

Iori, Prideful Queen

[C] All your other Charas gain +1 Level during your turn.
[C] All your other "Yayoi, High-Five" Charas gain +1000 Pow.

Music - Doll | IM/S07-001 T: None

L0
C0

Yukiho, Enthusiast

[A] When this attacks, if "Kosmos, Cosmos" is in your CZ, look at the top 3 cards of your LB and put them back in any order.

Music - Tea | IM/S07-002 T: Soul

L2
C1

Ami & Mami, Energetic Is Important

[S] [Put a "Clothing Change" from your Memory to the WR] Choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul.
[C] ASSIST All your Charas in front of this gain +500 Pow.

Music - Twins | IM/S07-003 T: None

L0
C0

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Yukiho Hagiwara

[A] CHANGE [(3) Discard a card from hand to the WR, Put this in WR] At the beginning of your Climax Phase, may pay. If so, choose a "Yukiho, Doing Her Best" in your WR and put it in the Slot this was in.
[S] [(1) Rest this] Choose up to 2 of your Charas. Those Charas gains +1000 Pow and ::Tea:: for the turn.

Music - Tea | IM/S07-004 T: None

L1
C0

Yukiho Hagiwara

[A] CHANGE [(3) Discard a card from hand to the WR, Put this in WR] At the beginning of your Climax Phase, may pay. If so, choose a "Yukiho, Doing Her Best" in your WR and put it in the Slot this was in.
[S] [(1) Rest this] Choose up to 2 of your Charas. Those Charas gains +1000 Pow and ::Tea:: for the turn.

Music - Tea | IM/S07-004S T: None

L1
C0

Ami Futami

[A] When this is placed from the WR to the Stage, this gains +2000 Pow for the turn.
[A] CHANGE [Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Mami Futami" in your WR and put it in the Slot this was in. (Cannot be played if this isn't on Stage at the beginning of the Climax Phase)

Music - Twins | IM/S07-005 T: None

L1
C0

Idolm@ster Booster Pack

Ami Futami

[A] When this is placed from the WR to the Stage, this gains +2000 Pow for the turn.
[A] CHANGE [Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Mami Futami" in your WR and put it in the Slot this was in. (Cannot be played if this isn't on Stage at the beginning of the Climax Phase)

Music - Twins | IM/S07-005S T: None

L1
C0

Mami Futami

[A] When this is placed from the WR to the Stage, this gains +1 Soul for the turn.
[A] CHANGE [Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose an "Ami Futami" in your WR and put it in the Slot this was in. (Cannot be played if this isn't on Stage at the beginning of the Climax Phase)

Music - Twins | IM/S07-006 T: None

L1
C0

Mami Futami

[A] When this is placed from the WR to the Stage, this gains +1 Soul for the turn.
[A] CHANGE [Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose an "Ami Futami" in your WR and put it in the Slot this was in. (Cannot be played if this isn't on Stage at the beginning of the Climax Phase)

Music - Twins | IM/S07-006S T: None

L1
C0

Iori Minase

[A] CHANGE [Put this in the WR] At the beginning of the Climax Phase, may pay. If so, choose an "Iori, Shrew-Like Lady" in your WR and put it in the Slot this was in.

Music - Doll | IM/S07-007 T: Soul

L2
C1

Iori Minase

[A] CHANGE [Put this in the WR] At the beginning of the Climax Phase, may pay. If so, choose an "Iori, Shrew-Like Lady" in your WR and put it in the Slot this was in.

Music - Doll | IM/S07-007S T: Soul

L2
C1

Kotori, Morning Greetings

[A] [(1) Discard a card from 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, and put it in your hand. Shuffle your LB.

Music | IM/S07-008 T: None

L0
C0

Iori, Hates Losing

[A] [Put 1 of your Charas in the WR] When "Memories of Two" is placed in your CZ, may pay. If so, this gains +6000 Pow for the turn.
[A] ENCORE [Discard a Chara from your hand to the WR]

Music - Doll | IM/S07-009 T: Soul

L1
C1

Yukiho, Tea Power

--No Text--

Music - Tea | IM/S07-010 T: None

L1
C0

Ami & Mami, Uncontrollable!?

