

Nijika Ijichi, Aiming to Become Rock Star!
 [C] Your Hand Limit is increased by 1.
 [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, choose up to 1 Chara in your WR and return it to your hand.

Music - Hard Worker | BTR/W107-001 T: Soul

L0
C0

Nijika Ijichi, Aiming to Become Rock Star!
 [C] Your Hand Limit is increased by 1.
 [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, choose up to 1 Chara in your WR and return it to your hand.

Music - Hard Worker | BTR/W107-001SSP T: Soul

L0
C0

"Bocchi-chan" Hitori Goto
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Music:: Chara or "History of Blunders" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.
 [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 | BTR/W107-002 T: None

L0
C0

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"Bocchi-chan" Hitori Goto
 [A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Music:: Chara or "History of Blunders" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.
 [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 | BTR/W107-002KBR T: None

L0
C0

Nijika Ijichi, Believe in the Dream
 [C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When this attacks, if "Lighting the Path" is in the CZ and you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and either return it to your hand or put it in your Stock. If you put it in your Stock this way, this gains +2000 Pow for the turn.

Music - Hard Worker | BTR/W107-003 T: Soul

L1
C0

Nijika Ijichi, Believe in the Dream
 [C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When this attacks, if "Lighting the Path" is in the CZ and you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and either return it to your hand or put it in your Stock. If you put it in your Stock this way, this gains +2000 Pow for the turn.

Music - Hard Worker | BTR/W107-003S T: Soul

L1
C0

Bocchi the Rock Booster Pack

Nijika Ijichi, Feelings about STARRY
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Discard a "Nijika Ijichi, Feelings about STARRY" from your hand to the WR, Rest 2 of your Charas] Put up to 2 cards from top of your LB in your Stock.

Music - Hard Worker | BTR/W107-004 T: Soul

L2
C1

Nijika Ijichi, Feelings about STARRY
 [C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [S] [Discard a "Nijika Ijichi, Feelings about STARRY" from your hand to the WR, Rest 2 of your Charas] Put up to 2 cards from top of your LB in your Stock.

Music - Hard Worker | BTR/W107-004SSP T: Soul

L2
C1

Kessoku Band, Compounding Sound
 [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, draw a card.

Music | BTR/W107-005 T: None

L0
C0

Kessoku Band, Compounding Sound
 [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, draw a card.

Music | BTR/W107-005S T: None

L0
C0

Nijika Ijichi, Nijika's Summer Vacation
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara from your WR and return it to your hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Music - Hard Worker | BTR/W107-006 T: None

L0
C0

Nijika Ijichi, Nijika's Summer Vacation
 [A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara from your WR and return it to your hand.
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Music - Hard Worker | BTR/W107-006S T: None

L0
C0

Hitori Goto, Coastal Scenery
 [C] If there are no cards in your Memory, this gets -5000 Pow and -1 Soul.

Music | BTR/W107-007 T: None

L1
C0

Hitori Goto, Coastal Scenery
 [C] If there are no cards in your Memory, this gets -5000 Pow and -1 Soul.

Music | BTR/W107-007S T: None

L1
C0

Hitori Goto, See You Tomorrow
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR other than that card to their LB and shuffles their LB.

Music | BTR/W107-008 T: Soul

L2
C1

Hitori Goto, See You Tomorrow
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards in their WR other than that card to their LB and shuffles their LB.

Music | BTR/W107-008S T: Soul

L2
C1

Nijika Ijichi, Collapsing
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, you may return all cards in your WR to your LB. If so, shuffle your LB, and this gains +2000 Pow for the turn.

Music - Hard Worker | BTR/W107-009 T: Soul

L3
C2

Nijika Ijichi, Collapsing
 [C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, you may return all cards in your WR to your LB. If so, shuffle your LB, and this gains +2000 Pow for the turn.

Music - Hard Worker | BTR/W107-009S T: Soul

L3
C2

Nijika Ijichi, Caring Maid
 [A] [(4) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)
 [A] This ability activates up to twice per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Music - Hard Worker | BTR/W107-010 T: Soul

L3
C2

Nijika Ijichi, Caring Maid
 [A] [(4) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)
 [A] This ability activates up to twice per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Music - Hard Worker | BTR/W107-010S T: Soul

L3
C2

Nijika Ijichi, It's a Secret!
 [A] When this is placed from hand to the Stage or via the effect of **CX COMBO** of "Nijika Ijichi, It's a Secret!" to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
 [A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR, Send this to Memory] At the end of this card's attack, if "Beyond the Budokan Live Concert" is in the CZ, may pay. If so, choose a Chara in your WR and put it in the Slot this was in.

Music - Hard Worker | BTR/W107-011 T: Soul

L3
C2

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Nijika Ijichi, It's a Secret!
 [A] When this is placed from hand to the Stage or via the effect of **CX COMBO** of "Nijika Ijichi, It's a Secret!" to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.
 [A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR, Send this to Memory] At the end of this card's attack, if "Beyond the Budokan Live Concert" is in the CZ, may pay. If so, choose a Chara in your WR and put it in the Slot this was in.

