

"I'll Bring You Extraordinary Energy!" Kokoro Tsurumaki
[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Hello, Happy World! | BD/W63-001 T: None

L1
C0

"I'll Bring You Extraordinary Energy!" Kokoro Tsurumaki
[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Hello, Happy World! | BD/W63-001SPa T: None

L1
C0

"I'll Bring You Extraordinary Energy!" Kokoro Tsurumaki
[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Hello, Happy World! | BD/W63-001SPb T: None

L1
C0

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"I'll Bring You Extraordinary Energy!" Kokoro Tsurumaki
[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Hello, Happy World! | BD/W63-001SSP T: None

L1
C0

"Road to a Dream" Chisato Shirasagi
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [(2)] At the start of your Encore Step, if "Dream-Giving Idol" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose one of your Charas and Rest it, and your Opp. takes 3 Damage. (DC can occur)

Music - Pastel * Palettes | BD/W63-002 T: Soul

L3
C2

"Road to a Dream" Chisato Shirasagi
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [(2)] At the start of your Encore Step, if "Dream-Giving Idol" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose one of your Charas and Rest it, and your Opp. takes 3 Damage. (DC can occur)

Music - Pastel * Palettes | BD/W63-002SPa T: Soul

L3
C2

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"Road to a Dream" Chisato Shirasagi
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [(2)] At the start of your Encore Step, if "Dream-Giving Idol" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose one of your Charas and Rest it, and your Opp. takes 3 Damage. (DC can occur)

Music - Pastel * Palettes | BD/W63-002SPb T: Soul

L3
C2

"Road to a Dream" Chisato Shirasagi
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [(2)] At the start of your Encore Step, if "Dream-Giving Idol" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose one of your Charas and Rest it, and your Opp. takes 3 Damage. (DC can occur)

Music - Pastel * Palettes | BD/W63-002SSP T: Soul

L3
C2

"This is Where I Am" Misaki Okusawa
[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Let's Run to the Finish" Misaki Okusawa to the Stage, you may choose 1 ::Music:: Chara in your WR and return it to hand.
[A] CX COMBO [(2)] Discard a card from your hand to the WR] At the start of your Encore Step, if "Sunshine Sparkle" is in your CZ, may pay. If so, move the top 6 cards of your LB to your WR, your Opp. takes X damage, and this gets +1000 Pow until the next end of your Opp.'s turn. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Music - Hello, Happy World! | BD/W63-003 T: Soul

L3
C2

"This is Where I Am" Misaki Okusawa
[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Let's Run to the Finish" Misaki Okusawa to the Stage, you may choose 1 ::Music:: Chara in your WR and return it to hand.
[A] CX COMBO [(2)] Discard a card from your hand to the WR] At the start of your Encore Step, if "Sunshine Sparkle" is in your CZ, may pay. If so, move the top 6 cards of your LB to your WR, your Opp. takes X damage, and this gets +1000 Pow until the next end of your Opp.'s turn. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Music - Hello, Happy World! | BD/W63-003SPa T: Soul

L3
C2

"This is Where I Am" Misaki Okusawa
[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Let's Run to the Finish" Misaki Okusawa to the Stage, you may choose 1 ::Music:: Chara in your WR and return it to hand.
[A] CX COMBO [(2)] Discard a card from your hand to the WR] At the start of your Encore Step, if "Sunshine Sparkle" is in your CZ, may pay. If so, move the top 6 cards of your LB to your WR, your Opp. takes X damage, and this gets +1000 Pow until the next end of your Opp.'s turn. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Music - Hello, Happy World! | BD/W63-003SPb T: Soul

L3
C2

"This is Where I Am" Misaki Okusawa
[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Let's Run to the Finish" Misaki Okusawa to the Stage, you may choose 1 ::Music:: Chara in your WR and return it to hand.
[A] CX COMBO [(2)] Discard a card from your hand to the WR] At the start of your Encore Step, if "Sunshine Sparkle" is in your CZ, may pay. If so, move the top 6 cards of your LB to your WR, your Opp. takes X damage, and this gets +1000 Pow until the next end of your Opp.'s turn. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Music - Hello, Happy World! | BD/W63-003SSP T: Soul

L3
C2

"For a Smile!" Hagumi Kitazawa
[C] ASSIST All your Level 0 and lower Charas in front of this gain +1000 Pow.
[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 1 Chara in your WR and return it to your hand, discard 1 card."
[A] CX COMBO [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-004 T: None

L0
C0

"For a Smile!" Hagumi Kitazawa
[C] ASSIST All your Level 0 and lower Charas in front of this gain +1000 Pow.
[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 1 Chara in your WR and return it to your hand, discard 1 card."
[A] CX COMBO [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-004SPa T: None

L0
C0

"For a Smile!" Hagumi Kitazawa
[C] ASSIST All your Level 0 and lower Charas in front of this gain +1000 Pow.
[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 1 Chara in your WR and return it to your hand, discard 1 card."
[A] CX COMBO [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-004SPb T: None

L0
C0

"For a Smile!" Hagumi Kitazawa
[C] ASSIST All your Level 0 and lower Charas in front of this gain +1000 Pow.
[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 1 Chara in your WR and return it to your hand, discard 1 card."
[A] CX COMBO [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-004SSP T: None

L0
C0

"Combining Everyone's Power" Kanon Matsubara
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] CX COMBO [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-005 T: None

L1
C0

"Combining Everyone's Power" Kanon Matsubara
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] CX COMBO [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER. [Replay] FEVER Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-005SPa T: None

L1
C0

"Combining Everyone's Power" Kanon Matsubara
[C] If you have 2 or more other :Music: Charas, this gains +1000 Pow.
[A] **CX COMBO** [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, **FEVER**.
[Replay] **FEVER** Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-005SPb T: None

L1
C0

"Combining Everyone's Power" Kanon Matsubara
[C] If you have 2 or more other :Music: Charas, this gains +1000 Pow.
[A] **CX COMBO** [(1)] At the start of your Encore Step, if "Caught Up in a Dance" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, **FEVER**.
[Replay] **FEVER** Choose up to 2 ::Music:: Charas in your WR and return them to your hand, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Hello, Happy World! | BD/W63-005SSP T: None

L1
C0

"I Am Myself" Kaoru Seta
[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W63-006 T: Soul

L2
C1

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"I Am Myself" Kaoru Seta
[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W63-006SPa T: Soul

L2
C1

"I Am Myself" Kaoru Seta
[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W63-006SPb T: Soul

L2
C1

"I Am Myself" Kaoru Seta
[A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Hello, Happy World! | BD/W63-006SSP T: Soul

L2
C1

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"What is an Idol" Maya Yamato
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Serious Survivor" is in your CZ, reveal the top 4 cards of your LB, choose 2 ::Pastel Palettes:: Charas, move them to hand, the remaining cards are moved to WR, and choose 1 Chara, and it gains +1000 Pow for the turn.

Music - Pastel * Palettes | BD/W63-007 T: Soul

L2
C1

"What is an Idol" Maya Yamato
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Serious Survivor" is in your CZ, reveal the top 4 cards of your LB, choose 2 ::Pastel Palettes:: Charas, move them to hand, the remaining cards are moved to WR, and choose 1 Chara, and it gains +1000 Pow for the turn.

