

Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
PQG01	Alice	Squat		***	5				-	10
PQG02	Iroha	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	***	3				-	20
PQG03	Alice	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	***	3				-	20
PQG04	Mai	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	***	3				-	20
PQG05	Ink	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	***	3				-	20
PQG06	Iroha	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	***	2				-	20
PQG07	Alice	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	***	2				-	20
PQG08	Mai	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	***	2				-	20
PQG09	Ink	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	***	2				-	20
QG001	Iroha	Gratitude	When played, your opponents characters without stamina are activated.	****	1				-	30
QG002		Winter Flower	When played, deactivate Iroha. When a character blocks Iroha, if their active stamina card is destroyed, they must discard 2 additional stamina.	****	2				50	20
QG003		Dance of the Dusk Crane	When played, choose an opponents character with less stamina than Iroha and discard their active stamina.	****	2			Short	-	20
QG004		Rebound	When blocking with Iroha, you can activate her to gain +30 defence until the end of battle.	***	3				30	20
QG005		Infuriate	When played, deactivate Iroha. Iroha gains +20 attack.	***	1				20	20
QG006		Pinwheel	When played, deactivate Iroha and move her to any range.	***	3				40	20
QG007		Fog	When played, choose an opponents character with less attack power than Iroha and activate them.	***	2				20	30
QG008		Flower Rain	When becoming the active stamina due to damage, deactivate Iroha and discard 1 stamina from the character that damaged her.	***	3				30	20
QG009		Turned Over	This card does not count towards the maximum number of cards played for a character per turn. Iroha is not affected by your opponents abilities that require her to discard stamina when played.	***	5				-	10
QG010		Plush Doll	When played, activate Iroha and draw 1 card.	***	3				-	10
QG011		Wind Cutter	When played, choose an opponent character and deal 10 damage to them.	***	4				-	10
QG012		Power Cut		**	3				60	30
QG013		Jump Attack	This card does not count towards the maximum number of cards played for a character per turn. When played, move Iroha to any range.	**	4				40	10
QG014		Retrieve Weapon	②: Return one card from Iroha's stamina to your hand.	**	4				-	10
QG015		Injured Body	When becoming the active stamina due to damage, draw 1 card.	**	2				-	10
QG016		Drop Weapon	When played, you can reveal another stamina card for Iroha and play it at no cost.	**	4				-	10
QG017		Kicking	When attacking, if Iroha is at short range, activate any character that blocks her.	**	4				30	10
QG018		High Cut	When played, deactivate Iroha.	**	3				30	20
QG019		Knocked Off Balance		**	5	-			-	10
QG020		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	*	1				-	30
QG021		Pierce	This card does not count towards the maximum number of cards played for a character per turn.	*	5				30	20
QG022		Back Attack	When played, deactivate Iroha and draw 1 card.	*	3				-	10
QG023		Injured Leg		*	3				-	10
QG024		Turned Around	When played, activate Iroha and draw 1 card.	*	3				-	20
QG025		Low Cut		*	5				30	20
QG026		Stance of Readiness	When played, deactivate Iroha.	*	4				20	10
QG027		Injured Arm		*	4				10	20

QG028	Alice	Burst Shot	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.	★★★★	2				-	10
QG029		Gate Opening	A Ⓢ: Alice produces two additional abilities of your choice until the end the turn.	★★★★	4				-	10
QG030		Attack Boost	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.	★★★★	1			Short	20	20
QG031		Head Shot	When played, choose an opponents character with 20 or less defence and discard their active stamina.	★★★	2			Long	-	20
QG032		Whip Catch	When blocking with Alice, you may activate her to move the attacking characters active stamina into their stamina pile.	★★★	1				-	30