Music - Hard Worker | BTR/W107-011KBR T: Soul

L3
C2

Hitori Goto, Smile While Eyes Meet
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | BTR/W107-012 T: None

L0
C0

Hitori Goto, Smile While Eyes Meet
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
 [S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | BTR/W107-012S T: None

L0
C0

Bocchi the Rock Booster Pack

Hitori Goto, Growth?
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
 [A] [(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 | BTR/W107-013 T: None

L0
C0

Hitori Goto, Growth?
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
 [A] [(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 | BTR/W107-013S T: None

L0
C0

Ryo Yamada, Usual Style
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
 [A] [(2) When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Weird Person | BTR/W107-014 T: None

L1
C0

Ryo Yamada, Usual Style
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
 [A] [(2) When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Weird Person | BTR/W107-014S T: None

L1
C0

Hitori Goto, Her Own World
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
 [A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Choice Trigger Icon in your CZ, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Music | BTR/W107-015 T: None

L1
C0

Hitori Goto, Her Own World
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
 [A] When the Battle Opp. of this becomes Reversed, if there's a Climax card with a Choice Trigger Icon in your CZ, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.

Music | BTR/W107-015S T: None

L1
C0

Nijika Ijichi, Sudden Plead
 [S] **BRAINSTORM** [(3)] Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Music:: Chara in your WR and put it in any Slot on the Stage. X = # of ::Music:: Charas among them.

Music - Hard Worker | BTR/W107-016 T: Soul

L2
C0

Nijika Ijichi, Sudden Plead
 [S] **BRAINSTORM** [(3)] Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Music:: Chara in your WR and put it in any Slot on the Stage. X = # of ::Music:: Charas among them.

Music - Hard Worker | BTR/W107-016KBR T: Soul

L2
C0

Nijika Ijichi, Her Actual Dream
 [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 the 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 - Hard Worker | BTR/W107-017 T: Soul

L2
C1

Nijika Ijichi, Her Actual Dream
 [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 the 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 - Hard Worker | BTR/W107-017S T: Soul

L2
C1

Ryo Yamada, Blatant Stance
 [C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.
 [A] **ENCORE** [(1) Put a Chara from the Stage to the WR]

Music - Weird Person | BTR/W107-018 T: Soul

L2
C1

Ryo Yamada, Blatant Stance
 [C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.
 [A] **ENCORE** [(1) Put a Chara from the Stage to the WR]

Music - Weird Person | BTR/W107-018KBR T: Soul

L2
C1

Hitori Goto, Turning White

[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, you may put the top card of your Clock in the WR.
 [A] **CX COMBO** When this attacks, if "Screaming About the Future" is in the CZ, choose 1 of the following 2 effects and perform it. "Look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR." "Choose up to 1 ::Music:: Chara in your WR and return it to your hand, and put up to 1 card from top of your LB in your Stock."

Music | BTR/W107-019 T: Soul

L3
C2

Hitori Goto, Turning White

[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, you may put the top card of your Clock in the WR.
 [A] **CX COMBO** When this attacks, if "Screaming About the Future" is in the CZ, choose 1 of the following 2 effects and perform it. "Look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR." "Choose up to 1 ::Music:: Chara in your WR and return it to your hand, and put up to 1 card from top of your LB in your Stock."

Music | BTR/W107-019S T: Soul

L3
C2

Hitori Goto, Evil Plan

[A] When your Opp. uses an [S] ability, you may draw a card. If so, discard a card from your hand to the WR.
 [S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | BTR/W107-020 T: None

L0
C0

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Hitori Goto, Evil Plan

[A] When your Opp. uses an [S] ability, you may draw a card. If so, discard a card from your hand to the WR.
 [S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | BTR/W107-020S T: None

L0
C0

Ryo Yamada, Reflecting

[A] [Put this in your Clock] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 "Nijika Ijichi, Believe in the Dream", put it Rested in the Slot this was in, and shuffle your LB.
 [A] [Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Music - Weird Person | BTR/W107-021 T: None

L0
C0

Ryo Yamada, Reflecting

[A] [Put this in your Clock] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 "Nijika Ijichi, Believe in the Dream", put it Rested in the Slot this was in, and shuffle your LB.
 [A] [Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Music - Weird Person | BTR/W107-021S T: None

L0
C0

Bocchi the Rock Booster Pack

Nijika Ijichi, Speedily Recruiting Members

[A] When this is placed from hand to the Stage, if you have another Chara with "Nijika" in name, this gains +2000 Pow for the turn.
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Hard Worker | BTR/W107-022 T: None

L0
C0

Nijika Ijichi, Speedily Recruiting Members

[A] When this is placed from hand to the Stage, if you have another Chara with "Nijika" in name, this gains +2000 Pow for the turn.
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Hard Worker | BTR/W107-022S T: None

L0
C0

Ryo Yamada, Rolling Sounds

[C] All your other ::Music:: Charas gain +500 Pow.
 [C] **CX COMBO** If "Mysterious Truth" is in your CZ and you have 3 or more other ::Music:: Charas, all your other "Bocchi-chan" Hitori Goto, "Nijika Ijichi, Aiming to Become Rock Star!" and "Ikuyo Kita, Longing for Things That Aren't Normal" gain a Choice Trigger Icon while in any Zone.