Music - Pastel * Palettes | BD/W63-007SPa T: Soul

L2
C1

"What is an Idol" Maya Yamato
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Serious Survivor" is in your CZ, reveal the top 4 cards of your LB, choose 2 ::Pastel Palettes:: Charas, move them to hand, the remaining cards are moved to WR, and choose 1 Chara, and it gains +1000 Pow for the turn.

Music - Pastel * Palettes | BD/W63-007SPb T: Soul

L2
C1

"What is an Idol" Maya Yamato
[C] If the # of colors among Charas on your Stage is 4 or more, this gains +1500 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Serious Survivor" is in your CZ, reveal the top 4 cards of your LB, choose 2 ::Pastel Palettes:: Charas, move them to hand, the remaining cards are moved to WR, and choose 1 Chara, and it gains +1000 Pow for the turn.

Music - Pastel * Palettes | BD/W63-007SSP T: Soul

L2
C1

"Happy Adventure" Kokoro Tsurumaki
[C] If you have 4 or more ::Hello, Happy World!: Charas, this gets -1 Level while in your hand.
[A] CX COMBO [(1)] When this is played from hand to stage, may pay. If so, choose 1 "Let's Run to the Finish" Misaki Okusawa or "Sunshine Sparkle" from your WR and return it to hand, and until the next end of your Opp.'s turn, this gains +1000 Pow.

Music - Hello, Happy World! | BD/W63-008 T: Soul

L3
C2

"Happy Adventure" Kokoro Tsurumaki
[C] If you have 4 or more ::Hello, Happy World!: Charas, this gets -1 Level while in your hand.
[A] CX COMBO [(1)] When this is played from hand to stage, may pay. If so, choose 1 "Let's Run to the Finish" Misaki Okusawa or "Sunshine Sparkle" from your WR and return it to hand, and until the next end of your Opp.'s turn, this gains +1000 Pow.

Music - Hello, Happy World! | BD/W63-008S T: Soul

L3
C2

"Happy Adventure" Kokoro Tsurumaki
[C] If you have 4 or more ::Hello, Happy World!: Charas, this gets -1 Level while in your hand.
[A] CX COMBO [(1)] When this is played from hand to stage, may pay. If so, choose 1 "Let's Run to the Finish" Misaki Okusawa or "Sunshine Sparkle" from your WR and return it to hand, and until the next end of your Opp.'s turn, this gains +1000 Pow.

Music - Hello, Happy World! | BD/W63-008SPMa T: Soul

L3
C2

"Happy Adventure" Kokoro Tsurumaki
[C] If you have 4 or more ::Hello, Happy World!: Charas, this gets -1 Level while in your hand.
[A] CX COMBO [(1)] When this is played from hand to stage, may pay. If so, choose 1 "Let's Run to the Finish" Misaki Okusawa or "Sunshine Sparkle" from your WR and return it to hand, and until the next end of your Opp.'s turn, this gains +1000 Pow.

Music - Hello, Happy World! | BD/W63-008SPMb T: Soul

L3
C2

"Is Hagumi Human?" Hagumi Kitazawa
[A] When this attacks, if you have 2 or more other ::Hello, Happy World!: Charas, this gains +2000 Pow for the turn.
[A] When this card's Trigger Check reveals a Soul icon, for this turn, this gets +1 Soul.

Music - Hello, Happy World! | BD/W63-009 T: None

L0
C0

"Is Hagumi Human?" Hagumi Kitazawa
[A] When this attacks, if you have 2 or more other ::Hello, Happy World!: Charas, this gains +2000 Pow for the turn.
[A] When this card's Trigger Check reveals a Soul icon, for this turn, this gets +1 Soul.

Music - Hello, Happy World! | BD/W63-009SPMa T: None

L0
C0

"Is Hagumi Human?" Hagumi Kitazawa
[A] When this attacks, if you have 2 or more other ::Hello, Happy World!: Charas, this gains +2000 Pow for the turn.
[A] When this card's Trigger Check reveals a Soul icon, for this turn, this gets +1 Soul.

Music - Hello, Happy World! | BD/W63-009SPMb T: None

L0
C0

"Heave Ho? Heave Ho!" Aya Maruyama
[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Pastel*Palettes:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Pastel * Palettes | BD/W63-010 T: None

L0
C0

"Do You Understand?" Kaoru Seta
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **Music** Chara, this gains +1 Soul for the turn. (Put the revealed card back)

Music - Hello, Happy World! | BD/W63-011 T: None

L0
C0

"Do You Understand?" Kaoru Seta
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **Music** Chara, this gains +1 Soul for the turn. (Put the revealed card back)

Music - Hello, Happy World! | BD/W63-011SPMa T: None

L0
C0

"Do You Understand?" Kaoru Seta
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **Music** Chara, this gains +1 Soul for the turn. (Put the revealed card back)

Music - Hello, Happy World! | BD/W63-011SPMb T: None

L0
C0

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"To Get Even More Yearning" Eve Wakamiya
[A] When your other **Music** Chara attacks, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Pastel * Palettes | BD/W63-012 T: None

L1
C0

"To Get Even More Yearning" Eve Wakamiya
[A] When your other **Music** Chara attacks, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Pastel * Palettes | BD/W63-012SPMa T:

L1
C0

"To Get Even More Yearning" Eve Wakamiya
[A] When your other **Music** Chara attacks, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Pastel * Palettes | BD/W63-012SPMb T:

L1
C0

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"A Little Dizzy..." Kanon Matsubara
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When a Climax card is placed to your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

Music - Hello, Happy World! | BD/W63-013 T: Soul

L2
C1

"A Little Dizzy..." Kanon Matsubara
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When a Climax card is placed to your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

Music - Hello, Happy World! | BD/W63-013S T: Soul

L2
C1

"A Little Dizzy..." Kanon Matsubara
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When a Climax card is placed to your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

Music - Hello, Happy World! | BD/W63-013SPMa T: Soul

L2
C1

"A Little Dizzy..." Kanon Matsubara
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When a Climax card is placed to your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

Music - Hello, Happy World! | BD/W63-013SPMb T: Soul

L2
C1

"Let's Run to the Finish" Misaki Okusawa
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [Put this in WR] At the end of this card's Attack, if "Sunshine Sparkle" is in your CZ, may pay. If so, choose 1 "This is Where I Am" Misaki Okusawa in your WR and put it Rested in the Slot this was in.

Music - Hello, Happy World! | BD/W63-014 T: Soul

L3
C2

"Let's Run to the Finish" Misaki Okusawa
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [Put this in WR] At the end of this card's Attack, if "Sunshine Sparkle" is in your CZ, may pay. If so, choose 1 "This is Where I Am" Misaki Okusawa in your WR and put it Rested in the Slot this was in.

Music - Hello, Happy World! | BD/W63-014SPMa T: Soul

L3
C2

"Let's Run to the Finish" Misaki Okusawa
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] CX COMBO [Put this in WR] At the end of this card's Attack, if "Sunshine Sparkle" is in your CZ, may pay. If so, choose 1 "This is Where I Am" Misaki Okusawa in your WR and put it Rested in the Slot this was in.

Music - Hello, Happy World! | BD/W63-014SPMb T: Soul

L3
C2

"Tryst's Smile" Kokoro Tsurumaki
[C] All other "Penguin? Bear?" Misaki Okusawa gain +2000 Pow.
[S] [(1) Put this in the WR] Choose a "Message from Michelle" in your WR and return it to your hand.

