

**"Smile Music" Hagumi Kitazawa**  
 [A] When your Chara's Trigger Check reveals a Level 2 or higher card, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow. (Climax cards are considered Level 0 for this effect)  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 :Hello, Happy World!: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Hello, Happy World! | BD/W73-001 T: None

L0  
C0

**"Smile Music" Hagumi Kitazawa**  
 [A] When your Chara's Trigger Check reveals a Level 2 or higher card, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow. (Climax cards are considered Level 0 for this effect)  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 :Hello, Happy World!: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Hello, Happy World! | BD/W73-001SPa T: None

L0  
C0

**"Smile Music" Hagumi Kitazawa**  
 [A] When your Chara's Trigger Check reveals a Level 2 or higher card, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow. (Climax cards are considered Level 0 for this effect)  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 :Hello, Happy World!: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Hello, Happy World! | BD/W73-001SPb T: None

L0  
C0

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**"Smile Music" Hagumi Kitazawa**  
 [A] When your Chara's Trigger Check reveals a Level 2 or higher card, choose 1 of your Charas, and for the turn that Chara gains +1000 Pow. (Climax cards are considered Level 0 for this effect)  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 :Hello, Happy World!: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Hello, Happy World! | BD/W73-001SSP T: None

L0  
C0

**"Smile Music" Kokoro Tsurumaki**  
 [A] When this attacks, you may choose a YELLOW card in your WR and put it on top of your LB.  
 [A] CX COMBO [Discard 2 cards from your hand to the WR, put this in the WR] At the end of this card's attack, if "Night Sky Smile" is in your CZ, may pay. If so, search your Stock for up to 1 :Hello, Happy World!: Chara other than "Smile Music" Kokoro Tsurumaki, put it in the Slot this was in, and shuffle your Stock.

Music - Hello, Happy World! | BD/W73-002 T: Soul

L3  
C2

**"Smile Music" Kokoro Tsurumaki**  
 [A] When this attacks, you may choose a YELLOW card in your WR and put it on top of your LB.  
 [A] CX COMBO [Discard 2 cards from your hand to the WR, put this in the WR] At the end of this card's attack, if "Night Sky Smile" is in your CZ, may pay. If so, search your Stock for up to 1 :Hello, Happy World!: Chara other than "Smile Music" Kokoro Tsurumaki, put it in the Slot this was in, and shuffle your Stock.

Music - Hello, Happy World! | BD/W73-002SPa T: Soul

L3  
C2

Bang Dream! Vol. 2 Booster Pack

**"Smile Music" Kokoro Tsurumaki**  
 [A] When this attacks, you may choose a YELLOW card in your WR and put it on top of your LB.  
 [A] CX COMBO [Discard 2 cards from your hand to the WR, put this in the WR] At the end of this card's attack, if "Night Sky Smile" is in your CZ, may pay. If so, search your Stock for up to 1 :Hello, Happy World!: Chara other than "Smile Music" Kokoro Tsurumaki, put it in the Slot this was in, and shuffle your Stock.

Music - Hello, Happy World! | BD/W73-002SPb T: Soul

L3  
C2

**"Smile Music" Kokoro Tsurumaki**  
 [A] When this attacks, you may choose a YELLOW card in your WR and put it on top of your LB.  
 [A] CX COMBO [Discard 2 cards from your hand to the WR, put this in the WR] At the end of this card's attack, if "Night Sky Smile" is in your CZ, may pay. If so, search your Stock for up to 1 :Hello, Happy World!: Chara other than "Smile Music" Kokoro Tsurumaki, put it in the Slot this was in, and shuffle your Stock.

Music - Hello, Happy World! | BD/W73-002SSP T: Soul

L3  
C2

**Kokoro Tsurumaki, a Smile for your Heart**  
 [A] When this is played from hand to the Stage, or when this is Reversed in battle, you may look at the top card of your Opp.'s LB. (put the viewed card back where it was)  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a :Hello, Happy World!: Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-003 T: None

L0  
C0

**Kokoro Tsurumaki, a Smile for your Heart**  
 [A] When this is played from hand to the Stage, or when this is Reversed in battle, you may look at the top card of your Opp.'s LB. (put the viewed card back where it was)  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a :Hello, Happy World!: Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-003S T: None

L0  
C0

**Kokoro Tsurumaki, a Smile for your Heart**  
 [A] When this is played from hand to the Stage, or when this is Reversed in battle, you may look at the top card of your Opp.'s LB. (put the viewed card back where it was)  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a :Hello, Happy World!: Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-003SPMa T: None

L0  
C0

**Kokoro Tsurumaki, a Smile for your Heart**  
 [A] When this is played from hand to the Stage, or when this is Reversed in battle, you may look at the top card of your Opp.'s LB. (put the viewed card back where it was)  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a :Hello, Happy World!: Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-003SPMb T: None

L0  
C0

**"Smile Music" Misaki Okusawa**  
 [C] If there is a Marker under this, this gains +7000 Pow and the following ability.  
 [A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, Choose 1 of your :Hello, Happy World!: Charas and this and Stand and swap them.  
 [A] When this is played from hand to the Stage or via the effects of "Smile Music" Kokoro Tsurumaki to the Stage, you may take up the top of your Clock and put it in the WR, choose up to 1 Chara in your WR with "Kokoro" in name, and place it faceup under this as Marker.

Music - Hello, Happy World! | BD/W73-004 T: Soul

L3  
C2

**"Smile Music" Misaki Okusawa**  
 [C] If there is a Marker under this, this gains +7000 Pow and the following ability.  
 [A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, Choose 1 of your :Hello, Happy World!: Charas and this and Stand and swap them.  
 [A] When this is played from hand to the Stage or via the effects of "Smile Music" Kokoro Tsurumaki to the Stage, you may take up the top of your Clock and put it in the WR, choose up to 1 Chara in your WR with "Kokoro" in name, and place it faceup under this as Marker.

Music - Hello, Happy World! | BD/W73-004SPa T: Soul

L3  
C2

**"Smile Music" Misaki Okusawa**  
 [C] If there is a Marker under this, this gains +7000 Pow and the following ability.  
 [A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, Choose 1 of your :Hello, Happy World!: Charas and this and Stand and swap them.  
 [A] When this is played from hand to the Stage or via the effects of "Smile Music" Kokoro Tsurumaki to the Stage, you may take up the top of your Clock and put it in the WR, choose up to 1 Chara in your WR with "Kokoro" in name, and place it faceup under this as Marker.

Music - Hello, Happy World! | BD/W73-004SPb T: Soul

L3  
C2

**"Smile Music" Misaki Okusawa**  
 [C] If there is a Marker under this, this gains +7000 Pow and the following ability.  
 [A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, Choose 1 of your :Hello, Happy World!: Charas and this and Stand and swap them.  
 [A] When this is played from hand to the Stage or via the effects of "Smile Music" Kokoro Tsurumaki to the Stage, you may take up the top of your Clock and put it in the WR, choose up to 1 Chara in your WR with "Kokoro" in name, and place it faceup under this as Marker.

Music - Hello, Happy World! | BD/W73-004SSP T: Soul

L3  
C2

**"Smile Music" Kaoru Seta**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] If all of your Charas are :Hello, Happy World!:, this gains +1500 Pow and the following ability. [A] [Discard a card from your hand to the WR] When this becomes Reversed in battle, may pay. If so, return this to your hand.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Hello, Happy World! | BD/W73-005 T: Soul

L3  
C2

**"Smile Music" Kaoru Seta**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] If all of your Charas are :Hello, Happy World!:, this gains +1500 Pow and the following ability. [A] [Discard a card from your hand to the WR] When this becomes Reversed in battle, may pay. If so, return this to your hand.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Hello, Happy World! | BD/W73-005SPa T: Soul

L3  
C2

**"Smile Music" Kaoru Seta**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] If all of your Charas are ::Hello, Happy World!::, this gains +1500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When this becomes Reversed in battle, may pay. If so, return this to your hand."  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Hello, Happy World! | BD/W73-005SPb T: Soul

L3  
C2

**"Smile Music" Kaoru Seta**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] If all of your Charas are ::Hello, Happy World!::, this gains +1500 Pow and the following ability. "[A] [Discard a card from your hand to the WR] When this becomes Reversed in battle, may pay. If so, return this to your hand."  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Hello, Happy World! | BD/W73-005SSP T: Soul

L3  
C2

**Aya Maruyama, Trembling for Her Supporters**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Discard 4 ::Pastel\*Palettes:: Charas cards from your hand to the WR] When this attacks, may pay. If so, this gains +4000 Pow for the turn, and deal X Damage to your Opp.. X = # of colors among cards put in the WR for the cost of this ability. (DC can occur)

Music - Pastel \* Palettes | BD/W73-006 T: Soul

L3  
C2

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**Aya Maruyama, Trembling for Her Supporters**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Discard 4 ::Pastel\*Palettes:: Charas cards from your hand to the WR] When this attacks, may pay. If so, this gains +4000 Pow for the turn, and deal X Damage to your Opp.. X = # of colors among cards put in the WR for the cost of this ability. (DC can occur)

Music - Pastel \* Palettes | BD/W73-006S T: Soul

L3  
C2

**Aya Maruyama, Trembling for Her Supporters**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Discard 4 ::Pastel\*Palettes:: Charas cards from your hand to the WR] When this attacks, may pay. If so, this gains +4000 Pow for the turn, and deal X Damage to your Opp.. X = # of colors among cards put in the WR for the cost of this ability. (DC can occur)

Music - Pastel \* Palettes | BD/W73-006SPMa T: Soul

L3  
C2

**Aya Maruyama, Trembling for Her Supporters**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Discard 4 ::Pastel\*Palettes:: Charas cards from your hand to the WR] When this attacks, may pay. If so, this gains +4000 Pow for the turn, and deal X Damage to your Opp.. X = # of colors among cards put in the WR for the cost of this ability. (DC can occur)

Music - Pastel \* Palettes | BD/W73-006SPMb T: Soul

L3  
C2

**Bang Dream! Vol. 2 Booster Pack**

**Kaoru Seta, Attractive Invitation**  
 [C] During your turn, if all your Charas are ::Hello, Happy World!::, this gains +2000 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Tonight, When the Stars Shine" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Hawker Strategy Meeting" in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-007 T: None

L1  
C0

**Kaoru Seta, Attractive Invitation**  
 [C] During your turn, if all your Charas are ::Hello, Happy World!::, this gains +2000 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Tonight, When the Stars Shine" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Hawker Strategy Meeting" in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-007SPMa T: None

L1  
C0

**Kaoru Seta, Attractive Invitation**  
 [C] During your turn, if all your Charas are ::Hello, Happy World!::, this gains +2000 Pow.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Tonight, When the Stars Shine" is in your CZ, put up to 1 card from top of your LB in your Stock, and choose up to 1 "Hawker Strategy Meeting" in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W73-007SPMb T: None

L1  
C0

**Misaki Okusawa, Engine On!**  
 [C] During your turn, all of your other ::Hello, Happy World!:: Charas gain +X Pow. X = 500 times Level of that Chara.  
 [S] [(1) Discard a card from your hand to the WR] Choose 1 of your Opp.'s Charas and return it to hand.  
 [S] [Rest this] This ability activates up to once per turn. Choose 1 of your Charas and Stand it.

