

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

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

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

LO
CO

L1
C0

L1
C0

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

L2
C1

L3
C2

L3
C2

L3
C2

L3
C2

LO
CO

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

LO
CO

$$\frac{L0}{C0}$$
$$\frac{L0}{C0}$$
$$\frac{LO}{CO}$$
$$\frac{L0}{C0}$$

Rika Jougasaki, Exciting Love Heart

[A] During your CX Phase, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** When "Twin kie Tail" is placed in your CX Zone, if you have 2 or more other ::Music:: Charas, choose 1 of your Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

Music - Gal | IMC/W115-009SP T: None

L0
C0

Yumi Aiba, Flower of the Night

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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.

Music - Flower | IMC/W115-010 T: None

L0
C0

Yumi Aiba, Flower of the Night

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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.

Music - Flower | IMC/W115-010SP T: None

L0
C0

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Yuko Hori, Holy Holiday

[C] During your turn, if you have another ::Music:: Chara, this gains +1500 Pow.
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may move this to an empty Slot in the Front Row.

Music - ESP | IMC/W115-011 T: None

L0
C0

Yuko Hori, Holy Holiday

[C] During your turn, if you have another ::Music:: Chara, this gains +1500 Pow.
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may move this to an empty Slot in the Front Row.

Music - ESP | IMC/W115-011SP T: None

L0
C0

Shiho Makihara, I Am Parfait-ct

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose the Chara Opposite this and another Chara in your Opp.'s Front Row, then Stand and Swap them.

Music - Sweets | IMC/W115-012 T: None

L0
C0

Idolmaster Cinderella Girls Next Twinkle Booster Pack**Shiho Makihara, I Am Parfait-ct**

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose the Chara Opposite this and another Chara in your Opp.'s Front Row, then Stand and Swap them.

Music - Sweets | IMC/W115-012Pa T: None

L0
C0

Kiyomi Saejima, Super Goal Achiever

[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 - Super Disciplinary Committee | IMC/W115-013 T: None

L1
C0

Kiyomi Saejima, Super Goal Achiever

[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 - Super Disciplinary Committee | IMC/W115-013Pa T: None

L1
C0

Miria Akagi, Poppin' High

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Music - Chatterly | IMC/W115-014 T: None

L1
C0

Miria Akagi, Poppin' High

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Music - Chatterly | IMC/W115-014SP T: None

L1
C0

Tokiko Zaizen, Queen of Queens

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Music - Queen | IMC/W115-015 T: None

L1
C0

Tokiko Zaizen, Queen of Queens

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Music - Queen | IMC/W115-015Pa T: None

L1
C0

Syoko Hoshi, Eternal Mycelium

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas with a Soul Trigger Icon, and that Chara gains +2500 Pow for the turn.

Music - Mushroom | IMC/W115-016 T: Soul

L1
C1

Syoko Hoshi, Eternal Mycelium

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas with a Soul Trigger Icon, and that Chara gains +2500 Pow for the turn.

Music - Mushroom | IMC/W115-016SP T: Soul

L1
C1

Nana Abe, Dress-Up Usamin

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."
[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Music:: Charas.

Music - Usamin | IMC/W115-017 T: None

L0
C0

Nana Abe, Dress-Up Usamin

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."
[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Music:: Charas.

Music - Usamin | IMC/W115-017SP T: None

L0
C0

Sana Miyoshi, Battle Valentine

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music - Game | IMC/W115-018 T: Soul

L1
C1

Sana Miyoshi, Battle Valentine

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music - Game | IMC/W115-018Pa T: Soul

L1
C1

Akane Hino, Heart Ignition

[C] All CX with a Choice Trigger Icon in your other Zones gain a Soul Trigger Icon.
[A] At the start of your CX Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn.
"[C] This gains +X Pow. X = 1500 times # of Soul of this."

Music - Passion | IMC/W115-019 T: Soul

L2
C1

Akane Hino, Heart Ignition

[C] All CX with a Choice Trigger Icon in your other Zones gain a Soul Trigger Icon.
[A] At the start of your CX Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn.
"[C] This gains +X Pow. X = 1500 times # of Soul of this."

Music - Passion | IMC/W115-019SP T: Soul

L2
C1

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Airi Totoki, Merry Many Present

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Sweets | IMC/W115-020 T: Soul

L3
C2

Airi Totoki, Merry Many Present

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Sweets | IMC/W115-020SP T: Soul

L3
C2

Mio Honda, Kaleidosnow

[A] When this is placed from hand to the Stage, you may choose a ::Music:: Chara in your WR and return it to your hand.
[A] **CX COMBO** [(4) Discard 2 cards from your hand to the WR] When this attacks, if "Jounetsu Fun Fanfare" is in the CX Zone, may pay. If so, deal 2 Damage to your Opp. twice. (DC can occur)

Music - Nickname | IMC/W115-021 T: Soul

L3
C2

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Mio Honda, Kaleidosnow

[A] When this is placed from hand to the Stage, you may choose a ::Music:: Chara in your WR and return it to your hand.
[A] **CX COMBO** [(4) Discard 2 cards from your hand to the WR] When this attacks, if "Jounetsu Fun Fanfare" is in the CX Zone, may pay. If so, deal 2 Damage to your Opp. twice. (DC can occur)

Music - Nickname | IMC/W115-021SP T: Soul

L3
C2

Mio Honda, EVERLASTING

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(2) Discard a ::Music:: Chara from your hand to the WR, Rest this] Search your LB for up to 1 RED Chara and up to 1 BLUE Chara, reveal them, put them in your hand, and shuffle your LB.