Music - Weird Person | BTR/W107-023 T: None

L0
C0

Ryo Yamada, Rolling Sounds

[C] All your other ::Music:: Charas gain +500 Pow.
 [C] **CX COMBO** If "Mysterious Truth" is in your CZ and you have 3 or more other ::Music:: Charas, all your other "Bocchi-chan" Hitori Goto, "Nijika Ijichi, Aiming to Become Rock Star!" and "Ikuyo Kita, Longing for Things That Aren't Normal" gain a Choice Trigger Icon while in any Zone.

Music - Weird Person | BTR/W107-023S T: None

L0
C0

Ryo Yamada, Ryo's Summer Vacation

[C] If you have no other Charas in the Front Row, this gains +1 Level and +4000 Pow.

Music - Weird Person | BTR/W107-024 T: None

L0
C0

Ryo Yamada, Ryo's Summer Vacation

[C] If you have no other Charas in the Front Row, this gains +1 Level and +4000 Pow.

Music - Weird Person | BTR/W107-024S T: None

L0
C0

Ryo Yamada, Surprised

[A] When this is placed from hand to the Stage, if you have another Chara with "Ryo" in name, this gets +4000 Pow for the turn.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 Trait on 1 of your Opp.'s Chara on the Stage, and all your Opp.'s Charas lose all instances of that Trait for the turn.

Music - Weird Person | BTR/W107-025 T: None

L1
C0

Ryo Yamada, Surprised

[A] When this is placed from hand to the Stage, if you have another Chara with "Ryo" in name, this gets +4000 Pow for the turn.
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 Trait on 1 of your Opp.'s Chara on the Stage, and all your Opp.'s Charas lose all instances of that Trait for the turn.

Music - Weird Person | BTR/W107-025S T: None

L1
C0

Seika Ijichi, Observer Stance

[C] During your turn, all your other Charas with "Hitori" or "Nijika" in name gain +1000 Pow.
 [S] [Rest this] 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 that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Music - Family | BTR/W107-026 T: None

L1
C0

Seika Ijichi, Observer Stance

[C] During your turn, all your other Charas with "Hitori" or "Nijika" in name gain +1000 Pow.
 [S] [Rest this] 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 that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Music - Family | BTR/W107-026S T: None

L1
C0

Nijika Ijichi, Realism-Lacking Plan

[C] **ASSIST** If you have no other Chara in the Back Row, all your Charas in front of this gain +1000 Pow and "[A] **ENCORE** [(2)]".
 [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, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Music - Hard Worker | BTR/W107-027 T: Soul

L1
C1

Nijika Ijichi, Realism-Lacking Plan

[C] **ASSIST** If you have no other Chara in the Back Row, all your Charas in front of this gain +1000 Pow and "[A] **ENCORE** [(2)]".
 [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, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Music - Hard Worker | BTR/W107-027S T: Soul

L1
C1

Hitori Goto, Forgotten Cuteness
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
 [A] [Discard 2 cards from your hand to the WR] When this becomes Reversed in battle, may pay. If so, put the top card of your Clock in the WR.

Music | BTR/W107-028 T: Soul

L1
C1

Hitori Goto, Forgotten Cuteness
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
 [A] [Discard 2 cards from your hand to the WR] When this becomes Reversed in battle, may pay. If so, put the top card of your Clock in the WR.

Music | BTR/W107-028S T: Soul

L1
C1

Hitori Goto, For Everyone's Sake
 [C] During your turn, this gains +10000 Pow.
 [A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Music | BTR/W107-029 T: Soul

L2
C1

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Hitori Goto, For Everyone's Sake
 [C] During your turn, this gains +10000 Pow.
 [A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Music | BTR/W107-029S T: Soul

L2
C1

Fully Ripe Mango
EXPERIENCE If the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 "Hitori Goto, Gushing Pow" in your hand, put it in any Slot on the Stage, and put this face-up under that Chara as Marker.

BTR/W107-030 T: None

L2
C1

Fully Ripe Mango
EXPERIENCE If the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 "Hitori Goto, Gushing Pow" in your hand, put it in any Slot on the Stage, and put this face-up under that Chara as Marker.

BTR/W107-030S T: None

L2
C1

Bocchi the Rock Booster Pack

I'm Outgoing!
 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 to be Level 0 for this effect)

BTR/W107-031a T: None

L1
C0

I'm Outgoing!
 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 to be Level 0 for this effect)

BTR/W107-031b T: None

L1
C0

I'm Outgoing!
 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 to be Level 0 for this effect)

BTR/W107-031S T: None

L1
C0

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

BTR/W107-032 T: Choice

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

BTR/W107-032OFR T: Choice

Beyond the Budokan Live Concert
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-033 T: Choice

Beyond the Budokan Live Concert
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-033R T: Choice

Screaming About the Future
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-034 T: Choice

Screaming About the Future
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-034R T: Choice

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

BTR/W107-035 T: Choice

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

BTR/W107-035R T: Choice

Ikuyo Kita, Aiming to Become Rock Star!
 [C] If all your Charas are ::Music::, this gains +1000 Pow.
 [A] [Put a card from hand to your Clock, Send this to Memory] When this Reverses in battle, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Popular One | BTR/W107-036 T: None

L0
C0

Ikuyo Kita, Aiming to Become Rock Star!
 [C] If all your Charas are ::Music::, this gains +1000 Pow.
 [A] [Put a card from hand to your Clock, Send this to Memory] When this Reverses in battle, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Popular One | BTR/W107-036SSP T: None