Music - Hello, Happy World! | BD/W73-008 T: Soul

L1  
C1

**Misaki Okusawa, Engine On!**  
 [C] During your turn, all of your other ::Hello, Happy World!:: Charas gain +X Pow. X = 500 times Level of that Chara.  
 [S] [(1) Discard a card from your hand to the WR] Choose 1 of your Opp.'s Charas and return it to hand.  
 [S] [Rest this] This ability activates up to once per turn. Choose 1 of your Charas and Stand it.

Music - Hello, Happy World! | BD/W73-008SPMa T: Soul

L1  
C1

**Misaki Okusawa, Engine On!**  
 [C] During your turn, all of your other ::Hello, Happy World!:: Charas gain +X Pow. X = 500 times Level of that Chara.  
 [S] [(1) Discard a card from your hand to the WR] Choose 1 of your Opp.'s Charas and return it to hand.  
 [S] [Rest this] This ability activates up to once per turn. Choose 1 of your Charas and Stand it.

Music - Hello, Happy World! | BD/W73-008SPMb T: Soul

L1  
C1

**Eve Wakamiya, Sincere Feelings**  
 [C] If there is a Marker under this, this card gains BLUE.  
 [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Pastel\*Palettes:: Charas, and that Chara gains +2000 for the turn.  
 [S] [Rest this] Choose 1 of your ::Pastel\*Palettes:: Chara, that Chara gains +1000 Pow for the turn, and if there is no Marker under this, choose a "Maya Yamato, Uniqueness as a Weapon" in your WR and put it face-up under this as Marker.

Music - Pastel \* Palettes | BD/W73-009 T: Soul

L1  
C1

**Eve Wakamiya, Sincere Feelings**  
 [C] If there is a Marker under this, this card gains BLUE.  
 [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Pastel\*Palettes:: Charas, and that Chara gains +2000 for the turn.  
 [S] [Rest this] Choose 1 of your ::Pastel\*Palettes:: Chara, that Chara gains +1000 Pow for the turn, and if there is no Marker under this, choose a "Maya Yamato, Uniqueness as a Weapon" in your WR and put it face-up under this as Marker.

Music - Pastel \* Palettes | BD/W73-009SPMa T: Soul

L1  
C1

**Eve Wakamiya, Sincere Feelings**  
 [C] If there is a Marker under this, this card gains BLUE.  
 [A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ::Pastel\*Palettes:: Charas, and that Chara gains +2000 for the turn.  
 [S] [Rest this] Choose 1 of your ::Pastel\*Palettes:: Chara, that Chara gains +1000 Pow for the turn, and if there is no Marker under this, choose a "Maya Yamato, Uniqueness as a Weapon" in your WR and put it face-up under this as Marker.

Music - Pastel \* Palettes | BD/W73-009SPMb T: Soul

L1  
C1

**"Smile Music" Kanon Matsubara**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W73-010 T: Soul

L2  
C1

**"Smile Music" Kanon Matsubara**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W73-010SPa T: Soul

L2  
C1

**"Smile Music" Kanon Matsubara**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W73-010SPb T: Soul

L2  
C1

**"Smile Music" Kanon Matsubara**  
 [A] When you use the **BACKUP** of this, if you have a **Music**: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Music - Hello, Happy World! | BD/W73-010SSP T: Soul*

**L2**  
**C1**

**Kanon Matsubara, Poor Sense of Direction**  
 [A] At the beginning of your Opp.'s Attack Phase, your Opp. may move this to an empty slot in your Front Row.  
 [A] When you Level-Up, put this in the WR.

*Music - Hello, Happy World! | BD/W73-011 T: None*

**L0**  
**C0**

**Kanon Matsubara, Poor Sense of Direction**  
 [A] At the beginning of your Opp.'s Attack Phase, your Opp. may move this to an empty slot in your Front Row.  
 [A] When you Level-Up, put this in the WR.

*Music - Hello, Happy World! | BD/W73-011SPMa T: None*

**L0**  
**C0**

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**Kanon Matsubara, Poor Sense of Direction**  
 [A] At the beginning of your Opp.'s Attack Phase, your Opp. may move this to an empty slot in your Front Row.  
 [A] When you Level-Up, put this in the WR.

*Music - Hello, Happy World! | BD/W73-011SPMb T: None*

**L0**  
**C0**

**Hagumi Kitazawa, Boldly Challenging**  
 [C] If you have 2 or more other **Music**: Charas, this gains the following ability. [A] When this card becomes Reversed, if the Battle Opp. of this is Cost 0 or less, you may put this in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in their WR.  
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

*Music - Hello, Happy World! | BD/W73-012 T: None*

**L1**  
**C0**

**Hagumi Kitazawa, Boldly Challenging**  
 [C] If you have 2 or more other **Music**: Charas, this gains the following ability. [A] When this card becomes Reversed, if the Battle Opp. of this is Cost 0 or less, you may put this in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in their WR.  
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

*Music - Hello, Happy World! | BD/W73-012S T: None*

**L1**  
**C0**

**Bang Dream! Vol. 2 Booster Pack**

**Hagumi Kitazawa, Boldly Challenging**  
 [C] If you have 2 or more other **Music**: Charas, this gains the following ability. [A] When this card becomes Reversed, if the Battle Opp. of this is Cost 0 or less, you may put this in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in their WR.  
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

*Music - Hello, Happy World! | BD/W73-012SPMa T: None*

**L1**  
**C0**

**Hagumi Kitazawa, Boldly Challenging**  
 [C] If you have 2 or more other **Music**: Charas, this gains the following ability. [A] When this card becomes Reversed, if the Battle Opp. of this is Cost 0 or less, you may put this in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in their WR.  
 [A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

*Music - Hello, Happy World! | BD/W73-012SPMb T: None*

**L1**  
**C0**

**Kokoro Tsurumaki, Usual Password**  
 [C] If you have 4 or more **Music**: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your **Music**: Charas.

*Music - Hello, Happy World! | BD/W73-013 T: Soul*

**L2**  
**C1**

**Hawker Strategy Meeting**  
 Choose 1 of the following effects and perform it.  
 "Choose 1 of your Opp.'s Charas and place it to an empty Slot on the Stage."  
 "Search your LB for up to 1 **Music**: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

*BD/W73-014 T: None*

**L1**  
**C1**

**Night Sky Smile**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-015 T: Choice*

**Night Sky Smile**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-015R T: Choice*

**Tonight, When the Stars Shine**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-016 T: Soul Bounce*

**"Our Music" Ran Mitake**  
 [A] When your Chara's Trigger Check reveals a Treasure Icon, you may draw a card. If so, discard a card from hand to the WR.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 **Afterglow**: Chara, reveal it, put it in your hand, and shuffle your LB.

*Music - Afterglow | BD/W73-017 T: None*

**L0**  
**C0**

**"Our Music" Ran Mitake**  
 [A] When your Chara's Trigger Check reveals a Treasure Icon, you may draw a card. If so, discard a card from hand to the WR.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 **Afterglow**: Chara, reveal it, put it in your hand, and shuffle your LB.

*Music - Afterglow | BD/W73-017SPa T: None*

**L0**  
**C0**

**"Our Music" Ran Mitake**  
 [A] When your Chara's Trigger Check reveals a Treasure Icon, you may draw a card. If so, discard a card from hand to the WR.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 **Afterglow**: Chara, reveal it, put it in your hand, and shuffle your LB.

*Music - Afterglow | BD/W73-017SPb T: None*

**L0**  
**C0**

**"Our Music" Ran Mitake**  
 [A] When your Chara's Trigger Check reveals a Treasure Icon, you may draw a card. If so, discard a card from hand to the WR.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 **Afterglow**: Chara, reveal it, put it in your hand, and shuffle your LB.

*Music - Afterglow | BD/W73-017SSP T: None*

**L0**  
**C0**

**"Supreme Music" Layer**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of **Music**: Charas among those cards.  
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

*Music - Raise a Suilen | BD/W73-018 T: None*

**L0**  
**C0**

### "Supreme Music" Layer

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of :Music: Charas among those cards.  
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Music - Raise a Suilen | BD/W73-018SPa T: None

L0  
C0

### "Supreme Music" Layer

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of :Music: Charas among those cards.  
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Music - Raise a Suilen | BD/W73-018SPb T: None

L0  
C0

### "Supreme Music" Layer

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of :Music: Charas among those cards.  
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Music - Raise a Suilen | BD/W73-018SSP T: None

L0  
C0

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### "Our Music" Tsugumi Hazawa

[C] All your other :Afterglow: Charas gain +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Clock] ALARM [(1)] If this card is on top of your Clock, at the beginning of your MP, may pay. If so, choose an "Eternal Sunset" in your WR and return it to hand.

Music - Afterglow | BD/W73-019 T: Soul

L3  
C2

### "Our Music" Tsugumi Hazawa

[C] All your other :Afterglow: Charas gain +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Clock] ALARM [(1)] If this card is on top of your Clock, at the beginning of your MP, may pay. If so, choose an "Eternal Sunset" in your WR and return it to hand.

Music - Afterglow | BD/W73-019SPa T: Soul

L3  
C2

### "Our Music" Tsugumi Hazawa

[C] All your other :Afterglow: Charas gain +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Clock] ALARM [(1)] If this card is on top of your Clock, at the beginning of your MP, may pay. If so, choose an "Eternal Sunset" in your WR and return it to hand.

Music - Afterglow | BD/W73-019SPb T: Soul

L3  
C2

## Bang Dream! Vol. 2 Booster Pack

### "Our Music" Tsugumi Hazawa

[C] All your other :Afterglow: Charas gain +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Clock] ALARM [(1)] If this card is on top of your Clock, at the beginning of your MP, may pay. If so, choose an "Eternal Sunset" in your WR and return it to hand.

