

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] [Discard a card from your hand to the WR] When this is placed from the Stages to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

LO
CO

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

L0
C0

[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 attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

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

[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 attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

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, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

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

[A] At the start of your CX Phase, you may look at the top card of your Opp.'s LB. (Put it back where it was)

[S] (Rest this) Choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

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

[A] At the start of your CX Phase, you may look at the top card of your Opp.'s LB. (Put it back where it was)

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

LO
CO

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow and "NAME" until the next end of your Opp.'s turn.

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

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
[A] When this attacks, choose 1 of your other :Music: Charas, and that Chara gains +1000 Pow and "NAME" until the next end of your Opp.'s turn.

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

[A] At the start of your Opp's Attack Phase, you may move this to an empty Slot in the Front Row.

LO
CO

[A] At the start of your Opp's Attack Phase, you may move this to an empty Slot in the Front Row.

L0
C0

[A] When this attacks, perform Trigger Check twice during this attack's Trigger Step. After the 2 Trigger Checks are made, put the top card of your Stock in the WR.

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

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

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher Chara, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

LO
CO

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher Chara, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L0
C0

[C] All of your Opp.'s Charas gain "[A] **ENCORE** ([2])".
 [A] When the Battle Opp. of this becomes Reversed, if you have no other Charas in the Back Row, look at the top 2 cards of your LB and search for up to 1 Level 0 or lower ::Music:: Chara, put it in any Slot in the Back Row, and put the rest in the WR.

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

[C] All of your Opp.'s Charas gain "[A] **ENCORE** ([2])".
 [A] When the Battle Opp. of this becomes Reversed, if you have no other Charas in the Back Row, look at the top 2 cards of your LB and search for up to 1 Level 0 or lower ::Music:: Chara, put it in any Slot in the Back Row, and put the rest in the WR.

LO
CO

[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 Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

$$\frac{L1}{C0}$$

[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 Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

L1
C0

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.

[A] When your CX with a Choice Trigger Icon is placed in the CXX Zone, look at up to 3 cards from top of your LB and put them on top of your LB in any order.

[S] [Rest 2 of your ::Music:: Charas, put this on the bottom of the LB] Draw a card.

L1
CO

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.

[A] When your CX with a Choice Trigger Icon is placed in the CXX Zone, look at up to 3 cards from top of your LB and put them on top of your LB in any order.

[S] [Rest 2 of your ::Music:: Charas, put this on the bottom of the LB] Draw a card.

$$\frac{L1}{C0}$$

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 [Pw].

[A] [Put another ::Music:: Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

L1
C0

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
 [A] [Put another ::Music:: Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

L1
CO

[C] During your turn, if you have another **Music**: Chara, this gains +3000 Pow.

[A] [Put another **Music**: Chara from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

$$\frac{L1}{C0}$$

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

▲ **CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "SunRiser" is in your CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, search your LB for up to 2 ::Music:: Charas, reveal them, put them in your hand, and shuffle your LB.

L1
C0

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "SunRiser" is in your CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, search your LB for up to 2 ::Music:: Charas, reveal them, put them in your hand, and shuffle your LB.

L1
CO

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "SunRiser" is in your CX Zone and you have 2 or more other ::Music:: Charas, may pay. IF so, search your LB for up to 2 ::Music:: Charas, reveal them, put them in your hand, and shuffle your LB.

L1
C0

[S] [(1) Put this in the WR] Choose an "Ami Futami, Reimei Starline" in your WR and put it in the Slot this was in, and that Chara gains +2000 Pow and the following ability for the turn.
 "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

L1
C0

[S] ([1] Put this in the WR] Choose an "Ami Futami, Reimei Starline" in your WR and put it in the Slot this was in, and that Chara gains +2000 Pow and the following ability for the turn.
 "[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

L1
CO

[S] ([1] Put this in the WR] Choose an "Ami Futami, Reimei Starline" in your WR and put it in the Slot this was in, and that Chara gains +2000 Pow and the following ability for the turn.
[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

$$\frac{L1}{C0}$$

[C] **ASSIST** All your 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, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

L2
C1

[C] **ASSIST** All your 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, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

L2
C1

[C] All your other "Miki, Beyond the Brilliant Future" and "Miki Hoshii, The Wild Strawberry" gain +500 Pow and the following ability. "A 1/Turn [(2) Discard 2 ::Music:: Charas from your hand to the WR] When the Damage dealt by this is Cancelled, may pay. I so, deal 4 Damage to your Opp." (DC can occur)

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

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

[C] All your other "Miki, Beyond the Brilliant Future" and "Miki Hoshii, The Wild Strawberry" gain +500 Pow and the following ability. "[A] **1Turn** [(2) Discard 2 ::Music:: Charas from your hand to the WR] When the Damage dealt by this is Cancelled, may pay. I so, deal 4 Damage to your Opp." (DC can occur)

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

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

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] CX COMBO When "Deep, Deep Blue" is placed in your CX Zone, if this is in the Front Row, put up to 1 card from top of your LB in your Stock, choose up to 1 "Yayoi Takatsuki, Autumn-Colored High Five" in your WR and return it to your hand.

