

For a video on how to play the game, check out yokaiwatch.hasbro.com

YO-KAI WATCH™

TRADING CARD GAME

AGES 6+
2 PLAYERS
B9477

CONTENTS:
42 cards (including 2 info cards) • playmat • 2 Yo-kai Medals

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Yo-kai are the mysterious beings responsible for making all kinds of strange things happen during your day. When you spill your drink, lose one of your socks, or have a silly argument with your best friend, it's probably because of a Yo-kai!

HOW TO WIN

Each player starts with three Life cards on their playmat. When you attack and your opponent does not defend your attack, your opponent must draw a Life card. When your opponent must draw a Life card and can't, you win!

SETUP

1. Build your deck! Before you play, each player has to build their own deck of forty cards. You can include up to three of any card in your deck and up to five cards with the same Yo-kai Name. The deck in this Starter pack can be used as a complete, forty-card deck for one player. It has also been pre-built so that two players can play with twenty cards each. The following rules will show you how to play with a full forty-card deck. See "Playing a Two-Player Game with a Starter Deck" on the back.
2. Each player chooses two Yo-kai Medals to use during the game.
3. Place the playmat between the players. It will help you keep track of your cards during the game. Put your Yo-kai Medals in the "Ready" area under "Yo-kai Medals" on your playmat.
4. Find the "Battle Sequence" and "On Your Turn" info cards, and place them next to the playmat so you can use them as guides as you play.
5. Shuffle your cards and put them facedown on the "Draw" space of your playmat. Take the top three cards and—without looking at them—place them facedown in your "Life cards" area. These will be your Life cards for the game.
6. Each player draws their starting hand of five cards from the top of their deck, and you're ready to begin!

CARDS, YO-KAI MEDALS, AND YO-KAI TRIBES

You'll use cards and Yo-kai Medals throughout the game. To learn more about these, check out the information below.

CARDS There are two types of cards in the game: Yo-kai cards and Action cards.

Yo-kai Cards

You'll attack and defend with Yo-kai cards. The diagram below shows the parts of a Yo-kai card.



Yo-kai Name: The name of the Yo-Kai.

Special Ability or Flavor Text: Some Yo-kai cards have special abilities that come into play at certain points in the game. See the card for specific details.

Tribe Symbol: The Tribe the Yo-kai belongs to.

Tribe Bonus: The Tribe Bonus is only used in advanced battles. See "Advanced Battles" below.

Power: A Yo-kai's strength. The more powerful a Yo-kai is, the more likely it is to win a battle or successfully defend an attack.

Power Up Bonus: You can stack Yo-kai of the same name on top of each other to receive this bonus for each card beneath the top card.

Yo-kai Symbol: Yo-kai with the same name will have the same Yo-kai symbol.

Yo-kai Energy Cost: You must have at least this many different Yo-kai in play to meet the Yo-kai Energy Cost. See "Yo-kai Energy" on the right for more information.

Action Cards

Action cards allow you to take special actions. When you play an Action card, follow the instructions on the card. Then place it in your Discard pile.

Yo-kai Energy Cost

Action Card Name



Special Ability

Action Card Name: The name of the Action card.

Special Ability: Action cards grant you special abilities when you play them. See the card for specific details.

Yo-kai Energy Cost: You must have at least this many different Yo-kai in play to meet the Yo-kai Energy Cost. See "Yo-kai Energy" below for more information.

Yo-kai Medals

Yo-kai Medals represent your friendship with a Tribe of Yo-kai, and each Yo-kai Medal has that Tribe's symbol on its front face. You'll flip your Yo-kai Medal at certain points in the game. When you flip a Yo-kai Medal, your flip is a success if it lands with the Tribe symbol up. It is a failure if it lands with the Tribe symbol down.

Front face of a Yo-kai Medal



Tribe Symbol

Yo-kai Tribes

There are eight main Yo-kai Tribes, and each Yo-kai is a member of a Tribe. Tribes are represented by the following Tribe Symbols. You'll notice these on Yo-kai cards and on your Yo-kai Medals.



HOW TO PLAY

The YO-KAI WATCH™ Trading Card Game is played in turns with each player, one at a time, taking the steps described on the right in "On Your Turn." The youngest player takes the first turn.

