

Rina Tennoji, Connected Stage

[A] When this attacks, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets =X Pow. X equals the number of your other ::Music:: Charas times 500.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | LNJ/W97-001 T: None

L0
C0

Rina Tennoji, Connected Stage

[A] When this attacks, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets =X Pow. X equals the number of your other ::Music:: Charas times 500.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | LNJ/W97-001SSP T: None

L0
C0

Shizuku Osaka, Stage That Reaches Your Heart

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage or via MERGE to the Stage, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to the Stage or via MERGE to the Stage, if you have another ::Music:: Chara, until the next end of your Opp.'s turn, this gains +3000 Pow.

Music | LNJ/W97-002 T: Soul

L3
C2

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Shizuku Osaka, Stage That Reaches Your Heart

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage or via MERGE to the Stage, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to the Stage or via MERGE to the Stage, if you have another ::Music:: Chara, until the next end of your Opp.'s turn, this gains +3000 Pow.

Music | LNJ/W97-002SSP T: Soul

L3
C2

Kasumi Nakasu, Stage Full of Cuteness

[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 RESONATE [(1) Discard a ::Music:: Chara from hand to the WR, reveal a 'Kasumi Nakasu, Stage Full of Cuteness' in your hand] When "Cutest Girl" is placed to your CZ, may pay. If so, All of your other gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may Deal 2 Damage to your Opp." (DC can occur)

Music | LNJ/W97-003 T: Soul

L3
C2

Kasumi Nakasu, Stage Full of Cuteness

[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 RESONATE [(1) Discard a ::Music:: Chara from hand to the WR, reveal a 'Kasumi Nakasu, Stage Full of Cuteness' in your hand] When "Cutest Girl" is placed to your CZ, may pay. If so, All of your other gain the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may Deal 2 Damage to your Opp." (DC can occur)

Music | LNJ/W97-003SSP T: Soul

L3
C2

Love Live Nijigasaki School Idol Club Anime Booster Pack

Kasumi Nakasu, the Best Wonderland in the World

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | LNJ/W97-004 T: None

L0
C0

Kasumi Nakasu, the Best Wonderland in the World

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | LNJ/W97-004SP T: None

L0
C0

Kasumi Nakasu, Your Best

[C] If you have 3 or more Charas with "Kasumi" in name, While in hand this also has the name of each Chara on your Stage with "Kasumi" in name.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and choose up to 1 Chara with "Kasumi" in name, reveal it, put it in your hand, and put the rest in the WR.

Music | LNJ/W97-005 T: None

L0
C0

Kasumi Nakasu, Your Best

[C] If you have 3 or more Charas with "Kasumi" in name, While in hand this also has the name of each Chara on your Stage with "Kasumi" in name.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and choose up to 1 Chara with "Kasumi" in name, reveal it, put it in your hand, and put the rest in the WR.

Music | LNJ/W97-005S T: None

L0
C0

Rina Tennoji, Reconnected Feelings

[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 "Rina-chan Board" in your WR and return it to your hand.
[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed into the WR from Stage, may pay. If so, draw a card.

Music | LNJ/W97-006 T: None

L0
C0

Rina Tennoji, Reconnected Feelings

[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 "Rina-chan Board" in your WR and return it to your hand.
[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed into the WR from Stage, may pay. If so, draw a card.

Music | LNJ/W97-006SP T: None

L0
C0

Shizuku Osaka, Actor and School Idol

[A] When this is placed from hand or from WR to the Stage, choose 1 of your ::Music:: Charas, and for the turn that Chara gains +4000 Pow.
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Shizuku Osaka, Exposed Heart" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music | LNJ/W97-007 T: None

L1
C0

Shizuku Osaka, Actor and School Idol

[A] When this is placed from hand or from WR to the Stage, choose 1 of your ::Music:: Charas, and for the turn that Chara gains +4000 Pow.
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Shizuku Osaka, Exposed Heart" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music | LNJ/W97-007SP T: None

L1
C0

Shizuku Osaka, Exposed Heart

[A] CX COMBO When "Shizuku, Monochrome" is placed to your CZ, if this is in the Front Row and you have 2 or more other ::Music:: Charas, choose and perform 1 of the following 2 abilities of your choice. "Choose a 'Kasumi Nakasu, Stage Full of Cuteness' or 'Shizuku Osaka, Actor and School Idol' from your WR and return it to your hand." "Search your LB for up to 1 'Kasumi Nakasu, Stage Full of Cuteness' or 'Shizuku Osaka, Actor and School Idol', show it to your Opp., put it in your hand, and Shuffle your LB."
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Shizuku Osaka, Actor and School Idol" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music | LNJ/W97-008 T: None

L1
C0

Shizuku Osaka, Exposed Heart

[A] CX COMBO When "Shizuku, Monochrome" is placed to your CZ, if this is in the Front Row and you have 2 or more other ::Music:: Charas, choose and perform 1 of the following 2 abilities of your choice. "Choose a 'Kasumi Nakasu, Stage Full of Cuteness' or 'Shizuku Osaka, Actor and School Idol' from your WR and return it to your hand." "Search your LB for up to 1 'Kasumi Nakasu, Stage Full of Cuteness' or 'Shizuku Osaka, Actor and School Idol', show it to your Opp., put it in your hand, and Shuffle your LB."
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Shizuku Osaka, Actor and School Idol" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music | LNJ/W97-008S T: None

L1
C0

Rina Tennoji, School Idol Festival

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, place them back on top in any order, for the turn this gains +2000 Pow, and perform the following. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If you do, your Opp. chooses a Level X or lower Chara in their WR, and Swaps the two Charas, X is the Level of the Chara you chose minus 1."
[A] [(1) Discard a card 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 | LNJ/W97-009 T: Soul