L2
C1

[C] For each of your other **::Music::** Charas, this gains +1000 Pow.

[A] **CX COMBO** When "Deep, Deep Blue" is placed in your CX Zone, if this is in the Front Row, put up to 1 card from top of your LB in your Stock, choose up to 1 "Yayoi Takatsuki, Autumn-Colored High Five" in your WR and return it to your hand.

L2
C1

[C] **ASSIST** All your Charás in front of this gain +2000 Pow.
 [A] [Put another ::Music::: Chara from your Stage in 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, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
 [S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

L3
C2

[C] **ASSIST** All your Charás in front of this gain +2000 Pow.
 [A] [Put another ::Music::: Chara from your Stage in 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, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
 [S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

L3
C2

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
 [A] [Put another ::Music:: Chara from your Stage in 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, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
 [S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

L3
C2

[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, and this gains +1500 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Overmaster" is in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] 1/Turn: When Damage dealt by this is Cancelled, you may deal the same amount of Damage to your Opp." (DC can occur)

L3
C2

[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, and this gains +1500 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Overmaster" is in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] 1/Turn When Damage dealt by this is Cancelled, you may deal the same amount of Damage to your Opp." (DC can occur)

L3
C2

[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, and this gains +1500 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Overmaster" is in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] 1/Turn When Damage dealt by this is Cancelled, you may deal the same amount of Damage to your Opp.." (DC can occur)

$$\frac{L3}{C2}$$

Choose a Level X or lower ::Music:: Chara in your WR and return it to hand. X = # of "Miki Hoshii, Marionette no Kokoro" in your WR.

$$\frac{L1}{C0}$$

Choose a Level X or lower ::Music:: Chara in your WR and return it to hand. X = # of "Miki Hoshii, Marionette no Kokoro" in your WR.

L1
C0

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

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[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

—

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

—

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

1

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.

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

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.

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

[A] [(1) Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.
[A] When this is placed from the Stage to the WR, look at the top card of your LB and put it either on top or bottom of the LB.

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

[A] [(1) Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

[A] When this is placed from the Stage to the WR, look at the top card of your LB and put it either on top or bottom of the LB.

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

[A] **BOND**/"Iori Minase, DIAMOND" "Ritsuko Akizuki, Ippai Ippai" [Discard a card from your hand to the WR]

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

[A] **BOND/"Iori** Minase, **DIAMOND**" "Ritsuko Akizuki, Ippai Ippai" [Discard a card from your hand to the WR]

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

[A] When this is placed from hand to the Stage, if you have 2 or more other **Music**: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[A] ([1] Discard a CX from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

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

[C] **EXPERIENCE** For each :Music: Chara in your Level Zone, this gains +1 Level and +2000 Pow.

[A] **CX COMBO** At the start of your Encore Step, if "M@STERPIECE" is in the CX Zone and you have 2 or more other :Music: Charas, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

LO
CO

[C] **EXPERIENCE** For each ::Music:: Chara in your Level Zone, this gains +1 Level and +2000 Pow.

[A] **CX COMBO** At the start of your Encore Step, if "M@STERPIECE" is in the CX Zone and you have 2 or more other ::Music:: Charas, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

L0
C0

[C] **EXPERIENCE** For each ::Music:: Chara in your Level Zone, this gains +1 Level and +2000 Pow.

[A] **CX COMBO** At the start of your Encore Step, if "M@STERPIECE" is in the CX zone and you have 2 or more other ::Music:: Charas, look up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (CX are considered to be Level 0 for this effect)

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

[A] When your other ::Music:: Chara attacks, this gains +1000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

LO
CO

[A] When your other **Music**: Chara attacks, this gains +1000 Pow for the turn.

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

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

[A] When your other **::Music::** Chara attacks, this gains +1000 Pow for the turn.