Music - Nickname | IMC/W115-022 T: None

L0
C0

Mio Honda, EVERLASTING

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(2) Discard a ::Music:: Chara from your hand to the WR, Rest this] Search your LB for up to 1 RED Chara and up to 1 BLUE Chara, reveal them, put them in your hand, and shuffle your LB.

Music - Nickname | IMC/W115-022Pa T: None

L0
C0

Yui Ohtsuki, Starry-Go-Round

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search from up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Gal | IMC/W115-023 T: None

L0
C0

Yui Ohtsuki, Starry-Go-Round

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, look at up to 4 cards from top of your LB and search from up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Gal | IMC/W115-023Pa T: None

L0
C0

Shin Sato, Decoboco Speedster

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
[A] When the Trigger Check of this reveals a card with a Soul Trigger Icon, this gains +4000 Pow for the turn.

Music - Sewing | IMC/W115-024 T: None

L1
C0

Shin Sato, Decoboco Speedster

[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 of them and put it on top of your LB, and put the rest in the WR.
[A] When the Trigger Check of this reveals a card with a Soul Trigger Icon, this gains +4000 Pow for the turn.

Music - Sewing | IMC/W115-024Pa T: None

L1
C0

Mika Jougasaki, SUN FLOWER

[C] If all your Charas are YELLOW, this gains +3000 Pow.
[A] **CX COMBO** When "Twin kle Tail" is placed in your CX Zone, if you have another YELLOW Chara, this gains the following 2 abilities for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Gal | IMC/W115-025 T: None

L1
C0

Mika Jougasaki, SUN FLOWER

[C] If all your Charas are YELLOW, this gains +3000 Pow.
[A] **CX COMBO** When "Twin kle Tail" is placed in your CX Zone, if you have another YELLOW Chara, this gains the following 2 abilities for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Music - Gal | IMC/W115-025Pa T: None

L1
C0

Eve Santaclaus, Happy Holy Night

[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, your Opp. puts the top 24 cards of their LB in their WR.

Music - Christmas | IMC/W115-026 T: Soul

L1
C1

Eve Santaclaus, Happy Holy Night

[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, your Opp. puts the top 24 cards of their LB in their WR.

Music - Christmas | IMC/W115-026Pa T: Soul

L1
C1

Tokiko Zaizen, Queen's Grace

[C] During your turn, this gains +2000 Pow.
[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas. That Chara doesn't Stand during your Opp.'s next Stand Phase.

Music - Queen | IMC/W115-027 T: Soul

L2
C0

[C] During your turn, this gains +2000 Pow.
 [A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas. That Chara doesn't Stand during your Opp.'s next Stand Phase.

L2
C0

[C] If you have another RED Chara and another BLUE Chara, this gains +6000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Koko Kara Mirai e!" is in your CX Zone, put up to 1 card from top of your LB in your Stock, and choose up to 1 Chara in your WR and return it to your hand.

L2
C1

[C] If you have another RED Chara and another BLUE Chara, this gains +6000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Koko Kara Mirai e!" is in your CX Zone, put up to 1 card from top of your LB in your Stock, and choose up to 1 Chara in your WR and return it to your hand.

L2
C1

[A] **CX COMBO** When this attacks, if "Chikara! Is! Pow!!" is in the CX Zone and you have 2 or more other ::Music:: Charas, perform the following action twice. "Put the top card of your LB in the WR. If it has a Soul Trigger Icon, choose up to 1 ::Music:: Chara in your WR and return it to your hand, and this gains +5000 Pow for the turn."

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

[A] **CX COMBO** When this attacks, if "Chikara! Is! Pow!!" is in the CX Zone and you have 2 or more other ::Music:: Charas, perform the following action twice. "Put the top card of your LB in the WR. If it has a Soul Trigger Icon, choose up to 1 ::Music:: Chara in your WR and return it to your hand, and this gains +5000 Pow for the turn."

L2
C1

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

[A] [Discard 2 cards from your hand to the WR] When this attacks, if you have 4 or more other YELLOW Charas, may pay. If so, all your other Charas gain the following ability. * [A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, choose up to 3 cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles that LB.:

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.