Throughout the game, you will place Yo-kai cards on the playmat, battle, and play Action cards. In order to perform any of these actions, you'll need to meet the Yo-kai Energy Cost of the necessary card. Before you dive into the steps of the game, see the "Yo-kai Energy" section below for more on meeting Yo-kai Energy Costs.

Yo-kai Energy

Every card you play requires a certain amount of Yo-kai Energy. This is the card's Yo-kai Energy Cost. You'll find this amount in the top left corner of each card.

The amount of Yo-kai Energy you have is equal to the number of different Yo-kai you have in play on your playmat. Yo-kai are different if they do not have the same name.

Before you place a Yo-kai on your playmat, add a Yo-kai as a Power Up or Upgrade, Wake up a sleeping Yo-kai, or play an Action card, check the necessary card's Yo-kai Energy Cost. Then count how many different Yo-kai you have on your playmat. If the Yo-kai Energy Cost is equal to or lower than the number of different Yo-kai you have in play on your playmat, you can meet the Yo-kai Energy Cost. When counting your different Yo-kai, you may count tapped, untapped, awake, or sleeping Yo-kai. But remember, multiple Yo-kai of the same name count as only one Yo-kai.

There are Yo-kai and Action cards with a Yo-kai Energy Cost of zero. You don't need any Yo-kai in play to meet their Yo-kai Energy Cost.

Here's an example of how to determine how much Yo-kai Energy you have.



On your playmat, you have an asleep, facedown Leadoni (you'll learn more about asleep and awake Yo-kai later), an awake, faceup Hidabat, and an awake, faceup Pupsicle. Beneath the Pupsicle are two other Pupsicles (you'll learn more about stacking cards later). This means you have three different Yo-kai in play: a Leadoni, a Hidabat, and a Pupsicle (even though the Pupsicle has two Pupsicle cards beneath it). You have a Yo-kai Energy of 3. See "Placing Yo-kai" to the right for more on Yo-kai Energy and placing cards.

On Your Turn

Your turn is made up of the following steps. You'll find a more detailed description of each step below.

1. **Wake up one of your Yo-kai.**
2. **Recover all of your Yo-kai Medals.**
3. **Untap all of your Yo-kai.**
4. **Draw one card from the top of your deck.**
5. **Prepare your Yo-kai.** You may perform the following actions in any order:
 - Place up to two Yo-kai.
 - Power Up and/or Upgrade any number of your Yo-kai.
 - Play any number of Action cards.
6. **Attack!**

Step 1: Wake up one of your Yo-kai.

At the beginning of your turn, you can wake up **one of your sleeping Yo-kai**. A Yo-kai is sleeping if it is **facedown**. You can only wake up a Yo-kai if you can meet its Yo-kai Energy Cost, which is located in the top left corner of the card. Remember, the Yo-kai Energy Cost is the number of different Yo-kai you must have in play in order to use the card. It's possible that you won't be able to wake up any Yo-kai in Step 1 if you can't meet the sleeping Yo-kai's Yo-kai Energy Cost.

Here's an example of how to wake up a sleeping Yo-kai.



You have an awake Pupsicle, a sleeping Hidabat, a sleeping Leadoni, and a sleeping Frostina on your playmat. You'd like to wake up your sleeping Frostina. Your sleeping Frostina has a Yo-kai Energy Cost of 4. Since you have four different Yo-kai in play, including the sleeping Frostina, you can meet Frostina's Yo-kai Energy Cost. Flip the card over to wake up Frostina!

Step 2: Recover all of your Yo-kai Medals.

Take any Yo-kai Medals you have in your Used area, and return them to your Ready area. You may use these Yo-kai Medals during your "Prepare your Yo-kai" and "Attack" steps.

Step 3: Untap all of your Yo-kai.

When you attack or defend with a Yo-kai, you must tap it. To tap a Yo-kai, turn it 90 degrees to the right. In Step 3 of your turn, you may return any tapped (awake and/or asleep) Yo-kai to their untapped position. Note that the Special Ability text on some cards will cause you to tap or untap your Yo-kai.



Untapped



Tapped

Step 4: Draw one card.

Draw one card from the top of your deck, and add it to your hand.

If you **cannot** draw a card because your deck has run out of cards, you must draw one of your Life cards. If you cannot draw a Life card, you lose the game!

Step 5: Prepare your Yo-kai.

You may perform any or none of the following actions during this step. You'll find a more detailed description of each step below.