L3
C2

Rina Tennoji, School Idol Festival

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, place them back on top in any order, for the turn this gains +2000 Pow, and perform the following. "You may choose 1 of your Opp.'s Level 1 or higher Charas. If you do, your Opp. chooses a Level X or lower Chara in their WR, and Swaps the two Charas, X is the Level of the Chara you chose minus 1."
[A] [(1) Discard a card 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 | LNJ/W97-009S T: Soul

L3
C2

Shizuku Osaka, School Idol Festival
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
 [A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Music | LNJ/W97-010 T: None

L0
C0

Shizuku Osaka, School Idol Festival
 [A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
 [A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Music | LNJ/W97-010S T: None

L0
C0

Shizuku Osaka, to Make the Rainbow Bloom
 [C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".
 [A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Music | LNJ/W97-011 T: None

L0
C0

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Shizuku Osaka, to Make the Rainbow Bloom
 [C] All of your Opp.'s Charas gain "[A] ENCORE [(2)]".
 [A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Music | LNJ/W97-011S T: None

L0
C0

Rina Tennoji, My Best Now
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
 [A] CX COMBO RECOLLECTION When this attacks, if "The Shape of Smiles" is in your CZ, choose a Level X or lower ::Music:: Chara in your WR and return it to your hand. X equals the number of cards in your Memory.

Music | LNJ/W97-012 T: Soul

L1
C0

Rina Tennoji, My Best Now
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
 [A] CX COMBO RECOLLECTION When this attacks, if "The Shape of Smiles" is in your CZ, choose a Level X or lower ::Music:: Chara in your WR and return it to your hand. X equals the number of cards in your Memory.

Music | LNJ/W97-012S T: Soul

L1
C0

Love Live Nijigasaki School Idol Club Anime Booster Pack

Kasumi Nakasu, to Make the Rainbow Bloom
 [C] For each of your other ::Music:: Charas in the Back Row, this gains +1500 Pow.
 [A] [Discard a card from your hand to the WR] When your "Kasumi Nakasu, the Best Wonderland in the World" is placed from the Stage to the WR, if this is in the WR, may pay. If so, put this Rested in any Slot on the Stage.

Music | LNJ/W97-013 T: None

L1
C0

Kasumi Nakasu, to Make the Rainbow Bloom
 [C] For each of your other ::Music:: Charas in the Back Row, this gains +1500 Pow.
 [A] [Discard a card from your hand to the WR] When your "Kasumi Nakasu, the Best Wonderland in the World" is placed from the Stage to the WR, if this is in the WR, may pay. If so, put this Rested in any Slot on the Stage.

Music | LNJ/W97-013S T: None

L1
C0

Rina Tennoji, to Make the Rainbow Bloom
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 0 or lower ::Music:: Chara, place it to any slot on your Stage, and at the end of your Turn, send that Chara to Memory.

Music | LNJ/W97-014 T: None

L1
C0

Rina Tennoji, to Make the Rainbow Bloom
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 0 or lower ::Music:: Chara, place it to any slot on your Stage, and at the end of your Turn, send that Chara to Memory.

Music | LNJ/W97-014S T: None

L1
C0

Kasumi Nakasu, School Idol Festival
 [C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.
 [A] [(1)] Discard a card from hand to the WR] When your "Kasumi Nakasu, to Make the Rainbow Bloom" is placed from Stage to the WR, if this card is in the WR, may pay. If so, place this card Rested to any Slot on your Stage.

Music | LNJ/W97-015 T: Soul

L2
C1

Kasumi Nakasu, School Idol Festival
 [C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.
 [A] [(1)] Discard a card from hand to the WR] When your "Kasumi Nakasu, to Make the Rainbow Bloom" is placed from Stage to the WR, if this card is in the WR, may pay. If so, place this card Rested to any Slot on your Stage.

Music | LNJ/W97-015S T: Soul

L2
C1

Shizuku Osaka, Tag Training
 [C] "Kasumi Nakasu, Kasumi is Here" in all your other Zones gain a Soul Trigger Icon.
 [C] All of your "Kasumi Nakasu, Kasumi is Here" in hand get -1 Cost and "[S] [Counter] BACKUP 1500, Level 1 [Discard this card from your hand to the WR]"
 [A] When your Climax is placed in the CZ, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music | LNJ/W97-016 T: None

L0
C0

Shizuku Osaka, Drama Club
 [C] During your turn, all your other ::Music:: Charas gain +500 Pow.
 [S] [(1)] Rest 2 of your Charas] Reveal the top card of your LB. If that card is a ::Music:: Chara or an Event, put it in your hand. (Otherwise put it back)

Music | LNJ/W97-017 T: None

L0
C0

Rina Tennoji, Embarrassed Facial Expression
 [A] When this is placed from the hand to the Stage, put the top 3 cards of your LB into the WR. If there is a YELLOW Chara among them, for the turn this gets +1000 Pow. If there is a RED Chara among them, for the turn this gets +1000 Pow. If there is a BLUE Chara among them, for the turn this gets +1000 Pow. If this is a YELLOW and RED and BLUE Charas among them, choose a Chara in your WR and return it to your hand.

Music | LNJ/W97-018 T: None

L0
C0

Kasumi Nakasu, One-Shot Soul
 [A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot move to a different Slot."
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | LNJ/W97-019 T: Soul

L1
C0

Kasumi Nakasu, Kasumi is Here
 --No Text--

Music | LNJ/W97-020 T: None

L1
C1

Shizuku Osaka, Real Me
 [A] When this is placed from hand to the Stage, choose up to 2 "Shizuku Osaka, Stage That Reaches Your Heart" in your WR and put them on the bottom of your LB in any order.
 [S] MERGE [Put a "Shizuku Osaka, Drama Club" from your Stage face-up under this as Marker] Search your LB for up to 1 "Shizuku Osaka, Stage That Reaches Your Heart", put it in the Slot this is in, put all Markers from under this as well as this card face-up under that "Shizuku Osaka, Stage That Reaches Your Heart" as Markers in any order, and shuffle your LB.