QG033		Double Shot	When played, choose two of your opponents characters and deal each of them 10 damage.	★★★	3			Long	20	10
QG034		Rolling Whip	When played, choose an opponents character whose attack is less than Alice's, activate them and move them to short range.	★★★	2				30	20
QG035		Defence Boost	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.	★★★	3				-	10
QG036		Bound by Whip	When played, activate Alice and choose an opponents character at short range that has less stamina than Alice and activate them.	★★★	3				-	10
QG037		Parry	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.	★★★	3				10	30
QG038		Tighten Whip	At the end of your opponents discard phase, if they have more cards in their hand than you, they must discard 1 card.	★★★	5				-	10
QG039		Dagger Strike	This card does not count towards the maximum number of cards played for a character per turn.	★★	5				50	20
QG040		Charge	When played, deactivate Alice and move her to short range.	★★	3				40	20
QG041		Retrieve Weapon	②: Return one card from Alice's stamina to your hand.	★★	4				-	10
QG042		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QG043		Drop Weapon	When played, you can reveal another stamina card for Alice and play it at no cost.	★★	4				-	10
QG044		Stance of Readiness	When played, deactivate Alice.	★★	4				30	20
QG045		Eating Candy	When played, move Alice to long range and draw 1 card.	★★	3				10	10
QG046		Off Balance		★★	5	-			-	10
QG047		Kick	When Alice is at short range, any character that blocks her is activated.	★	3				40	20
QG048		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★	1				-	30
QG049		Jump Away	When played, deactivate Alice and move her to long range.	★	2				-	30
QG050		Back Attack	When played, deactivate Alice and draw 1 card.	★	3				-	10
QG051		Injured Leg		★	3				-	10
QG052		Turned Around	When played, activate Alice and draw 1 card.	★	3				-	20
QG053		Jump	When played, move Alice to any range.	★	4				30	10
QG054		Injured Arm		★	4				10	20

QG055	Mai	Moonlit Flower	A(🗡️): Look at the stamina pile of your opponents character at short range, discard all stamina that have a defence power of 10 or less.	★★★★	3				-	20
QG056		Japan One	When played, draw 1 card. If Mai is your master character, draw 1 additional card.	★★★★	1				-	20
QG057		Wasp Strike	When a character blocks Mai, if their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina cards until completely absorbed.	★★★★	2				40	10
QG058		Flame Wave Dance	When played, deal 20 damage to all characters at short range other than Mai.	★★★★	2			Short	-	20
QG059		Dance of Birds	When played, choose an opponents character and deal 20 damage to them. Select a second character of your opponents and deal 10 damage to them.	★★★	2			Long	-	10
QG060		Max Power	When played, deactivate Mai. Mai gains +20 attack.	★★★	1				20	20
QG061		Fan Strike	When played, deactivate Mai. Choose an opponents character and deal 10 damage to them.	★★★	3				30	10
QG062		Flying Squirrel Dance	Mai may choose target characters to attack directly.	★★★	3			Long	30	10
QG063		Pull Out Fan	The maximum hand size for all players is increased by 1 card. When played, draw 1 card and discard 1 card.	★★★	3				10	10
QG064		Change Dress	All players may draw 1 additional card during their draw phase.	★★★	4				-	10
QG065		Twilight Bird	Characters that block Mai and are at short range receive no damage and are activated.	★★★	4				40	20
QG066		Dragon Flame Dance	When played, deactivate Mai. Characters that block Mai are activated.	★★	3			Short	30	10
QG067		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QG068		Kick	When Mai is at short range, characters that block her are activated.	★★	4				30	10
QG069		Squat	Mai can only receive damage when attacking.	★★	5				-	10
QG070		Jump	When played, move Mai to any range.	★★	4				30	10
QG071		Parry	When becoming the active stamina due to damage, deactivate Mai.	★★	3				10	30
QG072		Emergency Evasion	Mai is not affected by your opponents abilities that require her to discard stamina when played.	★★	4				-	10