1. Place up to **two** Yo-kai.
2. Power Up and/or Upgrade any number of your Yo-kai.
3. Play any number of Action cards.

1. Place up to two Yo-kai.

Note: if you are the first player and it is your first turn, you can place only **one** Yo-kai.

PLACING YO-KAI

In order to attack or defend in battle, you'll need to place Yo-kai onto your playmat. Once a Yo-kai is placed on your playmat, it is considered in play. During Step 5 of your turn, you may place awake (faceup) or sleeping (facedown) Yo-kai. Awake Yo-kai are ready for battle. Sleeping Yo-kai cannot attack nor defend and will need to be woken up on a later turn. Remember, you can count awake and sleeping Yo-kai toward a Yo-kai Energy Cost.

Placing Awake Yo-kai

You can place an awake Yo-kai if you can meet its Yo-kai Energy Cost, which is located in the upper left corner of the card. At the start of the game, you'll have no Yo-kai on your playmat, so you'll only be able to place awake Yo-kai with a Yo-kai Energy Cost of zero.

Here is an example of placing an awake Yo-kai.



You have a Leadoni, a Hidabat, and a Pupsicle on your playmat. You have three different Yo-kai in play, so your Yo-kai Energy is 3. (Remember, even though the Pupsicle has two Pupsicle cards beneath it, the cards have the same name, so they count as one Yo-kai.)

In your hand, you have a Walkappa with a Yo-kai Energy Cost of 3, an Awevil with a Yo-kai Energy Cost of 5, and a Frostina with a Yo-kai Energy Cost of 4. You can place the Walkappa on your playmat faceup, or awake, since you can meet its Yo-kai Energy Cost of 3.

Placing Sleeping Yo-kai

If you cannot meet a Yo-kai Energy Cost but you would still like to place the Yo-kai, you may place it facedown on your playmat so that it is sleeping. A sleeping Yo-kai cannot attack nor defend. You may wake up a sleeping Yo-kai during Step 1 of your turn, "Wake up one of your Yo-kai" if you can meet its Yo-kai Energy Cost.

In the example above, you have a Leadoni, a Hidabat, and a Pupsicle on your playmat. You have three different Yo-kai in play, so your Yo-kai Energy is 3.

In your hand, you have a Walkappa with a Yo-kai Energy Cost of 3, an Awevil with a Yo-kai Energy Cost of 5, and a Frostina with a Yo-kai Energy Cost of 4.

You'd like to place your Frostina, but you cannot place her awake because you cannot meet her Yo-kai Energy Cost. You may place her facedown, sleeping, without meeting her Yo-kai Energy Cost. You can wake her up on your next turn during Step 1.

Once you have placed a Yo-kai, you have created a stack and may add Yo-kai of the same name to the stack. Doing so will increase your Yo-kai's Power and make it more likely to win in battle. You'll learn more about this in "Powering Up" and "Upgrading" below.

More on Stacks

- Once you have created a stack, you can place only Yo-kai with the same name in that stack. (Note that some Yo-kai are exceptions to this rule. For example, you can place a Komiger in a Komajiro stack because the two cards have the same Yo-kai symbol.)
- You can never have more than one stack with the same Yo-kai Name at a time. If you want to place a Yo-kai of the same name as a Yo-kai you already have in play, you must place that Yo-kai card into the existing stack as a Power Up or an Upgrade. (See "Powering Up Your Yo-kai" and "Upgrading Your Yo-kai" on back.)
- A stack is full when it has four cards in it.
- You can only have six Yo-kai stacks at a time. If you have six stacks and want to place a Yo-kai that doesn't belong to any of those stacks, you must first discard one of your stacks by placing it in the Discard pile on your playmat.
- When counting your different Yo-kai to see if you can meet a Yo-kai Energy Cost, a stack—no matter how many cards it has in it—counts as **one** Yo-kai.

Here's a closer look at stacks.



Here, you have a Jibanyan and a Chatalie on your playmat. This means you have a Jibanyan stack and a Chatalie stack. If you'd like to place a Jibanyan, you must place it on top of or beneath the Jibanyan that is already there. You cannot create a new Jibanyan stack until your current Jibanyan stack is gone.

2. Power Up and/or Upgrade any number of your Yo-kai.

You can increase your Yo-kai's Power by adding Yo-kai cards of the same name to a Yo-kai stack, as either Power Ups or Upgrades. Power Ups are Yo-kai cards with an equal or lower Power than your current Yo-kai, and Upgrades are cards with a higher Power than your current Yo-kai.