Music - Afterglow | BD/W73-019SSP T: Soul

L3  
C2

### "Supreme Music" Lock

[C] If you have 4 or more :Raise a Suilen: Charas, this gets -1 Level while in your hand.  
 [C] If you have 2 or more other :Raise a Suilen: Charas, this gains +1000 Pow.  
 [A] ACCELERATE [Put a :Music: Chara from your WR on the bottom of your Clock] During the turn this is placed from hand to the Stage, at the start of your Climax phase, may pay. If so, this gains +1500 Pow and the following ability for the turn. [A] When this attacks, search your LB for up to 2 total :Raise a Suilen: Charas and/or "Yes!! The Strongest!!", reveal them, put them in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-020 T: Soul

L3  
C2

### "Supreme Music" Lock

[C] If you have 4 or more :Raise a Suilen: Charas, this gets -1 Level while in your hand.  
 [C] If you have 2 or more other :Raise a Suilen: Charas, this gains +1000 Pow.  
 [A] ACCELERATE [Put a :Music: Chara from your WR on the bottom of your Clock] During the turn this is placed from hand to the Stage, at the start of your Climax phase, may pay. If so, this gains +1500 Pow and the following ability for the turn. [A] When this attacks, search your LB for up to 2 total :Raise a Suilen: Charas and/or "Yes!! The Strongest!!", reveal them, put them in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-020SPa T: Soul

L3  
C2

### "Supreme Music" Lock

[C] If you have 4 or more :Raise a Suilen: Charas, this gets -1 Level while in your hand.  
 [C] If you have 2 or more other :Raise a Suilen: Charas, this gains +1000 Pow.  
 [A] ACCELERATE [Put a :Music: Chara from your WR on the bottom of your Clock] During the turn this is placed from hand to the Stage, at the start of your Climax phase, may pay. If so, this gains +1500 Pow and the following ability for the turn. [A] When this attacks, search your LB for up to 2 total :Raise a Suilen: Charas and/or "Yes!! The Strongest!!", reveal them, put them in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-020SPb T: Soul

L3  
C2

### "Supreme Music" Lock

[C] If you have 4 or more :Raise a Suilen: Charas, this gets -1 Level while in your hand.  
 [C] If you have 2 or more other :Raise a Suilen: Charas, this gains +1000 Pow.  
 [A] ACCELERATE [Put a :Music: Chara from your WR on the bottom of your Clock] During the turn this is placed from hand to the Stage, at the start of your Climax phase, may pay. If so, this gains +1500 Pow and the following ability for the turn. [A] When this attacks, search your LB for up to 2 total :Raise a Suilen: Charas and/or "Yes!! The Strongest!!", reveal them, put them in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-020SSP T: Soul

L3  
C2

### "Our Music" Tomoe Udagawa

[A] [Clock] ALARM If this is on top of your Clock and you have an :Afterglow: Chara, at the start of your Climax Phase, look at the top 2 cards of your LB, and put them on top of your LB in any order.  
 [S] [Rest this] Choose 1 of your :Afterglow: Charas, and that Chara gains +1500 Pow for the turn. If that Chara has ALARM, it gains +2500 Pow for the turn instead.

Music - Afterglow | BD/W73-021 T: None

L0  
C0

### "Our Music" Tomoe Udagawa

[A] [Clock] ALARM If this is on top of your Clock and you have an :Afterglow: Chara, at the start of your Climax Phase, look at the top 2 cards of your LB, and put them on top of your LB in any order.  
 [S] [Rest this] Choose 1 of your :Afterglow: Charas, and that Chara gains +1500 Pow for the turn. If that Chara has ALARM, it gains +2500 Pow for the turn instead.

Music - Afterglow | BD/W73-021SPa T: None

L0  
C0

### "Our Music" Tomoe Udagawa

[A] [Clock] ALARM If this is on top of your Clock and you have an :Afterglow: Chara, at the start of your Climax Phase, look at the top 2 cards of your LB, and put them on top of your LB in any order.  
 [S] [Rest this] Choose 1 of your :Afterglow: Charas, and that Chara gains +1500 Pow for the turn. If that Chara has ALARM, it gains +2500 Pow for the turn instead.

Music - Afterglow | BD/W73-021SPb T: None

L0  
C0

### "Our Music" Tomoe Udagawa

[A] [Clock] ALARM If this is on top of your Clock and you have an :Afterglow: Chara, at the start of your Climax Phase, look at the top 2 cards of your LB, and put them on top of your LB in any order.  
 [S] [Rest this] Choose 1 of your :Afterglow: Charas, and that Chara gains +1500 Pow for the turn. If that Chara has ALARM, it gains +2500 Pow for the turn instead.

Music - Afterglow | BD/W73-021SSP T: None

L0  
C0

### "Our Music" Moca Aoba

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
 [A] [Clock] ALARM [Discard a Climax card from your hand to the WR] If this is on top of your Clock and you have 2 or more :Afterglow: Charas, at the start of your MP, may pay. If so, choose an :Afterglow: Chara in your WR and return it to your hand.

Music - Afterglow | BD/W73-022 T: None

L0  
C0

### "Our Music" Moca Aoba

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
 [A] [Clock] ALARM [Discard a Climax card from your hand to the WR] If this is on top of your Clock and you have 2 or more :Afterglow: Charas, at the start of your MP, may pay. If so, choose an :Afterglow: Chara in your WR and return it to your hand.

Music - Afterglow | BD/W73-022SPa T: None

L0  
C0

### "Our Music" Moca Aoba

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
 [A] [Clock] ALARM [Discard a Climax card from your hand to the WR] If this is on top of your Clock and you have 2 or more :Afterglow: Charas, at the start of your MP, may pay. If so, choose an :Afterglow: Chara in your WR and return it to your hand.

Music - Afterglow | BD/W73-022SPb T: None

L0  
C0

### "Our Music" Moca Aoba

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[A] [Clock] **ALARM** [Discard a Climax card from your hand to the WR] If this is on top of your Clock and you have 2 or more **Afterglow**: Charas, at the start of your MP, may pay. If so, choose an **Afterglow**: Chara in your WR and return it to your hand.

Music - Afterglow | BD/W73-022SSP T: None

L0  
C0

### "Overlapping Music" Eve Wakamiya

[C] During your turn, if the # of colors among Charas on your Stage is 4 or more, all of your other Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 **Pastel Palettes**: Chara in your WR and return it to your hand.

Music - Pastel \* Palettes | BD/W73-023 T: None

L0  
C0

### "Overlapping Music" Eve Wakamiya

[C] During your turn, if the # of colors among Charas on your Stage is 4 or more, all of your other Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 **Pastel Palettes**: Chara in your WR and return it to your hand.

Music - Pastel \* Palettes | BD/W73-023SPa T: None

L0  
C0

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### "Overlapping Music" Eve Wakamiya

[C] During your turn, if the # of colors among Charas on your Stage is 4 or more, all of your other Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 **Pastel Palettes**: Chara in your WR and return it to your hand.

Music - Pastel \* Palettes | BD/W73-023SPb T: None

L0  
C0

### "Overlapping Music" Eve Wakamiya

[C] During your turn, if the # of colors among Charas on your Stage is 4 or more, all of your other Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 **Pastel Palettes**: Chara in your WR and return it to your hand.

Music - Pastel \* Palettes | BD/W73-023SSP T: None

L0  
C0

### "Supreme Music" Masking

[C] This cannot Side Attack.  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Music - Raise a Suilen | BD/W73-024 T: None

L0  
C0

## Bang Dream! Vol. 2 Booster Pack

### "Supreme Music" Masking

[C] This cannot Side Attack.  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Music - Raise a Suilen | BD/W73-024SPa T: None

L0  
C0

### "Supreme Music" Masking

[C] This cannot Side Attack.  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Music - Raise a Suilen | BD/W73-024SPb T: None

L0  
C0

### "Supreme Music" Masking

[C] This cannot Side Attack.  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

Music - Raise a Suilen | BD/W73-024SSP T: None

L0  
C0

### Lock, Desperate Solicitation

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.  
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Lock, Desperate Solicitation" in your Memory and put it in any Slot on the Stage.

Music - Raise a Suilen | BD/W73-025 T: Soul

L2  
C1

### Lock, Desperate Solicitation

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.  
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Lock, Desperate Solicitation" in your Memory and put it in any Slot on the Stage.

Music - Raise a Suilen | BD/W73-025S T: Soul

L2  
C1

### Lock, Desperate Solicitation

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.  
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Lock, Desperate Solicitation" in your Memory and put it in any Slot on the Stage.

Music - Raise a Suilen | BD/W73-025SPMa T: Soul

L2  
C1

### Lock, Desperate Solicitation

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.  
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Lock, Desperate Solicitation" in your Memory and put it in any Slot on the Stage.

Music - Raise a Suilen | BD/W73-025SPMb T: Soul

L2  
C1

### Layer, Overwhelming Singing Ability

[C] For each of your other **Raise a Suilen**: Charas, this gains +500 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Someday's Promise" is in your CZ, you may put that Chara in Clock.  
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

Music - Raise a Suilen | BD/W73-026 T: Soul

L3  
C2

### Layer, Overwhelming Singing Ability

[C] For each of your other **Raise a Suilen**: Charas, this gains +500 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Someday's Promise" is in your CZ, you may put that Chara in Clock.  
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

Music - Raise a Suilen | BD/W73-026S T: Soul

L3  
C2

### Layer, Overwhelming Singing Ability

[C] For each of your other **Raise a Suilen**: Charas, this gains +500 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Someday's Promise" is in your CZ, you may put that Chara in Clock.  
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

Music - Raise a Suilen | BD/W73-026SPMa T: Soul

L3  
C2

### Layer, Overwhelming Singing Ability

[C] For each of your other **Raise a Suilen**: Charas, this gains +500 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Someday's Promise" is in your CZ, you may put that Chara in Clock.  
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

Music - Raise a Suilen | BD/W73-026SPMb T: Soul

L3  
C2

### "Our Music" Himari Uehara

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** When this attacks, if "Our Melody" is in your CZ, this gains +1000 Pow for the turn, put the top 2 cards of your LB in your WR, and for each card among them that either has **ALARM** or is an Event, perform the following action. "Deal 1 Damage to your Opp.." (DC can occur)

Music - Afterglow | BD/W73-027 T: Soul

L3  
C2

### "Our Music" Himari Uehara

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** When this attacks, if "Our Melody" is in your CZ, this gains +1000 Pow for the turn, put the top 2 cards of your LB in your WR, and for each card among them that either has **ALARM** or is an Event, perform the following action. Deal 1 Damage to your Opp.. (DC can occur)

Music - Afterglow | BD/W73-027SPa T: Soul

L3  
C2

### "Our Music" Himari Uehara

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** When this attacks, if "Our Melody" is in your CZ, this gains +1000 Pow for the turn, put the top 2 cards of your LB in your WR, and for each card among them that either has **ALARM** or is an Event, perform the following action. Deal 1 Damage to your Opp.. (DC can occur)

Music - Afterglow | BD/W73-027SPb T: Soul

L3  
C2

### "Our Music" Himari Uehara

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
[A] **CX COMBO** When this attacks, if "Our Melody" is in your CZ, this gains +1000 Pow for the turn, put the top 2 cards of your LB in your WR, and for each card among them that either has **ALARM** or is an Event, perform the following action. Deal 1 Damage to your Opp.. (DC can occur)

Music - Afterglow | BD/W73-027SSP T: Soul

L3  
C2

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### Lock, Raise Your Hands

[C] If you have no other Charas, this gains +1500 Pow and the following ability. "[A] At the beginning of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot."  
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Raise a Suilen | BD/W73-028 T: None

L0  
C0

### Layer, Raise Your Hands

[C] During your turn, for each of your other ::Raise a Suilen:: Charas, this gains +500 Pow.  
[A] **ACCELERATE** [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, for the turn this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a 'Layer, Raise Your Hands' or 'Tae Hanazono, Playing Melody' in your WR, and return it to your hand."

