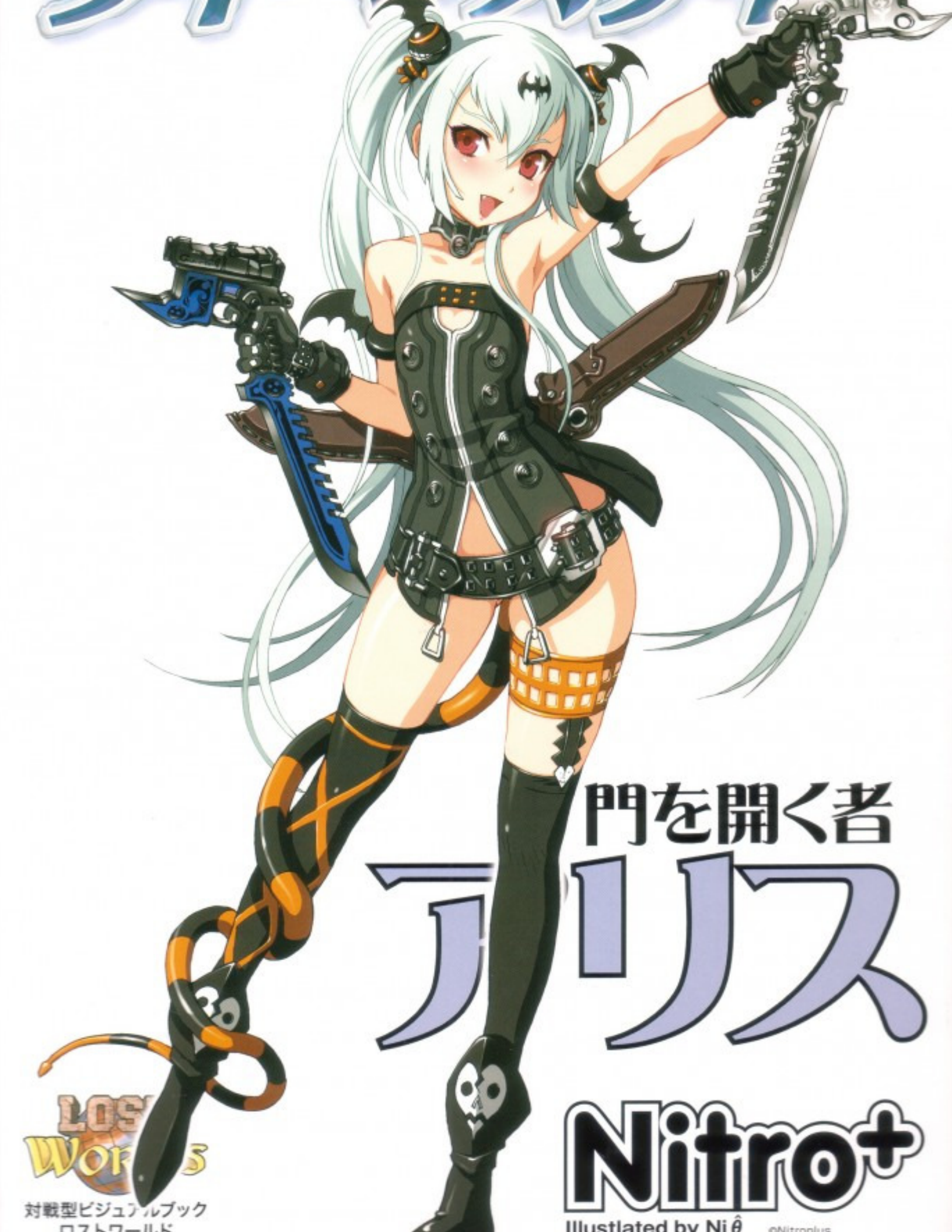
門を開く者
アリス
Nitro+
LOST WORLDS
対戦型ビジュアルブック
ロストワールド
Illustlated by Niθ
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5
Alice
Squat
クイーンズゲイト
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PQG01
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3
Alice
Knockdown
クイーンズゲイト
When becoming the active stamina due to damage, reveal your hand to your opponent.
