

### Ami Futami, Splash Bride ver.AF

[A] When your Opp.'s Chara is sent to Memory, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.  
[S] [(1) Rest 2 of your Charas] Look at up to 5 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)

Music - Twins | IAS/SE55-01 T: None

L0  
C0

### Ami Futami, Splash Bride ver.AF

[A] When your Opp.'s Chara is sent to Memory, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.  
[S] [(1) Rest 2 of your Charas] Look at up to 5 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)

Music - Twins | IAS/SE55-01BNP T: None

L0  
C0

### Ami Futami, Splash Bride ver.AF

[A] When your Opp.'s Chara is sent to Memory, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.  
[S] [(1) Rest 2 of your Charas] Look at up to 5 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)

Music - Twins | IAS/SE55-01SP T: None

L0  
C0

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### Yayoi Takatsuki, Being a Bad Girl Tonight!? Ver. YT

[A] [Put another Chara from your Stage in the WR] 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 those CX, and shuffle your LB.

Music - Family | IAS/SE55-03 T: Soul

L0  
C0

### Yayoi Takatsuki, Being a Bad Girl Tonight!? Ver. YT

[A] [Put another Chara from your Stage in the WR] 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 those CX, and shuffle your LB.

Music - Family | IAS/SE55-03BNP T: Soul

L0  
C0

### Yayoi Takatsuki, Being a Bad Girl Tonight!? Ver. YT

[A] [Put another Chara from your Stage in the WR] 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 those CX, and shuffle your LB.

Music - Family | IAS/SE55-03SP T: Soul

L0  
C0

## Idolm@ster Million Live! Premium Booster

### Miki Hoshii, Full of Excitement! Ver. MH

[A] When this attacks, you may choose 1 of your other ::Music:: Charas and put it in your Stock.

Music - Nail | IAS/SE55-12 T: None

L1  
C0

### Miki Hoshii, Full of Excitement! Ver. MH

[A] When this attacks, you may choose 1 of your other ::Music:: Charas and put it in your Stock.

Music - Nail | IAS/SE55-12BNP T: None

L1  
C0

### Miki Hoshii, Full of Excitement! Ver. MH

[A] When this attacks, you may choose 1 of your other ::Music:: Charas and put it in your Stock.

Music - Nail | IAS/SE55-12SP T: None

L1  
C0

### Azusa Miura, Judgment for Mischievous Ghosts! ver.AM

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[S] [(2) Discard a card from your hand to the WR, Rest this] Choose a card in your Clock and return it to your hand.

Music - Fortune Reading | IAS/SE55-14 T: Soul

L2  
C1

### Azusa Miura, Judgment for Mischievous Ghosts! ver.AM

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[S] [(2) Discard a card from your hand to the WR, Rest this] Choose a card in your Clock and return it to your hand.

Music - Fortune Reading | IAS/SE55-14BNP T: Soul

L2  
C1

### Azusa Miura, Judgment for Mischievous Ghosts! ver.AM

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[S] [(2) Discard a card from your hand to the WR, Rest this] Choose a card in your Clock and return it to your hand.

Music - Fortune Reading | IAS/SE55-14SP T: Soul

L2  
C1

### Mami Futami, Pikomon Battle! ver.MF

[C] If there are 3 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Music::, this gains +3500 Pow and "[A] **ENCORE** (Discard a ::Music:: Chara from your hand to the WR)".  
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::TRAIT:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Twins | IAS/SE55-16 T: Soul

L3  
C2

### Mami Futami, Pikomon Battle! ver.MF

[C] If there are 3 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Music::, this gains +3500 Pow and "[A] **ENCORE** (Discard a ::Music:: Chara from your hand to the WR)".  
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::TRAIT:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Twins | IAS/SE55-16BNP T: Soul

L3  
C2

### Mami Futami, Pikomon Battle! ver.MF

[C] If there are 3 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Music::, this gains +3500 Pow and "[A] **ENCORE** (Discard a ::Music:: Chara from your hand to the WR)".  
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::TRAIT:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Twins | IAS/SE55-16SP T: Soul

L3  
C2

### Hibiki Gahana, Dolly Princess ver.HG

[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Animal | IAS/SE55-27 T: None

L0  
C0

### Hibiki Gahana, Dolly Princess ver.HG

[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Animal | IAS/SE55-27BNP T: None

L0  
C0

### Hibiki Gahana, Dolly Princess ver.HG

[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Animal | IAS/SE55-27SP T: None

L0  
C0

**Haruka Amami, Heartful Rainbow ver.HA**  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.  
[S] [(1)] Choose a card in your Clock, return it to your hand, and put a card from your hand in your Clock.

Music - Sweets | IAS/SE55-30 T: None

L1  
C0

**Haruka Amami, Heartful Rainbow ver.HA**  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.  
[S] [(1)] Choose a card in your Clock, return it to your hand, and put a card from your hand in your Clock.

Music - Sweets | IAS/SE55-30BNP T: None

L1  
C0

**Haruka Amami, Heartful Rainbow ver.HA**  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.  
[S] [(1)] Choose a card in your Clock, return it to your hand, and put a card from your hand in your Clock.