L0
C0

Ryo Yamada, Aiming to Become Rock Star!
 [A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.
 [A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Music - Weird Person | BTR/W107-037 T: None

L0
C0

Ryo Yamada, Aiming to Become Rock Star!
 [A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.
 [A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Music - Weird Person | BTR/W107-037SSP T: None

L0
C0

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Ryo Yamada, Style of Her Music
 [A] Put 1 of your other ::Music:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
 [A] CX COMBO [(1) Discard a ::Music:: Chara from your hand to the WR] At the end of this card's attack, if "Her Color" is in the CZ and you have another ::Music:: Chara, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Music - Weird Person | BTR/W107-038 T: Soul

L3
C2

Ryo Yamada, Style of Her Music
 [A] Put 1 of your other ::Music:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
 [A] CX COMBO [(1) Discard a ::Music:: Chara from your hand to the WR] At the end of this card's attack, if "Her Color" is in the CZ and you have another ::Music:: Chara, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Music - Weird Person | BTR/W107-038SSP T: Soul

L3
C2

Ryo Yamada, Rousing Self-Confidence
 [A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
 [A] When this becomes Reversed, reveal the top card of your LB. If the Level of the Battle Opp. of this is X or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Weird Person | BTR/W107-039 T: None

L0
C0

Bocchi the Rock Booster Pack

Ryo Yamada, Rousing Self-Confidence
 [A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.
 [A] When this becomes Reversed, reveal the top card of your LB. If the Level of the Battle Opp. of this is X or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Weird Person | BTR/W107-039SR T: None

L0
C0

Kessoku Band, Lining Up Side by Side
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
 [A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Music | BTR/W107-040 T: None

L0
C0

Kessoku Band, Lining Up Side by Side
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
 [A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Music | BTR/W107-040S T: None

L0
C0

Ryo Yamada, Mushroom-Shaped Hair
 [A] CX COMBO [(1) When "Growth as a Band?" is placed in your CZ, if this is in the Front Row and there are 3 or fewer cards in your Stock, may pay. If so, choose up to 3 Level 0 or lower Charas in your WR and put them in separate Slots on the Stage.
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Weird Person | BTR/W107-041 T: None

L1
C0

Ryo Yamada, Mushroom-Shaped Hair
 [A] CX COMBO [(1) When "Growth as a Band?" is placed in your CZ, if this is in the Front Row and there are 3 or fewer cards in your Stock, may pay. If so, choose up to 3 Level 0 or lower Charas in your WR and put them in separate Slots on the Stage.
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Weird Person | BTR/W107-041S T: None

L1
C0

nijika Ijichi, Blank Stare
 [C] This cannot Side Attack.
 [A] When this attacks, if there's a Climax card in the CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Hard Worker | BTR/W107-042 T: None

L1
C0

nijika Ijichi, Blank Stare
 [C] This cannot Side Attack.
 [A] When this attacks, if there's a Climax card in the CZ, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Hard Worker | BTR/W107-042S T: None

L1
C0

Ikuyo Kita, Secret Name
 [C] RECOLLECTION If there are 2 or more cards in your Memory, this gains +2500 Pow and cannot be chosen as target of Opp.'s effects.
 [A] [(1) Discard 2 ::Music:: Charas from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Music - Popular One | BTR/W107-043 T: Soul

L3
C2

Ikuyo Kita, Secret Name
 [C] RECOLLECTION If there are 2 or more cards in your Memory, this gains +2500 Pow and cannot be chosen as target of Opp.'s effects.
 [A] [(1) Discard 2 ::Music:: Charas from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Music - Popular One | BTR/W107-043S T: Soul

L3
C2

Ryo Yamada, Pawning Her Bass
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] When you play this from your hand, you may choose 1 of your "Bocchi-chan' Hitori Goto'" and put it in the WR. If so, you may play this with 0 Cost.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weird Person | BTR/W107-044 T: Soul

L3
C2

Ryo Yamada, Pawning Her Bass
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [C] When you play this from your hand, you may choose 1 of your "Bocchi-chan' Hitori Goto'" and put it in the WR. If so, you may play this with 0 Cost.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Weird Person | BTR/W107-044S T: Soul

L3
C2

Ryo Yamada, Poor's End
 [A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Climax card in your WR and return it to your hand.
 [A] [(2) When this attacks, may pay. If so, put all of your Stock in the WR, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

Music - Weird Person | BTR/W107-045 T: Soul

L3
C2

Ryo Yamada, Poor's End

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Climax card in your WR and return it to your hand.
 [A] [(2)] When this attacks, may pay. If so, put all of your Stock in the WR, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

Music - Weird Person | BTR/W107-045KBR T: Soul

L3
C2

Ikuyo Kita, Picture for the Isogram

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action: "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Music - Popular One | BTR/W107-046 T: None

L0
C0

Ikuyo Kita, Picture for the Isogram

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [S] BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action: "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Music - Popular One | BTR/W107-046KBR T: None

L0
C0

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Ryo Yamada, Doing Fine Alone

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Weird Person | BTR/W107-047 T: None