Music - Hello, Happy World! | BD/W63-015 T: None

L0
C0

"Superb Artistry" Kanon Matsubara
[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 your LB.
[A] When this is placed from hand to the Stage, you may put the top card of your LB in the WR. If that card has a Soul icon, draw a card and discard 1 card from your hand to the WR.

Music - Hello, Happy World! | BD/W63-016 T: None

L0
C0

Penguin? Bear?" Misaki Okusawa
--No Text--

Music - Hello, Happy World! | BD/W63-017 T: None

L0
C0

"Rules of an Idol" Chisato Shirasagi
[A] [(2)] When you use the **BACKUP** of this, may pay. If so, search your LB for up to 1 **Music** Chara, reveal it, put it in your hand, and shuffle your LB.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music - Pastel * Palettes | BD/W63-018 T: None

L1
C0

"Grand Adventure!" Hagumi Kitazawa
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Hello, Happy World! | BD/W63-019 T: None

L1
C0

"Cafe Latte Aroma" Kaoru Seta

[C] For each of your other ::Music:: Charas, this gains +500 Pow.

Music - Hello, Happy World! | BD/W63-020 T: None

L1

C1

"I Love Fluffy Characters!" Kokoro Tsurumaki

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, draw up to a card, discard a card from your hand to the WR, and put the top card of your LB in your Stock.
[A] **CHANGE** [(1) Discard 2 ::Hello, Happy World:: Charas from your hand to the WR, return this to your hand] At the start of your Climax Phase, may pay. If so, choose a "Happy Revolution!" Kokoro Tsurumaki' in your WR and put it in the Slot this was in.

Music - Hello, Happy World! | BD/W63-021 T: Soul

L2

C1

Message from Michelle

If you have 2 or fewer ::Hello, Happy World:: Charas, you cannot play this from your hand.
Put the top 2 cards of your LB in the WR, and choose a Level X or lower Chara in your WR and return it to your hand. X = sum of the Levels of those cards. (Climax cards are considered Level 0 for this effect)

BD/W63-022 T: None

L1

C0

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Moment of Sunshine

[Counter] If you do not have a card with "Chisato" or "Kanon" in name, you cannot play this from hand. Choose 1 of your Charas, and they gain +X Pow for the turn. X = 500 times the number of your Stock.

BD/W63-023 T: None

L1

C0

Dream-Giving Idol

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

BD/W63-024 T: Soul Bounce

L1

C0

Dream-Giving Idol

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

BD/W63-024R T: Soul Bounce

L1

C0

Bang Dream Girls Band Party! Vol. 2 Booster Pack

Sunshine Sparkle

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

BD/W63-025 T: Soul Bounce

L1

C0

Sunshine Sparkle

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

BD/W63-025R T: Soul Bounce

L1

C0

Caught Up in a Dance

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

BD/W63-026 T: Soul Shot

L1

C0

Caught Up in a Dance

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

BD/W63-026R T: Soul Shot

L1

C0

"Stopped Time" Himari Uehara

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CX COMBO** [(1) When "Leader's Proposal" is placed in your CZ, may pay. If so, choose an ::Afterglow:: Chara in your WR and return it to your hand.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax, and that card has a Treasure Icon, may pay. If so, choose 1 card in your Clock, return it to hand, and put the top card of your LB to the bottom of your Clock.

Music - Afterglow | BD/W63-027 T: None

L1

C0

"Stopped Time" Himari Uehara

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CX COMBO** [(1) When "Leader's Proposal" is placed in your CZ, may pay. If so, choose an ::Afterglow:: Chara in your WR and return it to your hand.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax, and that card has a Treasure Icon, may pay. If so, choose 1 card in your Clock, return it to hand, and put the top card of your LB to the bottom of your Clock.

Music - Afterglow | BD/W63-027SPa T: None

L1

C0

"Stopped Time" Himari Uehara

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CX COMBO** [(1) When "Leader's Proposal" is placed in your CZ, may pay. If so, choose an ::Afterglow:: Chara in your WR and return it to your hand.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax, and that card has a Treasure Icon, may pay. If so, choose 1 card in your Clock, return it to hand, and put the top card of your LB to the bottom of your Clock.

Music - Afterglow | BD/W63-027SPb T: None

L1

C0

"Stopped Time" Himari Uehara

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] **CX COMBO** [(1) When "Leader's Proposal" is placed in your CZ, may pay. If so, choose an ::Afterglow:: Chara in your WR and return it to your hand.
[A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax, and that card has a Treasure Icon, may pay. If so, choose 1 card in your Clock, return it to hand, and put the top card of your LB to the bottom of your Clock.

Music - Afterglow | BD/W63-027SSP T: None

L1

C0

"Don't Stop, Go Forward" Ran Mitake

[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, if you have 2 or more other ::Music:: Charas, you may choose a Chara in your Clock and Send it to Memory.
[A] **ENCORE** [Discard an ::Afterglow:: Chara from your hand to the WR]

Music - Afterglow | BD/W63-028 T: Soul

L3

C2

"Don't Stop, Go Forward" Ran Mitake

[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, if you have 2 or more other ::Music:: Charas, you may choose a Chara in your Clock and Send it to Memory.
[A] **ENCORE** [Discard an ::Afterglow:: Chara from your hand to the WR]

Music - Afterglow | BD/W63-028SPa T: Soul

L3

C2

"Don't Stop, Go Forward" Ran Mitake

[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, if you have 2 or more other ::Music:: Charas, you may choose a Chara in your Clock and Send it to Memory.
[A] **ENCORE** [Discard an ::Afterglow:: Chara from your hand to the WR]

Music - Afterglow | BD/W63-028SPb T: Soul

L3

C2

"Don't Stop, Go Forward" Ran Mitake

[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, if you have 2 or more other ::Music:: Charas, you may choose a Chara in your Clock and Send it to Memory.
[A] **ENCORE** [Discard an ::Afterglow:: Chara from your hand to the WR]

Music - Afterglow | BD/W63-028SSP T: Soul

L3

C2

[A] When another of your "Don't Stop, Go Forward" **Ran Mitake** is played from hand to the Stage, for the turn, that card gains +1500 Pow, and this card is placed in your Stock.

[A] **BOND** "Don't Stop, Go Forward" **Ran Mitake** [Discard a card from your hand to the WR]

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

L1
C0

[A] When another of your "Don't Stop, Go Forward" **Rain Mitake**' is played from hand to the Stage, for the turn, that card gains +1500 Pow, and this card is placed in your Stock.

[A] **BOND** "Don't Stop, Go Forward" **Rain Mitake** [Discard a card from your hand to the WR]

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

L1
CO

[A] When one of your "Don't Stop, Go Forward" **Ran Mitake** is played from hand to the Stage, for the turn, that card gains +1500 Pow, and this card is placed in your Stock.

[A] **BOND** "Don't Stop, Go Forward" **Ran Mitake** [Discard a card from your hand to the WR]

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

L1
CO

[A] When another of your "Don't Stop, Go Forward" **Ran Mitake** is played from hand to the Stage, for the turn, that card gains +1500 Pow, and this card is placed in your Stock.

