

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] If 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 C2, 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 C2, 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 C2, 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 are 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

[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.

L2
C1

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

L2	
C1	

L1
C0

L1
C0

L3	
C4	

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1

—

—

1

—

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

LO
CO

LO	
CO	

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

L1
C0

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

[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 YR. 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)

L3
C2

[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)

L3
C2

[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.

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

[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.

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

[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 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

LO
CO

[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 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

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

[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.

L1
C0

[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.

L1
C0

[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."

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

[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."

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

[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.

L2
C2

[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.

$$\frac{L2}{C2}$$

[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.

L3
C2

[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.

L3
C2

[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.

L3
C2

[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.

L3
C2

[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)

L3
C2

[A] [11] When this is placed 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)

L3
C2

[A] When this is Reversed, if the Battling Opp. of this is higher Level than your Opp., you may put that Chara in Memory.

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

L2
C1

L2
C1

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

L2
C2

L3
C5

L3
C5

L1
C0

L2	
C1	

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

1

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1-

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1-

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The Uncharted Path

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

LNJ/W97-068R T: Salvage

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

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

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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

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

Kanata Konoe, 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

Love Live Nijigasaki School Idol Club Anime Booster Pack

Kanata Konoe, 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

Kanata Konoe, 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

Kanata Konoe, 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

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

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

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

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

Kanata Konoe, 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

Kanata Konoe, 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

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

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

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

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/W97-077SP 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

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