L0
C0

Ryo Yamada, Doing Fine Alone

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Weird Person | BTR/W107-047KBR T: None

L0
C0

Nijika Ijichi, Smiles Greeting Customers

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

Music - Hard Worker | BTR/W107-048 T: None

L0
C0

Bocchi the Rock Booster Pack

Nijika Ijichi, Smiles Greeting Customers

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

Music - Hard Worker | BTR/W107-048KBR T: None

L0
C0

Ryo Yamada, Male-Dressing Butler

[A] [Put an "Ikuyo Kita, Longing for Things That Aren't Normal" from your hand to the WR] When you use the BACKUP of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.
 [S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Music - Weird Person | BTR/W107-049 T: Soul

L1
C1

Ryo Yamada, Male-Dressing Butler

[A] [Put an "Ikuyo Kita, Longing for Things That Aren't Normal" from your hand to the WR] When you use the BACKUP of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.
 [S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Music - Weird Person | BTR/W107-049S T: Soul

L1
C1

Ryo Yamada, Just... Randomly Playing...

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose up to 2 ::Music:: Charas in your WR and return them to your hand.

Music - Weird Person | BTR/W107-050 T: Soul

L2
C1

Ryo Yamada, Just... Randomly Playing...

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose up to 2 ::Music:: Charas in your WR and return them to your hand.

Music - Weird Person | BTR/W107-050S T: Soul

L2
C1

Ikuyo Kita, Ikuyo's Summer Vacation

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [A] [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose a Chara in your WR and return it to your hand.

Music - Popular One | BTR/W107-051 T: Soul

L2
C1

Ikuyo Kita, Ikuyo's Summer Vacation

[C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.
 [A] [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose a Chara in your WR and return it to your hand.

Music - Popular One | BTR/W107-051S T: Soul

L2
C1

Nijika Ijichi, Start From the Outside

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
 [A] CX COMBO When this attacks, if "Preparing for the Live Concert" is in the CZ and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, put the rest in the WR, and perform Trigger Check twice during this attack's Trigger Step.

Music - Hard Worker | BTR/W107-052 T: Soul

L2
C1

Nijika Ijichi, Start From the Outside

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
 [A] CX COMBO When this attacks, if "Preparing for the Live Concert" is in the CZ and you have 3 or more other Charas, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, put the rest in the WR, and perform Trigger Check twice during this attack's Trigger Step.

Music - Hard Worker | BTR/W107-052S T: Soul

L2
C1

Nijika Ijichi, Taking Artist Promotion Photos

[C] If there is a Marker under this, this gains +3000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Music:: Chara or an Event, you may place it face-down under this as Marker. (Otherwise put it back where it was)

Music - Hard Worker | BTR/W107-053 T: None

L0
C0

Nijika Ijichi, Taking Artist Promotion Photos

[C] If there is a Marker under this, this gains +3000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Music:: Chara or an Event, you may place it face-down under this as Marker. (Otherwise put it back where it was)

Music - Hard Worker | BTR/W107-053S T: None

L0
C0

Nijika Ijichi, Opened Up and Warmed Up

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

Music - Hard Worker | BTR/W107-054 T: None

L0
C0

Nijika Ijichi, Opened Up and Warmed Up
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Hard Worker | BTR/W107-054S T: None

L0
C0

Ikuyo Kita, Overwhelming Affection
 [A] When this is placed from hand to the Stage, if you have another Chara with "Ryo" in name, this gains +1 Soul for the turn.

Music - Popular One | BTR/W107-055 T: None

L0
C0

Ikuyo Kita, Overwhelming Affection
 [A] When this is placed from hand to the Stage, if you have another Chara with "Ryo" in name, this gains +1 Soul for the turn.

Music - Popular One | BTR/W107-055S T: None

L0
C0

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Ikuyo Kita, Even if at Mercy of Others
 [C] During your turn, this gains +4000 Pow.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music - Popular One | BTR/W107-056 T: None

L1
C0

Ikuyo Kita, Even if at Mercy of Others
 [C] During your turn, this gains +4000 Pow.
 [A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music - Popular One | BTR/W107-056S T: None

L1
C0

Ikuyo Kita, Perfect Customer Service
 [C] RECOLLECTION If there's a card in your Memory, this gains +1000 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [A] CX COMBO When this attacks, if "Heart-Throbbing Encounter" is in the CZ and you have 3 or more other Charas, draw up to 1 card, and put a card from your hand in your Stock.

Music - Popular One | BTR/W107-057 T: None

L1
C0

Bocchi the Rock Booster Pack

Ikuyo Kita, Perfect Customer Service
 [C] RECOLLECTION If there's a card in your Memory, this gains +1000 Pow and "[A] ENCORE [Discard a Chara from your hand to the WR]".
 [A] CX COMBO When this attacks, if "Heart-Throbbing Encounter" is in the CZ and you have 3 or more other Charas, draw up to 1 card, and put a card from your hand in your Stock.

Music - Popular One | BTR/W107-057S T: None

L1
C0

Nijika Ijichi, Sister-Like Gaze
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.
 [A] During battles involving this, when Damage taken by you is Cancelled, you may put this in your Stock.

Music - Hard Worker | BTR/W107-058 T: None

L1
C0

Nijika Ijichi, Sister-Like Gaze
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.
 [A] During battles involving this, when Damage taken by you is Cancelled, you may put this in your Stock.