[A] When this attacks, if "Star to Star" is in the CZ, all your ::Twins:: Charas gain +1000 Pow and +1 Soul for the turn.
[A] ENCORE [Discard a Chara from your hand to the WR]

Music - Twins | IM/S07-011 T: Soul

L2
C1

Ami & Mami, Troublemakers

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[S] [Send this to Memory] Choose up to 1 "Ami Futami" and 1 "Mami Futami" from your WR and put them in separate Slots on the Stage. Those Charas gain +3000 Pow and +1 Soul for the turn.

Music - Twins | IM/S07-012 T: Soul

L3
C2

Yukiho, Digging a Hole

[C] ALARM If this is on top of your Clock, all your ::Music:: Charas gain "[S] [(1)] This gains +1 Soul for the turn".
[S] [Put this in the WR] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Music - Tea | IM/S07-013 T: None

L0
C0

Iori, Full of Self-confidence

[A] When this attacks, if all your other Charas have lower Pow than this, this gains +2000 Pow for the turn.

Music - Doll | IM/S07-014 T: None

L0
C0

Ami & Mami, Twin Beasts

--No Text--

Music - Twins | IM/S07-015 T: None

L0C0

Yukiho, Shy Thoughts

[C] If the Chara opposite this is higher Level than this, this cannot attack.
[S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Tea | IM/S07-016 T: None

L0C0

Iori, Proof of Appreciation

[A] When you use the **BACKUP** of this, if "Clothing Change" is in your Memory, choose 1 of your Battling Charas. That Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Music - Doll | IM/S07-017 T: Soul

L1C1

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Yukiho, Doing Her Best

[C] During your turn, if "Clothing Change" is in your Memory, this gains +1500 Pow.

Music - Tea | IM/S07-018 T: Soul

L2C2

Iori, Shrew-Like Lady

--No Text--

Music - Doll | IM/S07-019 T: Soul

L2C2

Acting Lesson

If you have cards in hand, randomly reveal 1 of them, and choose up to X of your Charas. Those Charas gain +1000 Pow and +2 Soul for the turn. X = 1 + Level of the card revealed this way. (Climax cards are considered to be Level 0)

IM/S07-020 T: None

L1C1

Idolm@ster Booster Pack

Clothing Change

Search your LB for up to 2 ::Music:: Charas, reveal them, and put them in your hand. Shuffle your LB. Discard a card from hand to the WR. Send this to Memory.

IM/S07-021 T: None

L1C2

Pose Lesson

[Counter] You cannot play this from hand if you don't have a ::Music:: Chara. Choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

IM/S07-022 T: None

L2C1

Star to Star

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

IM/S07-023 T: Soul Bounce

Star to Star

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

IM/S07-023SP T: Soul Bounce

Kosmos, Cosmos

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

IM/S07-024 T: 2 Soul

Memories of Two

[C] All your Charas gain +2 Soul.

IM/S07-025 T: 2 Soul

Miki, Troubled and Falling

[A] When this attacks, if "Furufuru Future" is in the CZ, reveal your LB, then your Opp. searches your LB for a Level 2 or higher Chara and put it in your hand. Shuffle your LB.

Music | IM/S07-026 T: Soul

L1C1

Kotori Otonashi

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1000 Pow.

Music | IM/S07-027 T: Soul

L1C2

Kotori Otonashi

[C] **ASSIST** All your ::Music:: Charas in front of this gain +1000 Pow.

Music | IM/S07-027S T: Soul

L1C2

Miki Hoshii

[A] **CHANGE** [Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. IF so, choose a "Miki, Seduction Expert" in your WR and put it in the Slot this was in.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music | IM/S07-028 T: None

L0C0

Miki Hoshii

[A] **CHANGE** [Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. IF so, choose a "Miki, Seduction Expert" in your WR and put it in the Slot this was in.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music | IM/S07-028S T: None

L0C0

Hibiki Ganaha

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

Music - Animal | IM/S07-029 T: None

L0C0

Hibiki Ganaha

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

Music - Animal | IM/S07-029S T: None

L0

C0

Takane Shijou

[C] If "Sidetracked" is in your Memory, this gains +2000 Pow.
[A] **CHANGE** [(3) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Takane, Princess" in your WR and put it in the Slot this was in.

