, perform Trigger Check twice." c) "Deal 1 damage to your opponent."		*SR*	
ANM/W138-061		**(U) 0/0 Spica (Wind/Pizza)** **AUTO - INHERITANCE** When your other character with "Honoka" in its name 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 look at the top card of your deck, and put it on top of your deck or into your Waiting Room. **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."			
ANM/W138-062		**(U) 0/0 Hiiro & Mugi (Wind/Beauty)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Wind> character or an Event, add it to hand and discard 1 card. **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Wind> characters, you may draw 1 card. If you do, discard 1 card.			

ANM/W138-063		**(U) 0/0 Kurumi (Wind/Archaeologist)** **CONT** - All of your opponent's characters get "**AUTO - ENCORE** (2)". **AUTO** - When this card's battle opponent is Reversed, if you have a CX with 2 Soul Triggers in your CX Area, choose 1 level 0 or lower character in your Waiting Room, place it on stage in any slot Rested.			
ANM/W138-064		**(U) 2/1 Spica (Wind/Pizza)** **AUTO** - [(2) Discard 1 <Wind> character] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -2 Soul. **ACT - BACKUP** +2500			
ANM/W138-065		**(U) 2/1 Hiiro (Wind/Beauty)** **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 Reverse that character." **AUTO** - When this card's level 2 or higher battle opponent is Reversed, choose 1 <Wind> character in your Waiting Room, you may send it to Stock.			
ANM/W138-066		**(U) 2/1 Hiiro (Wind/Beauty)** **CONT - ASSIST** +2000 to level 3 or higher characters. **CONT** - During your turn, all of your other **{R 3/2 Hiiro - 060}** gets +1000 power and the following ability, "**AUTO** - [(3) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 3 damage to your opponent."		*SR*	

ANM/W138-067		**(C) 0/0 Fumiya (Wind/Fate)** **ACT** - [Rest this] Choose up to 2 of your <Wind> characters, this turn, they gain +1500 power and <Encounter> trait.			
ANM/W138-068		**(C) 1/0 Spica (Wind/Pizza)** **AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <Wind> characters, this turn, it gets +3000 power.		*SR*	
ANM/W138-069		**(C) 1/0 Kurumi (Wind/Archaeologist)** **AUTO** - When this attacks, this turn, this gets +X power and <Dinosaur> trait. X equals the number of your opponent's characters times 1000. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect, "Choose 1 <Wind> character from your Waiting Room, add it to hand, and discard 1 card."			
ANM/W138-070		**(C) 1/0 Mugi & Honoka (Wind/Pizza)** **CONT** - During your turn, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 {this card} from Memory, and place it on stage in any slot**.**			

ANM/W138-071		**(C) 1/0 Hiiro (Wind/Beauty)** **AUTO** - (2) At the start of your Encore Step, you may pay cost. If you do, choose 1 of your other characters and this card, send them to Memory. At the start of your next Draw Phase, place those characters in Memory on stage in separate slots.		*SR*	
ANM/W138-072		**(C) 2/0 Hiromi (Wind/Doctor)** **CONT** - During your turn, all of your other character with "Spica" or "Honoka" in its name gets +1000 power. **ACT** - [Rest this] If there is no Marker underneath this, choose 1 <Wind> character in your Waiting Room, place it underneath this face-down as a Marker. **ACT** - [Rest this] Choose 1 Marker underneath this, send it to Stock.		*SR*	
ANM/W138-073		**(U) 1/0 Event** [Discard 1 card] You may pay cost. If you do, perform the following effect twice, "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."		*SR*	
ANM/W138-074		**(U) 3/3 Event** Deal 3 damage to your opponent.		*SR*	

ANM/W138-075		**(CR) Door CX**		*RRR*	
ANM/W138-076		**(CR) Salvage Splitsoul CX**		*RRR*	
ANM/W138-077		**(CR) Door CX**		*RRR*	
ANM/W138-078		**(RR) 0/0 Aino (Wind/Sky)** **CONT** - During your turn, if all of your characters are <Wind>, 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 card's battle opponent is Reversed, you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 {this card} from Memory, and place it on stage in any slot.	 	*SR & SSP*	
ANM/W138-079		**(RR) 3/2 Aino (Wind/Sky)** **AUTO** - When this is placed on stage from hand or Memory, choose 1 <Wind> character in your Waiting Room, you may add it to hand. **AUTO -** {CX Combo} When this attacks, if you have the **Pants CX (099)** in your CX Area, and you have 4 or more other <Wind> characters, look at up to 4 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. **AUTO - MEMORY** [Discard 1 <Wind> character] If this is in your Memory, and you are level 3 or higher, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your characters with "Aino" in its name and this card, swap them.	 	*SR & SP*	