Music - Hard Worker | BTR/W107-058S T: None

L1
C0

Ryo Yamada, Borrowing Money From Kouhai
 [C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a Chara in your WR with "Hitori" in name and put it in your Stock.

Music - Weird Person | BTR/W107-059 T: None

L1
C1

Ryo Yamada, Borrowing Money From Kouhai
 [C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.
 [A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a Chara in your WR with "Hitori" in name and put it in your Stock.

Music - Weird Person | BTR/W107-059S T: None

L1
C1

Kikuri Hiroi, Drunk Genius Bassist
 [C] For each of your other ::Music:: Charas, this gains +1500 Pow.
 [A] During battles involving this, when Damage taken by you is not Cancelled, put this in the WR.

Music - Wine | BTR/W107-060 T: Soul

L2
C1

Kikuri Hiroi, Drunk Genius Bassist
 [C] For each of your other ::Music:: Charas, this gains +1500 Pow.
 [A] During battles involving this, when Damage taken by you is not Cancelled, put this in the WR.

Music - Wine | BTR/W107-060S T: Soul

L2
C1

Ryo Yamada, Glaring Eyes
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +6000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Weird Person | BTR/W107-061 T: Soul

L2
C1

Ryo Yamada, Glaring Eyes
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +6000 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Weird Person | BTR/W107-061S T: Soul

L2
C1

High Tension Under the Sun!
 [Counter] Look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Music:: Chara and/or "High Tension Under the Sun!", reveal them, put them in your hand, and put the rest in the WR.

BTR/W107-062 T: None

L1
C1

High Tension Under the Sun!
 [Counter] Look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Music:: Chara and/or "High Tension Under the Sun!", reveal them, put them in your hand, and put the rest in the WR.

BTR/W107-062S T: None

L1
C1

Can't Stop Drinking
 [Counter] Choose 1 of your ::Music:: Charas, that Chara gains +2000 Pow for the turn, and perform the following action. "[(1)] may pay. If so, look at up the top card of your LB, and put it either on top of the LB or in the WR." You may perform this action as many times as you like. Put this in your Stock.

BTR/W107-063 T: None

L3
C0

Can't Stop Drinking

[Counter] Choose 1 of your ::Music:: Charas, that Chara gains +2000 Pow for the turn, and perform the following action. "[(1)] may pay. If so, look at up the top card of your LB, and put it either on top of the LB or in the WR." You may perform this action as many times as you like. Put this in your Stock.

BTR/W107-063S T: None

L3
C0

Her Color

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

BTR/W107-064 T: Treasure

Her Color

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

BTR/W107-064OFR T: Treasure

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Growth as a Band?

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

BTR/W107-065 T: Treasure

Growth as a Band?

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

BTR/W107-065R T: Treasure

Preparing for the Live Concert

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

BTR/W107-066 T: Treasure

Bocchi the Rock Booster Pack

Preparing for the Live Concert

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

BTR/W107-066R T: Treasure

Heart-Throbbing Encounter

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

BTR/W107-067 T: Treasure

Heart-Throbbing Encounter

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

BTR/W107-067R T: Treasure

Hitori Goto, Face Behind the Guitar Hero

[C] If you have 3 or more other Charas, this gains +1000 Pow.
[A] CX COMBO EXPERIENCE [Discard a card from your hand to the WR] When this attacks, if "Live Concert in Dreams Seen Many Times" is in the CZ and the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 cards that are either ::Music:: Charas and/or "History of Blunders", reveal them, put them in your hand, and put the rest in the WR.

Music | BTR/W107-068 T: None

L1
C0

Hitori Goto, Face Behind the Guitar Hero

[C] If you have 3 or more other Charas, this gains +1000 Pow.
[A] CX COMBO EXPERIENCE [Discard a card from your hand to the WR] When this attacks, if "Live Concert in Dreams Seen Many Times" is in the CZ and the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 cards that are either ::Music:: Charas and/or "History of Blunders", reveal them, put them in your hand, and put the rest in the WR.

Music | BTR/W107-068SSP T: None

L1
C0

Ikuyo Kita, Longing for Things That Aren't Normal

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +2000 Pow.
[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow.

Music - Popular One | BTR/W107-069 T: Soul

L3
C2

Ikuyo Kita, Longing for Things That Aren't Normal

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +2000 Pow.
[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow.

Music - Popular One | BTR/W107-069SSP T: Soul

L3
C2

Hitori Goto, Aiming to Become Rock Star!

[A] When this is placed from hand to the Stage, you may choose 1 ::Music:: Chara in your Clock and put it on the bottom of your LB.
[A] CX COMBO EXPERIENCE [Discard 2 cards from your hand to the WR, put a "History of Blunders" from your Memory in the WR] When this attacks, if "The Overdrive That Breaks the Status Quo" the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, this gains +3000 Pow for the turn, and perform the following action twice. "Put the top card of your LB in the WR, and deal X Damage to your Opp.. X is 2 if that card is a Climax card and 1 otherwise." (DC can occur)

Music | BTR/W107-070 T: Soul

L3
C2

Hitori Goto, Aiming to Become Rock Star!