Music - Royalty | IM/S07-030 T: None

L1

C0

Takane Shijou

[C] If "Sidetracked" is in your Memory, this gains +2000 Pow.
[A] **CHANGE** [(3) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Takane, Princess" in your WR and put it in the Slot this was in.

Music - Royalty | IM/S07-030S T: None

L1

C0

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Takane, Princess

[A] [(1)] When this attacks, if "Flower Girl" is in the CZ, may pay. If so, all your Charas gain +3000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Royalty | IM/S07-031 T: Soul

L2

C2

Hibiki, Animal Lover

[A] When "Next Life" is put in your CZ, this gains +3000 Pow for the turn.
[A] When "Next Life" is put in your CZ, if this is in the Front Row, you may choose a Level 2 or lower Chara from your Clock and put it in any Slot on the Stage. If so, put the top 2 cards of your LB in your Clock.
[S] [Rest 1 of your Charas] Choose a "Sidetracked" in your Memory and put it in the Stock.

Music - Animal | IM/S07-032 T: Soul

L2

C2

Takane, Away from Common Life

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When this is placed from hand to the Stage, you may choose 1 of either "Clothing Change", "Sidetracked", "Present", or "A Certain Day's Scenery" in your Clock and return it to your hand. If so, choose a card in your hand and put it in Clock.

Music - Royalty | IM/S07-033 T: None

L0

C0

Idolm@ster Booster Pack

Miki, Seduction Expert

[A] This ability may be played up to 3 times per turn. When another of your Charas is placed from the WR to the Stage, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | IM/S07-034 T: None

L1

C0

Hibiki, Natural Colors

[A] **CHANGE** [(2) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Hibiki, Animal Lover" in your WR and put it in the Slot this was in.

Music - Animal | IM/S07-035 T: Soul

L1

C1

Miki, Completed Visual Queen

[C] If there are 6 or more cards in your Stock, this gains +1500 Pow.

Music | IM/S07-036 T: Soul

L2

C2

Miki, Being Fancy

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[C] If there are 2 or more "Sidetracked" in your Memory, this gets -1 Level while in your hand.

Music | IM/S07-037 T: Soul

L3

C2

Hibiki, Sunny Girl

[C] If you have another "Yayoi Takatsuki", this gains +1000 Pow.
[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Animal | IM/S07-038 T: None

L0

C0

Takane, Presence of a Princess

[C] If you have no other Chara in the Front Row, this gains +1500 Pow.

Music - Royalty | IM/S07-039 T: None

L0

C0

President Kuroi

[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 their Stock.

Music - Shadow | IM/S07-040 T: None

L0

C0

Miki, Hopeful New Star

--No Text--

Music | IM/S07-041 T: None

L0

C0

President Takagi

[C] **ALARM** If this is on top of your Clock, all your Charas gain "[S] [Rest 1 of your ::Music:: Charas] This gains +1500 Pow for the turn".

Music - Shadow | IM/S07-042 T: Soul

L1

C1

Hibiki, Ally of Justice

[A] When you use the **BACKUP** of this, all your ::Animal:: Charas gains ::Love:: for the turn.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - Animal | IM/S07-043 T: Soul

L2

C1

Takane, Under the Moonlight

--No Text--

Music - Royalty | IM/S07-044 T: Soul

L2

C1

Expression Lesson

If there are cards in your hand, randomly reveal 1 of them. All your Charas gain +X Pow for the turn, where X = Level times 1500 of the revealed card. (Climax cards are considered Level 0 for this purpose)

IM/S07-045 T: None

L1

C0

Sidetracked

[Counter] If you have no ::Music:: Charas, you cannot play this from your hand. Choose 1 of your Charas, and that Chara gains +2500 Pow for the turn. Send this to Memory.