Music - Raise a Suilen | BD/W73-029 T: None

L1  
C0

### Moca Aoba, My Pace

[A] **CX COMBO** When "Scenery of That Day" is placed in your CZ, if this is in your Front Row and you have another ::Afterglow:: Chara, this gains 1 of the following 2 abilities of your choice for the turn. "[A] When this attacks, you may put the top card of your LB in your Stock." "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Afterglow | BD/W73-030 T: None

L1  
C0

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### Moca Aoba, My Pace

[A] **CX COMBO** When "Scenery of That Day" is placed in your CZ, if this is in your Front Row and you have another ::Afterglow:: Chara, this gains 1 of the following 2 abilities of your choice for the turn. "[A] When this attacks, you may put the top card of your LB in your Stock." "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Afterglow | BD/W73-030S T: None

L1  
C0

### Moca Aoba, My Pace

[A] **CX COMBO** When "Scenery of That Day" is placed in your CZ, if this is in your Front Row and you have another ::Afterglow:: Chara, this gains 1 of the following 2 abilities of your choice for the turn. "[A] When this attacks, you may put the top card of your LB in your Stock." "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Afterglow | BD/W73-030SPMa T: None

L1  
C0

### Moca Aoba, My Pace

[A] **CX COMBO** When "Scenery of That Day" is placed in your CZ, if this is in your Front Row and you have another ::Afterglow:: Chara, this gains 1 of the following 2 abilities of your choice for the turn. "[A] When this attacks, you may put the top card of your LB in your Stock." "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Afterglow | BD/W73-030SPMb T: None

L1  
C0

### Masking, Blunt Kindness

[A] [(1)] When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR.  
[S] [Rest this] Choose 1 of your ::Raise a Suilen:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Raise a Suilen | BD/W73-031 T: Soul

L1  
C1

### Masking, Blunt Kindness

[A] [(1)] When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR.  
[S] [Rest this] Choose 1 of your ::Raise a Suilen:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Raise a Suilen | BD/W73-031SPMa T: Soul

L1  
C1

### Masking, Blunt Kindness

[A] [(1)] When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR.  
[S] [Rest this] Choose 1 of your ::Raise a Suilen:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Raise a Suilen | BD/W73-031SPMb T: Soul

L1  
C1

### Ran Mitake, Immutable Bond

[A] [Clock] **ALARM** [(1)] If this is on top of your Clock and you have 4 or more ::Afterglow:: Charas, at the start of your Climax Phase may pay. If so, choose a Chara in your Opp.'s Front Row and return it to their hand.  
[S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

Music - Afterglow | BD/W73-032 T: Soul

L2  
C1

### Ran Mitake, Immutable Bond

[A] [Clock] **ALARM** [(1)] If this is on top of your Clock and you have 4 or more ::Afterglow:: Charas, at the start of your Climax Phase may pay. If so, choose a Chara in your Opp.'s Front Row and return it to their hand.  
[S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

Music - Afterglow | BD/W73-032S T: Soul

L2  
C1

### Ran Mitake, Immutable Bond

[A] [Clock] **ALARM** [(1)] If this is on top of your Clock and you have 4 or more ::Afterglow:: Charas, at the start of your Climax Phase may pay. If so, choose a Chara in your Opp.'s Front Row and return it to their hand.  
[S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

Music - Afterglow | BD/W73-032SPMa T: Soul

L2  
C1

### Ran Mitake, Immutable Bond

[A] [Clock] **ALARM** [(1)] If this is on top of your Clock and you have 4 or more ::Afterglow:: Charas, at the start of your Climax Phase may pay. If so, choose a Chara in your Opp.'s Front Row and return it to their hand.  
[S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

Music - Afterglow | BD/W73-032SPMb T: Soul

L2  
C1

### Tsugumi Hazawa, Hard Worker

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] When the Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of Charas with **ALARM** between your Clock and Stage.

Music - Afterglow | BD/W73-033 T: Soul

L2  
C1

### Tsugumi Hazawa, Hard Worker

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. "[A] When the Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of Charas with **ALARM** between your Clock and Stage.

Music - Afterglow | BD/W73-033SPMa T: Soul

L2  
C1

**Tsugumi Hazawa, Hard Worker**  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains the following ability for the turn. [A] When the Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR.  
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of Charas with **ALARM** between your Clock and Stage.

Music - Afterglow | BD/W73-033SPMb T: Soul

L2  
C1

**Himari Uehara, Usual Shouting**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Afterglow: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Clock] **ALARM** If this is the top card of your Clock, at the start of your MP, you may go "Eil! Eil! Ohh!". If you do, your Opp. may go "Eil! Eil! Ohh!". If they do, all players search their LB for up to 1 Chara, reveal them, put them in their hands, and shuffle their Libraries. (Please mind your volume and actions)

Music - Afterglow | BD/W73-034 T: None

L0  
C0

**Himari Uehara, Usual Shouting**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Afterglow: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Clock] **ALARM** If this is the top card of your Clock, at the start of your MP, you may go "Eil! Eil! Ohh!". If you do, your Opp. may go "Eil! Eil! Ohh!". If they do, all players search their LB for up to 1 Chara, reveal them, put them in their hands, and shuffle their Libraries. (Please mind your volume and actions)

Music - Afterglow | BD/W73-034SPMa T: None

L0  
C0

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**Himari Uehara, Usual Shouting**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Afterglow: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Clock] **ALARM** If this is the top card of your Clock, at the start of your MP, you may go "Eil! Eil! Ohh!". If you do, your Opp. may go "Eil! Eil! Ohh!". If they do, all players search their LB for up to 1 Chara, reveal them, put them in their hands, and shuffle their Libraries. (Please mind your volume and actions)

Music - Afterglow | BD/W73-034SPMb T: None

L0  
C0

**Hina Hikawa, Excellent Running Power**  
 [C] If there's a Marker under this, this gains +1 Level and +1500 Pow.  
 [A] When this is placed from hand to this Stage, reveal the top card of your LB. If it is either a ::Pastel Palettes: Chara or "Overlapping Palms", you may place it face-down under this as Marker. (Otherwise put it back where it was)

Music - Pastel \* Palettes | BD/W73-035 T: None

L0  
C0

**Hina Hikawa, Excellent Running Power**  
 [C] If there's a Marker under this, this gains +1 Level and +1500 Pow.  
 [A] When this is placed from hand to this Stage, reveal the top card of your LB. If it is either a ::Pastel Palettes: Chara or "Overlapping Palms", you may place it face-down under this as Marker. (Otherwise put it back where it was)

Music - Pastel \* Palettes | BD/W73-035S T: None

L0  
C0

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**Hina Hikawa, Excellent Running Power**  
 [C] If there's a Marker under this, this gains +1 Level and +1500 Pow.  
 [A] When this is placed from hand to this Stage, reveal the top card of your LB. If it is either a ::Pastel Palettes: Chara or "Overlapping Palms", you may place it face-down under this as Marker. (Otherwise put it back where it was)

Music - Pastel \* Palettes | BD/W73-035SPMa T: None

L0  
C0

**Hina Hikawa, Excellent Running Power**  
 [C] If there's a Marker under this, this gains +1 Level and +1500 Pow.  
 [A] When this is placed from hand to this Stage, reveal the top card of your LB. If it is either a ::Pastel Palettes: Chara or "Overlapping Palms", you may place it face-down under this as Marker. (Otherwise put it back where it was)

Music - Pastel \* Palettes | BD/W73-035SPMb T: None

L0  
C0

**Lock & Asuka, First-Years**  
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a ::Music: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Music - Raise a Suilen | BD/W73-036 T: None

L0  
C0

**Lock, Glittering Longing**  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music: Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] When this becomes Reversed in battle, put this on the bottom of the LB.

Music - Raise a Suilen | BD/W73-037 T: None

L0  
C0

**Lock, Unreasonable Response**  
 [A] [(2)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp. and put it in the WR, and your Opp. chooses up to 1 Level 0 or lower Chara in his or her WR and put it in the Slot that Chara was in.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music - Raise a Suilen | BD/W73-038 T: None

L1  
C0

**Ran Mitake, Powerful Eyes**  
 [A] When this attacks, if the top card of your Clock has **ALARM**, and the Level of the Battle Opp. of this is higher than your Opp.'s Level, this gains +6000 Pow for the turn.  
 [A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Afterglow: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Afterglow | BD/W73-039 T: None

L1  
C0

**Tomoe Udagawa, Sufficient Enthusiasm**  
 [C] During your turn, if you have another ::Afterglow: Chara, this gains +1500 Pow.  
 [A] [(1)] When this attacks, if the top card of your Clock has **ALARM**, may pay. If so, during this attack, perform Trigger Check twice during this attack's Trigger Step.

Music - Afterglow | BD/W73-040 T: None

L1  
C0

**Tomoe Udagawa, Sufficient Enthusiasm**  
 [C] During your turn, if you have another ::Afterglow: Chara, this gains +1500 Pow.  
 [A] [(1)] When this attacks, if the top card of your Clock has **ALARM**, may pay. If so, during this attack, perform Trigger Check twice during this attack's Trigger Step.

Music - Afterglow | BD/W73-040SPMa T: None

L1  
C0

**Tomoe Udagawa, Sufficient Enthusiasm**  
 [C] During your turn, if you have another ::Afterglow: Chara, this gains +1500 Pow.  
 [A] [(1)] When this attacks, if the top card of your Clock has **ALARM**, may pay. If so, during this attack, perform Trigger Check twice during this attack's Trigger Step.

Music - Afterglow | BD/W73-040SPMb T: None

L1  
C0

**Masking, Raise Your Hands**  
 [C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
 [A] **ACCELERATE** [Put a ::Music: Chara from your WR on the bottom of your Clock] At the start of the Climax Phase, if you have another ::Music: Chara, may pay. If so, this gains +3500 Pow for the turn.

Music - Raise a Suilen | BD/W73-041 T: None

L1  
C0

**Aya Maruyama, Please**  
 [A] When you use the **BACKUP** of this, you may put the top X cards of your LB to the WR. X = 1 + # of colors among Charas on your Stage.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - Pastel \* Palettes | BD/W73-042 T: Soul

L2  
C1

**Layer, Childhood Promise**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music: Charas.  
 [A] **ACCELERATE** [Put a ::Music: Chara from your WR to the bottom of your Clock] At the start of your Climax Phase, may pay. If so, this gains +1500 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of your Opp.'s LB, and put up to 1 card from the top of your LB in your Stock."

Music - Raise a Suilen | BD/W73-043 T: Soul

L2  
C1

**Masking, Mad Dog**  
 [A] When this is placed from hand to the Stage, if you have 4 or more other **Music**: Charas, you may choose a **Music**: Chara in your WR and put it in your Stock.  
 [A] When this attacks, choose 1 of your **Music**: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your **Music**: Charas.