[A] [Discard 2 cards from your hand to the WR] When this attacks, if you have 4 or more other YELLOW Charas, may pay. If so, all your other Charas gain the following ability. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, choose up to 3 cards in your Opp.'s WR, return them to the LB, and your Opp. shuffles that LB.:

L3
C2

[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your **::Music::** Charas.

[A] When this is placed from hand to the Stage, you may choose 1 of your other **::Music::** Chara and put it in your Stock.

L3
C2

[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Music:: Charas.

[A] When this is placed from hand to the Stage, you may choose 1 of your other ::Music:: Chara and put it in your Stock.

L3
C2

[A] When this attacks, choose up to 2 of your other **::Music::** Charas, and those Charas gain +2000 Pow for the turn.

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

[A] When this attacks, choose up to 2 of your other **Music** Charas, and those Charas gain +2000 Power for the turn.

LO
CO

[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

LO

CO

[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

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

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Return all cards from your WR to your LB and shuffle your LB. "Choose 1 of your Opp.'s Charas and return it to your hand."

LO
CO

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Return all cards from your WR to your LB and shuffle your LB. "Choose 1 of your Opp.'s Charas and return it to your hand."

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

[A] When this attacks, reveal the top card of your LB.
If it's a ::Music:: Chara, all your Charas gain +1500 Pow for the turn.

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

[A] When this attacks, reveal the top card of your LB.
If it's a ::Music:: Chara, all your Charas gain +1500 Pow for the turn.

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

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, put the top 3 cards of your LB in the WR. If they're all ::Music:: Charas, you may return this to your hand.

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

Sana Miyoshi, Game Talk Night

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, put the top 3 cards of your LB in the WR. If they're all ::Music:: Charas, you may return this to your hand.

Music - Game | IMC/W115-036Pa T: None

L0
C0

Akane Hino, After School Try

[C] During your turn, this gains +3000 Pow.
[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 - Passion | IMC/W115-037 T: None

L0
C0

Akane Hino, After School Try

[C] During your turn, this gains +3000 Pow.
[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 - Passion | IMC/W115-037Pa T: None

L0
C0

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Rika Jougasaki, Exceptional New Year

[S] [Discard a card from your hand to the WR, put this in the WR] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Gal | IMC/W115-038 T: None

L1
C0

Rika Jougasaki, Exceptional New Year

[S] [Discard a card from your hand to the WR, put this in the WR] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Gal | IMC/W115-038Pa T: None

L1
C0

Riamu Yumemi, Tropical Girl

[C] If you don't have another ::Music:: Chara, this does not Stand during your Stand Phase.
[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.

Music - Otaku | IMC/W115-039 T: None

L1
C0

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Riamu Yumemi, Tropical Girl

[C] If you don't have another ::Music:: Chara, this does not Stand during your Stand Phase.
[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.

Music - Otaku | IMC/W115-039Pa T: None

L1
C0

Kirari Moroboshi, With Love

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music - Happy-Happy | IMC/W115-040 T: None

L1
C1

Kirari Moroboshi, With Love

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music - Happy-Happy | IMC/W115-040Pa T: None

L1
C1

Mio Honda, Stage of Magic

[C] If you have "Uzuki Shimamura, Stage of Magic" and "Rin Shibuya, Pure Valentine", this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::TRAIT:: Charas.

Music - Nickname | IMC/W115-041 T: Soul

L2
C0

Mio Honda, Stage of Magic

[C] If you have "Uzuki Shimamura, Stage of Magic" and "Rin Shibuya, Pure Valentine", this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::TRAIT:: Charas.

Music - Nickname | IMC/W115-041Pa T: Soul

L2
C0

Shiho Makihara, Sweet Moments

[S] [Counter] **BACKUP 3500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Sweets | IMC/W115-042 T: Soul

L2
C1

Shiho Makihara, Sweet Moments

[S] [Counter] **BACKUP 3500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Sweets | IMC/W115-042Pa T: Soul

L2
C1

Go Just Go!

[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)

IMC/W115-043 T: Choice

Go Just Go!

[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)

IMC/W115-043R T: Choice

MOTTO!

[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)

IMC/W115-044 T: Choice

MOTTO!

[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)

IMC/W115-044R T: Choice

Twin kle Tail

[C] All your Charas gain +1000 Pow and +1 Soul.
([Return Icon]: When this card is triggered, you may choose 1 of your Opp.'s Charas and return it to their hand)

IMC/W115-045 T: Soul Bounce

Twin kle Tail

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Return Icon): When this card is triggered, you may choose 1 of your Opp.'s Charas and return it to their hand)

IMC/W115-045R T: Soul Bounce

Jounetsu Fun Fanfare

[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)

IMC/W115-046 T: Choice

Jounetsu Fun Fanfare

[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)

IMC/W115-046R T: Choice

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Chikara! Is! Power!!

[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)

IMC/W115-047 T: Choice

Chikara! Is! Power!!