Music | LNJ/W97-021 T: Soul

L2
C1

Kasumi Nakasu, Second Generation Manager
 [C] During your turn, this gains +10000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may put that Chara to your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock into their WR.

Music | LNJ/W97-022 T: Soul

L2
C1

Rina Tennoji, Determination and Promise
 [C] If this has a Marker under it, this gains +8000 Pow and +1 Soul.
 [A] When this is placed from hand to the Stage, you may choose a "Rina-chan Board" in your WR and put it face-up under this as Marker.

Music | LNJ/W97-023 T: Soul

L2
C1

Rina Tennoji, Information Processing Department 1st
 [A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When this Battle Opp. of this becomes Reversed, Send that Chara to Memory."
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music | LNJ/W97-024 T: Soul

L2
C1

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Cute Selfie
 [Counter] Choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this is placed from Stage to the WR, you may put it Rested in the Slot it was in."
 Choose 1 of your Opp.'s Charas and a trait that Chara has, and that Chara loses all instances of that trait for the turn.

LNJ/W97-025 T: None

L1
C0

Rina-chan Board
 If all of your Charas are ::Music::, look at up to 2 cards from the top of your LB, choose up to 2 Level 0 or lower cards from among them, show them to your Opp., put them in your hand, and place the remaining cards in your WR. (Climax Cards are considered Level 0)

LNJ/W97-026 T: None

L1
C0

False Self
 Your Opp. reveals the top 6 cards of their LB. Shuffles their LB, and puts the top X cards of their LB into their Clock. X equals the number of Climax cards revealed by this effect. Place this on the bottom of your LB.

LNJ/W97-027 T: None

L3
C4

Love Live Nijigasaki School Idol Club Anime Booster Pack

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

LNJ/W97-028 T: Choice

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

LNJ/W97-028R T: Choice

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

LNJ/W97-029 T: Choice

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

LNJ/W97-029R T: Choice

The Shape of Smiles
 [A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

LNJ/W97-030 T: 2 Soul

The Shape of Smiles
 [A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

LNJ/W97-030R T: 2 Soul

Yu Takasaki, What You Can Do Because You are Not an
 [S] [Put this in the WR] If you are Level 3 or higher, choose up to 1 "Ayumu Uehara, Stage for Everyone" from your hand and place it to the Slot this was in.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W97-031 T: None

L0
C0

Yu Takasaki, What You Can Do Because You are Not an
 [S] [Put this in the WR] If you are Level 3 or higher, choose up to 1 "Ayumu Uehara, Stage for Everyone" from your hand and place it to the Slot this was in.
 [S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W97-031SSP T: None

L0
C0

Setsuna Yuki, Stage Screaming for Love
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.
 [A] [(1) Put a ::TRAIT:: Chara from WR to the bottom of your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards to the WR.

Music | LNJ/W97-032 T: None

L0
C0

Setsuna Yuki, Stage Screaming for Love
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.
 [A] [(1) Put a ::Music:: Chara from WR to the bottom of your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards to the WR.

Music | LNJ/W97-032SSP T: None

L0
C0

Ai Miyashita, Stage to Share Fun
 [C] **RECOLLECTION** If there is a card in your Memory, for every other "Ai Miyashita, Stage to Share Fun" in your Front Row, this gains +2500 Pow.
 [A] **CX COMBO** When "The Uncharted Path" is placed to your CZ, if this is in the Front Row and you have another ::Music:: Chara, look at the top card of your LB and search for up to 1 ::Music:: Chara, 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 | LNJ/W97-033 T: Soul

L1
C0

Ai Miyashita, Stage to Share Fun
 [C] **RECOLLECTION** If there is a card in your Memory, for every other "Ai Miyashita, Stage to Share Fun" in your Front Row, this gains +2500 Pow.
 [A] **CX COMBO** When "The Uncharted Path" is placed to your CZ, if this is in the Front Row and you have another ::Music:: Chara, look at the top card of your LB and search for up to 1 ::Music:: Chara, 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 | LNJ/W97-033SSP T: Soul

L1
C0

Ayumu Uehara, Stage for Everyone
 [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)] When this attacks, if "Blossoming Feelings" is in the CZ, may pay. If so, you may put the top 3 cards of your LB into your WR. If there is a YELLOW Chara among those cards, deal 1 Damage to your Opp.. If there is a BLUE Chara among those cards, deal 1 Damage to your Opp.. If there is a RED Chara among those cards, deal 1 Damage to your Opp.. (DC can occur)

Music | LNJ/W97-034 T: Soul

L3
C2

Ayumu Uehara, Stage for Everyone
 [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)] When this attacks, if "Blossoming Feelings" is in the CZ, may pay. If so, you may put the top 3 cards of your LB into your WR. If there is a YELLOW Chara among those cards, deal 1 Damage to your Opp.. If there is a BLUE Chara among those cards, deal 1 Damage to your Opp.. If there is a RED Chara among those cards, deal 1 Damage to your Opp.. (DC can occur)

Music | LNJ/W97-034SSP T: Soul

L3
C2

Yu Takasaki, Dream Road
 [A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.
 [A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music | LNJ/W97-035 T: None

L0
C0

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Yu Takasaki, Dream Road
 [A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.
 [A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music | LNJ/W97-035S T: None

L0
C0

Ayumu Uehara, Toward a Dream
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [S] [(1)] Send this to Memory| Look at up to 3 cards from the top of your LB, choose up to 1 BLUE Chara, up to 1 RED Chara, and up to 1 YELLOW Chara from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-036 T: None

L0
C0

Ayumu Uehara, Toward a Dream
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [S] [(1)] Send this to Memory| Look at up to 3 cards from the top of your LB, choose up to 1 BLUE Chara, up to 1 RED Chara, and up to 1 YELLOW Chara from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-036SP T: None

L0
C0

Love Live Nijigasaki School Idol Club Anime Booster Pack

Ayumu Uehara, Unchanging Feelings
 [A] [(1)] Discard a ::Music:: Chara from hand to the WR| When this is placed from Stage to the WR, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 BLUE Chara, up to 1 RED Chara, and up to 1 YELLOW Chara from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-037 T: None

L1
C0

Ayumu Uehara, Unchanging Feelings
 [A] [(1)] Discard a ::Music:: Chara from hand to the WR| When this is placed from Stage to the WR, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 BLUE Chara, up to 1 RED Chara, and up to 1 YELLOW Chara from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-037S T: None

L1
C0

Ai Miyashita, to the Unknown Road
 [C] If your CZ has a Climax with a Door Trigger Icon, this card gains Door Trigger Icon in all Zones.
 [C] ASSIST All Charas in front of this gain the following ability. "[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, put it on top of your LB, and put the remaining cards in the WR."