Music - Sweets | IAS/SE55-30SP T: None

L1  
C0

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**Yukiho Hagiwara, Tender memories ver.YH**  
[C] If all your Charas are ::Music::, this gains +3000 Pow.  
[A] [Put this on the bottom of the LB] If this is in the WR, at the start of your first turn, may pay. If so, search your LB for up to 2 ::Music:: Charas, put them in the WR, and shuffle your LB.  
[A] When this Direct Attacks, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Tea | IAS/SE55-36 T: Soul

L2  
C2

**Yukiho Hagiwara, Tender memories ver.YH**  
[C] If all your Charas are ::Music::, this gains +3000 Pow.  
[A] [Put this on the bottom of the LB] If this is in the WR, at the start of your first turn, may pay. If so, search your LB for up to 2 ::Music:: Charas, put them in the WR, and shuffle your LB.  
[A] When this Direct Attacks, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Tea | IAS/SE55-36BNP T: Soul

L2  
C2

**Yukiho Hagiwara, Tender memories ver.YH**  
[C] If all your Charas are ::Music::, this gains +3000 Pow.  
[A] [Put this on the bottom of the LB] If this is in the WR, at the start of your first turn, may pay. If so, search your LB for up to 2 ::Music:: Charas, put them in the WR, and shuffle your LB.  
[A] When this Direct Attacks, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Tea | IAS/SE55-36SP T: Soul

L2  
C2

Idolm@ster Million Live! Premium Booster

**Makoto Kikuchi, To A World Just For Us Ver.MK**  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a RED Event in your WR and either return it to your hand or put it in your Stock.

Music - Karate | IAS/SE55-40 T: Soul

L3  
C2

**Makoto Kikuchi, To A World Just For Us Ver.MK**  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a RED Event in your WR and either return it to your hand or put it in your Stock.

Music - Karate | IAS/SE55-40BNP T: Soul

L3  
C2

**Makoto Kikuchi, To A World Just For Us Ver.MK**  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a RED Event in your WR and either return it to your hand or put it in your Stock.

Music - Karate | IAS/SE55-40SP T: Soul

L3  
C2

**Takane Shijou, Battle of The Phantom Thieves Ver. TS**  
[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noble | IAS/SE55-50 T: None

L0  
C0

**Takane Shijou, Battle of The Phantom Thieves Ver. TS**  
[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noble | IAS/SE55-50BNP T: None

L0  
C0

**Takane Shijou, Battle of The Phantom Thieves Ver. TS**  
[S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noble | IAS/SE55-50SP T: None

L0  
C0

**Iori Minase, Celebrity Island ver.IM**  
[A] If this is in the WR, at the start of your first turn, you may return this to your hand.  
[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Stuffed Animal | IAS/SE55-51 T: None

L1  
C0

**Iori Minase, Celebrity Island ver.IM**  
[A] If this is in the WR, at the start of your first turn, you may return this to your hand.  
[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Stuffed Animal | IAS/SE55-51BNP T: None

L1  
C0

**Iori Minase, Celebrity Island ver.IM**  
[A] If this is in the WR, at the start of your first turn, you may return this to your hand.  
[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Stuffed Animal | IAS/SE55-51SP T: None

L1  
C0

**Ritsuko Akizuki, The Toys' Escape! ver.RA**  
[C] For each of your other ::Music:: Charas, this gains +1000 Pow.  
[A] When this is paced 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."

Music - Glasses | IAS/SE55-56 T: None

L2  
C0

**Ritsuko Akizuki, The Toys' Escape! ver.RA**  
[C] For each of your other ::Music:: Charas, this gains +1000 Pow.  
[A] When this is paced 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."

Music - Glasses | IAS/SE55-56BNP T: None

L2  
C0

**Ritsuko Akizuki, The Toys' Escape! ver.RA**  
[C] For each of your other ::Music:: Charas, this gains +1000 Pow.  
[A] When this is paced 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."

Music - Glasses | IAS/SE55-56SP T: None

L2  
C0

Chihaya Kisaragi, Tender memories ver.CK

[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] [(1)] When this is placed from the WR to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music - Camera | IAS/SE55-59 T: Soul

L3  
C2

Chihaya Kisaragi, Tender memories ver.CK

[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] [(1)] When this is placed from the WR to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music - Camera | IAS/SE55-59BNP T: Soul

L3  
C2

Chihaya Kisaragi, Tender memories ver.CK

[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] [(1)] When this is placed from the WR to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music - Camera | IAS/SE55-59SP T: Soul

L3  
C2

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Fuka Toyokawa, Inori no Hane

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, draw a card, and discard a card from your hand to the WR.

Music - Nurse | IMS/SE55-02 T: Soul

L0  
C0

Fuka Toyokawa, Inori no Hane

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, draw a card, and discard a card from your hand to the WR.

Music - Nurse | IMS/SE55-02 SP T: Soul

L0  
C0

Fuka Toyokawa, Inori no Hane

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, draw a card, and discard a card from your hand to the WR.

Music - Nurse | IMS/SE55-02BNP T: Soul

L0  
C0

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Konomi Baba, Suichuu Candy

[A] [Discard an Event from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] [Put another Chara from your Stage in the WR, discard an Event card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Music - Adultry | IMS/SE55-04 T: None

L0  
C0

Konomi Baba, Suichuu Candy

[A] [Discard an Event from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] [Put another Chara from your Stage in the WR, discard an Event card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Music - Adultry | IMS/SE55-04BNP T: None

L0  
C0

Konomi Baba, Suichuu Candy

[A] [Discard an Event from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] [Put another Chara from your Stage in the WR, discard an Event card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

Music - Adultry | IMS/SE55-04SP T: None

L0  
C0

Karen Shinomiya, Chiisana Koi no Ashioto

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
[A] [Put a Marker from under this in your WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Rest this and move it to an empty Slot in your Back Row.