IM/S07-046 T: None

L1
C1

Daily Spectacle

Put all of your Opp.'s Stock in the WR, and your Opp. put the same number of cards from the top of their LB in the Stock.

IM/S07-047 T: None

L2
C1

Furufuru Future

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

IM/S07-048 T: Stock

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Furufuru Future

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

IM/S07-048SP T: Stock

Next Life

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

IM/S07-049 T: 2 Soul

Flower Girl

[C] All your Charas gain +2 Soul.

IM/S07-050 T: 2 Soul

Idolm@ster Booster Pack

Haruka, Gentle and Positive

[A] [(1)] When this attacks, if "I Want" is in the CZ, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand, and Rest all your Opp.'s Standing Charas.
[A] When an Opp.'s Standing Chara becomes Rested, this gains +1500 Pow for the turn.

Music - Sweets | IM/S07-051 T: None

L1
C0

Yayoi, Full Power

[A] When this attacks, if "Kirame Kirari" is in the CZ, choose up to 1 "Yayoi, Full Pow" in your WR and return it to your hand, and this gains +3000 Pow for the turn.

Music - Frog | IM/S07-052 T: Soul

L2
C2

Yayoi Takatsuki

[A] When this is placed from the hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[S] [(2) Rest this] Choose 1 of your Charas in your WR and return it to the hand.

Music - Frog | IM/S07-053 T: None

L0
C0

Yayoi Takatsuki

[A] When this is placed from the hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[S] [(2) Rest this] Choose 1 of your Charas in your WR and return it to the hand.

Music - Frog | IM/S07-053S T: None

L0
C0

Makoto Kikuchi

[A] When this becomes Reversed, if its Battle Opp. is Level 0 or lower, you may Reverse that Chara.
[S] [Rest 1 of your Charas with **ASSIST**] This gains "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB" for the turn.

Music - Sports | IM/S07-054 T: None

L0
C0

Makoto Kikuchi

[A] When this becomes Reversed, if its Battle Opp. is Level 0 or lower, you may Reverse that Chara.
[S] [Rest 1 of your Charas with **ASSIST**] This gains "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB" for the turn.

Music - Sports | IM/S07-054S T: None

L0
C0

Haruka Amami

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Music - Sweets | IM/S07-055 T: None

L0
C0

Haruka Amami

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)

Music - Sweets | IM/S07-055S T: None

L0
C0

Kotori, Birth of an Idol!?

[A] [(2)] When this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | IM/S07-056 T: None

L1
C0

Makoto, High Motivation

[C] If "Present" is in your Memory, this gains +1500 Pow.
[A] [(4)] When this Side Attacks, if "Meisou Mind" is in the CZ, may pay. If so, deal 4 damage to your Opp.. (DC may occur)

Music - Sports | IM/S07-057 T: Soul

L2
C2

Yayoi, Working Hard

[A] **CHANGE** [(1) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Yayoi, 2008#37; Cheerful!" in your WR and put it in the Slot this was in.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Frog | IM/S07-058 T: None

L0
C0

Makoto, Sports Lover

[A] When this attacks, choose up to 2 of your ::Music:: Charas, and those Charas gain +500 Pow for the turn.

Music - Sports | IM/S07-059 T: None

L0
C0

Haruka, Ditzzy Girl

[C] **ASSIST** All your Charas with "[A] **ENCORE** [Discard a Chara from your hand to the WR]" in front of these gain +1000 Pow.
[A] When this becomes Rested from Standing, deal 1 damage to all players. (DC can occur)

Music - Sweets | IM/S07-060 T: Soul

L1

C1

Makoto, Gallant and Fearlessly Determined

[A] **CHANGE** [(3) Discard a card from hand to the WR, put this in the WR] At the beginning of the Climax Phase, may pay. If so, choose a "Makoto, Powful Girl" in your WR and put it in the Slot this was in.

Music - Sports | IM/S07-061 T: None

L1

C0

Haruka, Natural Talent

[A] **CHANGE** [(1) Discard a card from hand to the WR, put this in the WR] At the beginning of the Climax Phase, may pay. If so, choose a "Haruka, Passionate for Songs" in your WR and put it in the Slot this was in.