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

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

[A] When this is placed from hand to the Stage, if you have another
::Music:: or ::Animal:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, if there's a CX in CX Zone, reveal the top card of
your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to
be Level 0 for this effect. Otherwise put it back where it was)

L1
C0

[A] When this is placed from hand to the Stage, if you have another ::Music:: or ::Animal:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, if there's a CX in CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

L1
C0

[A] When this is placed from hand to the Stage, if you have another
::Music:: or ::Animal:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, if there's a CX in CX Zone, reveal the top card of
your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to
be Level 0 for this effect. Otherwise put it back where it was)

$$\frac{L1}{C0}$$

[C] If you have 2 or more other **Music**: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

$$\frac{L1}{C1}$$

[C] If you have 2 or more other **Music**: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

$$\frac{L1}{C1}$$

[A] When you use the **BACKUP** of this, put the bottom X cards of your Opp.'s LB in the WR. X = # of your Opp.'s Charas.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

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

[A] When you use the **BACKUP** of this, put the bottom X cards of your Opp.'s LB in the WR. X = # of your Opp.'s Charas.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

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

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1500 Pow.

[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 CX with a Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

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

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1500 Pow.

[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 CX with a Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

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

[C] For each of your other ::Music:: Charas in the Back Row, this gains +1500 Pow.

[A] **CX COMBO** When "iLUmiNate!" is placed in your CX Zone, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.

[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.

L2
C2

[C] For each of your other ::Music:: Charas in the Back Row, this gains +1500 Pow.

[A] **CX COMBO** When "iLUmiNate!" is placed in your CX Zone, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.

[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.

L2
C2

Makoto Kikuchi, Sepia Colorful

[C] For each of your other ::Music:: Charas in the Back Row, this gains +1500 Pow.
[A] **CX COMBO** When "iLUmiNAtel" is placed in your CX Zone, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.
[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 - Karate | IAS/SE52-38SP T: Soul

L2
C2

Yukiho Hagiwara, Impervious Resolution

[C] During your turn, this gains +4000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(2) Discard 4 cards from your hand to the WR, put a "Rabbit Fur" from your CX Zone in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, perform the following action twice. "Choose up to 1 card in your Opp.'s WR, put it on top of the LB, and deal 4 Damage to your Opp.." (DC can occur)

Music - Tea | IAS/SE52-39 T: Soul

L3
C2

Yukiho Hagiwara, Impervious Resolution

[C] During your turn, this gains +4000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(2) Discard 4 cards from your hand to the WR, put a "Rabbit Fur" from your CX Zone in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, perform the following action twice. "Choose up to 1 card in your Opp.'s WR, put it on top of the LB, and deal 4 Damage to your Opp.." (DC can occur)

Music - Tea | IAS/SE52-39BNP T: Soul

L3
C2

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Yukiho Hagiwara, Impervious Resolution

[C] During your turn, this gains +4000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(2) Discard 4 cards from your hand to the WR, put a "Rabbit Fur" from your CX Zone in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, perform the following action twice. "Choose up to 1 card in your Opp.'s WR, put it on top of the LB, and deal 4 Damage to your Opp.." (DC can occur)

Music - Tea | IAS/SE52-39SP T: Soul

L3
C2

Hibiki Ganaha, Rebellion

[C] If you have 4 or more ::Music:: and/or ::Animal:: Charas, this gets -1 Level while in your hand.
[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: and/or ::Animal:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Music - Animal | IAS/SE52-40 T: Soul

L3
C2

Hibiki Ganaha, Rebellion

[C] If you have 4 or more ::Music:: and/or ::Animal:: Charas, this gets -1 Level while in your hand.
[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: and/or ::Animal:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Music - Animal | IAS/SE52-40BNP T: Soul

L3
C2

Idolmaster 765Pro All Stars Premium Booster

Hibiki Ganaha, Rebellion

[C] If you have 4 or more ::Music:: and/or ::Animal:: Charas, this gets -1 Level while in your hand.
[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: and/or ::Animal:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Music - Animal | IAS/SE52-40SP T: Soul

L3
C2

Haruka Amami, I'm yours

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [Discard a ::Music:: Chara or "Kirameki Shinkoukei" from your hand to the WR] When this attacks, if "M@STERPIECE" is in the CX Zone and you have 3 or more other ::Music:: Charas, may pay. If so, deal 2 Damage to your Opp., and this gains +1500 Pow for the turn. (DC can occur)

Music - Sweets | IAS/SE52-41 T: Soul

L3
C2

Haruka Amami, I'm yours

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [Discard a ::Music:: Chara or "Kirameki Shinkoukei" from your hand to the WR] When this attacks, if "M@STERPIECE" is in the CX Zone and you have 3 or more other ::Music:: Charas, may pay. If so, deal 2 Damage to your Opp., and this gains +1500 Pow for the turn. (DC can occur)

Music - Sweets | IAS/SE52-41BNP T: Soul

L3
C2

Haruka Amami, I'm yours

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [Discard a ::Music:: Chara or "Kirameki Shinkoukei" from your hand to the WR] When this attacks, if "M@STERPIECE" is in the CX Zone and you have 3 or more other ::Music:: Charas, may pay. If so, deal 2 Damage to your Opp., and this gains +1500 Pow for the turn. (DC can occur)

Music - Sweets | IAS/SE52-41SP T: Soul

L3
C2

Kirameki Shinkoukei

[Counter] Choose 1 of your "Haruka Amami, I'm yours", and that Chara gains the following ability for the turn. "[C] Chara Opposite this gets -3 Soul."