ANM/W138-080		**(R) 0/0 Aino (Wind/Sky)** **CONT - ASSIST** +1000 to level 0 or lower characters. **ACT** - [(1) Send this to Waiting Room] Choose 1 of your characters, this turn, it gets +2000 power, and if you have 4 or less Memory, choose up to 2 **{RR 3/2 Aino - 079}** in your Waiting Room, send them to Memory.		*SR*	
ANM/W138-081		**(R) 0/0 Aino (Wind/Sky)** **AUTO - {CX Combo}** [(1) Discard 1 card, Send this to Memory] During your CX Phase, when the **Pants CX (099)** is placed in your CX Area, if you are level 2 or higher, you may pay cost. If you do, choose 1 **{RR 3/2 Aino - 079}** in your Memory, place it on stage in this card's former slot. **ACT** - [(1) Rest this] 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.			
ANM/W138-082		**(R) 0/0 Koyomi (Wind/Letter)** **AUTO -** When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 Event from 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 placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.	 	*SR & SP*	
ANM/W138-083		**(R) 1/0 Mugi & Aino (Wind/Sky)** **AUTO** - At the start of your CX Phase, if this is in your front row, choose 1 of your opponent's front row characters, this turn, it gets -X power. X equals the number of your other <Wind> characters times 1000. **AUTO - {CX Combo}** [Discard 1 card] When this attacks, if you have the **Pants CX (100)** in your CX Area, and you have 2 or more other <Wind> characters, you may pay cost. If you do, choose up to 1 <Wind> character in your Waiting Room, add it to hand, and during the Trigger Step of this attack, perform Trigger Check twice		*SR*	

ANM/W138-084		**(R) 1/1 Aino (Wind/Sky)** **CONT - MEMORY** - If you have a **{U 1/0 Aino - 087}** in your Memory, this gains the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 2, 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*	
ANM/W138-085		**(R) 3/2 Aino (Wind/Sky)** **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, deal 1 damage to your opponent or choose 1 CX in your Waiting Room, add it to hand.	 	*SR & SP*	
ANM/W138-086		**(U) 1/0 Aino (Wind/Sky)** **AUTO** - When this is placed on stage from hand, if you have 2 or less Memory, choose 1 **{RR 3/2 Aino - 079}** in your Waiting Room, you may send it to Memory. **ACT** - [(1) Send this to the bottom of your deck] Choose 1 character in your Waiting Room, add it to hand.			
ANM/W138-087		**(U) 1/0 Aino (Wind/Sky)** **AUTO** - When this is placed on stage from hand, if you have 2 or less Memory, choose 1 **{R 1/1 Aino - 084}** in your Waiting Room, you may send it to Memory. **AUTO - CHANGE** [Rest this] At the start of your Attack Phase, if you have a CX in your CX Area, and this is in your Front Row, you may pay cost. If you do, choose 1 **{R 1/1 Aino - 084}** in your Memory and this card, swap them, and at the start of your Encore Step, swap those characters.		*SR*	

ANM/W138-088		**(U) 1/0 Hiiro (Wind/Beauty)** **CONT** - This card can be played without meeting Color requirement. **AUTO** - (2) 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.			
ANM/W138-089		**(U) 2/1 Aino (Wind/Sky)** **CONT - ASSIST** +1500 to <Wind> characters. **ACT** - [(3) Discard 1 card] Reveal the top card of your deck. If that card is a <Wind> character or **{1/1 Event - 098},** this turn, this gains the following ability, "**CONT** - If this Standing card is in your Back Row, you may choose this card to Attack with. If you do, this card's Attack is a Direct Attack."		*SR*	
ANM/W138-090		**(C) 0/0 Aino (Wind/Sky)** **AUTO** - When this is placed on stage from hand, choose 1 <Wind> character in your Waiting Room and 1 <Wind> character in your Memory, you may swap them. **ACT** - [Discard 1 card, Send this to Waiting Room] Choose 1 character with "Spica", "Rikka", "Hiiro" or "Aino" in its name from your Waiting Room, add it to hand.		*SR*	
ANM/W138-091		**(C) 0/0 Hiiro (Wind/Beauty)** **AUTO** - When this is placed on stage from hand, mill 2. If you milled a CX with a Door Trigger milled, choose 1 <Wind> character in your Waiting Room, add it to hand.			