*Music - Raise a Suilen | BD/W73-044 T: Soul*

**L2**  
**C1**

**Eternal Sunset**  
 [Counter] If you don't have an **Afterglow**: Chara, you cannot play this from your hand.  
 Choose a card from your hand and an **Afterglow**: Chara in your Clock and swap them.  
 Choose 1 of your **Afterglow**: Charas, and that Chara gains +2000 Pow for the turn.

*BD/W73-045 T: None*

**L1**  
**C0**

**Someday's Promise**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-046 T: Treasure*

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**Someday's Promise**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-046R T: Treasure*

**Our Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-047 T: Treasure*

**Our Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-047R T: Treasure*

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**Scenery of That Day**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

*BD/W73-048 T: Treasure*

**"Bond of Music" Kasumi Toyama**  
 [A] When this card attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] At the start of your Opp.'s Draw Phase, if all of your Charas are **Poppin' Party**:, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your hand. (Climax cards are considered Level 0. Put the revealed card back)

*Music - Poppin' Party | BD/W73-049 T: None*

**L0**  
**C0**

**"Bond of Music" Kasumi Toyama**  
 [A] When this card attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] At the start of your Opp.'s Draw Phase, if all of your Charas are **Poppin' Party**:, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your hand. (Climax cards are considered Level 0. Put the revealed card back)

*Music - Poppin' Party | BD/W73-049SPa T: None*

**L0**  
**C0**

**"Bond of Music" Kasumi Toyama**  
 [A] When this card attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] At the start of your Opp.'s Draw Phase, if all of your Charas are **Poppin' Party**:, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your hand. (Climax cards are considered Level 0. Put the revealed card back)

*Music - Poppin' Party | BD/W73-049SPb T: None*

**L0**  
**C0**

**"Bond of Music" Kasumi Toyama**  
 [A] When this card attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] At the start of your Opp.'s Draw Phase, if all of your Charas are **Poppin' Party**:, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your hand. (Climax cards are considered Level 0. Put the revealed card back)

*Music - Poppin' Party | BD/W73-049SSP T: None*

**L0**  
**C0**

**"Overlapping Music" Hina Hikawa**  
 [A] **CX COMBO** When this attacks, if "Overlapping Melody" is in the CZ, look at up to X cards from the top of your LB and search for up to 1 **Pastel Palettes**: Chara, reveal it, put it in your hand, and put the rest cards in the WR. X = 1 + # of colors among Charas on your Stage.

*Music - Pastel \* Palettes | BD/W73-050 T: None*

**L1**  
**C0**

**"Overlapping Music" Hina Hikawa**  
 [A] **CX COMBO** When this attacks, if "Overlapping Melody" is in the CZ, look at up to X cards from the top of your LB and search for up to 1 **Pastel Palettes**: Chara, reveal it, put it in your hand, and put the rest cards in the WR. X = 1 + # of colors among Charas on your Stage.

*Music - Pastel \* Palettes | BD/W73-050SPa T: None*

**L1**  
**C0**

**"Overlapping Music" Hina Hikawa**  
 [A] **CX COMBO** When this attacks, if "Overlapping Melody" is in the CZ, look at up to X cards from the top of your LB and search for up to 1 **Pastel Palettes**: Chara, reveal it, put it in your hand, and put the rest cards in the WR. X = 1 + # of colors among Charas on your Stage.

*Music - Pastel \* Palettes | BD/W73-050SPb T: None*

**L1**  
**C0**

**"Overlapping Music" Hina Hikawa**  
 [A] **CX COMBO** When this attacks, if "Overlapping Melody" is in the CZ, look at up to X cards from the top of your LB and search for up to 1 **Pastel Palettes**: Chara, reveal it, put it in your hand, and put the rest cards in the WR. X = 1 + # of colors among Charas on your Stage.

*Music - Pastel \* Palettes | BD/W73-050SSP T: None*

**L1**  
**C0**

**"Bond of Music" Saaya Yamabuki**  
 [C] If you have 2 or more other **Poppin' Party**: Charas, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

*Music - Poppin' Party | BD/W73-051 T: None*

**L1**  
**C0**

**"Bond of Music" Saaya Yamabuki**  
 [C] If you have 2 or more other **Poppin' Party**: Charas, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

*Music - Poppin' Party | BD/W73-051SPa T: None*

**L1**  
**C0**

**"Bond of Music" Saaya Yamabuki**  
 [C] If you have 2 or more other **Poppin' Party**: Charas, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

*Music - Poppin' Party | BD/W73-051SPb T: None*

**L1**  
**C0**

**"Bond of Music" Saaya Yamabuki**  
 [C] If you have 2 or more other ::Poppin' Party:: Charas, this gains +1000 Pow.  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Poppin' Party | BD/W73-051SSP T: None

L1  
C0

**"Bond of Music" Rimi Ushigome**  
 [C] ASSIST All your ::Poppin' Party:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [S] [Rest this] If in your WR there are, separately, a Chara with "Tae" in name, a Chara with "Rimi" in name, a Chara with "Saaya" in name, and a Chara with "Arisa" in name, choose 1 of your "Star-Shaped Tambourine" Kasumi Toyama, and that gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W73-052 T: Soul

L1  
C1

**"Bond of Music" Rimi Ushigome**  
 [C] ASSIST All your ::Poppin' Party:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [S] [Rest this] If in your WR there are, separately, a Chara with "Tae" in name, a Chara with "Rimi" in name, a Chara with "Saaya" in name, and a Chara with "Arisa" in name, choose 1 of your "Star-Shaped Tambourine" Kasumi Toyama, and that gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W73-052SPa T: Soul

L1  
C1

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**"Bond of Music" Rimi Ushigome**  
 [C] ASSIST All your ::Poppin' Party:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [S] [Rest this] If in your WR there are, separately, a Chara with "Tae" in name, a Chara with "Rimi" in name, a Chara with "Saaya" in name, and a Chara with "Arisa" in name, choose 1 of your "Star-Shaped Tambourine" Kasumi Toyama, and that gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W73-052SPb T: Soul

L1  
C1

**"Bond of Music" Rimi Ushigome**  
 [C] ASSIST All your ::Poppin' Party:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
 [S] [Rest this] If in your WR there are, separately, a Chara with "Tae" in name, a Chara with "Rimi" in name, a Chara with "Saaya" in name, and a Chara with "Arisa" in name, choose 1 of your "Star-Shaped Tambourine" Kasumi Toyama, and that gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W73-052SSP T: Soul

L1  
C1

**Kasumi Toyama, Now the Live Host!**  
 [C] During your turn, if you have 2 or more other ::Poppin' Party:: Charas, this gains +4000 Pow.  
 [A] CX COMBO [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(1) Discard a card from hand to the WR] At the start of your Encore Step, if 'Bond of Melody' if in the CZ, and if there is no Chara Opposite this or if the Chara Opposite this is Reversed, may pay. If so, Deal 3 Damage to your Opp. (DC can occur)

Music - Poppin' Party | BD/W73-053 T: Soul

L3  
C2

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**Kasumi Toyama, Now the Live Host!**  
 [C] During your turn, if you have 2 or more other ::Poppin' Party:: Charas, this gains +4000 Pow.  
 [A] CX COMBO [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(1) Discard a card from hand to the WR] At the start of your Encore Step, if 'Bond of Melody' if in the CZ, and if there is no Chara Opposite this or if the Chara Opposite this is Reversed, may pay. If so, Deal 3 Damage to your Opp. (DC can occur)

Music - Poppin' Party | BD/W73-053S T: Soul

L3  
C2

**Kasumi Toyama, Now the Live Host!**  
 [C] During your turn, if you have 2 or more other ::Poppin' Party:: Charas, this gains +4000 Pow.  
 [A] CX COMBO [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(1) Discard a card from hand to the WR] At the start of your Encore Step, if 'Bond of Melody' if in the CZ, and if there is no Chara Opposite this or if the Chara Opposite this is Reversed, may pay. If so, Deal 3 Damage to your Opp. (DC can occur)

Music - Poppin' Party | BD/W73-053SPMa T: Soul

L3  
C2

**Kasumi Toyama, Now the Live Host!**  
 [C] During your turn, if you have 2 or more other ::Poppin' Party:: Charas, this gains +4000 Pow.  
 [A] CX COMBO [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(1) Discard a card from hand to the WR] At the start of your Encore Step, if 'Bond of Melody' if in the CZ, and if there is no Chara Opposite this or if the Chara Opposite this is Reversed, may pay. If so, Deal 3 Damage to your Opp. (DC can occur)

Music - Poppin' Party | BD/W73-053SPMb T: Soul

L3  
C2

**Rimi Ushigome, Pounding in my Chest**  
 [A] When this attacks, choose 1 of your other ::Poppin' Party:: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Discard a card from hand to the WR] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row.

Music - Poppin' Party | BD/W73-054 T: None

L0  
C0

**Rimi Ushigome, Pounding in my Chest**  
 [A] When this attacks, choose 1 of your other ::Poppin' Party:: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Discard a card from hand to the WR] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row.

Music - Poppin' Party | BD/W73-054S T: None

L0  
C0

**Rimi Ushigome, Pounding in my Chest**  
 [A] When this attacks, choose 1 of your other ::Poppin' Party:: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Discard a card from hand to the WR] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row.

Music - Poppin' Party | BD/W73-054SPMa T: None

L0  
C0

**Rimi Ushigome, Pounding in my Chest**  
 [A] When this attacks, choose 1 of your other ::Poppin' Party:: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Discard a card from hand to the WR] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row.

Music - Poppin' Party | BD/W73-054SPMb T: None

L0  
C0

**Chisato Shirasagi, Together with Everyone**  
 [A] When this attacks, choose another of your ::Pastel Palettes:: Charas, and that Chara gains +500 Pow and +X Pow. X equals the number of colors among your Charas on Stage.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a card in your hand and a card in your Level and Swap them.

Music - Pastel \* Palettes | BD/W73-055 T: None

L1  
C0

**Chisato Shirasagi, Together with Everyone**  
 [A] When this attacks, choose another of your ::Pastel Palettes:: Charas, and that Chara gains +500 Pow and +X Pow. X equals the number of colors among your Charas on Stage times 500.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a card in your hand and a card in your Level and Swap them.

Music - Pastel \* Palettes | BD/W73-055SPMa T: None

L1  
C0

**Chisato Shirasagi, Together with Everyone**  
 [A] When this attacks, choose another of your ::Pastel Palettes:: Charas, and that Chara gains +500 Pow and +X Pow. X equals the number of colors among your Charas on Stage times 500.  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a card in your hand and a card in your Level and Swap them.

Music - Pastel \* Palettes | BD/W73-055SPMb T: None

L1  
C0

**"Overlapping Music" Maya Yamato**  
 [C] All of your other ::Pastel Palettes:: Charas gain +X Pow. X equals the number of colors among your Charas on Stage.  
 [A] When this is placed from hand to the Stage, you may choose a ::Pastel Palettes:: Chara in your WR and return it to your hand.  
 [S] [Rest 2 of your ::Pastel Palettes:: Charas] Choose a card in your hand and a card in your Level Zone and Swap them.