IAS/SE52-42 T: None

L3
C0

Kirameki Shinkoukei

[Counter] Choose 1 of your "Haruka Amami, I'm yours", and that Chara gains the following ability for the turn. "[C] Chara Opposite this gets -3 Soul."

IAS/SE52-42BNP T: None

L3
C0

M@STERPIECE

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

IAS/SE52-43 T: Salvage

M@STERPIECE

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

IAS/SE52-43BNP T: Salvage

iLUmiNAtel

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

IAS/SE52-44 T: Soul Standby

iLUmiNAtel

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

IAS/SE52-44BNP T: Soul Standby

Chihaya Kisaragi, Aoi Tori

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[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, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Camera | IAS/SE52-45 T: None

L0
C0

Chihaya Kisaragi, Aoi Tori

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[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, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Camera | IAS/SE52-45BNP T: None

L0
C0

Chihaya Kisaragi, Aoi Tori

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[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, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Camera | IAS/SE52-45SSP T: None

L0C0

Chihaya Kisaragi, Eternal Gift

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Camera | IAS/SE52-46 T: None

L0C0

Chihaya Kisaragi, Eternal Gift

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Camera | IAS/SE52-46BNP T: None

L0C0

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Ritsuko Akizuki, Liar's good bye

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR."

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

Music - Glasses | IAS/SE52-47 T: None

L0C0

Ritsuko Akizuki, Liar's good bye

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR."

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

Music - Glasses | IAS/SE52-47BNP T: None

L0C0

Ritsuko Akizuki, Liar's good bye

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR."

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

Music - Glasses | IAS/SE52-47SP T: None

L0C0

Idolmaster 765Pro All Stars Premium Booster

Iori Minase, Private Roadshow

[C] If all your Charas are ::Music::, this gains +1500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in our WR and return it to your hand, and discard a card from your hand to the WR."

Music - Stuffed Animal | IAS/SE52-48 T: None

L0C0

Iori Minase, Private Roadshow

[C] If all your Charas are ::Music::, this gains +1500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in our WR and return it to your hand, and discard a card from your hand to the WR."

Music - Stuffed Animal | IAS/SE52-48BNP T: None

L0C0

Iori Minase, Private Roadshow

[C] If all your Charas are ::Music::, this gains +1500 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in our WR and return it to your hand, and discard a card from your hand to the WR."

Music - Stuffed Animal | IAS/SE52-48SP T: None

L0C0

Iori Minase, Singer: 007

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

Music - Stuffed Animal | IAS/SE52-49 T: None

L1C0

Iori Minase, Singer: 007

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

Music - Stuffed Animal | IAS/SE52-49BNP T: None

L1C0

Chihaya Kisaragi, Coming Smile

[C] During your turn, this gains +2000 Pow.

[A] CX COMBO When this attacks, if "Eternal Harmony" is in the CX Zone and you have 2 or more other ::Music:: Charas, choose 1 of the following 2 effects and perform it. "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." "Choose a Level 2 or higher ::Music:: Chara in your WR and return it to your hand."

Music - Camera | IAS/SE52-50 T: None

L1C0

Chihaya Kisaragi, Coming Smile

[C] During your turn, this gains +2000 Pow.

[A] CX COMBO When this attacks, if "Eternal Harmony" is in the CX Zone and you have 2 or more other ::Music:: Charas, choose 1 of the following 2 effects and perform it. "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." "Choose a Level 2 or higher ::Music:: Chara in your WR and return it to your hand."

Music - Camera | IAS/SE52-50BNP T: None

L1C0

Chihaya Kisaragi, Coming Smile

[C] During your turn, this gains +2000 Pow.

[A] CX COMBO When this attacks, if "Eternal Harmony" is in the CX Zone and you have 2 or more other ::Music:: Charas, choose 1 of the following 2 effects and perform it. "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." "Choose a Level 2 or higher ::Music:: Chara in your WR and return it to your hand."