Music - Aroma | IMS/SE55-05 T: None

L0  
C0

Karen Shinomiya, Chiisana Koi no Ashioto

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
[A] [Put a Marker from under this in your WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Rest this and move it to an empty Slot in your Back Row.

Music - Aroma | IMS/SE55-05BNP T: None

L0  
C0

Karen Shinomiya, Chiisana Koi no Ashioto

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, you may look at the top card of your LB. If so, put that card face-down under this as Marker.  
[A] [Put a Marker from under this in your WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Rest this and move it to an empty Slot in your Back Row.

Music - Aroma | IMS/SE55-05SP T: None

L0  
C0

Anna Mochizuki, Happy Darling

[A] [(1) Put a ::Music:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage or when this attacks, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Music:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Music - Game | IMS/SE55-06 T: None

L0  
C0

Anna Mochizuki, Happy Darling

[A] [(1) Put a ::Music:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage or when this attacks, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Music:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Music - Game | IMS/SE55-06BNP T: None

L0  
C0

Anna Mochizuki, Happy Darling

[A] [(1) Put a ::Music:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage or when this attacks, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Music:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Music - Game | IMS/SE55-06SP T: None

L0  
C0

Akane Nonohara, Heart Days Night

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Music - Pudding | IMS/SE55-07 T: None

L0  
C0

Akane Nonohara, Heart Days Night

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Music - Pudding | IMS/SE55-07BNP T: None

L0  
C0

Akane Nonohara, Heart Days Night

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Music - Pudding | IMS/SE55-07SP T: None

L0  
C0

### Kaori Sakuramori, MUSIC JOURNEY

[C] Your Events may be played from hand without meeting their color requirement.  
[S] [Rest this] Look at the top card of your LB, put it either on top or bottom of your LB, choose 1 of your ::Music:: Charas, and that Chara gains +2500 Pow for the turn.

Music - Teacher | IMS/SE55-08 T: Soul

L1  
C0

### Kaori Sakuramori, MUSIC JOURNEY

[C] Your Events may be played from hand without meeting their color requirement.  
[S] [Rest this] Look at the top card of your LB, put it either on top or bottom of your LB, choose 1 of your ::Music:: Charas, and that Chara gains +2500 Pow for the turn.

Music - Teacher | IMS/SE55-08BNP T: Soul

L1  
C0

### Kaori Sakuramori, MUSIC JOURNEY

[C] Your Events may be played from hand without meeting their color requirement.  
[S] [Rest this] Look at the top card of your LB, put it either on top or bottom of your LB, choose 1 of your ::Music:: Charas, and that Chara gains +2500 Pow for the turn.

Music - Teacher | IMS/SE55-08SP T: Soul

L1  
C0

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### Hinata Kinoshita, Ringo no March

[C] During your turn, this gains +6000 Pow.  
[A] If this is in the WR, at the start of your first turn, you may put this in your Stock.

Music - Apple | IMS/SE55-09 T: None

L1  
C0

### Hinata Kinoshita, Ringo no March

[C] During your turn, this gains +6000 Pow.  
[A] If this is in the WR, at the start of your first turn, you may put this in your Stock.

Music - Apple | IMS/SE55-09BNP T: None

L1  
C0

### Hinata Kinoshita, Ringo no March

[C] During your turn, this gains +6000 Pow.  
[A] If this is in the WR, at the start of your first turn, you may put this in your Stock.

Music - Apple | IMS/SE55-09SP T: None

L1  
C0

Idolm@ster Million Live! Premium Booster

### Serika Hakozaiki, Yumeiro Train

[C] During your turn, for each of your Opp.'s Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Pikopiko IIKOI Invader" is placed in your CX Zone, if this is in the Front Row, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara or Event, reveal it, put it in your hand, put the rest in the WR, and this gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - Sheltered Girl | IMS/SE55-10 T: None

L1  
C0

### Serika Hakozaiki, Yumeiro Train

[C] During your turn, for each of your Opp.'s Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Pikopiko IIKOI Invader" is placed in your CX Zone, if this is in the Front Row, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara or Event, reveal it, put it in your hand, put the rest in the WR, and this gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - Sheltered Girl | IMS/SE55-10BNP T: None

L1  
C0

### Serika Hakozaiki, Yumeiro Train

[C] During your turn, for each of your Opp.'s Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Pikopiko IIKOI Invader" is placed in your CX Zone, if this is in the Front Row, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara or Event, reveal it, put it in your hand, put the rest in the WR, and this gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - Sheltered Girl | IMS/SE55-10SP T: None

L1  
C0

### Tamaki Ogami, BOUNCING SMILE!

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] When this attacks, if there's a CX with a Focus Trigger Icon in the CX Zone, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger Check twice during this attack's Trigger Step. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Expedition | IMS/SE55-11 T: Soul

L1  
C0

### Tamaki Ogami, BOUNCING SMILE!

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] When this attacks, if there's a CX with a Focus Trigger Icon in the CX Zone, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger Check twice during this attack's Trigger Step. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Expedition | IMS/SE55-11BNP T: Soul

L1  
C0

### Tamaki Ogami, BOUNCING SMILE!

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] When this attacks, if there's a CX with a Focus Trigger Icon in the CX Zone, reveal the top card of your LB. If it's Level 1 or higher, perform Trigger Check twice during this attack's Trigger Step. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Expedition | IMS/SE55-11SP T: Soul

L1  
C0

### Reika Kitakami, FIND YOUR WIND!

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** When "RED ZONE" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Music:: Charas, put up to 1 card from top of your LB in your Stock, choose up to 1 Chara in your WR and return it to your hand.