Music | LNJ/W97-038 T: Soul

L1
C1

Ai Miyashita, to the Unknown Road
 [C] If your CZ has a Climax with a Door Trigger Icon, this card gains Door Trigger Icon in all Zones.
 [C] ASSIST All Charas in front of this gain the following ability. "[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, put it on top of your LB, and put the remaining cards in the WR."

Music | LNJ/W97-038SP T: Soul

L1
C1

Setsuna Yuki, School Idol Festival
 [C] CX COMBO If "Shout Out Your Love" is in your CZ, this card gains Standby Trigger Icon in all Zones.
 [C] If all of your Charas are ::Music::, this gains +4000 Pow.

Music | LNJ/W97-039 T: Soul

L2
C2

Setsuna Yuki, School Idol Festival
 [C] CX COMBO If "Shout Out Your Love" is in your CZ, this card gains Standby Trigger Icon in all Zones.
 [C] If all of your Charas are ::Music::, this gains +4000 Pow.

Music | LNJ/W97-039S T: Soul

L2
C2

Yu Takasaki, School Idol Festival
 [C] If "Yu Takasaki, What You Can Do Because You are Not an Idol" is in your Clock, this gets -1 Level while in your hand.
 [C] All your other ::Music:: Charas gain +1500 Pow.
 [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 1 YELLOW Chara, up to 1 RED Chara and up to 1 BLUE Chara from among them, show them to your Opp., put them to your Stock in any order, and put the remaining cards in the WR.

Music | LNJ/W97-040 T: Soul

L3
C2

Yu Takasaki, School Idol Festival
 [C] If "Yu Takasaki, What You Can Do Because You are Not an Idol" is in your Clock, this gets -1 Level while in your hand.
 [C] All your other ::Music:: Charas gain +1500 Pow.
 [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 1 YELLOW Chara, up to 1 RED Chara and up to 1 BLUE Chara from among them, show them to your Opp., put them to your Stock in any order, and put the remaining cards in the WR.

Music | LNJ/W97-040S T: Soul

L3
C2

Setsuna Yuki, Unidentified School Idol
 [A] When this is placed to the Stage from Hand or Memory, all of your Charas gain +3000 Pow for the turn.
 [A] When this becomes Reversed in battle, Send this to Memory.
 [A] RECOLLECTION [Discard 2 cards from hand to the WR] At the beginning of your Climax Phase, if you are Level 3 or higher and this is in Memory, may pay. If so, place this to an empty Slot on your Stage.

Music | LNJ/W97-041 T: Soul

L3
C2

Setsuna Yuki, Unidentified School Idol
 [A] When this is placed to the Stage from Hand or Memory, all of your Charas gain +3000 Pow for the turn.
 [A] When this becomes Reversed in battle, Send this to Memory.
 [A] RECOLLECTION [Discard 2 cards from hand to the WR] At the beginning of your Climax Phase, if you are Level 3 or higher and this is in Memory, may pay. If so, place this to an empty Slot on your Stage.

Music | LNJ/W97-041SP T: Soul

L3
C2

Ai Miyashita, Courage to Step Forward
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.
 [A] CX COMBO When "The Uncharted Path" is placed to your CZ, for the turn this gains +1500 Pow and the following ability. "[A] This ability activates up to once per turn. When this card's Trigger Check reveals a card with a Soul Trigger Icon or 'The Uncharted Path', you may deal 3 Damage to your Opp.." (DC can occur)

Music | LNJ/W97-042 T: Soul

L3
C2

Ai Miyashita, Courage to Step Forward
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.
 [A] CX COMBO When "The Uncharted Path" is placed to your CZ, for the turn this gains +1500 Pow and the following ability. "[A] This ability activates up to once per turn. When this card's Trigger Check reveals a card with a Soul Trigger Icon or 'The Uncharted Path', you may deal 3 Damage to your Opp.." (DC can occur)

Music | LNJ/W97-042S T: Soul

L3
C2

Ayumu Uehara, to Make the Rainbow Bloom
 [C] For each of your other ::Music:: Charas, this gains +1000 Pow.
 [A] CX COMBO [Return this to your hand] When "Myriad Dreams, Myriad Stages" is placed to your CZ, may pay. If so, choose a "Ayumu Uehara, to Make the Rainbow Bloom" or "Ayumu Uehara, Toward a Dream" in your WR and place it to any Slot on your Stage.

Music | LNJ/W97-043 T: None

L0
C0

Ayumu Uehara, to Make the Rainbow Bloom
 [C] For each of your other ::Music:: Charas, this gains +1000 Pow.
 [A] CX COMBO [Return this to your hand] When "Myriad Dreams, Myriad Stages" is placed to your CZ, may pay. If so, choose a "Ayumu Uehara, to Make the Rainbow Bloom" or "Ayumu Uehara, Toward a Dream" in your WR and place it to any Slot on your Stage.