[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)

IMC/W115-047R T: Choice

Miku Maekawa, Nyandaful World

[a] When this is placed from hand to the Stage, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +3000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Music - Cat-Character | IMC/W115-048 T: None

L0
C0

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Miku Maekawa, Nyandaful World

[a] When this is placed from hand to the Stage, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +3000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Music - Cat-Character | IMC/W115-048SP T: None

L0
C0

Momoka Sakurai, Eternal Love Requiem

[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.
[A] When this becomes Reversed, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Daughter | IMC/W115-049 T: None

L0
C0

Momoka Sakurai, Eternal Love Requiem

[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.
[A] When this becomes Reversed, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Daughter | IMC/W115-049SP T: None

L0
C0

Mayu Sakuma, Eternally Bonded Love

[C] For each of your Opp.'s ::Love:: Charas, this gains +500 Pow.
[C] For each of your other ::Music:: Charas in the Back Row, this gains +1000 Pow.
[A] **CX COMBO** When this attacks, if "Love Destiny" is in the CZ and you have 2 or more other ::Music:: Charas, all your Opp.'s Charas gain ::Love:: for the turn, and this gains the following ability for the turn. [A] At the start of your Encore Step, if either there is no Chara Opposite this or the Chara Opposite this is Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand."

Music - Cuisine | IMC/W115-050 T: None

L1
C0

Mayu Sakuma, Eternally Bonded Love

[C] For each of your Opp.'s ::Love:: Charas, this gains +500 Pow.
[C] For each of your other ::Music:: Charas in the Back Row, this gains +1000 Pow.
[A] **CX COMBO** When this attacks, if "Love Destiny" is in the CZ and you have 2 or more other ::Music:: Charas, all your Opp.'s Charas gain ::Love:: for the turn, and this gains the following ability for the turn. [A] At the start of your Encore Step, if either there is no Chara Opposite this or the Chara Opposite this is Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand."

Music - Cuisine | IMC/W115-050SP T: None

L1
C0

Shiki Ichinose, Dolce Puella

[A] [(1) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)
[A] [Discard a "Shiki Ichinose, Dolce Puella" from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Gifted (IMC) | IMC/W115-051 T: Soul

L3
C2

Shiki Ichinose, Dolce Puella

[A] [(1) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)
[A] [Discard a "Shiki Ichinose, Dolce Puella" from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Gifted (IMC) | IMC/W115-051OFR T: Soul

L3
C2

Shiki Ichinose, Dolce Puella

[A] [(1) Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)
[A] [Discard a "Shiki Ichinose, Dolce Puella" from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Gifted (IMC) | IMC/W115-051SP T: Soul

L3
C2

Akari Tsujino, Awakened Akaringo

[C] **CX COMBO** If "Mugen Loop da LOVE" is in your CX Zone, all your Opp.'s Charas gain ::Love::.
[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)] At the end of this card's attack, if "Mugen Loop da LOVE" is in the CX Zone, may pay. If so, declare any number less than or equal to # of your ::Love:: Charas, and deal X Damage to your Opp.. X = the number you declared for this effect. (You cannot declare a negative number. DC can occur)

Music - Apple | IMC/W115-052 T: Soul

L3
C2

Akari Tsujino, Awakened Akaringo

[C] **CX COMBO** If "Mugen Loop da LOVE" is in your CX Zone, all your Opp.'s Charas gain ::Love::.
[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)] At the end of this card's attack, if "Mugen Loop da LOVE" is in the CX Zone, may pay. If so, declare any number less than or equal to # of your ::Love:: Charas, and deal X Damage to your Opp.. X = the number you declared for this effect. (You cannot declare a negative number. DC can occur)

Music - Apple | IMC/W115-052SP T: Soul

L3
C2

Kotoka Saionji, Dear Floral

[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.
[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.

Music - Daughter | IMC/W115-053 T: None

L0
C0

Kotoka Saionji, Dear Floral

[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.
[A] When your Opp.'s CX is placed in the CX Zone, you may put this in your Stock.

Music - Daughter | IMC/W115-053SP T: None

L0
C0

[C] All your other ::Music:: Charas gain +500 Pow.
 [A] **CX COMBO** [Put a "Mahou no Makura" from your CX Zone in the WR, Rest both an "Anzu Futaba, Anzu's Summer Vacation" and this from Standing] At the start of your Encore Step, may pay. If so, choose up to 2
 ::Music:: Charas in your WR and return them to your hand.

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

[C] All your other ::Music:: Charas gain +500 Pow.
 [A] **CX COMBO** [Put a "Mahou no Makura" from your CX Zone in the WR, Rest both an "Anzu Futaba, Anzu's Summer Vacation" and this from Standing] At the start of your Encore Step, may pay. If so, choose up to 2
 ::Music:: Charas in your WR and return them to your hand.