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2
Alice
Skim Along Body
クイーンズゲイト
When becoming the active stamina due to damage, draw 1 card.
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2
Alice
Burst Shot
クイーンズゲイト
When played, choose an opponent character and deal 30 damage to them, if their active stamina card is destroyed, the remaining damage is dealt to their underlying stamina card.
Illustration:高橋ナギー
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4
Alice
Gate Opening
クイーンズゲイト
: Alice produces two additional abilities of your choice until the end the turn.
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1
Alice
Attack Boost X
クイーンズゲイト
Alice gains X x10 attack, where X is equal to the number of cards in your hand. When a character blocks Alice, if their active stamina card is destroyed, the remaining damage is dealt to your opponents life.
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2
Alice
Head Shot
クイーンズゲイト
When played, choose an opponents character with 20 or less defence and discard their active stamina.
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1
Alice
Whip Catch
クイーンズゲイト
When blocking with Alice, you may activate her to move the attacking characters active stamina into their stamina pile.
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3
Alice
Double Shot
クイーンズゲイト
When played, choose two of your opponents characters and deal each of them 10 damage.
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2
Alice
Rolling Whip
クイーンズゲイト
When played, choose an opponents character whose attack is less than Alice's, activate them and move them to short range.
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3
Alice
Defence Boost
クイーンズゲイト
When played, deactivate Alice. When blocking, this card gains X x10 defence until the end of battle, where X is equal to the number of cards in your hand.
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3
Alice
Bound by Whip
クイーンズゲイト
When played, activate Alice and choose an opponents character at short range that has less stamina than Alice and activate them.
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3
Alice
Parry
クイーンズゲイト
This card does not count towards the maximum number of cards played for a character per turn. Alice gains +10 defence while blocking until the end of battle.
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5
Alice
Tighten Whip
クイーンズゲイト
At the end of your opponents discard phase, if they have more cards in their hand than you, they must discard 1 card.
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5
Alice
Dagger Strike
クイーンズゲイト
This card does not count towards the maximum number of cards played for a character per turn.
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3
Alice
Charge
クイーンズゲイト
When played, deactivate Alice and move her to short range.
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4
Alice
Retrieve Weapon
クイーンズゲイト
②: Return one card from Alice's stamina to your hand.
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2
Alice
Injured Body
クイーンズゲイト
When becoming the active stamina due to damage, draw 1 card.
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4
Alice
Drop Weapon
クイーンズゲイト
When played, you can reveal another stamina card for Alice and play it at no cost.
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4
Alice
Stance of Readiness
クイーンズゲイト
When played, deactivate Alice.
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3
Alice
Eating Candy
クイーンズゲイト
When played, move Alice to long range and draw 1 card.
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5
Alice
Off Balance
クイーンズゲイト
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3
Alice
Kick
クイーンズゲイト
When Alice is at short range, any character that blocks her is activated.
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1
Alice
head Blow
クイーンズゲイト
When becoming the active stamina due to damage, draw 1 card and discard 1 card.
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2
Alice
Jump Away
クイーンズゲイト
When played, deactivate Alice and move her to long range.
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3
Alice
Back Attack
クイーンズゲイト
When played, deactivate Alice and draw 1 card.
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3
Alice
Injured Leg
クイーンズゲイト
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3
Alice Turned Around
クイーンズゲイト
When played, activate Alice and draw 1 card.
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4
Alice Jump
クイーンズゲイト
When played, move Alice to any range.
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4
Alice Injured Arm
クイーンズゲイト
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2
Alice Jump Attack
クイーンズゲイト
When played, deactivate Alice. When Alice is blocked by a character and they have no stamina, discard the characters active stamina card.
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2
Alice Fumble
クイーンズゲイト
When played, choose one of Alice's stamina and make it her active stamina card.
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2
Dorothy Treasure hunters
クイーンズゲイト
When played, deactivate Dorothy. At the end of your turn, if Alice is active, deactivate her.
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4
Dorothy Punch
クイーンズゲイト
This card does not count towards the maximum number of cards played for a character per turn.
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3
Dorothy Turned Around
クイーンズゲイト
When played, activate Dorothy and draw 1 card.
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