Music - Sweets | IM/S07-062 T: Soul

L2

C2

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Yayoi, Bright Smile

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When another Chara of yours becomes Reversed while Battling, choose 1 of your "Iori Minase". That Chara gains +1000 Pow for the turn.

Music - Frog | IM/S07-063 T: None

L0

C0

Haruka, Regular Girl

--No Text--

Music - Sweets | IM/S07-064 T: None

L0

C0

Makoto, Prince-sama

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Sports | IM/S07-065 T: Soul

L1

C1

Idolm@ster Booster Pack

Yayoi, 200% Cheerful!

[C] If "Present" is in your Memory, all your other ::Music:: Charas gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Frog | IM/S07-066 T: Soul

L1

C1

Yayoi, High-Five

[A] When this is placed from hand to the Stage, if your Opp. has a "Yayoi, High-Five", and everyone agrees, high-five. If so, everyone draws a card. (Please pay attention to the noise level)

Music - Frog | IM/S07-067 T: Soul

L2

C1

Makoto, Powerful Girl

[A] When this is Reversed while battling, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Sports | IM/S07-068 T: Soul

L2

C2

Haruka, Passionate for Songs

[A] [(1)] When this is placed from WR to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.
[S] [Put a "Present" from your Memory in your WR] This gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB" for the turn.

Music - Sweets | IM/S07-069 T: Soul

L3

C2

Morning Greetings

All players return cards in their WR to their Libraries, and then shuffle their respective Libraries.

IM/S07-070 T: None

L1

C0

Present

Choose a ::Music:: Chara in your WR and return it to your hand. Send this to Memory.

IM/S07-071 T: None

L1

C1

Voice Lesson

[Counter] All your ::Music:: Charas gain "[A] **ENCORE** [(1)]" for the turn.

IM/S07-072 T: None

L2

C0

Kirame Kirari

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

IM/S07-073 T: Salvage

L1

C0

I Want

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

IM/S07-074 T: 2 Soul

L1

C0

I Want

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

IM/S07-074SP T: 2 Soul

L1

C0

Meisou Mind

[C] All your Charas gain +2 Soul.

IM/S07-075 T: 2 Soul

L1

C0

Chihaya Kisaragi

[C] If you have "Azusa, Healing Chara", this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | IM/S07-076 T: None

L1

C0

Chihaya Kisaragi

[C] If you have "Azusa, Healing Chara", this gains +1000 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | IM/S07-076S T: None

L1
C0

Ritsuko Akizuki

[A] **CHANGE** [(2) Discard a card from hand to the WR, Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Ritsuko, Almighty" in your WR and put it in the Slot this was in.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Glasses | IM/S07-077 T: Soul

L1
C1

Ritsuko Akizuki

[A] **CHANGE** [(2) Discard a card from hand to the WR, Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Ritsuko, Almighty" in your WR and put it in the Slot this was in.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Glasses | IM/S07-077S T: Soul

L1
C1

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Azuka, Healing Character

[C] All your other Charas gain +500 Pow during your Opp.'s turn.

[S] [(1)] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - Love | IM/S07-078 T: None

L0
C0

Ritsuko, Eager to Research

[A] This ability may be played up to once per turn. When you use a **BACKUP**, choose 1 of your Battling Charas. That Chara gains +1000 Pow for the turn.

[S] [(2) Rest this] Search your LB for up to 1 ::Music:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Music - Glasses | IM/S07-079 T: None

L0
C0

Azusa Miura

[A] When the Trigger Check of this reveals a Climax card, you may put the top card of your Clock in your WR.

[A] **CHANGE** [(2) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose an "Azusa, At Her Own Pace" in your WR and put it in the Slot this was in.

Music - Love | IM/S07-080 T: Soul

L1
C1

Idolm@ster Booster Pack

Azusa Miura

[A] When the Trigger Check of this reveals a Climax card, you may put the top card of your Clock in your WR.