Music - Pastel \* Palettes | BD/W73-056 T: Soul

L3  
C2

**"Overlapping Music" Maya Yamato**  
 [C] All of your other ::Pastel Palettes:: Charas gain +X Pow. X equals the number of colors among your Charas on Stage.  
 [A] When this is placed from hand to the Stage, you may choose a ::Pastel Palettes:: Chara in your WR and return it to your hand.  
 [S] [Rest 2 of your ::Pastel Palettes:: Charas] Choose a card in your hand and a card in your Level Zone and Swap them.

Music - Pastel \* Palettes | BD/W73-056SPa T: Soul

L3  
C2

**"Overlapping Music" Maya Yamato**  
 [C] All of your other ::Pastel Palettes:: Charas gain +X Pow. X equals the number of colors among your Charas on Stage.  
 [A] When this is placed from hand to the Stage, you may choose a ::Pastel Palettes:: Chara in your WR and return it to your hand.  
 [S] [Rest 2 of your ::Pastel Palettes:: Charas] Choose a card in your hand and a card in your Level Zone and Swap them.

Music - Pastel \* Palettes | BD/W73-056SPb T: Soul

L3  
C2

**"Overlapping Music" Maya Yamato**  
 [C] All of your other ::Pastel Palettes:: Charas gain +X Pow. X equals the number of colors among your Charas on Stage.  
 [A] When this is placed from hand to the Stage, you may choose a ::Pastel Palettes:: Chara in your WR and return it to your hand.  
 [S] [Rest 2 of your ::Pastel Palettes:: Charas] Choose a card in your hand and a card in your Level Zone and Swap them.

Music - Pastel \* Palettes | BD/W73-056SSP T: Soul

L3  
C2

**Saaya Yamabuki, New Sticks**  
 --No Text--

Music - Poppin' Party | BD/W73-057 T: None

L0  
C0

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**Kasumi Toyama, Between Practices**  
 [A] [(1) Discard an Event from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to hand.

Music - Poppin' Party | BD/W73-058 T: None

L1  
C0

**Saaya Yamabuki, Tension Rising!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Poppin' Party:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Music - Poppin' Party | BD/W73-059 T: Soul

L2  
C1

**Saaya Yamabuki, Tension Rising!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Poppin' Party:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Music - Poppin' Party | BD/W73-059SPMa T: Soul

L2  
C1

**Bang Dream! Vol. 2 Booster Pack**

**Saaya Yamabuki, Tension Rising!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Poppin' Party:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Music - Poppin' Party | BD/W73-059SPMb T: Soul

L2  
C1

**Rimi Ushigome, Sorrowful Eyes**  
 [A] [Discard a ::Poppin' Party:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Opp.'s Back Row that is higher Level than your Opp.'s Level and put it in the WR.  
 [A] When your other ::Poppin' Party:: Chara attacks, this gains +1500 Pow for the turn.

Music - Poppin' Party | BD/W73-060 T: Soul

L2  
C1

**Overlapping Palms**  
 Put up to 4 cards from the top of your LB into your WR. Choose up to 2 ::Pastel Palettes:: Charas from your WR and return them to hand. If there were 4 or more colors among the cards moved to WR by this effect, put this card in Stock.

BD/W73-061 T: None

L2  
C2

**Circle Cheer**  
 [A] **BRAINSTORM** Choose up to 1 ::Poppin' Party:: Chara in your WR and return it to hand. Flip over the top 5 cards of your LB and put them in the WR. If all of those cards are ::Poppin' Party:: Charas, deal 3 Damage to your Opp.. (DC can occur)

BD/W73-062 T: None

L3  
C0

**Bond of Melody**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

BD/W73-063 T: Soul Standby

**Bond of Melody**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

BD/W73-063R T: Soul Standby

**Overlapping Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-064 T: Salvage

**Overlapping Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-064R T: Salvage

**"Overlapping Music" Aya Maruyama**  
 [A] When this attacks, choose 1 of your ::Pastel Palettes:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1) Put a ::Pastel Palettes:: Chara from your WR to the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Pastel Palettes:: Chara in your WR and return it to hand.

Music - Pastel \* Palettes | BD/W73-065 T: None

L0  
C0

**"Overlapping Music" Aya Maruyama**  
 [A] When this attacks, choose 1 of your ::Pastel Palettes:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1) Put a ::Pastel Palettes:: Chara from your WR to the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Pastel Palettes:: Chara in your WR and return it to hand.

Music - Pastel \* Palettes | BD/W73-065SPa T: None

L0  
C0

**"Overlapping Music" Aya Maruyama**  
 [A] When this attacks, choose 1 of your ::Pastel Palettes:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1) Put a ::Pastel Palettes:: Chara from your WR to the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Pastel Palettes:: Chara in your WR and return it to hand.

Music - Pastel \* Palettes | BD/W73-065SPb T: None

L0  
C0

**"Overlapping Music" Aya Maruyama**  
 [A] When this attacks, choose 1 of your ::Pastel Palettes:: Charas, and that Chara gains +1500 Pow for the turn.  
 [A] [(1) Put a ::Pastel Palettes:: Chara from your WR to the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Pastel Palettes:: Chara in your WR and return it to hand.

Music - Pastel \* Palettes | BD/W73-065SSP T: None

L0  
C0

**"Unwavering Music" Yukina Minato**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Roselia: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Roselia | BD/W73-066 T: None

L0  
CO

**"Unwavering Music" Yukina Minato**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Roselia: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Roselia | BD/W73-066SPa T: None

L0  
CO

**"Unwavering Music" Yukina Minato**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Roselia: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Roselia | BD/W73-066SPb T: None

L0  
CO

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**"Unwavering Music" Yukina Minato**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.  
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Roselia: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Roselia | BD/W73-066SSP T: None

L0  
CO

**"Bond of Music" Tae Hanazono**  
 [C] If you have 2 or more other ::Poppin' Party: Charas, this gains +2000 Pow.  
 [A] **CX COMBO** When this attacks, if "Jumpin' Girls!" is in the CZ and you have 2 or more other ::Poppin' Party: Charas, reveal the top 3 cards of your LB, your Opp. chooses 1 Chara or Event from among them and put that card in your hand, you choose up to 1 card from the rest and put it on top of your LB, and put the rest in the WR.

Music - Poppin' Party | BD/W73-067 T: None

L1  
CO

**"Bond of Music" Tae Hanazono**  
 [C] If you have 2 or more other ::Poppin' Party: Charas, this gains +2000 Pow.  
 [A] **CX COMBO** When this attacks, if "Jumpin' Girls!" is in the CZ and you have 2 or more other ::Poppin' Party: Charas, reveal the top 3 cards of your LB, your Opp. chooses 1 Chara or Event from among them and put that card in your hand, you choose up to 1 card from the rest and put it on top of your LB, and put the rest in the WR.

Music - Poppin' Party | BD/W73-067SPa T: None

L1  
CO

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**"Bond of Music" Tae Hanazono**  
 [C] If you have 2 or more other ::Poppin' Party: Charas, this gains +2000 Pow.  
 [A] **CX COMBO** When this attacks, if "Jumpin' Girls!" is in the CZ and you have 2 or more other ::Poppin' Party: Charas, reveal the top 3 cards of your LB, your Opp. chooses 1 Chara or Event from among them and put that card in your hand, you choose up to 1 card from the rest and put it on top of your LB, and put the rest in the WR.

Music - Poppin' Party | BD/W73-067SPb T: None

L1  
CO

**"Bond of Music" Tae Hanazono**  
 [C] If you have 2 or more other ::Poppin' Party: Charas, this gains +2000 Pow.  
 [A] **CX COMBO** When this attacks, if "Jumpin' Girls!" is in the CZ and you have 2 or more other ::Poppin' Party: Charas, reveal the top 3 cards of your LB, your Opp. chooses 1 Chara or Event from among them and put that card in your hand, you choose up to 1 card from the rest and put it on top of your LB, and put the rest in the WR.

Music - Poppin' Party | BD/W73-067SSP T: None

L1  
CO

**"Unwavering Music" Saya Hikawa**  
 [C] If you have 2 or more other ::Roselia: Charas, this gains +1000 Pow.  
 [A] **CX COMBO** When "Unwavering Melody" is placed to your CZ, if this is in your Front Row and you have another ::Roselia: Chara, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. [A] When this card attacks, you may put the top card of your LB to Stock. [A] When this card is Front Attacked, you may return this card to hand.

Music - Roselia | BD/W73-068 T: None

L1  
CO

**"Unwavering Music" Saya Hikawa**  
 [C] If you have 2 or more other ::Roselia: Charas, this gains +1000 Pow.  
 [A] **CX COMBO** When "Unwavering Melody" is placed to your CZ, if this is in your Front Row and you have another ::Roselia: Chara, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. [A] When this card attacks, you may put the top card of your LB to Stock. [A] When this card is Front Attacked, you may return this card to hand.

Music - Roselia | BD/W73-068SPa T: None

L1  
CO

**"Unwavering Music" Saya Hikawa**  
 [C] If you have 2 or more other ::Roselia: Charas, this gains +1000 Pow.  
 [A] **CX COMBO** When "Unwavering Melody" is placed to your CZ, if this is in your Front Row and you have another ::Roselia: Chara, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. [A] When this card attacks, you may put the top card of your LB to Stock. [A] When this card is Front Attacked, you may return this card to hand.

Music - Roselia | BD/W73-068SPb T: None

L1  
CO

**"Unwavering Music" Saya Hikawa**  
 [C] If you have 2 or more other ::Roselia: Charas, this gains +1000 Pow.  
 [A] **CX COMBO** When "Unwavering Melody" is placed to your CZ, if this is in your Front Row and you have another ::Roselia: Chara, this gains 1 of the following 2 abilities of your choice until the next end of your Opp.'s turn. [A] When this card attacks, you may put the top card of your LB to Stock. [A] When this card is Front Attacked, you may return this card to hand.

Music - Roselia | BD/W73-068SSP T: None

L1  
CO

**Tae Hanazono, Here is Where You Are**  
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
 [S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Poppin' Party: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Poppin' Party | BD/W73-069 T: None

L0  
CO

**Tae Hanazono, Here is Where You Are**  
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
 [S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Poppin' Party: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Poppin' Party | BD/W73-069SPMa T: None

L0  
CO

**Tae Hanazono, Here is Where You Are**  
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
 [S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Poppin' Party: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Poppin' Party | BD/W73-069SPMb T: None

L0  
CO

**"Supreme Music" Chu2**  
 [A] When you use ACCELERATE, choose 1 of your Charas, that Chara gains +1000 Pow for the turn.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Raise a Suilen: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-070 T: None

L0  
CO

**"Supreme Music" Chu2**  
 [A] When you use ACCELERATE, choose 1 of your Charas, that Chara gains +1000 Pow for the turn.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Raise a Suilen: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-070SPa T: None

L0  
CO

**"Supreme Music" Chu2**  
 [A] When you use ACCELERATE, choose 1 of your Charas, that Chara gains +1000 Pow for the turn.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Raise a Suilen: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-070SPb T: None

L0  
CO

**"Supreme Music" Chu2**  
 [A] When you use **ACCELERATE**, choose 1 of your Charas, that Chara gains +1000 Pow for the turn.  
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Raise a Suilen:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Raise a Suilen | BD/W73-070SSP T: None

L0  
C0

**"Unwavering Music" Ako Udagawa**  
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] [Return 2 ::Roselia:: Charas in your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Roselia:: Charas, and for the turn that Chara gains +2000 Pow.