[A] **BOND** "Don't Stop, Go Forward" **Ran Mitake** [Discard a card from your hand to the WR]

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

L1
C0

[C] If you have another "Don't Stop, Go Forward" Ran Mitake', all your other Charas gain +500 Pow.
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] **BRAINSTORM** ([1] Rest 2 of your Charas) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

L2
C1

[C] If you have another "Don't Stop, Go Forward" Ran Mitake', all your other Charas gain +500 Pow.
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] **BRAINSTORM** ([1] Rest 2 of your Charas) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

L2
C1

[C] If you have another "Don't Stop, Go Forward" Ran Mitake, all your other Charas gain +500 Pow.

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] **BRAINSTORM** ([1] Rest 2 of your Charas) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

$$\frac{L2}{C1}$$

[C] If you have another "Don't Stop, Go Forward" Ran Mitake, all your other Charas gain +500 Pow.

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] **BRAINSTORM** ([1] Rest 2 of your Charas) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose a Chara in your WR and return it to your hand.

$$\frac{L2}{C1}$$

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] CX COMBO [(1) Discard a card from hand to the WR] At the start of your Encore Step, if "Changing Sky" is in your CZ, this is in the Front Row, and either you or your Opp. has no Chance in the Front Row or all of your Opp.'s Front Row cards are Reversed, may play. If so, FEVER.

[Replay] FEVER Your Opp. takes 1 Damage, and choose 1 of your Opp.'s Front Row Cards and put it to their Clock. (DC can occur)

L3
C2

[A] When this TS placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.

[X] CX COMBO ([1] Discard a card from hand to the WR) At the start of your Opp.'s turn, if "Changing Sky" is in front CZ, this is in the Front Row, and either your Opp. has no Chars in their Front Row or all of your Opp.'s Front Row Chars are Reversed, may pay, if so, FEVER.

[Replay] FEVER Your Opp. takes 1 Damage, and choose 1 of your Opp.'s Front Row Chars and put it to their Clock. (DC can occur)

L3
C2

[A] CX COMBO [(1) Discard a card from hand to the WR] At the start of your Encore Step, if "Changing Sky" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER.

L3
C2

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] CX COMBO [(1) Discard a card from hand to the WR] At the start of your Encore Step, if "Changing Sky" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER.

L3
C2

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Clock] **ALARM** [(2)] If this is on top of your Clock, you are Level 2 or higher, and all of your Charas have ::Afterglow::, at the start of your Climax Phase, may pay. If so, your Opp. takes 1 Damage. (DC can occur)

$$\frac{L0}{C0}$$

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Clock] **ALARM** [(2)] If this is on top of your Clock, you are Level 2 or higher, and all of your Charas have ::Afterglow::, at the beginning of your Climax Phase, may pay. If so, your Opp. takes 1 Damage. (DC can occur)

LO
CO

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] [Clock] **ALARM** [(2)] If this is on top of your Clock, you are Level 2 or higher, and all of your Charas have ::Afterglow::, at the beginning of your Climax Phase, may pay. If so, your Opp. takes 1 Damage. (DC can occur)

LC
CO

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

[A] When this attacks, rest all your other Standing Charas.

$$\frac{LO}{CO}$$

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

[A] When this attacks, rest all your other Standing Charas.

LO
CO

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

[A] When this attacks, rest all your other Standing Charas.

$$\frac{LC}{CC}$$

"Moca Stops Here!" Moca Aoba

[A] [Clock] **ALARM** If this is on top of your Clock and you have 3 or more ::Music:: Charas, at the beginning of your Climax Phase, choose 1 of your Charas, until the next end of your Opp.'s turn, that Chara gains +1000 Pow.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Afterglow | BD/W63-034 T: None

L1
C0

"Moca Stops Here!" Moca Aoba

[A] [Clock] **ALARM** If this is on top of your Clock and you have 3 or more ::Music:: Charas, at the beginning of your Climax Phase, choose 1 of your Charas, until the next end of your Opp.'s turn, that Chara gains +1000 Pow.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Afterglow | BD/W63-034S T: None

L1
C0

"Moca Stops Here!" Moca Aoba

[A] [Clock] **ALARM** If this is on top of your Clock and you have 3 or more ::Music:: Charas, at the beginning of your Climax Phase, choose 1 of your Charas, until the next end of your Opp.'s turn, that Chara gains +1000 Pow.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Afterglow | BD/W63-034SPMa T: None

L1
C0

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"Moca Stops Here!" Moca Aoba

[A] [Clock] **ALARM** If this is on top of your Clock and you have 3 or more ::Music:: Charas, at the beginning of your Climax Phase, choose 1 of your Charas, until the next end of your Opp.'s turn, that Chara gains +1000 Pow.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Afterglow | BD/W63-034SPMb T: None

L1
C0

"It's Too Hot..." Ran Mitake

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Afterglow | BD/W63-035 T: None

L1
C0

"It's Too Hot..." Ran Mitake

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Afterglow | BD/W63-035S T: None

L1
C0

Bang Dream Girls Band Party! Vol. 2 Booster Pack

"It's Too Hot..." Ran Mitake

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Afterglow | BD/W63-035SPMa T: None

L1
C0

"It's Too Hot..." Ran Mitake

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Afterglow | BD/W63-035SPMb T: None

L1
C0

"Everyone, Come On!" Himari Uehara

[C] During your turn, if you have another "'Don't Stop, Go Forward' Ran Mitake", this gains +6000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Afterglow | BD/W63-036 T: Soul

L2
C1

"Everyone, Come On!" Himari Uehara

[C] During your turn, if you have another "'Don't Stop, Go Forward' Ran Mitake", this gains +6000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Afterglow | BD/W63-036SPMa T: Soul

L2
C1

"Everyone, Come On!" Himari Uehara

[C] During your turn, if you have another "'Don't Stop, Go Forward' Ran Mitake", this gains +6000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Afterglow | BD/W63-036SPMb T: Soul

L2
C1

"Humble Idol" Maya Yamato

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Pastel * Palettes | BD/W63-037 T: None

L0
C0

"Like Me Forever" Ran Mitake

[C] During your turn, all your other "'Childhood Friend for Many Years' Tomoe Udagawa' gain +2000 Pow.
[A] **BOND/"'Childhood Friend for Many Years'** Tomoe Udagawa' [Discard a card from your hand to the WR]

Music - Afterglow | BD/W63-038 T: None

L0
C0

"Quality Like You" Himari Uehara

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] [Clock] **ALARM** If this is on top of your Clock, and a Climax is placed in your Opp.'s WR due to their use of a **BRAINSTORM** effect, choose 1 of your Opp.'s Level 0 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

Music - Afterglow | BD/W63-039 T: None

L0
C0

"Childhood Friend for Many Years" Tomoe Udagawa --No Text--

Music - Afterglow | BD/W63-040 T: None

L0
C0

"A Little Growth?" Moca Aoba

[C] You cannot play Events or **BACKUP** from your hand.
[A] **CX COMBO** When your Opp. Levels-Up, if "A Little Off" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Afterglow | BD/W63-041 T: None

L0
C0

"Lost, Important Things" Tsugumi Hazawa

[A] [Discard a card from your hand to the WR, put 1 "'Life's Wish!!' Himari Uehara' from your WR in your Clock] When this is placed from hand to the Stage, may pay. If so, choose 1 ::Music:: Chara in your Clock, return it to your hand, and this card gains +2000 Pow for the turn.