[A] **CHANGE** [(2) Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose an "Azusa, At Her Own Pace" in your WR and put it in the Slot this was in.

Music - Love | IM/S07-080S T: Soul

L1
C1

Azusa, Sisterly

[A] [(3)] When this attacks, if "Stay By Me" is in the CZ, may pay. If so, choose an Opp.'s Front Row Chara whose Level is 2 or lower and put it on bottom of the LB.

Music - Love | IM/S07-081 T: Soul

L2
C1

Chihaya, Goddess of Songs

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in your WR.

[S] [(1) Rest 2 of your Charas, Put a "A Certain Day's Scenery" from your Memory in your WR] Put the top card of your Clock in your WR.

Music | IM/S07-082 T: Soul

L3
C2

Ritsuko, Smart And Bright

[A] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, you may draw a card. If so, discard a card from your hand to the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Music - Glasses | IM/S07-083 T: None

L0
C0

Ritsuko, Panicking

[A] [(2)] When this attacks, if "Lots and Lots" is in the CZ, may pay. If so, draw up to 2 cards, and your Opp. draws a card.

Music - Glasses | IM/S07-084 T: None

L1
C0

Azusa, Unhurried and Leisurely

--No Text--

Music - Love | IM/S07-085 T: None

L1
C0

Chihaya, Serious

[A] When this Side Attacks, if "The Moment Our Eyes Met" is in the CZ, this gains +3000 Pow until the next end of your Opp.'s turn, and choose the Chara Opposite this. That Chara gains "[C] This cannot Side Attack. This cannot move to another Slot" until the next end of your Opp.'s turn.

Music | IM/S07-086 T: Soul

L1
C1

Azusa, At Her Own Pace

[C] During your Opp.'s turn, if "A Certain Day's Scenery" is in your Memory, this gains +1500 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Love | IM/S07-087 T: Soul

L2
C2

Kotori, Supporting Role

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Music | IM/S07-088 T: None

L0
C0

Chihaya, Cool and Stoic

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

Music | IM/S07-089 T: None

L0
C0

Azusa, Easily Lost

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, this gains "[C] This cannot attack" for the turn.

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

Music - Love | IM/S07-090 T: None

L0
C0

Chihaya, Vocalist

--No Text--

Music | IM/S07-091 T: None

L0
C0

Chihaya, Genius Singer

[C] If you have no other Charas, this gains +10000 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, and put it in your hand. Shuffle your LB.

[A] **CHANGE** [(2)] Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Chihaya, Goddess of Songs" in you WR and put it in the Slot this was in.

Music | IM/S07-092 T: Soul

L2

C1

Ritsuko, Toeing the Line

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

[S] [(2)] Put an "A Certain Day's Scenery" from your Memory to the WR] Draw a card, and choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Glasses | IM/S07-093 T: Soul

L2

C1

Ritsuko, Almighty

--No Text--

Music - Glasses | IM/S07-094 T: Soul

L2

C2

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A Certain Day's Scenery

Choose a ::Music:: Chara in your hand and put it in the WR. If so, draw up to 2 cards, and Send this to Memory.

IM/S07-095 T: None

L1

C1

Lyrics Lesson

If there are cards in your hand, randomly reveal 1 card from your hand. Draw X card, where X = 1 + Level of revealed card. (Climax cards are considered to be Level 0)

IM/S07-096 T: None

L2

C3

Dance Lesson

If there are cards in your hand, randomly reveal 1 card from your hand. Choose a Level X or lower Chara in your WR and return it to your hand, where X = 1 + Level of revealed card. (Climax cards are considered to be Level 0)

IM/S07-097 T: None

L2

C0

Idolm@ster Booster Pack

Lots and Lots

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

IM/S07-098 T: 2 Soul

The Moment Our Eyes Met

[C] All your Charas gain +2 Soul.

IM/S07-099 T: 2 Soul

The Moment Our Eyes Met

[C] All your Charas gain +2 Soul.

IM/S07-099SP T: 2 Soul

Stay By Me

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

IM/S07-100 T: Draw