Music | LNJ/W97-043S T: None

L0
C0

Setsuna Yuki, to Make the Rainbow Bloom
 [A] When this is Reversed, reveal the top card of your LB. If the Level of their Battle Opp. is Level X or lower, you may Reverse that Chara. X is the Level of the card revealed. (Climax Cards are considered Level 0. Put the revealed card back)
 [A] When this is placed from Stage to the WR, if you have 2 or less cards in your Memory, you may choose a "Setsuna Yuki, Unidentified School Idol" from your WR and send it to Memory.

Music | LNJ/W97-044 T: None

L0
C0

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Setsuna Yuki, to Make the Rainbow Bloom
 [A] When this is Reversed, reveal the top card of your LB. If the Level of their Battle Opp. is Level X or lower, you may Reverse that Chara. X is the Level of the card revealed. (Climax Cards are considered Level 0. Put the revealed card back)
 [A] When this is placed from Stage to the WR, if you have 2 or less cards in your Memory, you may choose a "Setsuna Yuki, Unidentified School Idol" from your WR and send it to Memory.

Music | LNJ/W97-044S T: None

L0
C0

Ai Miyashita, School Idol Festival
 [C] All of your other "Rina Tennoji, Thoughts I Want to Convey" gain +1500 Pow and the following ability. "[C] This cannot be chosen by Opp.'s effects."
 [A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage may pay. If so, search your LB for up to 1 "Rina Tennoji, Connected Melody" or "Rina Tennoji, Thoughts I Want to Convey", show it to your Opp., put it in your hand, and Shuffle your LB.

Music | LNJ/W97-045 T: None

L0
C0

Ai Miyashita, School Idol Festival
 [C] All of your other "Rina Tennoji, Thoughts I Want to Convey" gain +1500 Pow and the following ability. "[C] This cannot be chosen by Opp.'s effects."
 [A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage may pay. If so, search your LB for up to 1 "Rina Tennoji, Connected Melody" or "Rina Tennoji, Thoughts I Want to Convey", show it to your Opp., put it in your hand, and Shuffle your LB.

Music | LNJ/W97-045S T: None

L0
C0

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Yu Takasaki, Heart-pounding Meeting
 [A] CX COMBO [Discard a ::Music:: Chara from your hand to the WR] When this attacks, if "The First Thrill" is in the CZ and you have another ::Music:: Chara, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 YELLOW Chara, up to 1 RED Chara, and up to 1 BLUE Chara from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music | LNJ/W97-046 T: None

L1
C0

Setsuna Yuki, Song to Begin
 [A] ACCELERATE [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-047 T: None

L1
C0

Setsuna Yuki, Song to Begin
 [A] ACCELERATE [Put a ::Music:: Chara from your WR to the bottom of your Clock] At the beginning of your Climax Phase, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-047S T: None

L1
C0

Ai Miyashita, to Make the Rainbow Bloom
 [S] [Counter] BACKUP 3000 Level 1 [(1) Reveal this card from hand and place it on the bottom of your LB]

Music | LNJ/W97-048 T: Soul

L1
C1

Ai Miyashita, to Make the Rainbow Bloom
 [S] [Counter] BACKUP 3000, Level 1 [(1) Reveal this card from hand and place it on the bottom of your LB]

Music | LNJ/W97-048S T: Soul

L1
C1

Ayumu Uehara, School Idol Festival
 [A] EXPERIENCE When you use the BACKUP of this, if the sum of the Levels of the cards in your Level Zone is 4 or higher, choose 1 of your Battling Charas and for the turn that Chara gains +1500 Pow.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Music | LNJ/W97-049 T: Soul

L2
C1

Ayumu Uehara, School Idol Festival
 [A] EXPERIENCE When you use the BACKUP of this, if the sum of the Levels of the cards in your Level Zone is 4 or higher, choose 1 of your Battling Charas and for the turn that Chara gains +1500 Pow.
 [S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Music | LNJ/W97-049S T: Soul

L2
C1

Ai Miyashita, Summer Classic
 [A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, you may draw a card. If so, discard a card from your hand to the WR.
 [A] [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 of your Opp.'s Charas, send it to Memory, and at the beginning of the Encore Step, your Opp. may place that Chara from Memory to any spot on their Stage.

Music | LNJ/W97-050 T: None

L0
C0

Setsuna Yuki, Only My Last Live
 [C] If you have no other Charas this gains +2 Level and +3000 Pow.

Music | LNJ/W97-051 T: None

L0
C0

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

Music | LNJ/W97-052 T: None

L0
C0

Ayumu Uehara, Be Honest With Yourself
 [C] If you don't have another "Yu Takasaki, Dream Road", this cannot attack.
 [A] [Discard a ::Music:: Chara 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 "Yu Takasaki, Dream Road", reveal it, put it in your hand, and shuffle your LB.
 [A] When your other "Yu Takasaki, Dream Road" is placed from the Stage to the WR, put this in the WR.

Music | LNJ/W97-053 T: None

L0
C0

Ayumu Uehara, Past and Future
 [C] Your other "Yu Takasaki, What You Can Do Because You are Not an Idol" gain the ability "[C] ASSIST All of your 'Ayumu Uehara, Past and Future' in front of this gain +1000 Pow."

Music | LNJ/W97-054 T: None

L1
C0

Setsuna Yuki, Thank You for Your Love
 [A] When this is Reversed, if the Battling Opp. of this is higher Level than your Opp., you may put that Chara in Memory.

Music | LNJ/W97-055 T: Soul

L1
C1

Ai Miyashita, I Like Puns
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Music:: Chara, choose 1 of your Opp.'s Charas, and for the turn that Chara gets -1 Level. (Put the revealed card back)
 [A] When this becomes Reversed, if the Battle Opp. of this is Level 2 or lower, you may send that Chara to Memory.

Music | LNJ/W97-056 T: Soul

L2
C1

Setsuna Yuki, Words that Push Your Back
 [C] All your other ::Music:: Charas gain +500 Pow.
 [S] [(1) Rest this] Draw a card.