LO
CO

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

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

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

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

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

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

[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)

LO
CO

[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] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

LO
CO

[A] Discard a card from your hand to the WR. When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose 1 Level X lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, choose 1 of your other RED Charas, and that Chara gains +2000 Pow for the turn.

L1
C0

[A] Discard a card from your hand to the WR! When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose 1 Level X lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, choose 1 of your other RED Charas, and that Chara gains +2000 Pow for the turn.

L1
C0

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's no CX in your CX Zone, 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.

L1
C0

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

L1
C0

[A] **CX COMBO** [Discard 2 ::Music:: Charas from your hand to the WR] When this attacks, if "Koko Kara Mirai el" is in the CX Zone, you have another YELLOW Chara and another BLUE Chara, may pay. If so, choose up to 1 YELLOW Chara, up to 1 RED Chara, and up to 1 BLUE Chara in your WR and return them to your hand.

L1
C0

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** [Discard 2 ::Music:: Charas from your hand to the WR] When this attacks, if "Koko Kara Mirai el" is in the CX Zone, you have another YELLOW Chara and another BLUE Chara, may pay. If so, choose up to 1 YELLOW Chara, up to 1 RED Chara, and up to 1 BLUE Chara in your WR and return them to your hand.

L1
C0

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1) Discard a card from your hand to the WR] When the Trigger Check of this reveals a CX with a Comeback Trigger Icon, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)

L1
C0

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1) Discard a card from your hand to the WR] When the Trigger Check of this reveals a CX with a Comeback Trigger Icon, may pay. If so, deal 1 Damage to your Opp." (DC can occur)

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

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

[S] [Rest this] Draw 2 cards, and discard 2 cards from hand to the WR. This does not Stand during your next Stand Phase.

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

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

[S] [Rest this] Draw 2 cards, and discard 2 cards from hand to the WR. This does not Stand during your next Stand Phase.

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

L2
C1

L2
C1

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

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

LO
CO

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

LO
CO

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

L1
C0

$$\frac{L1}{C0}$$
$$\frac{L1}{C1}$$

Kyoko Igarashi, Memory Blossom

[A] When this is placed from hand to the Stage, you may choose 1 of your other ::Music:: Chara and put it in your Stock.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Send that Chara to Memory.

Music - Housework | IMC/W115-071Cu T: Soul

L1
C1

Frederica Miyamoto, Tonde Icchaitai no

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

Music - Fashion | IMC/W115-072 T: None

L2
C0

Frederica Miyamoto, Tonde Icchaitai no

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

Music - Fashion | IMC/W115-072Cu T: None

L2
C0

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Uzuki Shimamura, Kira! Mankai Smile

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

[A] When your CX with a Comeback Trigger Icon is triggered, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

Music - Smile | IMC/W115-073 T: Soul

L2
C1

Uzuki Shimamura, Kira! Mankai Smile

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

[A] When your CX with a Comeback Trigger Icon is triggered, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

Music - Smile | IMC/W115-073Cu T: Soul

L2
C1

Yuuki Otokura, Autumn Breeze Maiden

[C] During your turn, for each of your other ::Music:: Charas, this gains +1500 Pow.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Halloween Code" is in your CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Music - Sports | IMC/W115-074 T: Soul

L2
C1

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Yuuki Otokura, Autumn Breeze Maiden

[C] During your turn, for each of your other ::Music:: Charas, this gains +1500 Pow.

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Halloween Code" is in your CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Music - Sports | IMC/W115-074Cu T: Soul

L2
C1

Kotoka Saionji, Sayakeki Hana no Inochi ni

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

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

Music - Daughter | IMC/W115-075 T: Soul

L2
C1

Kotoka Saionji, Sayakeki Hana no Inochi ni

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

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

Music - Daughter | IMC/W115-075Cu T: Soul

L2
C1

Mirei Hayasaka, Punk Maiden

[A] During the turn this is placed from hand to the Stage, at the start of your Attack Phase, you may put all other Charas in the WR. If so, put up to 4 cards from top of your LB in your Stock.

Music - Eye Patch | IMC/W115-076 T: Soul

L3
C2

Mirei Hayasaka, Punk Maiden

[A] During the turn this is placed from hand to the Stage, at the start of your Attack Phase, you may put all other Charas in the WR. If so, put up to 4 cards from top of your LB in your Stock.

Music - Eye Patch | IMC/W115-076Cu T: Soul

L3
C2

Chieri Ogata, Vast world

[C] If you have another YELLOW Chara and another BLUE Chara, this gains +3000 Pow.

[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Clover | IMC/W115-077 T: None

L0
C0

Chieri Ogata, Vast world

[C] If you have another YELLOW Chara and another BLUE Chara, this gains +3000 Pow.

[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Clover | IMC/W115-077Cu T: None

L0
C0

Uzuki Shimamura, Stage of Magic

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

[A] [(1) Put this in your WR] When your other ::Music:: 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, and that Chara gains +3000 Pow until the end of the next turn.