Music - Roselia | BD/W73-071 T: None

L0  
C0

**"Unwavering Music" Ako Udagawa**  
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] [Return 2 ::Roselia:: Charas in your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Roselia:: Charas, and for the turn that Chara gains +2000 Pow.

Music - Roselia | BD/W73-071SPa T: None

L0  
C0

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**"Unwavering Music" Ako Udagawa**  
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] [Return 2 ::Roselia:: Charas in your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Roselia:: Charas, and for the turn that Chara gains +2000 Pow.

Music - Roselia | BD/W73-071SPb T: None

L0  
C0

**"Unwavering Music" Ako Udagawa**  
 [C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] [Return 2 ::Roselia:: Charas in your WR to your LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Roselia:: Charas, and for the turn that Chara gains +2000 Pow.

Music - Roselia | BD/W73-071SSP T: None

L0  
C0

**Chu2, Proud Producer**  
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] **CX COMBO** When this attacks, if "Supreme Melody" is in the CZ and you have another ::Raise a Suilen:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Raise a Suilen:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

Music - Raise a Suilen | BD/W73-072 T: None

L1  
C0

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**Chu2, Proud Producer**  
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] **CX COMBO** When this attacks, if "Supreme Melody" is in the CZ and you have another ::Raise a Suilen:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Raise a Suilen:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

Music - Raise a Suilen | BD/W73-072SPMa T: None

L1  
C0

**Chu2, Proud Producer**  
 [A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 [A] **CX COMBO** When this attacks, if "Supreme Melody" is in the CZ and you have another ::Raise a Suilen:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Raise a Suilen:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."

Music - Raise a Suilen | BD/W73-072SPMb T: None

L1  
C0

**"Supreme Music" Pareo**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.  
 [A] **ACCELERATE** [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, put it on top of your LB or into the WR, choose up to 1 ::Raise a Suilen:: Chara in your WR and put it to Stock.

Music - Raise a Suilen | BD/W73-073 T: Soul

L1  
C1

**"Supreme Music" Pareo**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.  
 [A] **ACCELERATE** [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, put it on top of your LB or into the WR, choose up to 1 ::Raise a Suilen:: Chara in your WR and put it to Stock.

Music - Raise a Suilen | BD/W73-073SPa T: Soul

L1  
C1

**"Supreme Music" Pareo**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.  
 [A] **ACCELERATE** [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, put it on top of your LB or into the WR, choose up to 1 ::Raise a Suilen:: Chara in your WR and put it to Stock.

Music - Raise a Suilen | BD/W73-073SPb T: Soul

L1  
C1

**"Supreme Music" Pareo**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.  
 [A] **ACCELERATE** [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, put it on top of your LB or into the WR, choose up to 1 ::Raise a Suilen:: Chara in your WR and put it to Stock.

Music - Raise a Suilen | BD/W73-073SSP T: Soul

L1  
C1

**"Overlapping Music" Chisato Shirasagi**  
 [C] If "Overlapping Music" Aya Maruyama is in your Clock, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
 [A] **CX COMBO** When this attacks, if "After the Rain" is in the CZ, choose up to 1 of your ::Pastel Palettes:: Charas in your WR and return it to your hand, and this gains +4000 Pow for the turn.

Music - Pastel \* Palettes | BD/W73-074 T: Soul

L3  
C2

**"Overlapping Music" Chisato Shirasagi**  
 [C] If "Overlapping Music" Aya Maruyama is in your Clock, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
 [A] **CX COMBO** When this attacks, if "After the Rain" is in the CZ, choose up to 1 of your ::Pastel Palettes:: Charas in your WR and return it to your hand, and this gains +4000 Pow for the turn.

Music - Pastel \* Palettes | BD/W73-074SPa T: Soul

L3  
C2

**"Overlapping Music" Chisato Shirasagi**  
 [C] If "Overlapping Music" Aya Maruyama is in your Clock, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
 [A] **CX COMBO** When this attacks, if "After the Rain" is in the CZ, choose up to 1 of your ::Pastel Palettes:: Charas in your WR and return it to your hand, and this gains +4000 Pow for the turn.

Music - Pastel \* Palettes | BD/W73-074SPb T: Soul

L3  
C2

**"Overlapping Music" Chisato Shirasagi**  
 [C] If "Overlapping Music" Aya Maruyama is in your Clock, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.  
 [A] **CX COMBO** When this attacks, if "After the Rain" is in the CZ, choose up to 1 of your ::Pastel Palettes:: Charas in your WR and return it to your hand, and this gains +4000 Pow for the turn.

Music - Pastel \* Palettes | BD/W73-074SSP T: Soul

L3  
C2

**Yukina Minato, Quiet Passion**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Roselia:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (put the revealed card back)

Music - Roselia | BD/W73-075 T: Soul

L3  
C2

**Yukina Minato, Quiet Passion**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Roselia:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (put the revealed card back)

Music - Roselia | BD/W73-075S T: Soul

L3  
C2

### Yukina Minato, Quiet Passion

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Roselia:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (put the revealed card back)

Music - Roselia | BD/W73-075SPMa T: Soul

L3  
C2

### Yukina Minato, Quiet Passion

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Roselia:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (put the revealed card back)

Music - Roselia | BD/W73-075SPMb T: Soul

L3  
C2

### "Unwavering Music" Lisa Imai

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [2] [Discard a card from hand to the WR] When this attacks, if "School Festival" is in your CZ and you have 4 or more other ::Roselia:: Charas, may pay. If so, reveal the top 6 cards of your LB, shuffle your LB, deal your Opp. X Damage, and for the turn this Chara gets +4000 Pow. X equals the sum of the number of Soul Triggers of the cards revealed. (DC can occur. Put the revealed cards back)

Music - Roselia | BD/W73-076 T: Soul

L3  
C2

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### "Unwavering Music" Lisa Imai

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [2] [Discard a card from hand to the WR] When this attacks, if "School Festival" is in your CZ and you have 4 or more other ::Roselia:: Charas, may pay. If so, reveal the top 6 cards of your LB, shuffle your LB, deal your Opp. X Damage, and for the turn this Chara gets +4000 Pow. X equals the sum of the number of Soul Triggers of the cards revealed. (DC can occur. Put the revealed cards back)

Music - Roselia | BD/W73-076SPa T: Soul

L3  
C2

### "Unwavering Music" Lisa Imai

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [2] [Discard a card from hand to the WR] When this attacks, if "School Festival" is in your CZ and you have 4 or more other ::Roselia:: Charas, may pay. If so, reveal the top 6 cards of your LB, shuffle your LB, deal your Opp. X Damage, and for the turn this Chara gets +4000 Pow. X equals the sum of the number of Soul Triggers of the cards revealed. (DC can occur. Put the revealed cards back)

Music - Roselia | BD/W73-076SPb T: Soul

L3  
C2

### "Unwavering Music" Lisa Imai

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [2] [Discard a card from hand to the WR] When this attacks, if "School Festival" is in your CZ and you have 4 or more other ::Roselia:: Charas, may pay. If so, reveal the top 6 cards of your LB, shuffle your LB, deal your Opp. X Damage, and for the turn this Chara gets +4000 Pow. X equals the sum of the number of Soul Triggers of the cards revealed. (DC can occur. Put the revealed cards back)

Music - Roselia | BD/W73-076SSP T: Soul

L3  
C2

## Bang Dream! Vol. 2 Booster Pack

### Lisa Imai, Watching Next Door

[C] All your other ::Roselia:: Charas gain +500 Pow.  
 [A] [(1) Rest 1 of your Standing Charas] When you Level Up, may pay. If so, search your LB for up to 1 "Spilled Tears" Yukina Minato', show it to your Opp., put it in your hand, and shuffle your LB.

Music - Roselia | BD/W73-077 T: None

L0  
C0

### Lisa Imai, Watching Next Door

[C] All your other ::Roselia:: Charas gain +500 Pow.  
 [A] [(1) Rest 1 of your Standing Charas] When you Level Up, may pay. If so, search your LB for up to 1 "Spilled Tears" Yukina Minato', show it to your Opp., put it in your hand, and shuffle your LB.

Music - Roselia | BD/W73-077SPMa T: None

L0  
C0

### Lisa Imai, Watching Next Door

[C] All your other ::Roselia:: Charas gain +500 Pow.  
 [A] [(1) Rest 1 of your Standing Charas] When you Level Up, may pay. If so, search your LB for up to 1 "Spilled Tears" Yukina Minato', show it to your Opp., put it in your hand, and shuffle your LB.

Music - Roselia | BD/W73-077SPMb T: None

L0  
C0

### Pareo, Smiling Face

[A] ACCELERATE [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Opp.'s Climax Phase, may pay. If so, for the turn, this gets +2000 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Front Row that has an Opp.'s Chara Opposite that Slot.

Music - Raise a Suilen | BD/W73-078 T: None

L0  
C0

### Pareo, Smiling Face

[A] ACCELERATE [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Opp.'s Climax Phase, may pay. If so, for the turn, this gets +2000 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Front Row that has an Opp.'s Chara Opposite that Slot.

Music - Raise a Suilen | BD/W73-078SPMa T: None

L0  
C0

### Pareo, Smiling Face

[A] ACCELERATE [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Opp.'s Climax Phase, may pay. If so, for the turn, this gets +2000 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Front Row that has an Opp.'s Chara Opposite that Slot.

Music - Raise a Suilen | BD/W73-078SPMb T: None

L0  
C0

### "Unwavering Music" Rinko Shirokane

[A] [Discard a Climax with a Gate Trigger Icon from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +1500 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Level Zone is 2 or higher, this gains +1500 Pow for the turn.

Music - Roselia | BD/W73-079 T: None

L1  
C0

### "Unwavering Music" Rinko Shirokane

[A] [Discard a Climax with a Gate Trigger Icon from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +1500 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Level Zone is 2 or higher, this gains +1500 Pow for the turn.

Music - Roselia | BD/W73-079SPa T: None

L1  
C0

### "Unwavering Music" Rinko Shirokane

[A] [Discard a Climax with a Gate Trigger Icon from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +1500 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Level Zone is 2 or higher, this gains +1500 Pow for the turn.