Music - Afterglow | BD/W63-042 T: None

L1
C0

"Popping & Happy" Ran Mitake

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Afterglow | BD/W63-043 T: Soul

L2
C1

Eternal Sunset

[Counter] If you have 5 or more ::Afterglow:: Charas, choose one of your Opp.'s Charas and Rest it.

BD/W63-044 T: None

L2

C3

Sweets Teacher

If you have no Chara with either "Sayo" or "Tsugumi" in the name, you cannot play this from your hand. Choose a Level 2 or higher Chara in your WR and return it to your hand.

BD/W63-045 T: None

L1

C0

Leader's Proposal

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

BD/W63-046 T: Treasure

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Leader's Proposal

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

BD/W63-046R T: Treasure

Changing Sky

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

BD/W63-047 T: Treasure

Changing Sky

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

BD/W63-047R T: Treasure

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A Little Off

[C] All your Charas gain +2 Soul.

BD/W63-048 T: 2 Soul

"Crystallization of Effort" Aya Maruyama

[C] On your turn, if the total number of colors among your Charas on Stage is 4 or more, this card gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Pastel * Palettes | BD/W63-049 T: None

L1

C0

"Crystallization of Effort" Aya Maruyama

[C] On your turn, if the total number of colors among your Charas on Stage is 4 or more, this card gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Pastel * Palettes | BD/W63-049SPa T: None

L1

C0

"Crystallization of Effort" Aya Maruyama

[C] On your turn, if the total number of colors among your Charas on Stage is 4 or more, this card gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Pastel * Palettes | BD/W63-049SPb T: None

L1

C0

"Crystallization of Effort" Aya Maruyama

[C] On your turn, if the total number of colors among your Charas on Stage is 4 or more, this card gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Pastel * Palettes | BD/W63-049SSP T: None

L1

C0

"Star-Shaped Tambourine" Kasumi Toyama

[A] CX COMBO At the start of your Encore Step, if "Let's Sing" is in your CZ, this is in the Front Row, and you have another ::Music:: Chara, perform the following effects one at a time in any order. "If either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER." "Put up to 1 card from the top of your LB in the WR, reveal the top card of your LB, if it is a Level 1 or higher Chara, put it in your hand. (otherwise put the revealed card back)"
[Replay] FEVER Choose 1 ::Music:: Chara in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-050 T: None

L1

C0

"Star-Shaped Tambourine" Kasumi Toyama

[A] CX COMBO At the start of your Encore Step, if "Let's Sing" is in your CZ, this is in the Front Row, and you have another ::Music:: Chara, perform the following effects one at a time in any order. "If either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER." "Put up to 1 card from the top of your LB in the WR, reveal the top card of your LB, if it is a Level 1 or higher Chara, put it in your hand. (otherwise put the revealed card back)"
[Replay] FEVER Choose 1 ::Music:: Chara in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-050SPa T: None

L1

C0

"Star-Shaped Tambourine" Kasumi Toyama

[A] CX COMBO At the start of your Encore Step, if "Let's Sing" is in your CZ, this is in the Front Row, and you have another ::Music:: Chara, perform the following effects one at a time in any order. "If either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER." "Put up to 1 card from the top of your LB in the WR, reveal the top card of your LB, if it is a Level 1 or higher Chara, put it in your hand. (otherwise put the revealed card back)"
[Replay] FEVER Choose 1 ::Music:: Chara in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-050SPb T: None

L1

C0

"Star-Shaped Tambourine" Kasumi Toyama

[A] CX COMBO At the start of your Encore Step, if "Let's Sing" is in your CZ, this is in the Front Row, and you have another ::Music:: Chara, perform the following effects one at a time in any order. "If either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, FEVER." "Put up to 1 card from the top of your LB in the WR, reveal the top card of your LB, if it is a Level 1 or higher Chara, put it in your hand. (otherwise put the revealed card back)"
[Replay] FEVER Choose 1 ::Music:: Chara in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-050SSP T: None

L1

C0

"Shiny Smile" Saya Yamabuki

[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, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.
[A] CX COMBO ((1)) When the Battle Opp. of this becomes Reversed, if "Shiny Smile" is in your CZ, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand. (DC can occur)

Music - Poppin' Party | BD/W63-051 T: Soul

L3

C2

"Shiny Smile" Saya Yamabuki

[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, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.
[A] CX COMBO ((1)) When the Battle Opp. of this becomes Reversed, if "Shiny Smile" is in your CZ, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand. (DC can occur)

Music - Poppin' Party | BD/W63-051SPa T: Soul

L3

C2

"Shiny Smile" Saya Yamabuki

[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, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.
[A] CX COMBO ((1)) When the Battle Opp. of this becomes Reversed, if "Shiny Smile" is in your CZ, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand. (DC can occur)

Music - Poppin' Party | BD/W63-051SPb T: Soul

L3

C2

"Shiny Smile" Saya Yamabuki

[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, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in Stock.
[A] **CX COMBO** [(1)] When the Battle Opp. of this becomes Reversed, if "Shiny Smile" is in your CZ, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 Chara in your WR and return it to your hand. (DC can occur)

Music - Poppin' Party | BD/W63-051SSP T: Soul

L3
C2

"Chocolate Break" Rimi Ushigome

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.
[A] When this attacks, choose 1 of your other ::Poppin'Party:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Poppin'Party:: Charas.

Music - Poppin' Party | BD/W63-052 T: None

L0
C0

"Chocolate Break" Rimi Ushigome

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.
[A] When this attacks, choose 1 of your other ::Poppin'Party:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Poppin'Party:: Charas.

Music - Poppin' Party | BD/W63-052SPa T: None

L0
C0

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"Chocolate Break" Rimi Ushigome

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.
[A] When this attacks, choose 1 of your other ::Poppin'Party:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Poppin'Party:: Charas.

Music - Poppin' Party | BD/W63-052SPb T: None

L0
C0

"Chocolate Break" Rimi Ushigome

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.
[A] When this attacks, choose 1 of your other ::Poppin'Party:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Poppin'Party:: Charas.

Music - Poppin' Party | BD/W63-052SSP T: None

L0
C0

"Hina's Wish" Hina Hikawa

[C] If there is a Marker under this card, this card gains GREEN.
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Humble Idol" Maya Yamato' in your WR and put it face-up under this as Marker.

Music - Pastel * Palettes | BD/W63-053 T: Soul

L2
C1

Bang Dream Girls Band Party! Vol. 2 Booster Pack

"Hina's Wish" Hina Hikawa

[C] If there is a Marker under this card, this card gains GREEN.
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Humble Idol" Maya Yamato' in your WR and put it face-up under this as Marker.

Music - Pastel * Palettes | BD/W63-053SPa T: Soul

L2
C1

"Hina's Wish" Hina Hikawa

[C] If there is a Marker under this card, this card gains GREEN.
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Humble Idol" Maya Yamato' in your WR and put it face-up under this as Marker.

Music - Pastel * Palettes | BD/W63-053SPb T: Soul

L2
C1

"Hina's Wish" Hina Hikawa

[C] If there is a Marker under this card, this card gains GREEN.
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Humble Idol" Maya Yamato' in your WR and put it face-up under this as Marker.

Music - Pastel * Palettes | BD/W63-053SSP T: Soul

L2
C1

"Cheering Circle" Kasumi Yoyama

[C] All your other ::Poppin'Party:: 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] [(1)] When your Climax card is placed in the CZ, 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.