Music - Smile | IMC/W115-078 T: None

L0
C0

Uzuki Shimamura, Stage of Magic

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

[A] [(1) Put this in your WR] When your other ::Music:: 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, and that Chara gains +3000 Pow until the end of the next turn.

Music - Smile | IMC/W115-078Cu T: None

L0
C0

Anzu Futaba, Anzu's Summer Vacation

[A] When your CX with a Comeback Trigger Icon is triggered, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Music - Candy | IMC/W115-079 T: None

L0
C0

Anzu Futaba, Anzu's Summer Vacation

[A] When your CX with a Comeback Trigger Icon is triggered, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Music - Candy | IMC/W115-079Cu T: None

L0
C0

Shiki Ichinose, Crazy Crazy

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top of the LB or in the WR."

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, this gains +3000 Pow for the turn.

Music - Gifted (IMC) | IMC/W115-080 T: None

L0
C0

Shiki Ichinose, Crazy Crazy

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB and put it either on top of the LB or in the WR."
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX among them, this gains +3000 Pow for the turn.

Music - Gifted (IMC) | IMC/W115-080Cu T: None

L0
C0

Mayu Sakuma, Illusionista!

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot return to hand, move to another Slot, or be sent to Memory."

Music - Cuisine | IMC/W115-081 T: None

L0
C0

Mayu Sakuma, Illusionista!

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot return to hand, move to another Slot, or be sent to Memory."

Music - Cuisine | IMC/W115-081Cu T: None

L0
C0

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Kurumi Ohnuma, Fretful Breakout Emotion

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's Level 0 or lower, you may move this to an empty Slot in the Front Row. (CX are considered to be Level 0 for this effect)

Music - Crybaby | IMC/W115-082 T: None

L0
C0

Kurumi Ohnuma, Fretful Breakout Emotion

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's Level 0 or lower, you may move this to an empty Slot in the Front Row. (CX are considered to be Level 0 for this effect)

Music - Crybaby | IMC/W115-082Cu T: None

L0
C0

Miho Kohinata, shabon song

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music - the Sun | IMC/W115-083 T: None

L1
C0

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Miho Kohinata, shabon song

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music - the Sun | IMC/W115-083Cu T: None

L1
C0

Tsubaki Egami, Flowers Through the Viewfinder

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Camera | IMC/W115-084 T: None

L1
C1

Tsubaki Egami, Flowers Through the Viewfinder

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Camera | IMC/W115-084Cu T: None

L1
C1

Kozue Yusa, Magical Angel

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **ENCORE** [(1) Put a Chara from your Stage in the WR]

Music - Fairy | IMC/W115-085 T: None

L1
C1

Kozue Yusa, Magical Angel

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **ENCORE** [(1) Put a Chara from your Stage in the WR]

Music - Fairy | IMC/W115-085Cu T: None

L1
C1

Nana Abe, Decoboco Speedster

[C] During your turn, if you have another YELLOW Chara and another BLUE Chara, this gains +8000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

Music - Usamin | IMC/W115-086 T: Soul

L2
C1

Nana Abe, Decoboco Speedster

[C] During your turn, if you have another YELLOW Chara and another BLUE Chara, this gains +8000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB.

Music - Usamin | IMC/W115-086Cu T: Soul

L2
C1

Momoka Sakurai, Yes! Party Time!!

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow.
[A] When this Direct Attacks, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Daughter | IMC/W115-087 T: Soul

L2
C1

Momoka Sakurai, Yes! Party Time!!

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow.
[A] When this Direct Attacks, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Daughter | IMC/W115-087Cu T: Soul

L2
C1

Love Destiny

[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)

IMC/W115-088 T: Salvage

Love Destiny

[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)

IMC/W115-088R T: Salvage

Mugen Loop da LOVE

[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)

IMC/W115-089 T: Salvage

Mugen Loop da LOVE

[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)

IMC/W115-089R T: Salvage

Mahou no Makura

[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)

IMC/W115-090 T: Salvage

Mahou no Makura

[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)

IMC/W115-090R T: Salvage

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Koko Kara Mirai e!

[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)

IMC/W115-091 T: Salvage

Koko Kara Mirai e!

[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)

IMC/W115-091Ra T: Salvage

Koko Kara Mirai e!