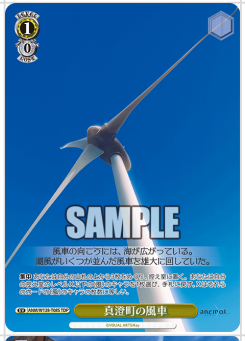
ANM/W138-092		**(C) 0/0 Tsuzura (Wind/Book)** **AUTO** - When this is placed on stage form hand, mill 2. If there is a CX with a Door Trigger among them, choose 1 <Wind> character in your Waiting Room, you may send it to Stock.		*SR*	
ANM/W138-093		**(C) 1/0 Koyomi (Wind/Letter)** **AUTO** - When this 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*	
ANM/W138-094		**(C) 2/0 Tsuzura (Wind/Book)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 5 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.		*SR*	
ANM/W138-095		**(C) 2/0 Koyomi (Wind/Letter)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.			

ANM/W138-096		**(C) 2/1 Aino (Wind/Sky)** **AUTO** - [(1) Discard 1 <Wind> character, send 1 character from your 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 the bottom of your opponent's deck. **ACT - BACKUP** +2500		*SR*	
ANM/W138-097		**(C) 3/2 Mugi & Koyomi (Wind/Letter)** **CONT** - If you have 4 or more <Wind> characters, this gets -1 Level in hand. **AUTO** - During your opponent's turn, when the damage you take is not cancelled, if this is in your front row, look at the top card of your deck, and put it on top of your deck or into your Waiting Room. **AUTO - ENCORE** [Discard 1 <Wind> character]			
ANM/W138-098		**(U) 1/1 Event** Perform the following effect twice, "Look at up to 3 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."			
ANM/W138-099		**(CR) Pants CX**		*RRR*	

ANM/W138-100		**(CR) Pants CX**		*RRR*	

No./20:	20				
ANM/W138-T01		**(TD) 0/0 Rikka (Wind/Little Sister)** **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. **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.			*TDP & TDSP*
ANM/W138-T02		**(TD) 0/0 Rikka (Wind/Little Sister)** **CONT** - All of your other **{1/1 Mugi Vanilla - T07}** gains the following 2 abilities, "**CONT** - During your turn, this gets +3000 power." "**AUTO - ENCORE** [Discard 1 character]" **AUTO - BOND** [Discard 1 card] to **{1/1 Mugi Vanilla - T07}**			*TDP*
ANM/W138-T03		**(TD) 0/0 Spica (Wind/Pizza)** **CONT** - If you have 5 or more hand, this gets +2000 power. **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.			*TDP*

ANM/W138-T04		**(TD) 1/0 Spica (Wind/Pizza)** **CONT** - During your turn, if you have 2 or more other <Wind> character, this gets +4000 power. **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 chose a level 3 or higher character, discard 1 card, then choose up to 1 character in your Waiting Room, add it to hand. **Note: has a Soul Trigger.*			*TDP & TDSP*
ANM/W138-T05		**(TD) 1/1 Mugi 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		**(TD) 0/0 Hiiro (Wind/Beauty)** **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. **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.		*TDP*	
ANM/W138-T12		**(TD) 0/0 Aino (Wind/Sky)** **CONT - ASSIST** +500 **ACT** - [(1) Discard 1 card, Rest this] Choose 1 character in your Waiting Room, add them to hand.		*TDP*	
ANM/W138-T13		**(TD) 0/0 Koyomi (Wind/Letter)** **AUTO** - At the start of your CX Phase, choose 1 of your <Wind> characters, this turn, it gets +1000 power. **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.	 	*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		**(TD) 1/1 Hiiro (Wind/Beauty)** **AUTO** - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Wind> character, add it to hand and discard 1 card. **ACT - BACKUP** +2000		*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*	

ANM/W138-T18		**(TD) 3/2 Hiiro (Wind/Beauty)** **AUTO** - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power. **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.			*TDP & TDSP*
ANM/W138-T19		**(TD) 3/2 Aino (Wind/Sky)** **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. **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.			*TDP & TDSP*
ANM/W138-T20		**(TD) Pants CX**			*TDP*
ANM/W138-P01 PC Game First Edition PR		**(PR) 0/0 Spica (Wind/Pizza)** **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** - [Discard 1 <Wind> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.			

ANM/W138-P02 PC Game First Edition PR		**(PR) 0/0 Aino (Wind/Sky)** **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. **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.			
ANM/W138-P03 PC Game First Edition PR		**(PR) 1/1 Hiiro (Wind/Beauty)** **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. **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.			
ANM/W138-P04 PC Game First Edition PR		**(PR) 2/1 Koyomi (Wind/Letter)** **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			
ANM/W138-P05 PC Game First Edition PR		**(PR) 1/0 Rikka (Wind/Little Sister)** **AUTO** - When your other <Wind> character attacks, this turn, this gets +X power. X equals the number of your other <Wind> characters times 500. **AUTO - ENCORE** [Discard 1 character]			