[A] When this is placed from hand to the Stage, you may choose 1 ::Music:: Chara in your Clock and put it on the bottom of your LB.
[A] CX COMBO EXPERIENCE [Discard 2 cards from your hand to the WR, put a "History of Blunders" from your Memory in the WR] When this attacks, if "The Overdrive That Breaks the Status Quo" the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, this gains +3000 Pow for the turn, and perform the following action twice. "Put the top card of your LB in the WR, and deal X Damage to your Opp.. X is 2 if that card is a Climax card and 1 otherwise." (DC can occur)

Music | BTR/W107-070SSP T: Soul

L3
C2

Hitori Goto, Full Strength Ad-lib

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "History of Blunders" in your WR and Send it to Memory.
[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 Chara in your WR and return it to your hand.

Music | BTR/W107-071 T: None

L0
C0

Hitori Goto, Full Strength Ad-lib

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "History of Blunders" in your WR and Send it to Memory.
[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 Chara in your WR and return it to your hand.

Music | BTR/W107-071KBR T: None

L0
C0

The Four Are Kessoku Band!

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] During battles involving this, when Damage taken by you is Cancelled, you may put this in your Stock.

Music | BTR/W107-072 T: None

L0
C0

The Four Are Kessoku Band!

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] During battles involving this, when Damage taken by you is Cancelled, you may put this in your Stock.

Music | BTR/W107-072S T: None

L0
C0

Hitori Goto, Over-the-Top After Being Praised

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Music:: Charas and/or "History of Blunders", reveal them, put them in your hand, and put the rest in the WR.

Music | BTR/W107-073 T: None

L0
C0

Hitori Goto, Over-the-Top After Being Praised

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Music:: Charas and/or "History of Blunders", reveal them, put them in your hand, and put the rest in the WR.

Music | BTR/W107-073S T: None

L0
C0

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Hitori Goto, No Cooperation! No Life!

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 "History of Blunders" in your Memory and return it to your hand, and this gains +1000 Pow for the turn.

Music | BTR/W107-074 T: None

L1
C0

Hitori Goto, No Cooperation! No Life!

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 "History of Blunders" in your Memory and return it to your hand, and this gains +1000 Pow for the turn.

Music | BTR/W107-074S T: None

L1
C0

Ikuyo Kita, Return Path at Sunset

[C] If "Ikuyo Kita, Longing for Things That Aren't Normal" is in your Clock, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +4000 Pow.
[A] **CX COMBO** When "Compounding Memories" is placed in your CZ, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.

Music - Popular One | BTR/W107-075 T: Soul

L2
C1

Bocchi the Rock Booster Pack

Ikuyo Kita, Return Path at Sunset

[C] If "Ikuyo Kita, Longing for Things That Aren't Normal" is in your Clock, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +4000 Pow.
[A] **CX COMBO** When "Compounding Memories" is placed in your CZ, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.

Music - Popular One | BTR/W107-075S T: Soul

L2
C1

Ikuyo Kita, Stroke of Growth

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] **CX COMBO** When "8 Measures of Growth and Trust" is placed in your CZ, if this is in the Front Row and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, you may deal 1 Damage to your Opp.." (DC can occur)

Music - Popular One | BTR/W107-076 T: Soul

L3
C2

Ikuyo Kita, Stroke of Growth

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
[A] **CX COMBO** When "8 Measures of Growth and Trust" is placed in your CZ, if this is in the Front Row and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, you may deal 1 Damage to your Opp.." (DC can occur)

Music - Popular One | BTR/W107-076S T: Soul

L3
C2

Hitori Goto, Putting on a Good Front

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Put the top card of your LB in your Clock, Rest this] Choose a ::Music:: Chara or a "History of Blunders" in your WR and return it to your hand.

Music | BTR/W107-077 T: None

L0
C0

Hitori Goto, Putting on a Good Front

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Put the top card of your LB in your Clock, Rest this] Choose a ::Music:: Chara or a "History of Blunders" in your WR and return it to your hand.

Music | BTR/W107-077S T: None

L0
C0

Ikuyo Kita, Phrase to Make Food Taste Better

[A] [Discard a card from your hand to the WR] When this attacks, put the top 2 cards of your LB in the WR. If there were 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) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music - Popular One | BTR/W107-078 T: None

L0
C0

Ikuyo Kita, Phrase to Make Food Taste Better

[A] [Discard a card from your hand to the WR] When this attacks, put the top 2 cards of your LB in the WR. If there were 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) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music - Popular One | BTR/W107-078KBR T: None

L0
C0

Ikuyo Kita, Limiter Removed

[C] All your Back Row Chara gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[S] [Rest this] If there's no Marker under this, choose either a ::Music:: Chara or a "High Tension Under the Sun!" in your WR and put it face-down under this as Marker.
[S] [(1) Rest this] Return a Marker from under this to your hand.

Music - Popular One | BTR/W107-079 T: None

L0
C0

Ikuyo Kita, Limiter Removed

[C] All your Back Row Chara gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[S] [Rest this] If there's no Marker under this, choose either a ::Music:: Chara or a "High Tension Under the Sun!" in your WR and put it face-down under this as Marker.
[S] [(1) Rest this] Return a Marker from under this to your hand.