Music - Poppin' Party | BD/W63-054 T: Soul

L3
C2

"Cheering Circle" Kasumi Yoyama

[C] All your other ::Poppin'Party:: 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] [(1)] When your Climax card is placed in the CZ, 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.

Music - Poppin' Party | BD/W63-054S T: Soul

L3
C2

"Cheering Circle" Kasumi Yoyama

[C] All your other ::Poppin'Party:: 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] [(1)] When your Climax card is placed in the CZ, 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.

Music - Poppin' Party | BD/W63-054SPMa T: Soul

L3
C2

"Cheering Circle" Kasumi Yoyama

[C] All your other ::Poppin'Party:: 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] [(1)] When your Climax card is placed in the CZ, 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.

Music - Poppin' Party | BD/W63-054SPMb T: Soul

L3
C2

"Idol Aya Maruyama!" Aya Maruyama

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] When this card is Reversed, if you have 2 or more other ::Music:: Charas, and this card's battle Opp. is Level 3 or lower, you may reverse that battle Opp..

Music - Pastel * Palettes | BD/W63-055 T: Soul

L3
C2

"Idol Aya Maruyama!" Aya Maruyama

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] When this card is Reversed, if you have 2 or more other ::Music:: Charas, and this card's battle Opp. is Level 3 or lower, you may reverse that battle Opp..

Music - Pastel * Palettes | BD/W63-055S T: Soul

L3
C2

"Idol Aya Maruyama!" Aya Maruyama

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] When this card is Reversed, if you have 2 or more other ::Music:: Charas, and this card's battle Opp. is Level 3 or lower, you may reverse that battle Opp..

Music - Pastel * Palettes | BD/W63-055SPMa T: Soul

L3
C2

"Idol Aya Maruyama!" Aya Maruyama

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] When this card is Reversed, if you have 2 or more other ::Music:: Charas, and this card's battle Opp. is Level 3 or lower, you may reverse that battle Opp..

Music - Pastel * Palettes | BD/W63-055SPMb T: Soul

L3
C2

"Explore CIRCLE's Warehouse?" Saya Yamabuki

[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 1000, Level 1** [Discard this card from your hand to the WR]

Music - Poppin' Party | BD/W63-056 T: None

L1
C0

"Explore CIRCLE's Warehouse?" Saya Yamabuki
[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 1000, Level 1** [Discard this card from your hand to the WR]

Music - Poppin' Party | BD/W63-056SPMa T: None

L1
C0

"Explore CIRCLE's Warehouse?" Saya Yamabuki
[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 1000, Level 1** [Discard this card from your hand to the WR]

Music - Poppin' Party | BD/W63-056SPMb T: None

L1
C0

"Self-Directed Survival Skills" Maya Yamato
[A] When this is placed from hand to the Stage, draw a card, and discard a card from hand to the WR.
[A] **CX COMBO** [Put this in the WR] When "Serious Survivor" is placed in your CZ, may pay. If so, choose up to 1 "What is an Idol" Maya Yamato' in your hand and put it in the Slot this was in.

Music - Pastel * Palettes | BD/W63-057 T: None

L1
C0

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"Self-Directed Survival Skills" Maya Yamato
[A] When this is placed from hand to the Stage, draw a card, and discard a card from hand to the WR.
[A] **CX COMBO** [Put this in the WR] When "Serious Survivor" is placed in your CZ, may pay. If so, choose up to 1 "What is an Idol" Maya Yamato' in your hand and put it in the Slot this was in.

Music - Pastel * Palettes | BD/W63-057SPMa T:

L1
C0

"Self-Directed Survival Skills" Maya Yamato
[A] When this is placed from hand to the Stage, draw a card, and discard a card from hand to the WR.
[A] **CX COMBO** [Put this in the WR] When "Serious Survivor" is placed in your CZ, may pay. If so, choose up to 1 "What is an Idol" Maya Yamato' in your hand and put it in the Slot this was in.

Music - Pastel * Palettes | BD/W63-057SPMb T:

L1
C0

"I am Myself" Hina Hikawa
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Only Myself" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Music - Pastel * Palettes | BD/W63-058 T: None

L1
C0

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"I am Myself" Hina Hikawa
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Only Myself" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Music - Pastel * Palettes | BD/W63-058SPMa T:

L1
C0

"I am Myself" Hina Hikawa
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Only Myself" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Music - Pastel * Palettes | BD/W63-058SPMb T:

L1
C0

"In Such a Large Venue...!?" Rimi Ushigome
[C] During your turn, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Music - Poppin' Party | BD/W63-059 T: None

L1
C1

"In Such a Large Venue...!?" Rimi Ushigome
[C] During your turn, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Music - Poppin' Party | BD/W63-059SPMa T: None

L1
C1

"In Such a Large Venue...!?" Rimi Ushigome
[C] During your turn, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Music - Poppin' Party | BD/W63-059SPMb T: None

L1
C1

"Important Time" Saya Yamabuki
[A] At the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] 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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Poppin' Party | BD/W63-060 T: None

L0
C0

"Important Opportunity" Hina Hikawa
[A] When this attacks, choose up to 2 of your ::Music:: Charas, and those Charas gain +500 Pow for the turn.
[A] **BOND/"To Tell You About My True Self"** Chisato Shirasagi" [(1)]

Music - Pastel * Palettes | BD/W63-061 T: None

L0
C0

"Squeezing Courage" Rimi Ushigome
[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.
[A] When this card Direct Attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +1 Soul for the turn.

Music - Poppin' Party | BD/W63-062 T: None

L0
C0

"Origami Together" Kasumi Toyama
[A] [(2) Discard 2 cards 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 2 ::Music:: Charas, reveal them, put them in your hand, shuffle your LB, and this gets +3000 Pow for the turn.

Music - Poppin' Party | BD/W63-063 T: None

L0
C0

"That Feeling!" Kasumi Toyama
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Poppin' Party | BD/W63-064 T: Soul

L2
C1

"First Time doing Latte Art" Aya Maruyama
--No Text--

Music - Pastel * Palettes | BD/W63-065 T: Soul

L2
C1

Beginning of the Two
If you have no Chara with either "Kasumi" or "Hagumi" in name, you cannot play this from your hand.
Look at up to 4 cards from top of your LB, choose up to 1 card, put it in your hand, and put the rest in the WR.

BD/W63-066 T: None

L1
C1

BRAINSTORM Choose a ::Pastel*Palettes:: Chara in your WR and return it to your hand. Flip over the top 5 cards of your LB and put them in the WR. If the number of colors among those cards is 4 or more, send up to 2 cards on top of your Clock to WR, and deal 2 Damage to your Opp..

L3
C0

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

1

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

—

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

—

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

[illegible]

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

—

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

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

1

[A] When this is placed from hand to the Stage, choose 1 of your other ::Roselia:: Charas, and 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 ::Roselia:: Chara, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[A] When this is placed from hand to the Stage, choose 1 of your other cards. ::Roselia:: Charas, and 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 ::Roselia:: Chara, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[A] When this is placed from hand to the Stage, choose 1 of your other cards. ::Roselia:: Charas, and 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 card. ::Roselia:: Chara, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[A] When this is placed from hand to the Stage, choose 1 of your other ::Roselia:: Charas, and 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 ::Roselia:: Chara, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[C] **EXPERIENCE** If "Spilled Tears" Yukina Minato' and "This Time It's Me" Sayo Hikawa' is in your Level Zone, this card gains +2500 Pow.