Music | LNJ/W97-057 T: Soul

L2
C1

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Yu Takasaki, Past and Future
 [C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 5 or higher, this gains +4500 Pow.
 [A] **ENCORE** [(1) Put a Chara from the Stage to the WR]

Music | LNJ/W97-058 T: Soul

L2
C1

Ayumu Uehara, Pushed from Behind
 [C] If you have 2 or more other ::Music:: Charas, this gains +3000 Pow.
 [A] [Discard a card from hand to the WR] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Music | LNJ/W97-059 T: Soul

L2
C2

Alone But Not Alone
 [Counter] Perform the following action 4 times.
 "Choose 1 of your Charas, and that Chara gains the following ability for the turn. [C] Charas Opposite this get -1 Soul."
 Send this to Memory.

LNJ/W97-060 T: None

L3
C5

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Alone But Not Alone
 [Counter] Perform the following action 4 times.
 "Choose 1 of your Charas, and that Chara gains the following ability for the turn. [C] Charas Opposite this get -1 Soul."
 Send this to Memory.

LNJ/W97-060S T: None

L3
C5

Club Activity Building Hero
 Put the top 4 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 equals the total number of Soul Trigger Icons on those cards.

LNJ/W97-061 T: None

L1
C0

I Want to Be
 Rest 1 of your Standing ::Music:: Charas. If you do, look at up to 6 cards from the top of your LB, choose up to 1 of those cards, put it in your hand, and put the remaining cards in the WR.

LNJ/W97-062 T: None

L2
C1

My Own Self-Introduction
 [Counter] If you do not have a ::Music:: Chara, you cannot play this card. Deal 1 Damage to your Opp.. (DC can occur)

LNJ/W97-063 T: None

L2
C1

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

LNJ/W97-064 T: Salvage

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

LNJ/W97-064R T: Salvage

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

LNJ/W97-065 T: Soul Standby

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

LNJ/W97-065R T: Soul Standby

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

LNJ/W97-066 T: Salvage

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

LNJ/W97-066R T: Salvage

Myriad Dreams, Myriad Stages
 [A] When this is placed from hand to the CZ, choose up to 1 Chara with Soul Trigger Icon in your WR and return it to your hand, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.

LNJ/W97-067 T: 2 Soul

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

LNJ/W97-068 T: Salvage

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

LNJ/W97-068R T: Salvage

L0
C0

Karin Asaka, to the High Stage
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music | LNJ/W97-069 T: None

L0
C0

Karin Asaka, to the High Stage
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music | LNJ/W97-069SSP T: None

L0
C0

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Emma Verde, Heartwarming Stage
 [A] When this attacks, if there is an Event in your WR, until the next end of your Opp.'s turn this gains +3000 Pow.
 [A] CX COMBO When this attacks, if "Something I Can Only Do Right Now" is in your CZ and all of your Charas are ::Music::, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara or Event from them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-070 T: None

L1
C0

Emma Verde, Heartwarming Stage
 [A] When this attacks, if there is an Event in your WR, until the next end of your Opp.'s turn this gains +3000 Pow.
 [A] CX COMBO When this attacks, if "Something I Can Only Do Right Now" is in your CZ and all of your Charas are ::Music::, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara or Event from them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W97-070SSP T: None

L1
C0

Kanata Kono, Dreaming Stage
 [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] CX COMBO [Discard 2 cards from your hand to the WR, Rest this] When "Haruka, Kanata, and Beyond" is placed to your CZ, if this is in your Front Row may pay. If so, your Opp. puts the bottom 7 cards of their LB into their WR, and Deal 3 Damage to your Opp. X times. X is the number of Climax Cards among those cards. (DC can occur)

Music | LNJ/W97-071 T: Soul

L3
C2

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Kanata Kono, Dreaming Stage
 [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] CX COMBO [Discard 2 cards from your hand to the WR, Rest this] When "Haruka, Kanata, and Beyond" is placed to your CZ, if this is in your Front Row may pay. If so, your Opp. puts the bottom 7 cards of their LB into their WR, and Deal 3 Damage to your Opp. X times. X is the number of Climax Cards among those cards. (DC can occur)

Music | LNJ/W97-071SSP T: Soul

L3
C2

Kanata Kono, School Idol Festival
 [A] [(2) Discard 2 ::Music:: Charas from hand to the WR, put 1 "Favorite Pillow" from underneath this as Marker to the WR]
 At the beginning of your Attack Phase, may pay. If so, choose 1 of your other ::Music:: Charas and Stand them.
 [S] [Rest this] If this does not have a Marker underneath, Choose either a ::Music:: Chara or a "Favorite Pillow" from your WR and place it underneath this faceup as Marker.
 [S] [(1) Rest this] Return a Marker from under this to your hand.

Music | LNJ/W97-072 T: None

L0
C0

Kanata Kono, School Idol Festival
 [A] [(2) Discard 2 ::Music:: Charas from hand to the WR, put 1 "Favorite Pillow" from underneath this as Marker to the WR]
 At the beginning of your Attack Phase, may pay. If so, choose 1 of your other ::Music:: Charas and Stand them.
 [S] [Rest this] If this does not have a Marker underneath, Choose either a ::Music:: Chara or a "Favorite Pillow" from your WR and place it underneath this faceup as Marker.
 [S] [(1) Rest this] Return a Marker from under this to your hand.

Music | LNJ/W97-072S T: None

L0
C0

Emma Verde, with Expectations in Mind
 [A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 Event from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR. If you put a card in your hand with this ability, choose a card in your hand and discard it to the WR.
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music | LNJ/W97-073 T: None

L0
C0

Emma Verde, with Expectations in Mind
 [A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 Event from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR. If you put a card in your hand with this ability, choose a card in your hand and discard it to the WR.
 [A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music | LNJ/W97-073SP T: None

L0
C0

Emma Verde, Let Me Know Your Feelings
 [C] All your other ::Music:: Charas gain +500 Pow.
 [A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax with a Gate Trigger Icon, may pay. If so, choose a card from your Clock, return it to your hand, and put the top card of your LB into Clock..