Music - Mountaineering | IMS/SE55-13 T: None

L2  
C0

### Reika Kitakami, FIND YOUR WIND!

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** When "RED ZONE" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Music:: Charas, put up to 1 card from top of your LB in your Stock, choose up to 1 Chara in your WR and return it to your hand.

Music - Mountaineering | IMS/SE55-13BNP T: None

L2  
C0

### Reika Kitakami, FIND YOUR WIND!

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** When "RED ZONE" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Music:: Charas, put up to 1 card from top of your LB in your Stock, choose up to 1 Chara in your WR and return it to your hand.

Music - Mountaineering | IMS/SE55-13SP T: None

L2  
C0

### Miyao Miya, Hatsukoi Butterfly

[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 this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.

Music - Shogi | IMS/SE55-15 T: Soul

L2  
C1

### Miyao Miya, Hatsukoi Butterfly

[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 this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.

Music - Shogi | IMS/SE55-15BNP T: Soul

L2  
C1

### Miyao Miya, Hatsukoi Butterfly

[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 this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.

Music - Shogi | IMS/SE55-15SP T: Soul

L2  
C1

**Tsubasa Ibuki, Believe my change!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a YELLOW card in your WR and return it to your hand.  
 [A] **CX COMBO** [(1) Discard a "Tsubasa Ibuki, That's Foul Play!" from your hand to the WR] When this attacks, if "That's Because, I Like You." is in the CX Zone, may pay If so, deal 3 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

*Music - Fashionable | IMS/SE55-17SSP T: Soul*

L3  
C2

**Elena Shimabara, Fantasia Carnival**  
 [C] If there are 6 or more Events in your WR, this gets -1 Level while in your hand.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another :Music: Chara, may pay, If so, put up to 1 card from top of your Clock in the WR, choose up to 1 :Music:: Chara in your WR and return it to your hand.

*Music - Samba | IMS/SE55-18SP T: Soul*

L3  
C2

**Tsubasa Ibuki, That's Foul Play!**  
 [Counter] If you don't have a ::Music:: Chara, you cannot play this from your hand.  
 Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

*IMS/SE55-19SP T: None*

L1  
C0

**Pikopiko IIKO! Invader**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [IFocus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

**RED ZONE**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 [Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

**Kotoha Tanaka, Hontou no Watashi**  
 [S] [(1)] Put this in the WR! If you are Level 3 or higher, choose up to 1 "Kotoha Tanaka, Top-Student Idol" in your hand, put it in the Slot this was in, and that Chara gains +3000 Pow for the turn.  
 [S] **BRAINSTORM** [(1)] Rest this! Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Standby Trigger Icon 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, and put the rest in the WR."  
*Music - Serious | IMS/SE55-24 T: None*

**Nao Yokoyama, Home is a coming now!**  
 [A] When your CX with a Comeback Trigger Icon is triggered, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.  
 [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 - Kansai Dialect | IMS/SE55-25 T: None*

LO  
CO

**Arisa Matsuda, ChouJou GenShow Idol ch@ng!**

[A] When this is placed form hand to the Stage, put the top 2 cards of your LB in the WR. If there's a CX with a Comeback Trigger Icon among them, you may choose a ::Music:: Chara in your WR and return it to your hand.

[A] During battles involving this, when Damage dealt by this is Cancelled or when Damage taken by you is Cancelled, you may return this to your hand.

*Music - Camera | IMS/SE55-26 T: None*

**LO**  
**CO**

## Umi Kousaka, Kokoro Exercise

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.

[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Music:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

*Music - Sports | IMS/SE55-28 T: None*

LO  
CO

**Emily, Hana Shirabe**  
 [A] [Put a ::Music:: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

*Music - Japanese Dance | IMS/SE55-29 T: None*

LO  
CO

**Minako Satake, SUPER SIZE LOVE!!**  
 [S] [Counter] **BACKUP 4000, Level 1**  
**ACCELERATE** [Put this from your hand in your  
 Clock]

*Music - Cuisine | IMS/SE55-31 T: Soul*

L1  
C0

**Iku Nakatani, Tokidoki Seesaw**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
 [A] **ACCELERATE** [Put a :Music:: Chara from your WR on the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a :Music:: Chara in your WR and return it to your hand.

### Iku Nakatani, Tokidoki Seesaw

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Anime | IMS/SE55-32BNP T: None

L1  
C0

### Iku Nakatani, Tokidoki Seesaw

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Anime | IMS/SE55-32SP T: None

L1  
C0

### Kana Yabuki, Omajinai

[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] **CX COMBO** When this attacks, if "Episode. Tiara" is in the CX Zone and you have 3 or more other ::Music:: Charas, look at the top card of your LB, put it either on top of the LB or in the WR, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Song | IMS/SE55-33 T: None

L1  
C0

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### Kana Yabuki, Omajinai

[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] **CX COMBO** When this attacks, if "Episode. Tiara" is in the CX Zone and you have 3 or more other ::Music:: Charas, look at the top card of your LB, put it either on top of the LB or in the WR, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Song | IMS/SE55-33BNP T: None