[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)

IMC/W115-091Rb T: Salvage

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Halloween Code

[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)

IMC/W115-092 T: Salvage

Halloween Code

[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)

IMC/W115-092R T: Salvage

Kaede Takagaki, Ravissant Chocolat

[A] When your CX is placed in the CX Zone look at the top card of your LB and put it either on top or bottom of the LB or 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 - Mysterious | IMC/W115-093 T: None

L0
C0

Kaede Takagaki, Ravissant Chocolat

[A] When your CX is placed in the CX Zone look at the top card of your LB and put it either on top or bottom of the LB or 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 - Mysterious | IMC/W115-093SP T: None

L0
C0

Rin Shibuya, Eternal Bloom

[C] For each of your other ::Music:: Charas in the Back Row, this gains +1000 Pow.
[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, 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, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Flower | IMC/W115-094 T: None

L1
C0

Rin Shibuya, Eternal Bloom

[C] For each of your other ::Music:: Charas in the Back Row, this gains +1000 Pow.
[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, 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, put the rest in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Flower | IMC/W115-094SP T: None

L1
C0

Hayate Hisakawa, Make Me A Star

[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] CX COMBO At the end of this card's attack, if "VOY@GER" is in the CX Zone and all your Charas are ::Music::, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand. (Otherwise put it back where it was)

Music - Twins | IMC/W115-095 T: None

L1
C0

Hayate Hisakawa, Make Me A Star

[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] CX COMBO At the end of this card's attack, if "VOY@GER" is in the CX Zone and all your Charas are ::Music::, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand. (Otherwise put it back where it was)

Music - Twins | IMC/W115-095SP T: None

L1
C0

Fumika Sagisawa, A Page of the Sea Breeze

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, either return the top card of your Clock to your hand or put it in your Stock.

Music - Book | IMC/W115-096 T: Soul

L3
C2

Fumika Sagisawa, A Page of the Sea Breeze

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, either return the top card of your Clock to your hand or put it in your Stock.

Music - Book | IMC/W115-096SP T: Soul

L3
C2

Kanade Hayami, Celebrate Kaleido

[C] During your turn, if you have 2 or more other ::Music:: Charas, 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.
[A] CX COMBO When "Nightwear" is placed in your CX Zone, if this is in the Front Row, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(2)] At the start of your Encore Step, may pay. If so, choose a Reversed Chara Opposite this and put it in Clock." (DC can occur)

Music - Kiss | IMC/W115-097 T: Soul

L3
C2

Kanade Hayami, Celebrate Kaleido

[C] During your turn, if you have 2 or more other ::Music:: Charas, 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.
[A] CX COMBO When "Nightwear" is placed in your CX Zone, if this is in the Front Row, deal 1 Damage to your Opp., and this gains the following ability for the turn. "[A] [(2)] At the start of your Encore Step, may pay. If so, choose a Reversed Chara Opposite this and put it in Clock." (DC can occur)

Music - Kiss | IMC/W115-097OFR T: Soul

L3
C2

Fumika Sagisawa, Sasanoha ni, Utakata ni.

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
[A] When this attacks, if there's a CX with a Draw Trigger Icon in your CX Zone, choose up to 1 Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Book | IMC/W115-115 T: None

L0
C0

Fumika Sagisawa, Sasanoha ni, Utakata ni.

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
[A] When this attacks, if there's a CX with a Draw Trigger Icon in your CX Zone, choose up to 1 Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Book | IMC/W115-115Co T: None

L0
C0

Yoriko Furusawa, The Night Lit By An Angel

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB."

Music - Art | IMC/W115-116 T: None

L0
C0

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Yoriko Furusawa, The Night Lit By An Angel

[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB."

Music - Art | IMC/W115-116Co T: None

L0
C0

Karen Hojo, Mikansei no Rekishi

[C] During Attack Phase, you cannot return Charas from your WR to your hand via your own card effects.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara in your WR with either "Rin", "Nao", or "Karen" in name and return it to your hand.

Music - Nail | IMC/W115-117 T: None

L0
C0

Karen Hojo, Mikansei no Rekishi

[C] During Attack Phase, you cannot return Charas from your WR to your hand via your own card effects.
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara in your WR with either "Rin", "Nao", or "Karen" in name and return it to your hand.

Music - Nail | IMC/W115-117Co T: None

L0
C0

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Nao Kamiya, Innocent Bride

[C] If all your Charas are BLUE, this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Anime | IMC/W115-118 T: None

L1
C0

Nao Kamiya, Innocent Bride

[C] If all your Charas are BLUE, this gains +3000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Anime | IMC/W115-118Co T: None

L1
C0

Miyu Mifune, Red Sole

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, all your Charas gain the following ability. "[A] [Discard a BLUE card from your hand to the WR] When the Trigger Check of this reveals a CX, may pay. If so, choose 1 ::Music:: Chara in your WR and return it to your hand."

Music - Aroma | IMC/W115-119 T: None

L1
C0

Miyu Mifune, Red Sole

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, all your Charas gain the following ability. "[A] [Discard a BLUE card from your hand to the WR] When the Trigger Check of this reveals a CX, may pay. If so, choose 1 ::Music:: Chara in your WR and return it to your hand."