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] ([1] Discard a ::Roselia:: Chara into WR) When this card attacks, may pay. If so, deal 1 Damage to your Opp..

L3
C2

[C] **EXPERIENCE** If "Spilled Tears" Yukina Minato' and "This Time It's Me" Sayo Hikawa' is in your Level Zone, this card gains +2500 Pow.

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] [(1) Discard a ::Roselia:: Chara into WR] When this card attacks, may pay. If so, deal 1 Damage to your Opp..

L3
C2

[C] **EXPERIENCE** If "Spilled Tears" Yukina Minato" and "This Time It's Me" Sayo Hikawa" is in your Level Zone, this card gains +2500 Pow.
 [A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.
 [A] ([1] Discard a ::Roselia:: Chara into WR) When this card attacks, may pay. If so, deal 1 Damage to your Opp..

L3
C2

[C] **EXPERIENCE** If "Spilled Tears" Yukina Minato' and "This Time It's Me" Sayo Hikawa" is in your Level Zone, this card gains +2500 Pow.

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR.

[A] (1) Discard a ::Roselia:: Chara into WR) When this card attacks, may pay. If so, deal 1 Damage to your Opp..

L3
C2

[A] ([1]) 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 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

LO
CO

[A] ([1] 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 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

$$\frac{L0}{C0}$$

"Secret Place" Arisa Ichigaya

[A] [(1) 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 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Music - Poppin' Party | BD/W63-074SPb T: None

L0
C0

"Secret Place" Arisa Ichigaya

[A] [(1) 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 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Music - Poppin' Party | BD/W63-074SSP T: None

L0
C0

"Tea Time Together" Ako Udagawa

[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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 ::Music:: Chara in your WR and return it to your hand.

Music - Roselia | BD/W63-075 T: None

L0
C0

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"Tea Time Together" Ako Udagawa

[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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 ::Music:: Chara in your WR and return it to your hand.

Music - Roselia | BD/W63-075SPa T: None

L0
C0

"Tea Time Together" Ako Udagawa

[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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 ::Music:: Chara in your WR and return it to your hand.

Music - Roselia | BD/W63-075SPb T: None

L0
C0

"Tea Time Together" Ako Udagawa

[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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 ::Music:: Chara in your WR and return it to your hand.

Music - Roselia | BD/W63-075SSP T: None

L0
C0

Bang Dream Girls Band Party! Vol. 2 Booster Pack

"Staying Up Late Tonight Only" Chisato Shirasagi

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of your LB.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top X cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand. X is # of your Charas' Colors on Stage + 1.

Music - Pastel * Palettes | BD/W63-076 T: None

L0
C0

"Staying Up Late Tonight Only" Chisato Shirasagi

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of your LB.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top X cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand. X is # of your Charas' Colors on Stage + 1.

Music - Pastel * Palettes | BD/W63-076S T: None

L0
C0

"Staying Up Late Tonight Only" Chisato Shirasagi

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of your LB.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top X cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand. X is # of your Charas' Colors on Stage + 1.

Music - Pastel * Palettes | BD/W63-076SPMa T:

L0
C0

"Staying Up Late Tonight Only" Chisato Shirasagi

[A] When this is placed from hand to the Stage, look at the top card of your LB. Put it on top or bottom of your LB.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top X cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand. X is # of your Charas' Colors on Stage + 1.

Music - Pastel * Palettes | BD/W63-076SPMb T:

L0
C0

"I Want to Share!" Eve Wakamiya

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Music - Pastel * Palettes | BD/W63-077 T: None

L0
C0

"I Want to Share!" Eve Wakamiya

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Music - Pastel * Palettes | BD/W63-077SPa T: None

L0
C0

"I Want to Share!" Eve Wakamiya

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Music - Pastel * Palettes | BD/W63-077SPb T: None

L0
C0

"I Want to Share!" Eve Wakamiya

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Music - Pastel * Palettes | BD/W63-077SSP T: None

L0
C0

"This Time It's Me" Sayo Hikawa

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Roselia:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Roselia | BD/W63-078 T: None

L0
C0

"This Time It's Me" Sayo Hikawa

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Roselia:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Roselia | BD/W63-078SPa T: None

L0
C0

"This Time It's Me" Sayo Hikawa

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Roselia:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Roselia | BD/W63-078SPb T: None

L0
C0

"This Time It's Me" Sayo Hikawa

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Roselia:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Roselia | BD/W63-078SSP T: None

L0
C0

"It Looks Like a Rabbit" Tae Hanazono
[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your other ::Music:: Charas.

Music - Poppin' Party | BD/W63-079 T: None

L1
C0

"It Looks Like a Rabbit" Tae Hanazono
[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your other ::Music:: Charas.

Music - Poppin' Party | BD/W63-079SPa T: None

L1
C0

"It Looks Like a Rabbit" Tae Hanazono
[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your other ::Music:: Charas.

Music - Poppin' Party | BD/W63-079SPb T: None

L1
C0

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"It Looks Like a Rabbit" Tae Hanazono
[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your other ::Music:: Charas.

Music - Poppin' Party | BD/W63-079SSP T: None

L1
C0

"Spilled Tears" Yukina Minato
[C] **EXPERIENCE** If "'Spilled Tears" Yukina Minato' is in your Level Zone, this gets -1 Level in your hand.
[C] If all your Charas are ::Roselia::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Roselia | BD/W63-080 T: Soul

L3
C2

"Spilled Tears" Yukina Minato
[C] **EXPERIENCE** If "'Spilled Tears" Yukina Minato' is in your Level Zone, this gets -1 Level in your hand.
[C] If all your Charas are ::Roselia::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Roselia | BD/W63-080S T: Soul

L3
C2

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"Spilled Tears" Yukina Minato
[C] **EXPERIENCE** If "'Spilled Tears" Yukina Minato' is in your Level Zone, this gets -1 Level in your hand.
[C] If all your Charas are ::Roselia::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Roselia | BD/W63-080SPMa T: Soul

L3
C2

"Spilled Tears" Yukina Minato
[C] **EXPERIENCE** If "'Spilled Tears" Yukina Minato' is in your Level Zone, this gets -1 Level in your hand.
[C] If all your Charas are ::Roselia::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Roselia | BD/W63-080SPMb T: Soul

L3
C2

"Shout of Determination" Rinko Shirokane
[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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] [(3) Discard 2 cards to WR] This ability can be activated once per turn. At the end of this card's Attack, if "Temporary Club Mem" is in your CZ and all of your Charas are ::Roselia::, may pay. If so, choose 1 of your other Charas, Stand it, and that card gains +2000 Pow for the turn.

Music - Roselia | BD/W63-081 T: Soul

L3
C2

"Shout of Determination" Rinko Shirokane
[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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] [(3) Discard 2 cards to WR] This ability can be activated once per turn. At the end of this card's Attack, if "Temporary Club Mem" is in your CZ and all of your Charas are ::Roselia::, may pay. If so, choose 1 of your other Charas, Stand it, and that card gains +2000 Pow for the turn.

Music - Roselia | BD/W63-081SPa T: Soul

L3
C2

"Shout of Determination" Rinko Shirokane
[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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] [(3) Discard 2 cards to WR] This ability can be activated once per turn. At the end of this card's Attack, if "Temporary Club Mem" is in your CZ and all of your Charas are ::Roselia::, may pay. If so, choose 1 of your other Charas, Stand it, and that card gains +2000 Pow for the turn.