L1  
C0

### Kana Yabuki, Omajinai

[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] **CX COMBO** When this attacks, if "Episode. Tiara" is in the CX Zone and you have 3 or more other ::Music:: Charas, look at the top card of your LB, put it either on top of the LB or in the WR, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Song | IMS/SE55-33SP T: None

L1  
C0

### Matsuri Tokugawa, Festa Illumination

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] **CX COMBO** When this attacks, if "Datte Anata wa Princess" is in the CX Zone and you have 2 or more other ::Music:: Charas, look at up to 6 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Princess | IMS/SE55-34 T: None

L1  
C1

Idolm@ster Million Live! Premium Booster

### Matsuri Tokugawa, Festa Illumination

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] **CX COMBO** When this attacks, if "Datte Anata wa Princess" is in the CX Zone and you have 2 or more other ::Music:: Charas, look at up to 6 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Princess | IMS/SE55-34BNP T: None

L1  
C1

### Matsuri Tokugawa, Festa Illumination

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] **CX COMBO** When this attacks, if "Datte Anata wa Princess" is in the CX Zone and you have 2 or more other ::Music:: Charas, look at up to 6 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Princess | IMS/SE55-34SP T: None

L1  
C1

### Sayoko Takayama, vivid color

[C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if there's a CX with a Comeback Trigger Icon in your CX Zone, put up to 1 card from top of your LB in your Stock, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Passion | IMS/SE55-35 T: Soul

L2  
C1

### Sayoko Takayama, vivid color

[C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if there's a CX with a Comeback Trigger Icon in your CX Zone, put up to 1 card from top of your LB in your Stock, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Passion | IMS/SE55-35BNP T: Soul

L2  
C1

### Sayoko Takayama, vivid color

[C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, if there's a CX with a Comeback Trigger Icon in your CX Zone, put up to 1 card from top of your LB in your Stock, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Passion | IMS/SE55-35SP T: Soul

L2  
C1

### Noriko Fukuda, WE ARE ONE!!

[C] If you have 2 or more other ::Music:: Charas, this gains +3000 Pow.  
[A] [Put a CX from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, and at the start of your Opp.'s Encore Step, put this in the WR.

Music - Pro Wrestling | IMS/SE55-37 T: Soul

L2  
C2

### Noriko Fukuda, WE ARE ONE!!

[C] If you have 2 or more other ::Music:: Charas, this gains +3000 Pow.  
[A] [Put a CX from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, and at the start of your Opp.'s Encore Step, put this in the WR.

Music - Pro Wrestling | IMS/SE55-37BNP T: Soul

L2  
C2

### Noriko Fukuda, WE ARE ONE!!

[C] If you have 2 or more other ::Music:: Charas, this gains +3000 Pow.  
[A] [Put a CX from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, and at the start of your Opp.'s Encore Step, put this in the WR.

Music - Pro Wrestling | IMS/SE55-37SP T: Soul

L2  
C2

### Yuriko Nanao, Toumei na Prologue

[C] If there are 4 or more CX in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Music::, this gains +3000 Pow.  
[A] [Put another ::Music:: Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.

Music - Book | IMS/SE55-38 T: Soul

L3  
C2

### Yuriko Nanao, Toumei na Prologue

[C] If there are 4 or more CX in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Music::, this gains +3000 Pow.  
[A] [Put another ::Music:: Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.

Music - Book | IMS/SE55-38BNP T: Soul

L3  
C2

### Yuriko Nanao, Toumei na Prologue

[C] If there are 4 or more CX in your WR, this gets -1 Level while in your hand.  
[C] If all your Charas are ::Music::, this gains +3000 Pow.  
[A] [Put another ::Music:: Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.

Music - Book | IMS/SE55-38SP T: Soul

L3  
C2

### Mirai Kasuga, Mirai Hikou

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] 1/Turn During your turn, when you play an Event, choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. X = 1000 times Cost of that Event.  
[A] **CX COMBO** When this attacks, if "ABSOLUTE RUN!!!!" is in the CX Zone, deal 1 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

Music - Hair Clip | IMS/SE55-39 T: Soul

L3  
C2

Mirai Kasuga, Mirai Hikou

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.

[A] 1/Turn During your turn, when you play an Event, choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. X = 1000 times Cost of that Event.

[A] **CX COMBO** When this attacks, if "ABSOLUTE RUN!!!" is in the CX Zone, deal 1 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

Music - Hair Clip | IMS/SE55-39BNP T: Soul

L3C2

Mirai Kasuga, Mirai Hikou

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.

[A] 1/Turn During your turn, when you play an Event, choose 1 of your Opp.'s Charas, and that Chara gets -X Pow for the turn. X = 1000 times Cost of that Event.

[A] **CX COMBO** When this attacks, if "ABSOLUTE RUN!!!" is in the CX Zone, deal 1 Damage to your Opp., choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

Music - Hair Clip | IMS/SE55-39SSP T: Soul

L3C2

Mirai Kasuga, Pale Light Ocean

If you don't have a ::Music:: Chara, you cannot from this from hand. You may play this from your hand without meeting the color requirement.

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

IMS/SE55-41 T: None

L1C1

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Mirai Kasuga, Pale Light Ocean

If you don't have a ::Music:: Chara, you cannot from this from hand. You may play this from your hand without meeting the color requirement.

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

IMS/SE55-41BNP T: None

L1C1

Mirai Kasuga, Pale Light Ocean

If you don't have a ::Music:: Chara, you cannot from this from hand. You may play this from your hand without meeting the color requirement.