QG073		Knocked Off Balance		★★	5	-			-	10
QG074		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★	1				-	30
QG075		Jump Away	When played, deactivate Mai and move her to long range.	★	2				-	30
QG076		Pierce	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	20
QG077		Back Attack	When played, deactivate Mai and draw 1 card.	★	3				-	10
QG078		Injured Leg		★	3				-	10
QG079		Turned Around	When played, activate Mai and draw 1 card.	★	3				-	20
QG080		Stance of Readiness	When played, deactivate Mai.	★	4				20	10
QG081		Injured Arm		★	4				10	20

QG082	Ink	Magic Attack	When played, if your opponent has more characters in play than you, they must discard their characters until you both have an even number in play.	★★★★	3				-	20
QG083		Change Clothes	When played, deactivate Ink and choose a card from her stamina pile and make it her active stamina.	★★★★	3				-	10
QG084		Bath	When played, activate Ink and draw 1 card. Damage other than attacking is decreased by 20.	★★★★	3				-	10
QG085		Royal Guard Costume	When a character blocks Ink, if their active stamina card is destroyed and they have less stamina than Ink, the remaining damage is dealt to your opponents life.	★★★	2				50	10
QG086		Valkarie Costume	Characters that block Ink are activated.	★★★★	2				50	30
QG087		Transformation	When played, reveal cards from the top of your deck, until you find one of Ink's stamina, place it directly into play disregarding any range or ability requirements. Discard one of Ink's stamina other than this card.	★★★	1				-	30
QG088		Maid Costume	Only characters with stamina can block Ink.	★★★	2				30	10
QG089		Elf Costume	Ink can only be blocked by characters at short range.	★★★	4				30	10
QG090		Shambles	When played, deactivate Ink and move all characters active stamina into their stamina pile other than Ink's.	★★★	1				30	30
QG091		Failed Magic Attack	When played, draw 1 card and discard 1 card.	★★★	3				-	20
QG092		Broken Weapon	A(1): Choose an opponents character and discard 1 stamina from them.	★★★	3				-	10
QG093		Charge	When played, deactivate Ink and move her to short range.	★★	3				30	20
QG094		Retrieve Weapon	②: Return one card from Ink's stamina to your hand.	★★	4				-	10
QG095		Jump Up	When becoming the active stamina due to damage, deactivate Ink. Damage other than attacking is decreased by 20.	★★	1				-	10
QG096		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QG097		Avoid	Damage other than attacking is decreased by 20.	★★	2				10	10
QG098		Drop Weapon	When played, you can reveal another stamina card for Ink and play it at no cost.	★★	4				-	10
QG099		Kick	When Ink is at short range, characters that block her are activated.	★★	3				20	20
QG100		Off Balance		★★	5	-			-	10
QG101		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★	1				-	30
QG102		Stance of Readiness	When played, deactivate this card. Damage other than attacking is decreased by 10.	★	4				20	10
QG103		Jump Away	This card does not count towards the maximum number of cards played for a character per turn. When played, move Ink to long range.	★	5				30	10
QG104		Back Attack	When played, deactivate Ink and draw 1 card.	★	3				-	10
QG105		Injured Leg		★	3				-	10
QG106		Turned Around	When played, activate Ink and draw 1 card.	★	3				-	20
QG107		Parry	Damage done by your opponents characters, other than attacking, is decreased by 10.	★	5				-	10
QG108		Injured Arm		★	4				10	20
QG109	Alice	Jump Attack	When played, deactivate Alice. When Alice is blocked by a character and they have no stamina, discard the characters active stamina card.	★★★★	2				30	20
QG110	Alice	Fumble	When played, choose one of Alice's stamina and make it her active stamina card.	★★★★	2				10	30
QG111	Dorothy	Treasure Hunters	When played, deactivate Dorothy. At the end of your turn, if Alice is active, deactivate her.	★★★★	2				20	10
QG112		Punch	This card does not count towards the maximum number of cards played for a character per turn.	★★	4				40	10
QG113		Turned Around	When played, activate Dorothy and draw 1 card.	★★	3				-	20