Music | LNJ/W97-074 T: None

L0
C0

Emma Verde, Let Me Know Your Feelings
 [C] All your other ::Music:: Charas gain +500 Pow.
 [A] [Discard a card from hand to the WR] When your Chara's Trigger Check reveals a Climax with a Gate Trigger Icon, may pay. If so, choose a card from your Clock, return it to your hand, and put the top card of your LB into Clock..

Music | LNJ/W97-074S T: None

L0
C0

Kanata Kono, Always Do My Best
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Music:: Chara or Event, for the turn all of your Opp.'s Front Row Charas get -1500 Pow. (Put the revealed card back)
 [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.

Music | LNJ/W97-075 T: None

L1
C0

Kanata Kono, Always Do My Best
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Music:: Chara or Event, for the turn all of your Opp.'s Front Row Charas get -1500 Pow. (Put the revealed card back)
 [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.

Music | LNJ/W97-075SP T: None

L1
C0

Karin Asaka, School Idol Festival
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.
 [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 | LNJ/W97-076 T: Soul

L2
C1

Karin Asaka, School Idol Festival
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.
 [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 | LNJ/W97-076S T: Soul

L2
C1

Karin Asaka, Popular Reading Model
 [C] If "Karin Asaka, to the High Stage" is in your Clock, this gets -1 Level while in your hand.
 [A] [Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara or Event, show it to your Opp., put it in your hand, put the remaining cards in your WR, and put up to 1 card from the top of your Clock into your Stock.

Music | LNJ/W97-077 T: Soul

L3
C2

Karin Asaka, Popular Reading Model
 [C] If Karin Asaka, to the High Stage is in your Clock, this gets -1 Level while in your hand.
 [A] [Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara or Event, show it to your Opp., put it in your hand, put the remaining cards in your WR, and put up to 1 card from the top of your Clock into your Clock.

Music | LNJ/W97-077SP T: Soul

L3
C2

Emma Verde, to Make the Rainbow Bloom
 [A] [Return 2 Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.
 [A] [Discard 3 cards from hand to the Stage] When this is placed from Stage to the WR, may pay. If so, from your WR choose up to 1 YELLOW Chara, up to 1 RED Chara, and up to 1 BLUE Characted and return them to your hand.

Music | LNJ/W97-078 T: None

L0
C0

Emma Verde, to Make the Rainbow Bloom
 [A] [Return 2 Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.
 [A] [Discard 3 cards from hand to the Stage] When this is placed from Stage to the WR, may pay. If so, from your WR choose up to 1 YELLOW Chara, up to 1 RED Chara, and up to 1 BLUE Characted and return them to your hand.

Music | LNJ/W97-078S T: None

L0
C0

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Kanata Konoe, to Make the Rainbow Bloom
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)
 [A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Music | LNJ/W97-079 T: None

L0
C0

Kanata Konoe, to Make the Rainbow Bloom
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)
 [A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

Music | LNJ/W97-079S T: None

L0
C0

Karin Asaka, to Make the Rainbow Bloom
 [C] During your turn, this gains +1500 Pow.
 [A] At the beginning of your Opp.'s Attack Phase, put the top card of your LB in your WR. If that card is Level 0 or lower, move this to your empty Right Front Row Slot. If that card is Level 1 or higher, move this to your empty Left Front Row Slot. (Climaxes are considered Level 0. This ability can only move this to your rightmost and leftmost Front Row Slots)

Music | LNJ/W97-080 T: None

L0
C0

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Karin Asaka, to Make the Rainbow Bloom
 [C] During your turn, this gains +1500 Pow.
 [A] At the beginning of your Opp.'s Attack Phase, put the top card of your LB in your WR. If that card is Level 0 or lower, move this to your empty Right Front Row Slot. If that card is Level 1 or higher, move this to your empty Left Front Row Slot. (Climaxes are considered Level 0. This ability can only move this to your rightmost and leftmost Front Row Slots)

Music | LNJ/W97-080S T: None

L0
C0

Karin Asaka, as a School Idol
 [A] When this attacks, reveal the top card of your LB. If it is either a ::Music:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)
 [A] CX COMBO When this attacks, if "Friends but Rivals" is in the CZ and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a card in your Clock and return it to your hand. If you do, put the top card of your LB in your Clock."

Music | LNJ/W97-081 T: None

L1
C0

Karin Asaka, as a School Idol
 [A] When this attacks, reveal the top card of your LB. If it is either a ::Music:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)
 [A] CX COMBO When this attacks, if "Friends but Rivals" is in your CZ and you have another ::Music:: Chara, choose 1 of other ::Music:: Charas and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a card in your Clock and return it to your hand. If you do, put the top card of your LB into Clock."

Music | LNJ/W97-081S T: None

L1
C0

Kanata Konoe, the Feelings are the Same
 [C] If you have no other ::Music:: Charas, this does not Stand during your Stand Phase.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music | LNJ/W97-082 T: None

L1
C0

Kanata Konoe, the Feelings are the Same
 [C] If you have no other ::Music:: Charas, this does not Stand during your Stand Phase.
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music | LNJ/W97-082S T: None

L1
C0

Emma Verde, School Idol Festival
 [C] If there is a Marker under this, this gains +5000 Pow.
 [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 put it face-down under this as Marker. (If you don't, put it back where it was)
 [A] When this is placed from hand to the Stage, put up to 1 card from the top of your Clock to the WR, look at the top card of your LB, and put it on the top or bottom of your LB.

Music | LNJ/W97-083 T: Soul

L3
C2

Emma Verde, School Idol Festival
 [C] If there is a Marker under this, this gains +5000 Pow.
 [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 put it face-down under this as Marker. (If you don't, put it back where it was)
 [A] When this is placed from hand to the Stage, put up to 1 card from the top of your Clock to the WR, look at the top card of your LB, and put it on the top or bottom of your LB.