Music - Camera | IAS/SE52-50SP T: None

L1C0

Takane Shijou, addicted

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] CX COMBO When this attacks, if "Stellar Light" is in the CX Zone and you have 2 or more other ::Music:: Charas, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR, return it to your hand, look at up to 2 cards from top of your LB and put them on top of your LB in any order. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Noble | IAS/SE52-51 T: None

L1C0

Takane Shijou, addicted

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] CX COMBO When this attacks, if "Stellar Light" is in the CX Zone and you have 2 or more other ::Music:: Charas, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR, return it to your hand, look at up to 2 cards from top of your LB and put them on top of your LB in any order. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Noble | IAS/SE52-51BNP T: None

L1C0

Takane Shijou, addicted

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] CX COMBO When this attacks, if "Stellar Light" is in the CX Zone and you have 2 or more other ::Music:: Charas, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR, return it to your hand, look at up to 2 cards from top of your LB and put them on top of your LB in any order. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Noble | IAS/SE52-51SP T: None

L1C0

Takane Shijou, Long and Deep Holy Night

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] [(1) Discard a card from your hand to the WR, Rest 1 of your other Standing ::Music:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 ::Music:: Charas in your WR and return them to your hand.

Music - Noble | IAS/SE52-52 T: None

L1C0

SMOKY THRILL

[C] All your Charas gain +1000 Pow and +1 Soul.
[[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

IAS/SE52-60 T: Soul Gate

SMOKY THRILL

[C] All your Charas gain +1000 Pow and +1 Soul.
[[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

IAS/SE52-60BNP T: Soul Gate

Stellar Light

[C] All your Charas gain +1000 Pow and +1 Soul.
[[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

IAS/SE52-61 T: Soul Gate

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Stellar Light

[C] All your Charas gain +1000 Pow and +1 Soul.
[[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

IAS/SE52-61BNP T: Soul Gate

Haruka Amami, The Wild Strawberry

[A] When your CX is placed in the CX Zone, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, and that Chara gains +1 Soul for the turn. (Put the revealed card back where it was)
[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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music - Sweets | IM/SE52-62BNP T: None

L0
C0

Chihaya Kisaragi, The Wild Strawberry

[C] For each of your other "Makoto, Pink Diamond 765", all your other "Takane, Pink Diamond 765" gain +1000 Pow.
[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Camera | IM/SE52-63BNP T: None

L1
C0

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Miki Hoshii, The Wild Strawberry

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Miki, Beyond the Brilliant Future" in your Deck.
[C] If you have 2 or more other ::Music:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this attacks, reveal the top card of your LB. If it's a ::Music:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Music - Nail | IM/SE52-64BNP T: Soul

L3
C2

Ritsuko Akizuki, The Wild Strawberry

Your Opp. puts all of their Stock in the WR, and puts the same number of cards from top of their LB in their Stock.

IM/SE52-65BNP T: None

L2
C1

Hibiki Ganaha, The Wild Strawberry

[A] When a Level 1 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Animal | IM/SE52-66BNP T: None

L1
C0

Makoto Kikuchi, The Wild Strawberry

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Charas and this, then Stand and swap them.

Music - Karate | IM/SE52-67BNP T: Soul

L2
C1

Takane Shijou, The Wild Strawberry

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Music - Noble | IM/SE52-68BNP T: None

L0
C0

Yayoi Takatsuki, The Wild Strawberry

All players return all cards in their respective WRs to their respective Libraries, and shuffle those Libraries.

IM/SE52-69BNP T: None

L1
C0

Yukiho Hagiwara, The Wild Strawberry

If you don't have a ::Music:: Chara, you cannot play this from hand. Send this to Memory. Choose up to X ::Music:: Charas in your WR and return them to your hand. X = # of "Yukiho Hagiwara, The Wild Strawberry" in your Memory.
[C] You may have up to 4 total copies of cards between cards with the same name as this and "M@STERS OF IDOL WORLD!2015" in your Deck.

IM/SE52-70BNP T: None

L2
C1

Ami Futami, The Wild Strawberry

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Twins | IM/SE52-71BNP T: Soul

L3
C2

Mami Futami, The Wild Strawberry

Search your LB from up to 1 CX, reveal it, put it in your hand, and shuffle your LB.

IM/SE52-72BNP T: None

L1
C1

Azusa Miura, The Wild Strawberry

[C] You may have up to 4 total copies of cards between cards with the same name as this and "NAME" in your Deck.
[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 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Fortune Reading | IM/SE52-73BNP T: None

L0
C0

Iori Minase, The Wild Strawberry

[A] When this is placed from hand to the Stage, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in Stock.

Music - Stuffed Animal | IM/SE52-74BNP T: None

L0
C0