Music - Roselia | BD/W63-081SPb T: Soul

L3
C2

"Shout of Determination" Rinko Shirokane
[C] If you have 2 or more other ::Roselia:: Charas, this gains +1000 Pow.
[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] [(3) Discard 2 cards to WR] This ability can be activated once per turn. At the end of this card's Attack, if "Temporary Club Mem" is in your CZ and all of your Charas are ::Roselia::, may pay. If so, choose 1 of your other Charas, Stand it, and that card gains +2000 Pow for the turn.

Music - Roselia | BD/W63-081SSP T: Soul

L3
C2

"Serious Challenge" Lisa Imai
[C] All your other ::Music:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Roselia | BD/W63-082 T: None

L0
C0

"Serious Challenge" Lisa Imai
[C] All your other ::Music:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Roselia | BD/W63-082SPMa T: None

L0
C0

"Serious Challenge" Lisa Imai
[C] All your other ::Music:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Roselia | BD/W63-082SPMb T: None

L0
C0

"...He, Hello..." Rinko Shirokane
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Roselia | BD/W63-083 T: None

L0
C0

"...He, Hello..." Rinko Shirokane
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Roselia | BD/W63-083S T: None

L0
C0

"...He, Hello..." Rinko Shirokane
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Roselia | BD/W63-083SPMa T: None

L0
C0

"...He, Hello..." Rinko Shirokane
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Roselia | BD/W63-083SPMb T: None

L0
C0

"What?...Really..." Arisa Ichigaya
[A] When this card is placed from hand to the Stage, look at up to 2 cards from the top of your LB and choose up to 2 ::Music:: Charas among them, reveal them to your Opp., put them under this card as Marker, then put the remaining cards into your WR.
[S] [Put 2 Markers from under this in the WR] Choose 1 of your Opp.'s Level 0 or lower Charas and return it to their hand, and this gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W63-084 T: None

L1
C0

"What?...Really..." Arisa Ichigaya
[A] When this card is placed from hand to the Stage, look at up to 2 cards from the top of your LB and choose up to 2 ::Music:: Charas among them, reveal them to your Opp., put them under this card as Marker, then put the remaining cards into your WR.
[S] [Put 2 Markers from under this in the WR] Choose 1 of your Opp.'s Level 0 or lower Charas and return it to their hand, and this gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W63-084SPMa T: None

L1
C0

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"What?...Really..." Arisa Ichigaya
[A] When this card is placed from hand to the Stage, look at up to 2 cards from the top of your LB and choose up to 2 ::Music:: Charas among them, reveal them to your Opp., put them under this card as Marker, then put the remaining cards into your WR.
[S] [Put 2 Markers from under this in the WR] Choose 1 of your Opp.'s Level 0 or lower Charas and return it to their hand, and this gains +4500 Pow for the turn.

Music - Poppin' Party | BD/W63-084SPMb T: None

L1
C0

"Coolest in the World!" Ako Udagawa
[C] If you have 2 or more other ::Roselia:: Charas, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Music - Roselia | BD/W63-085 T: None

L1
C0

"Coolest in the World!" Ako Udagawa
[C] If you have 2 or more other ::Roselia:: Charas, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Music - Roselia | BD/W63-085SPMa T: None

L1
C0

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"Coolest in the World!" Ako Udagawa
[C] If you have 2 or more other ::Roselia:: Charas, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Music - Roselia | BD/W63-085SPMb T: None

L1
C0

"Only Facing Forward" Tae Hanazono
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [(1)] When this card is placed from hand to the Stage, may pay. If so, reveal the top card of your LB. If that card is Level 2 or higher, choose 1 Climax in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-086 T: Soul

L2
C1

"Only Facing Forward" Tae Hanazono
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [(1)] When this card is placed from hand to the Stage, may pay. If so, reveal the top card of your LB. If that card is Level 2 or higher, choose 1 Climax in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-086S T: Soul

L2
C1

"Only Facing Forward" Tae Hanazono
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [(1)] When this card is placed from hand to the Stage, may pay. If so, reveal the top card of your LB. If that card is Level 2 or higher, choose 1 Climax in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-086SPMa T: Soul

L2
C1

"Only Facing Forward" Tae Hanazono
[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [(1)] When this card is placed from hand to the Stage, may pay. If so, reveal the top card of your LB. If that card is Level 2 or higher, choose 1 Climax in your WR and return it to your hand.

Music - Poppin' Party | BD/W63-086SPMb T: Soul

L2
C1

"Chunky Cookies" Sayo Hikawa
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] **CX COMBO** At the start of your Encore step, if "Baking Cookies" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, **FEVER**. [Replay] **FEVER** Search your LB for up to 1 Chara, reveal it to your Opp., put it in your Stock, choose 1 of your other Chara, and until end of your Opp.'s next turn that Chara gains +1000 Pow.

Music - Roselia | BD/W63-087 T: Soul

L2
C1

"Chunky Cookies" Sayo Hikawa
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] **CX COMBO** At the beginning of your Encore step, if "Baking Cookies" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, **FEVER**. [Replay] **FEVER** Search your LB for up to 1 Chara, reveal it to your Opp., put it in your hand, shuffle your LB, choose up to 1 ::Music:: Chara in your WR, put it in your Stock, choose 1 of your other Chara, and until end of your Opp.'s next turn that Chara gains +1000 Pow.

Music - Roselia | BD/W63-087SPMa T: Soul

L2
C1

"Chunky Cookies" Sayo Hikawa
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] **CX COMBO** At the beginning of your Encore step, if "Baking Cookies" is in your CZ, this is in the Front Row, and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, **FEVER**. [Replay] **FEVER** Search your LB for up to 1 Chara, reveal it to your Opp., put it in your hand, shuffle your LB, choose up to 1 ::Music:: Chara in your WR, put it in your Stock, choose 1 of your other Chara, and until end of your Opp.'s next turn that Chara gains +1000 Pow.

Music - Roselia | BD/W63-087SPMb T: Soul

L2
C1

"Serious - Clearing The Mind" Eve Wakamiya
[C] All your other "First Time Doing Latte Art" Aya Maruyama gain +500 Pow and [A] **ENCORE** [Discard a Chara from your hand to the WR]
[A] **BOND/"First Time Doing Latte Art"** Aya Maruyama [Discard a card from your hand to the WR]

Music - Pastel * Palettes | BD/W63-088 T: None

L0
C0

"First Time With Cat Ears" Yukina Minato
[C] If you have no other ::Roselia:: Charas, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it is a Climax card, put this in your Stock.

Music - Roselia | BD/W63-089 T: None

L0
C0

"Rabbit Grand Strategy" Tae Hanazono
[A] When this is Front Attacked, put this in the WR. (Even if the Battle Opp. disappears, the attack doesn't become a Direct Attack)

Music - Poppin' Party | BD/W63-090 T: None

L0
C0

"Soft Cream in Summer" Sayo Hikawa
[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 up to 1 "Indispensable Existence" Lisa Imai in your hand and put it in any Slot on the Stage.
[A] **BOND/"Indispensable Existence"** Lisa Imai [Discard a card from your hand to the WR]

Music - Roselia | BD/W63-091 T: None

L1
C0