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

IMS/SE55-41SP T: None

L1C1

Episode. Tiara

[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]

IMS/SE55-42 T: Salvage

Idolm@ster Million Live! Premium Booster

Episode. Tiara

[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]

IMS/SE55-42BNP T: Salvage

Datte Anata wa Princess

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

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

IMS/SE55-43 T: Soul Standby

Datte Anata wa Princess

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

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

IMS/SE55-43BNP T: Soul Standby

ABSOLUTE RUN!!!

[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]

IMS/SE55-44 T: Salvage

ABSOLUTE RUN!!!

[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]

IMS/SE55-44BNP T: Salvage

Chizuru Nikaido, Koigokoro Masquerade

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Music - Celeb | IMS/SE55-45 T: None

L0C0

Chizuru Nikaido, Koigokoro Masquerade

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Music - Celeb | IMS/SE55-45BNP T: None

L0C0

Chizuru Nikaido, Koigokoro Masquerade

[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Music - Celeb | IMS/SE55-45SP T: None

L0C0

Shiho Kitazawa, Ehon

[A] When this attacks, if all your Charas are ::Music::, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[A] [Put another ::Music:: Chara from your Stage in the WR] When this attacks, may pay. If so, this 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 - Cool | IMS/SE55-46 T: None

L0C0

Shiho Kitazawa, Ehon

[A] When this attacks, if all your Charas are ::Music::, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[A] [Put another ::Music:: Chara from your Stage in the WR] When this attacks, may pay. If so, this 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 - Cool | IMS/SE55-46BNP T: None

L0C0

Shiho Kitazawa, Ehon

[A] When this attacks, if all your Charas are ::Music::, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[A] [Put another ::Music:: Chara from your Stage in the WR] When this attacks, may pay. If so, this 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 - Cool | IMS/SE55-46SP T: None

L0C0

Rio Momose, WHY?

[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.

[S] [(1) Rest this] Look at up to 3 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)

Music - Sexy | IMS/SE55-47 T: None

L0C0



### Rio Momose, WHY?

[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.  
[S] [(1) Rest this] Look at up to 3 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)

Music - Sexy | IMS/SE55-47BNP T: None

L0  
C0

### Rio Momose, WHY?

[S] [Rest this] Look at the top card of your LB and put it either on top of the LB or in the WR.  
[S] [(1) Rest this] Look at up to 3 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)

Music - Sexy | IMS/SE55-47SP T: None

L0  
C0

### Ayumu Maihara, Get My Shinin'

[A] **CX COMBO** When "Zettaiteki Performer" is placed in your CX Zone, if you have 2 or more other ::Music:: Charas, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. X = Level of the revealed card. (CX are considered to be Level 0 of this effect. Put the revealed card back where it was)  
[S] [Rest this] If you have 3 or more other ::Music:: Charas, draw a card, and discard a card from your hand to the WR.

Music - Dance | IMS/SE55-48 T: None

L0  
C0

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### Ayumu Maihara, Get My Shinin'

[A] **CX COMBO** When "Zettaiteki Performer" is placed in your CX Zone, if you have 2 or more other ::Music:: Charas, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. X = Level of the revealed card. (CX are considered to be Level 0 of this effect. Put the revealed card back where it was)  
[S] [Rest this] If you have 3 or more other ::Music:: Charas, draw a card, and discard a card from your hand to the WR.

Music - Dance | IMS/SE55-48BNP T: None

L0  
C0

### Ayumu Maihara, Get My Shinin'

[A] **CX COMBO** When "Zettaiteki Performer" is placed in your CX Zone, if you have 2 or more other ::Music:: Charas, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. X = Level of the revealed card. (CX are considered to be Level 0 of this effect. Put the revealed card back where it was)  
[S] [Rest this] If you have 3 or more other ::Music:: Charas, draw a card, and discard a card from your hand to the WR.

Music - Dance | IMS/SE55-48SP T: None

L0  
C0

### Tomoka Tenkubashi, Maria Trap

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Maria | IMS/SE55-49 T: None

L0  
C0

Idolm@ster Million Live! Premium Booster

### Tomoka Tenkubashi, Maria Trap

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Maria | IMS/SE55-49BNP T: None

L0  
C0

### Tomoka Tenkubashi, Maria Trap

[A] [Discard a CX with a Gate Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Maria | IMS/SE55-49SP T: None

L0  
C0

### Subaru Nagayoshi, Day After "Yesterday"

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

[S] [Rest 2 of your Charas] Put the top card of your Opp.'s LB in the WR, choose a card in your Opp.'s WR and put it on top of the LB.

Music - Sports | IMS/SE55-52 T: None

L1  
C0

### Subaru Nagayoshi, Day After "Yesterday"

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

[S] [Rest 2 of your Charas] Put the top card of your Opp.'s LB in the WR, choose a card in your Opp.'s WR and put it on top of the LB.

Music - Sports | IMS/SE55-52BNP T: None

L1  
C0

### Subaru Nagayoshi, Day After "Yesterday"

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

[S] [Rest 2 of your Charas] Put the top card of your Opp.'s LB in the WR, choose a card in your Opp.'s WR and put it on top of the LB.

Music - Sports | IMS/SE55-52SP T: None

L1  
C0

### Megumi Tokoro, Beautiful Believer

[C] If this is in the WR, you may choose this for the effect of Gate Trigger Icon.