In order to place a Yo-kai as a Power Up or an Upgrade, you must be able to meet its Yo-kai Energy Cost.

Powering Up Your Yo-kai

To Power Up one of your Yo-kai, place a Yo-kai card of the same name with an equal or lower Power beneath a Yo-kai you have in play if you can meet the new card's Yo-kai Energy Cost. Note that Yo-kai with a lower Power will also have a lower Yo-kai Energy Cost, so you'll always be able to meet the Yo-kai Energy Cost of a Power Up.

Remember, a stack is full when it has four cards, so you cannot add a card to the bottom of a four-card stack.

You may not Power Up a Yo-kai that is sleeping.

After you Power Up a Yo-kai, you may draw **one** card from your deck and add it to your hand.

To determine the Power of your powered-up Yo-kai, use this simple formula:

$$\text{POWER UP BONUS} \times \text{NUMBER OF CARDS BELOW THE TOP CARD} + \text{THE TOP CARD'S POWER}$$

Here's an example of how to Power Up your Yo-kai.



You have a Dazzabel and a Pupsicle in play. Your Pupsicle has a Power of 200. You'd like to Power Up the Pupsicle by adding a Pupsicle with a Yo-kai Energy Cost of 0 to the stack. You have two Yo-kai in play, so you can easily meet the card's Yo-kai Energy Cost of 0. Place the Pupsicle underneath the Pupsicle you already have in play. Now, look at the Power Up Bonus on the top Pupsicle card—it's 100! So the total Power of your Pupsicle is 200 (for the top card) plus 100 (for the Power Up Bonus), which is 300!

Upgrading Your Yo-kai

To Upgrade one of your Yo-kai, place a Yo-kai card of the same name and with a higher Power on top of a Yo-kai you have in play if you can meet the new card's Yo-kai Energy Cost. Note that a Yo-kai with a higher Power will also have a higher Yo-kai Energy Cost.

After you place a Yo-kai as an Upgrade at the top of a stack, that card becomes the new active Yo-kai card for that stack. From now on, your Yo-kai will have the abilities of the top card.

To determine the new Power of your Upgraded Yo-kai, use this simple formula:

$$\text{POWER UP BONUS} \times \text{NUMBER OF CARDS BELOW THE TOP CARD} + \text{THE TOP CARD'S POWER}$$

Unlike with Power Ups, you may Upgrade a sleeping Yo-kai. When you do, the Yo-kai immediately wakes up!

Unlike with Power Ups, you do not get to draw a card from your deck when you place an Upgrade.

Here's an example of how to Upgrade your Yo-kai.



You have a Dazzabel with Power 100 in play. You'd like to Upgrade your Dazzabel to make it stronger, and you have a Dazzabel in your hand with Power 200 and a Yo-kai Energy Cost of 1. Since you have two Yo-kai in play, you can play the Dazzabel on top of your Dazzabel! The top card becomes the new active version of this Yo-kai, and since there is already another Dazzabel in the stack, the Power of your Dazzabel is a whopping 300—200 for the top card, plus 100 for the Power Up Bonus because you have one card beneath Dazzabel.

3. Play any number of Action cards.

You must be able to meet the Yo-kai Energy Cost of an Action card to play it. You can play any number of Action cards on your turn as long as you can meet their Yo-kai Energy Cost. When you play an Action card, read it out loud, and immediately follow the rules on that card.

Step 6: Attack!

Once you are done preparing your Yo-kai, you may attack with any awake, untapped Yo-kai you have. Your goal is to attack your opponent when they have no Yo-kai to defend the attack, so attack whenever you can!

Yo-kai attack one-by-one. You can keep attacking with your Yo-kai, one at a time, until you want to stop attacking or until your opponent must draw a Life card. You may choose to stop attacking so that you will have Yo-kai ready to defend when your opponent attacks on their turn. You'll find more information about attacking and defending below.

Important: If you are the first player, and it is your first turn, you cannot attack.

Attacking

When you attack, follow these steps:

1. Announce which Yo-kai you'll attack with. Tap that Yo-kai by turning the card 90 degrees to the right.
2. **If your opponent has any awake, untapped Yo-kai**, they may tap one Yo-kai in order to defend against yours. Then the Yo-kai battle. See "Battles" on the right.