Music - Aroma | IMC/W115-119Co T: None

L1
C0

Akira Sunazuka, Street Runway

[C] If you have 3 or more other Charas, this gains +5000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Seikansekai" is in your CX Zone and you have another YELLOW Chara and another RED Chara, choose 1 of the following 2 effects and perform it. "Choose 1 ::Music:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +5000 Pow for the turn." "[Discard a BLUE card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music - Fashion | IMC/W115-120 T: Soul

L2
C1

Akira Sunazuka, Street Runway

[C] If you have 3 or more other Charas, this gains +5000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Seikansekai" is in your CX Zone and you have another YELLOW Chara and another RED Chara, choose 1 of the following 2 effects and perform it. "Choose 1 ::Music:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +5000 Pow for the turn." "[Discard a BLUE card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music - Fashion | IMC/W115-120Co T: Soul

L2
C1

Honami Nishikawa, Sincere Cheer

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Opera | IMC/W115-121 T: Soul

L2
C1

Honami Nishikawa, Sincere Cheer

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Opera | IMC/W115-121Co T: Soul

L2
C1

Hayate Hisakawa, Summer Cider

[C] If there are 2 or more YELLOW CX and 2 or more BLUE CX in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Twins | IMC/W115-122 T: Soul

L3
C2

Hayate Hisakawa, Summer Cider

[C] If there are 2 or more YELLOW CX and 2 or more BLUE CX in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Twins | IMC/W115-122Co T: Soul

L3
C2

Rin Shibuya, Pure Valentine

[C] If you have another YELLOW Chara and another RED Chara, all your other Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Flower | IMC/W115-123 T: None

L0
C0

Rin Shibuya, Pure Valentine

[C] If you have another YELLOW Chara and another RED Chara, all your other Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Flower | IMC/W115-123Co T: None

L0
C0

Noa Takamine, Inspect Concordia

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.
[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Music - Star | IMC/W115-124 T: None

L0
C0

Noa Takamine, Inspect Concordia

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.
[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Music - Star | IMC/W115-124Co T: None

L0
C0

Syuko Shiomi, NATSU KOI

[A] [Discard 2 CX with Gate Trigger Icon 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, and shuffle your LB.

Music - Sweets | IMC/W115-125 T: None

L0
C0

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Syuko Shiomi, NATSU KOI

[A] [Discard 2 CX with Gate Trigger Icon 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, and shuffle your LB.

Music - Sweets | IMC/W115-125Co T: None

L0
C0

Rin Shibuya, Stage of Magic

[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 - Flower | IMC/W115-126 T: None

L0
C0

Rin Shibuya, Stage of Magic

[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 - Flower | IMC/W115-126Co T: None

L0
C0

Idolmaster Cinderella Girls Next Twinkle Booster Pack

Kaede Takagaki, Inochi Moyashite Koiseyo Otome

[A] When this is placed from hand to the Stage, if you have another YELLOW Chara and another RED Chara, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Mysterious | IMC/W115-127 T: None

L1
C0

Kaede Takagaki, Inochi Moyashite Koiseyo Otome

[A] When this is placed from hand to the Stage, if you have another YELLOW Chara and another RED Chara, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Mysterious | IMC/W115-127Co T: None

L1
C0

Kate, Admired Lady

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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.

Music - Book | IMC/W115-128 T: None

L1
C0

Kate, Admired Lady

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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.

Music - Book | IMC/W115-128Co T: None

L1
C0

Anastasia, Starlight School

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 1 or lower, you may put that Chara on the bottom of the LB.

Music - Star | IMC/W115-129 T: Soul

L1
C1

Anastasia, Starlight School

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 1 or lower, you may put that Chara on the bottom of the LB.

Music - Star | IMC/W115-129Co T: Soul

L1
C1

Kanade Hayami, Aikurushii

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Music - Kiss | IMC/W115-130 T: Soul

L2
C1

Kanade Hayami, Aikurushii

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Music - Kiss | IMC/W115-130Co T: Soul

L2
C1

Ranko Kanzaki, Crimson Princess of Spring Dawn

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [(2)] Discard 2 CX from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."

Music - Darkness | IMC/W115-131 T: Soul

L2
C1

Ranko Kanzaki, Crimson Princess of Spring Dawn

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [(2)] Discard 2 CX from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."

Music - Darkness | IMC/W115-131Co T: Soul

L2
C1

Minami Nitta, Gin no Iruka to Atsui Kaze

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

Music - Sports | IMC/W115-132 T: Soul

L2
C1

Minami Nitta, Gin no Iruka to Atsui Kaze

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

Music - Sports | IMC/W115-132Co T: Soul

L2
C1

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Music: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (Put the revealed card back where it was)

L3
C2

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Music: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (Put the revealed card back where it was)

L3
C2

IMC/W115-134 T: Soul Gate

IMC/W115-134R T: Soul Gate

IMC/W115-135 T: Soul Gate

IMC/W115-135R T: Soul Gate

IMC/W115-136 T: Draw

IMC/W115-136R T: Draw

IMC/W115-137 T: Draw

IMC/W115-137R T: Draw

IMC/W115-138 T: Soul Gate

IMC/W115-138R T: Soul Gate