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Music - Thinking of Friends | IMS/SE55-53 T: None

L1  
C0

### Megumi Tokoro, Beautiful Believer

[C] If this is in the WR, you may choose this for the effect of Gate Trigger Icon.

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Music - Thinking of Friends | IMS/SE55-53BNP T: None

L1  
C0

### Megumi Tokoro, Beautiful Believer

[C] If this is in the WR, you may choose this for the effect of Gate Trigger Icon.

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Music - Thinking of Friends | IMS/SE55-53SP T: None

L1  
C0

### Shizuka Mogami, Catch my dream

[A] When your CX is placed in the CX Zone, choose 1 of your ::Music:: Charas, and that Chara gains +4500 Pow for the turn.

[A] **CX COMBO** When "Hanamuke no Tori" 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 - Piano | IMS/SE55-54 T: None

L1  
C0

### Shizuka Mogami, Catch my dream

[A] When your CX is placed in the CX Zone, choose 1 of your ::Music:: Charas, and that Chara gains +4500 Pow for the turn.

[A] **CX COMBO** When "Hanamuke no Tori" 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 - Piano | IMS/SE55-54BNP T: None

L1  
C0

### Shizuka Mogami, Catch my dream

[A] When your CX is placed in the CX Zone, choose 1 of your ::Music:: Charas, and that Chara gains +4500 Pow for the turn.

[A] **CX COMBO** When "Hanamuke no Tori" 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 - Piano | IMS/SE55-54SSP T: None

L1  
C0

### Mizuki Manabe, ...In The Name of. ...LOVE?

[C] For each of your other "Mizuki Manabe, ...In The Name of. ...LOVE?" in the Front Row, this gains +2000 Pow.

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

Music - Trick | IMS/SE55-55 T: None

L1  
C0

**Mizuki Manabe, ...In The Name of. ...LOVE?**  
[C] For each of your other "Mizuki Manabe, ...In The Name of. ...LOVE?" in the Front Row, this gains +2000 Pow.  
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

Music - Trick | IMS/SE55-55BNP T: None

L1  
C0

**Mizuki Manabe, ...In The Name of. ...LOVE?**  
[C] For each of your other "Mizuki Manabe, ...In The Name of. ...LOVE?" in the Front Row, this gains +2000 Pow.  
[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

Music - Trick | IMS/SE55-55SP T: None

L1  
C0

**Momoko Suou, Decoration Dream~in'**  
[A] [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, if there are 6 or more CX with a Gate Trigger Icon in your WR, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Child Actor | IMS/SE55-57 T: Soul

L2  
C1

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**Momoko Suou, Decoration Dream~in'**  
[A] [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, if there are 6 or more CX with a Gate Trigger Icon in your WR, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Child Actor | IMS/SE55-57BNP T: Soul

L2  
C1

**Momoko Suou, Decoration Dream~in'**  
[A] [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, if there are 6 or more CX with a Gate Trigger Icon in your WR, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Child Actor | IMS/SE55-57SP T: Soul

L2  
C1

**Julia, Ryuuseigun**  
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.  
[A] When your Level 3 or higher Chara's Damage is Cancelled, look at the top card of your LB, and put it on the top or bottom of your LB.

Music - Rock | IMS/SE55-58 T: Soul

L2  
C1

Idolm@ster Million Live! Premium Booster

**Julia, Ryuuseigun**  
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.  
[A] When your Level 3 or higher Chara's Damage is Cancelled, look at the top card of your LB, and put it on the top or bottom of your LB.

Music - Rock | IMS/SE55-58BNP T: Soul

L2  
C1

**Julia, Ryuuseigun**  
[C] During your turn, all your other ::Music:: Charas gain +2000 Pow.  
[A] When your Level 3 or higher Chara's Damage is Cancelled, look at the top card of your LB, and put it on the top or bottom of your LB.

Music - Rock | IMS/SE55-58SP T: Soul

L2  
C1

**Tsumugi Shiraishi, Sakashima no Kotoba**  
[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** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "LD -Escape from Utopia-" is in the CX Zone and you have another ::Music:: Chara, may pay. If so, perform the following action twice. "Put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 if Level of that card is 1 or lower and X = 2 if Level of that card is 2 or higher." (DC can occur)

Music - Wagashi | IMS/SE55-60 T: Soul

L3  
C2

**Tsumugi Shiraishi, Sakashima no Kotoba**  
[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** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "LD -Escape from Utopia-" is in the CX Zone and you have another ::Music:: Chara, may pay. If so, perform the following action twice. "Put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 if Level of that card is 1 or lower and X = 2 if Level of that card is 2 or higher." (DC can occur)

Music - Wagashi | IMS/SE55-60BNP T: Soul

L3  
C2

**Tsumugi Shiraishi, Sakashima no Kotoba**  
[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** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "LD -Escape from Utopia-" is in the CX Zone and you have another ::Music:: Chara, may pay. If so, perform the following action twice. "Put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 if Level of that card is 1 or lower and X = 2 if Level of that card is 2 or higher." (DC can occur)

Music - Wagashi | IMS/SE55-60SP T: Soul

L3  
C2

**Roco Handa, STEREOPHONIC ISOTONIC**  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock." "You may put 4 cards from top of your LB in the WR. If so, deal X Damage to your Opp.. X = # of CX among those cards." (DC can occur)

Music - Art | IMS/SE55-61 T: Soul

L3  
C2

**Roco Handa, STEREOPHONIC ISOTONIC**  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock." "You may put 4 cards from top of your LB in the WR. If so, deal X Damage to your Opp.. X = # of CX among those cards." (DC can occur)

Music - Art | IMS/SE55-61BNP T: Soul

L3  
C2

**Roco Handa, STEREOPHONIC ISOTONIC**  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Your Opp. returns all of their Stock to their LB, shuffles their LB, and puts the same number of cards from top of their LB in their Stock." "You may put 4 cards from top of your LB in the WR. If so, deal X Damage to your Opp.. X = # of CX among those cards." (DC can occur)

Music - Art | IMS/SE55-61SP T: Soul

L3  
C2

**Shizuka Mogami, Memories Hidden Within Waka**  
You may play this from hand without meeting the color requirement.  
Choose a ::Music:: Chara in your WR and return it to your hand.