Music | LNJ/W97-083S T: Soul

L3
C2

Karin Asaka, True Feelings
 [A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.
 [A] [(1) Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from the top of your LB, choose up to 1 Chara from among them, show it to your Opp., put it in your hand, and put the remaining in the WR.

Music | LNJ/W97-084 T: None

L0
C0

Karin Asaka, True Feelings
 [C] ASSIST All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If there is no Marker under this, choose a ::Music:: in your WR and put it face-down under this as Marker.
 [S] [Put a Marker from underneath this to the WR, Rest this] Choose another of your Charas with "Emma" in name and return it to your hand.

Music | LNJ/W97-085 T: None

L0
C0

Kanata Konoe, Fan's Voice
 --No Text--

Music | LNJ/W97-086 T: None

L0
C0

Karin Asaka, I'm Not Alone
 [A] [(4) Discard an Event from hand to the WR] When you use the BACKUP of this may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
 [S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Music | LNJ/W97-087 T: None

L1
C0

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

Music | LNJ/W97-088 T: None

L1
C0

Himeno Ayanokouji, Unexpected Invitation
[A] When this is placed from hand to the Stage, if you have another Chara with "Karin" in name, for the furn this gets +4500 Pow.

Music | LN/J/W97-089 T: None

L1
C0

Kanata Konoe, All for One
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Music | LN/J/W97-090 T: None

L1
C0

Karin Asaka, Outsider's Older Sister
[A] When a Climax is placed to your CZ, choose 1 of your Charas, and until the next end of your Opp.'s turn that Chara gains +4000 Pow.
[S] [(1) Rest this] Choose 1 of Opp.'s Level 3 or lower Charas. That Chara does not Stand during your Opp.'s next Stand Phase.

Music | LN/J/W97-091 T: None

L2
C1

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Emma Verde, Bear
[C] If this has a Marker under it, this gains +10500 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Kanata Konoe, Fan's Voice" in your WR and put it face-down under this as Marker.

Music | LN/J/W97-092 T: Soul

L2
C1

Haruka Konoe, Sister's Decision
[C] All of your other "Kanata Konoe, My Sister Doing Her Best" gain +6000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

Music | LN/J/W97-093 T: Soul

L2
C1

Kanata Konoe, My Sister Doing Her Best
[C] Your other "Haruka Konoe, Sister's Decision" gain +6000 Pow.

Music | LN/J/W97-094 T: Soul

L2
C1

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Favorite Pillow
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 equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

LN/J/W97-095 T: None

L1
C0

Longed-For Food
Rest 1 of your Standing ::Music:: Charas. If so, choose 1 of the 3 following effects and perform it.
*Search your LB for up to 1 Level 0 or lower ::Music:: Chara, put it in any Slot on the Stage, and shuffle your LB.
*Choose up to 2 of your ::Music:: Charas, and those Charas gain +3000 Pow for the turn.
*Choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR, and Swap them. X equals the Level of the Chara you chose minus 1.

LN/J/W97-096 T: None

L1
C0

Diver Festival
If you don't have a Chara with "Karin" in name, you cannot play this from hand.
Send this to Memory. Put up to 1 card from the top of your LB to Stock, deal X Damage to your Opp., and choose 1 of your Charas and for the turn that Chara gains +1000 Pow. X equals the number of "Diver Festival" in your Memory. (DC can occur)

LN/J/W97-097 T: None

L3
C2

Haruka, Kanata, and Beyond
[C] All your Charas gain +1000 Pow and +1 Soul.

LN/J/W97-098 T: Soul Gate

Haruka, Kanata, and Beyond
[C] All your Charas gain +1000 Pow and +1 Soul.

LN/J/W97-098R T: Soul Gate

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

LN/J/W97-099 T: Draw

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

LN/J/W97-099R T: Draw

Something I Can Only Do Right Now
[C] All your Charas gain +1000 Pow and +1 Soul.

LN/J/W97-100 T: Soul Gate

Something I Can Only Do Right Now
[C] All your Charas gain +1000 Pow and +1 Soul.

LN/J/W97-100R T: Soul Gate

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

Music | LN/J/W97-101 T: None

L1
C0

Shizuku Osaka, Myriad Dreams, Myriad Stages
[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.

Music | LN/J/W97-102 T: Soul

L2
C1

Rina Tennoji, Myriad Dreams, Myriad Stages
[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
[C] Chara Opposite this gains +2 Soul.

Music | LN/J/W97-103 T: Soul

L2
C1

Ayumu Uehara, Myriad Dreams, Myriad Stages
 [C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

Music | LNJ/W97-104 T: None

L0
C0

Yu Takasaki, Dream that Starts to Move
 [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] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | LNJ/W97-105 T: None

L0
C0

Setsuna Yuki, Myriad Dreams, Myriad Stages
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
 [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 a ::Music:: Chara in your WR and return it to your hand, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | LNJ/W97-106 T: None

L0
C0

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Ai Miyashita, Myriad Dreams, Myriad Stages
 [C] If all your Charas are ::Music::, this gains +1000 Pow.
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music | LNJ/W97-107 T: None

L1
C0

Kanata Konoe, Myriad Dreams, Myriad Stages
 [A] When this attacks, reveal the top card of your LB. If it is either a ::Music:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Music | LNJ/W97-108 T: None

L1
C0

Karin Asaka, Myriad Dreams, Myriad Stages
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow for the turn.
 [A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."

Music | LNJ/W97-109 T: None

L1
C0

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Emma Verde, Myriad Dreams, Myriad Stages
 [C] All your other ::Music:: Charas gain +1000 Pow.
 [S] [Rest this] Choose 1 of your Charas and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of your Opp.'s LB."

Music | LNJ/W97-110 T: Soul

L2
C1

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