If your opponent does not have any awake, untapped Yo-kai, they can try to untap one by doing one of the following:

- a. Flipping a Yo-kai Medal from their Ready area with the same Tribe Symbol as the Yo-kai they wish to untap (remember, the Tribe Symbol of a Yo-kai is shown in the lower right corner of the card).

If the flipped Yo-kai Medal lands faceup, the flip is a success, the Yo-kai is untapped, and the Yo-kai Medal is still considered ready. That player returns it to their Ready area. They may now tap their Yo-kai and defend against the attack. See "Battles" on the right.

If the flipped Yo-kai Medal does not show the tapped Yo-kai's Tribe Symbol, the flip fails. The Yo-kai stays tapped, and the Yo-kai Medal is considered used. That player returns it to their Used area and may not try with another Yo-kai Medal unless a card effect allows them to.

- b. Discarding a Yo-kai card from their hand with the same Tribe as the card they'd like to untap. Once they do, they may untap then tap their Yo-kai and defend against the attack. See "Battles" on the right.

If your opponent does not defend against your Yo-kai, they must draw one Life card, and Step 6: "Attack" ends. It is the next player's turn, and that player begins their turn starting with Step 1 unless a card you played allows you to attack again.

Here's an example of a battle that would end in one player drawing a Life card.

Player 1



Player 2

Player 1 announces they are attacking with their Dazzabel and taps it. Player 2 has no awake, untapped Yo-kai to defend with, and they cannot wake up their Yo-kai until Step 1 of their turn, "Wake up one of your Yo-kai," so they must draw one of their Life cards.

Battles

When a Yo-kai attacks and another Yo-kai defends that attack, the Yo-kai battle. Follow these steps to see what happens:

1. Each player may boost their Yo-kai's Power with their Yo-kai Medals.

Both players take a Yo-kai Medal from their Ready area if they have one. Secretly place your Yo-kai Medal in one of your hands. Then, both players hold out one of their closed hands.

If you want to use a Yo-kai Medal, hold out the hand with the Yo-kai Medal.

If you do not want to use a Yo-kai Medal, hold out the empty hand.

Players then open their hands at the same time.

If you chose to use a Yo-kai Medal, flip it.

If it lands faceup, add the Power on the top card in your attacking or defending Yo-kai's stack to its total Power.

If it lands facedown, you do not get a bonus.

If the Yo-kai Medal you flipped is the same tribe as your attacking or defending Yo-kai and it landed faceup, return it to your Ready area. Otherwise, place it in your Used area.

If you chose not to use your Yo-kai Medal, you receive no extra bonus.

A Note about Flipping Yo-kai Medals

If you flip a Yo-kai Medal in battle and it lands faceup, you always add the Power of the top card in the Yo-kai stack to that Yo-kai's Power. For certain cards, flipping a Yo-kai Medal will have additional effects. See the card for details.

2. Compare Power!

Now, compare the total Power of the attacking and defending Yo-kai. If your Yo-kai has any cards beneath it, use this simple formula to determine its Power:

POWER UP BONUS

X

NUMBER OF CARDS BELOW THE TOP CARD

+

THE TOP CARD'S POWER

If the attacking Yo-kai's Power is higher, that player wins the battle, and the defending Yo-kai loses the battle and goes to sleep. Flip that Yo-kai so it is facedown. (Don't worry. You can wake your Yo-kai up on a later turn.)

If the defending Yo-kai's Power is higher, the defending Yo-kai successfully defends the attack. The attacking Yo-kai loses the battle and goes to sleep. Flip that Yo-kai so it is facedown.

If both Yo-kai have the same Power, they both go to sleep. Each player flips their Yo-kai so it is facedown.

At the end of a battle, you may attack with other Yo-kai you have in play until your opponent draws a Life card, until you have no more untapped Yo-kai to attack with, or until you choose to stop attacking.

Important: A player can only lose one Life card each turn unless a card effect says otherwise!

Remember, players only ever draw a Life card when they do not defend against an attacking Yo-kai.

Here is an example of a battle.