IMS/SE55-62 T: None

L2  
C0

**Shizuka Mogami, Memories Hidden Within Waka**  
You may play this from hand without meeting the color requirement.  
Choose a ::Music:: Chara in your WR and return it to your hand.

IMS/SE55-62BNP T: None

L2  
C0

**Shizuka Mogami, Memories Hidden Within Waka**  
You may play this from hand without meeting the color requirement.  
Choose a ::Music:: Chara in your WR and return it to your hand.

IMS/SE55-62SP T: None

L2  
C0

**Tsumugi Shiraishi, ...Kon**  
If you don't have a ::Music:: Chara, you cannot play this from hand.  
Choose 1 of the 2 following effects and perform it.  
"Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."  
"You may choose 1 of your Opp.'s Charas and return it to their hand."

IMS/SE55-63 T: None

L2  
C0

### Tsumugi Shiraishi, ...Kon

If you don't have a ::Music:: Chara, you cannot play this from hand.  
Choose 1 of the 2 following effects and perform it.  
"Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."  
"You may choose 1 of your Opp.'s Charas and return it to their hand."

IMS/SE55-63BNP T: None

L2  
C0

### Zettaiteki Performer

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

IMS/SE55-64 T: Soul Gate

### Zettaiteki Performer

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

IMS/SE55-64BNP T: Soul Gate

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### Hanamuke no Tori

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

IMS/SE55-65 T: Soul Gate

### Hanamuke no Tori

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

IMS/SE55-65BNP T: Soul Gate

### I.D ~Escape from Utopia~

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

IMS/SE55-66 T: Soul Gate

Idolm@ster Million Live! Premium Booster

### I.D ~Escape from Utopia~

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

IMS/SE55-66BNP T: Soul Gate

### Reika Kitakami, Super MUGENDAI

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Flower Stand" in your WR and return it to your hand.

Music - Mountaineering | IMS/SE55-67BNP T: None

L0  
C0

### Anna Mochizuki, Super MUGENDAI

[A] When this is placed from the Stage to the WR, look at up to 4 cards from top of your LB and search for up to 1 YELLOW CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Music - Game | IMS/SE55-68BNP T: None

L0  
C0

### Kaori Sakuramori, Super MUGENDAI

[A] [(1) Put a ::Music:: Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Teacher | IMS/SE55-69BNP T: Soul

L2  
C1

### Serika Hakozaiki, Super MUGENDAI

[C] **RECOLLECTION** If there are 2 or more "Flower Stand" in your Memory, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Music - Sheltered Girl | IMS/SE55-70BNP T: Soul

L3  
C2

### Tsubasa Ibuki, Super MUGENDAI

Choose a ::Music:: Chara in your WR and return it to your hand.  
Send this to Memory.  
Reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)  
[C] You may have up to 4 total copies of cards between cards with the same name as this and "Flower Stand".  
[C] This card is considered to also have "Flower Stand" as the card name in all zones.

IMS/SE55-71BNP T: None

L1  
C1

### Matsuri Tokugawa, Super MUGENDAI

[C] During your turn, this gains +1000 Pow.  
[A] [(1) Put a ::Music:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Princess | IMS/SE55-72BNP T: None

L0  
C0

### Yuriko Nanao, Super MUGENDAI

[S] [Put this in your Clock] Choose up to 2 ::Music:: Charas in your WR and return them to your hand.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Music - Book | IMS/SE55-73BNP T: Soul

L2  
C1

### Kana Yabuki, Super MUGENDAI

[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, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.  
[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Song | IMS/SE55-74BNP T: Soul

L3  
C2

### Emily, Super MUGENDAI

[Rest a Standing ::Music:: Chara] may pay. If so, put up to 2 cards from top of your LB in your Stock.  
[C] You may have up to 4 total copies of cards between cards with the same name as this and "Spark Drink".

IMS/SE55-75BNP T: None

L1  
C0

### Mirai Kasuga, Super MUGENDAI

If you don't have a RED Chara, you cannot play this from hand.  
[Discard 3 cards from your hand to the WR] may pay. If so, deal 2 Damage to your Opp. 3 times. (DC can occur)  
[C] You may have up to 4 total copies of cards between cards with the same name as this and "Awakening Item ~Princess~".

IMS/SE55-76BNP T: None

L3  
C7

### Shiho Kitazawa, Super MUGENDAI

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and swap them.  
[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

Music - Cool | IMS/SE55-77BNP T: None

L0  
C0

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each ::Music:: Chara revealed this way, choose up to 1 Level 0 or lower Chara in your WR and put them in separate Slots on the Stage.

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

L2  
C1

[A] When this attacks, if you have another **Music** Chara, this gains +3000 Pow for the turn.

**L3**  
**C2**

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