Music - Roselia | BD/W73-079SPb T: None

L1  
C0

### "Unwavering Music" Rinko Shirokane

[A] [Discard a Climax with a Gate Trigger Icon from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +1500 Pow and the following ability.  
 [A] When the Battle Opp. of this becomes Reversed, you may draw a card.  
 [A] EXPERIENCE When your other ::Roselia:: Chara attacks, if the sum of the Levels of the cards in your Level Zone is 2 or higher, this gains +1500 Pow for the turn.

Music - Roselia | BD/W73-079SSP T: None

L1  
C0

### "Bond of Music" Arisa Ichigaya

[C] On your turn, if this has a Marker under it, for each of your other ::Poppin' Party:: Charas, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a "Saaya Yamabuki, New Sticks" in your WR and put it face-down under this as Marker.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music - Poppin' Party | BD/W73-080 T: None

L1  
C1

### "Bond of Music" Arisa Ichigaya

[C] On your turn, if this has a Marker under it, for each of your other ::Poppin' Party:: Charas, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a "Saaya Yamabuki, New Sticks" in your WR and put it face-down under this as Marker.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music - Poppin' Party | BD/W73-080SPa T: None

L1  
C1

**"Bond of Music" Arisa Ichigaya**  
 [C] On your turn, if this has a Marker under it, for each of your other ::Poppin' Party:: Charas, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a "Saaya Yamabuki, New Sticks" in your WR and put it face-down under this as Marker.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music - Poppin' Party | BD/W73-080SPb T: None

L1  
C1

**"Bond of Music" Arisa Ichigaya**  
 [C] On your turn, if this has a Marker under it, for each of your other ::Poppin' Party:: Charas, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, you may choose a "Saaya Yamabuki, New Sticks" in your WR and put it face-down under this as Marker.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music - Poppin' Party | BD/W73-080SSP T: None

L1  
C1

**Tae Hanazono, Playing Melody**  
 [A] When you use the BACKUP of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."  
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Music - Poppin' Party | BD/W73-081 T: Soul

L2  
C1

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**Tae Hanazono, Playing Melody**  
 [A] When you use the BACKUP of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."  
 [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]

Music - Poppin' Party | BD/W73-081S T: Soul

L2  
C1

**Chu2, Seemingly Floating**  
 [C] All your other ::Raise a Suilen:: Charas gain +1000 Pow.  
 [C] If this has a Marker under it, this gains the following ability. "[C] Your other Front Row Center ::Raise a Suilen:: Chara gains +3000 Pow."  
 [A] When this is placed from hand to the Stage, choose up to 1 "Pareo, Legendary Opening" in your hand, reveal it, and put it face-up under this as Marker.

Music - Raise a Suilen | BD/W73-082 T: Soul

L2  
C1

**Sayo Hikawa, Calm Deposition**  
 [A] [Discard a Climax card from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the Opp.'s LB."  
 [A] EXPERIENCE When this attacks, if the sum of the Levels of the cards in your Level Zone total 4 or more and the card across from this is a Level 3 or higher Chara, for the turn, this gains +5500 Pow and +1 Soul.

Music - Roselia | BD/W73-083 T: Soul

L2  
C1

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**Sayo Hikawa, Calm Deposition**  
 [A] [Discard a Climax card from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the Opp.'s LB."  
 [A] EXPERIENCE When this attacks, if the sum of the Levels of the cards in your Level Zone total 4 or more and the card across from this is a Level 3 or higher Chara, for the turn, this gains +5500 Pow and +1 Soul.

Music - Roselia | BD/W73-083S T: Soul

L2  
C1

**Sayo Hikawa, Calm Deposition**  
 [A] [Discard a Climax card from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the Opp.'s LB."  
 [A] EXPERIENCE When this attacks, if the sum of the Levels of the cards in your Level Zone total 4 or more and the card across from this is a Level 3 or higher Chara, for the turn, this gains +5500 Pow and +1 Soul.

Music - Roselia | BD/W73-083SPMa T: Soul

L2  
C1

**Sayo Hikawa, Calm Deposition**  
 [A] [Discard a Climax card from hand to the WR] When this attacks, may pay. If so, for the turn, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the Opp.'s LB."  
 [A] EXPERIENCE When this attacks, if the sum of the Levels of the cards in your Level Zone total 4 or more and the card across from this is a Level 3 or higher Chara, for the turn, this gains +5500 Pow and +1 Soul.

Music - Roselia | BD/W73-083SPMb T: Soul

L2  
C1

**Arisa Ichigaya, Ticklish Feelings**  
 [C] During your turn, for each of your other ::Poppin' Party:: Charas, this gains +1000 Pow.  
 [A] ENCORE [Discard a ::Poppin' Party:: Chara from your hand to the WR]

Music - Poppin' Party | BD/W73-084 T: Soul

L2  
C2

**Arisa Ichigaya, Ticklish Feelings**  
 [C] During your turn, for each of your other ::Poppin' Party:: Charas, this gains +1000 Pow.  
 [A] ENCORE [Discard a ::Poppin' Party:: Chara from your hand to the WR]

Music - Poppin' Party | BD/W73-084SPMa T: Soul

L2  
C2

**Arisa Ichigaya, Ticklish Feelings**  
 [C] During your turn, for each of your other ::Poppin' Party:: Charas, this gains +1000 Pow.  
 [A] ENCORE [Discard a ::Poppin' Party:: Chara from your hand to the WR]

Music - Poppin' Party | BD/W73-084SPMb T: Soul

L2  
C2

**Rinko Shirokane, a Little Courage**  
 [A] [Put a card from hand to Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 card from among them and put it in your hand, and put the remaining cards in the WR. X equals the number of your other ::Roselia:: Charas.  
 [A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Music - Roselia | BD/W73-085 T: None

L0  
C0

**Rinko Shirokane, a Little Courage**  
 [A] [Put a card from hand to Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 card from among them and put it in your hand, and put the remaining cards in the WR. X equals the number of your other ::Roselia:: Charas.  
 [A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Music - Roselia | BD/W73-085SPMa T: None

L0  
C0

**Rinko Shirokane, a Little Courage**  
 [A] [Put a card from hand to Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 card from among them and put it in your hand, and put the remaining cards in the WR. X equals the number of your other ::Roselia:: Charas.  
 [A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Music - Roselia | BD/W73-085SPMb T: None

L0  
C0

**Chu2, Raise Your Hands**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Music - Raise a Suilen | BD/W73-086 T: None

L0  
C0

**Maya Yamato, Uniqueness as a Weapon**  
 [C] All your other ::Pastel Palettes:: Charas gain +500 Pow.  
 [S] [(1) Put this in WR] If you are Level 1 or higher, choose a "Eve Wakamiya, Sincere Feelings" in your WR and place it to the Slot this was in.

Music - Pastel \* Palettes | BD/W73-087 T: None

L0  
C0

**Maya Yamato, Uniqueness as a Weapon**  
 [C] All your other ::Pastel Palettes:: Charas gain +500 Pow.  
 [S] [(1) Put this in WR] If you are Level 1 or higher, choose a "Eve Wakamiya, Sincere Feelings" in your WR and place it to the Slot this was in.

Music - Pastel \* Palettes | BD/W73-087SPMa T: None

L0  
C0

**Maya Yamato, Uniqueness as a Weapon**  
 [C] All your other ::Pastel Palettes:: Charas gain +500 Pow.  
 [S] [(1) Put this in WR] If you are Level 1 or higher, choose a "Eve Wakamiya, Sincere Feelings" in your WR and place it to the Slot this was in.

Music - Pastel \* Palettes | BD/W73-087SPMb T:

**L0**  
**C0**

**Pareo, Legendary Opening**  
 [C] During your turn, this gains +1000 Pow.  
 [A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Music - Raise a Suilen | BD/W73-088 T: None

**L0**  
**C0**

**Arisa Ichigaya, Puzzling Look**  
 [C] During your Opp.'s turn, if all your Charas are ::Poppin' Party::, this gains +1 Level and +1500 Pow.

Music - Poppin' Party | BD/W73-089 T: None

**L0**  
**C0**

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**Ako Udagawa, for More Power**  
 [A] When you use **BACKUP** of this, if all your Charas are ::Roselia::, you may put the top card of your LB in Stock.  
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Roselia | BD/W73-090 T: Soul

**L1**  
**C1**

**Ako Udagawa, for More Power**  
 [A] When you use **BACKUP** of this, if all your Charas are ::Roselia::, you may put the top card of your LB in Stock.  
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Roselia | BD/W73-090SPMa T: Soul

**L1**  
**C1**

**Ako Udagawa, for More Power**  
 [A] When you use **BACKUP** of this, if all your Charas are ::Roselia::, you may put the top card of your LB in Stock.  
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Roselia | BD/W73-090SPMb T: Soul

**L1**  
**C1**

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**Yukina Minato, True Intention of Harshness**  
 [C] All your other ::Roselia:: Charas gain +1000 Pow.  
 [S] [Discard a Climax card with a Gate Icon from your hand to the WR, Rest this] Choose 1 of your ::Roselia:: Charas, and for the turn, that Chara gains +5500 Pow and the following ability. "[C] During this card's Battle, your Opp. may not play Events from hand.:"

Music - Roselia | BD/W73-091 T: Soul

**L2**  
**C1**

**Pareo, Raise Your Hands**  
 [C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] [(1) Rest this Standing Chara] When you use **ACCELERATE** may pay. If so, choose 1 of your ::Music:: Charas, and until the end of the turn following this turn, that Chara gains +3500 Pow.

Music - Raise a Suilen | BD/W73-092 T: Soul

**L2**  
**C1**

**Tae Hanazono, Fluttering Heart**  
 [C] If you have 2 or more other ::Poppin' Party:: Charas, this gains +2000 Pow.  
 [A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, put up to 1 card from the top of your Clock into the WR, and this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Poppin' Party | BD/W73-093 T: Soul

**L3**  
**C2**

**Vertex that Five Aim For**  
 If you don't have a ::Roselia:: Chara, you cannot play this from hand. Choose up to 2 ::Roselia:: Charas in your WR, return them to hand, discard a card from hand to the WR, and send this to Memory.  
 [A] **RECOLLECTION** [Discard a Climax card from your hand to the WR] At the start of your MP, if this is in Memory, may pay. If so, return this to your hand.

BD/W73-094 T: None

**L2**  
**C1**

**Yes!! The Strongest!!**  
 [Counter] If all of your Charas are ::Raise a Suilen::, choose 1 of your Opp.'s Charas in Battle, for the turn that Chara gets -2 Soul, and draw up to 1 card. If you drew a card, discard a card from hand to the WR.

BD/W73-095 T: None

**L2**  
**C2**

**Jumpin' Girls!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-096 T: Soul Gate

**Jumpin' Girls!**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-096R T: Soul Gate

**Unwavering Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-097 T: Soul Gate

**Unwavering Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-097R T: Soul Gate

**Supreme Melody**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-098 T: Draw

**After the Rain**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-099 T: Soul Gate

**School Festival**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

BD/W73-100 T: Soul Gate