Player 1



Player 2

Player 2 announces that they are attacking with Leadoni and taps it. Leadoni has a Power of 200. Player 1 only has one Yo-kai untapped and ready to defend. That is their Komasan with a Power of 100. To boost Komasan's Power, Player 1 wants to flip their Yo-kai Medal. If it is a success, Komasan's Power will be its Power 100 + its Power Up Bonus of 100 for a total Power of 200. A successful flip would give the battling Yo-kai equal Power and result in a tie. However, Player 2 also wants to flip their Yo-kai Medal to boost Leadoni's Power.

The players flip their Yo-kai Medals. Player 1's Yo-kai Medal lands face up, so Komasan gets a Power Up Bonus of 100 for a total Power of 200. Player 2's Yo-kai Medal lands facedown, so Leadoni does not receive a Power Up Bonus and still has a Power of 200. Since both Yo-kai have the same Power, they battle and tie. Both will be turned facedown and go to sleep as shown in the image below.

Player 1



Player 2

Player 2 can continue attacking with their untapped, awake Suspicioni, or their awake, untapped Hidabat. Player 2 chooses Suspicioni and taps it.



Player 1 has no untapped, awake Yo-kai to block with, so they flip their second Yo-kai Medal to see if they can untap their Dazzabel. The Yo-kai Medal lands facedown, so Player 1 has no Yo-kai to block with and must draw a Life card.

After the Attack step ends, it is the next player's turn, and that player starts their turn with Step 1: "Wake up one of your Yo-kai."

THE END OF THE GAME

The game ends when either player has to draw a Life card and they have no more Life cards to draw. That player loses the game, and their opponent is the winner!

ADVANCED BATTLES

If you're familiar with the rules of the game and you and your opponent want a challenge, play according to the main rules with the following changes. They will allow you to use cards from your hand during a battle to boost the Power of your Yo-kai!

- After the attacker and defender announce which Yo-kai are attacking and defending, the defender may play one Action card. Resolve the card effects immediately.
- The attacker may play one Action card. Resolve the card effects immediately.
- The Yo-kai battle by following these steps:
 - Each player may select any number of cards from their hand to use in the battle. Place your cards facedown in front of you.
 - Both players use Yo-kai Medals to boost their Yo-kai's Power, if they choose.
 - Now, both players reveal the facedown cards they played in step a. If you reveal a card that matches the Tribe of your Yo-kai, add the Tribe Bonus on that card to your Yo-kai's Power. If the Tribe does not match, or if you reveal an Action card, the card has no effect. All the cards played stay on the table until the end of the turn.
- Complete the Attack step according to the main rules. If the attacker attacks more than once, players may not reuse the cards they used to boost their Yo-kai on the previous attack.
- After the Attack step is complete, both players take all the cards they used to boost their Yo-kai and return them to their hands.

PLAYING A TWO-PLAYER GAME WITH A STARTER DECK

If you'd like to use the Starter deck to play a two-player game, play according to the main rules with the following changes:

- Divide the cards into two decks according to the list below. The first list is for the *Blazion and Komajiro Starter Pack*, which comes with Blazion and Komajiro Yo-kai Medals. The second list is for the *Jibanyan and Walkappa Starter Pack*, which comes with Jibanyan and Walkappa Yo-kai Medals. Each player takes their twenty cards and the Yo-kai Medal associated with their twenty-card deck.
- Each player starts with two Life cards instead of three.
- You may only have four different Yo-kai stacks in play, instead of the six you're allowed in the main rules.

Blazion and Komajiro Starter Pack

Deck one



Blazion

Blazion x 4

Dazzabel x 5

Mochismo x 4

Pandle
Power 100 x 1

Pandle
Power 200 x 1

Undy x 4

Burst of Energy
x 1

Deck two



Komajiro

B3-NK1 x 4

Komajiro x 4

Komasan x 4

Pandle
Power 100 x 1

Pandle
Power 200 x 1

Shmoopie x 5

Burst of Energy
x 1

Jibanyan and Walkappa Starter Pack

Deck one



Walkappa

Awevil x 4

Hidabat x 4

Pupsicle x 5

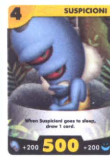
Suspicioni
Power 300 x 1

Suspicioni
Power 500 x 1

Walkappa x 4

Do Your Thing! x 1

Deck two



Jibanyan

Frostina x 4

Jibanyan x 4

Leadoni x 5

Negatibuzz x 4

Suspicioni
Power 300 x 1

Suspicioni
Power 500 x 1

Do Your Thing! x 1