Music - Popular One | BTR/W107-079KBR T: None

L0
C0

Hitori Goto, Where the Ticket Went

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR with "Goto" in name and return it to your hand.

Music | BTR/W107-080 T: None

L0
C0

Hitori Goto, Where the Ticket Went

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR with "Goto" in name and return it to your hand.

Music | BTR/W107-080S T: None

L0
C0

Hitori Goto, Reminiscence Guitar Girl

[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Hitori Goto, Reminiscence Guitar Girl" in your Memory and put it in any Slot on the Stage.

Music | BTR/W107-081 T: None

L0
C0

Hitori Goto, Reminiscence Guitar Girl
 [A] When this attacks, choose 1 of your **Music**: Charas, and that Chara gains +1500 Pow for the turn.
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Hitori Goto, Reminiscence Guitar Girl" in your Memory and put it in any Slot on the Stage.

Music | BTR/W107-081KBR T: None

L0
C0

Hitori Goto, Plankton Goto
 [A] When this is placed from hand to the Stage, you may choose a "History of Blunders" in your Memory and put it in your Stock.

Music | BTR/W107-082 T: None

L1
C0

Hitori Goto, Plankton Goto
 [A] When this is placed from hand to the Stage, you may choose a "History of Blunders" in your Memory and put it in your Stock.

Music | BTR/W107-082KBR T: None

L1
C0

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Ikuyo Kita, Standard Maid
 [A] When you use the **BACKUP** of this, if you have a **Music**: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1500, Level 1** [Reveal this card from your hand and put it on the bottom of your LB]

Music - Popular One | BTR/W107-083 T: None

L1
C0

Ikuyo Kita, Standard Maid
 [A] When you use the **BACKUP** of this, if you have a **Music**: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
 [S] [Counter] **BACKUP 1500, Level 1** [Reveal this card from your hand and put it on the bottom of your LB]

Music - Popular One | BTR/W107-083S T: None

L1
C0

Ikuyo Kita, Just Imagine...
 [C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow and the following ability. "[A] (1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
 [A] [Put this in the WR] When your other **Music**: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.

Music - Popular One | BTR/W107-084 T: None

L1
C1

Bocchi the Rock Booster Pack

Ikuyo Kita, Just Imagine...
 [C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow and the following ability. "[A] (1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
 [A] [Put this in the WR] When your other **Music**: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2500 Pow for the turn.

Music - Popular One | BTR/W107-084S T: None

L1
C1

Hitori Goto, Hmm?
 [A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and Send it to Memory.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music | BTR/W107-085 T: Soul

L2
C1

Hitori Goto, Hmm?
 [A] [Discard 2 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and Send it to Memory.
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music | BTR/W107-085S T: Soul

L2
C1

Hitori Goto, Approval Seeking Monster
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
 [A] When your Opp. uses an [S] ability, this gains +X Pow for the turn. X = 500 times # of your **Music**: Charas.

Music | BTR/W107-086 T: Soul

L2
C1

English Card Name (Currently Blank!):
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
 [A] When your Opp. uses an [S] ability, this gains +X Pow for the turn. X = 500 times # of your **Music**: Charas.

Music | BTR/W107-086S T: Soul

L2
C1

Hitori Goto, Maid Costume
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, all your other **Music**: Charas gain +X Pow. X = 500 times Level of that Chara.
 [A] **ENCORE** [Discard a **Music**: Chara from your hand to the WR]

Music | BTR/W107-087 T: Soul

L2
C1

Hitori Goto, Maid Costume
 [C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, all your other **Music**: Charas gain +X Pow. X = 500 times Level of that Chara.
 [A] **ENCORE** [Discard a **Music**: Chara from your hand to the WR]

Music | BTR/W107-087S T: Soul

L2
C1

Ikuyo Kita, Walking Determination
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If this does not have a Marker under it, choose a Chara with "Ikuyo" in name in your WR and put it face-up under this as Marker.
 [S] [(1) Put a Marker from under this in the WR. Rest this] Look at up to 4 cards from top of your LB and search for up to 1 **Music**: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Popular One | BTR/W107-088 T: None

L0
C0

Ikuyo Kita, Walking Determination
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] [Rest this] If this does not have a Marker under it, choose a Chara with "Ikuyo" in name in your WR and put it face-up under this as Marker.
 [S] [(1) Put a Marker from under this in the WR. Rest this] Look at up to 4 cards from top of your LB and search for up to 1 **Music**: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Popular One | BTR/W107-088S T: None

L0
C0

Hitori Goto, Story Moving
 [A] [Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, if you don't have another Chara, may pay. If so, choose a Level 1 or lower Chara in your WR and put it in the Slot this was in.

Music | BTR/W107-089 T: None

L0
C0

Hitori Goto, Story Moving
 [A] [Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, if you don't have another Chara, may pay. If so, choose a Level 1 or lower Chara in your WR and put it in the Slot this was in.

Music | BTR/W107-089S T: None

L0
C0

Hitori Goto, Trying to Avoid This Development
 [C] All your other "Ikuyo Kita, Positive Aura" gain +2500 Pow and the following 2 abilities. "[C] This cannot be chosen as target of Opp.'s effects." "[A] (1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
 [S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Choose a Chara in your WR and return it to your hand.

Music | BTR/W107-090 T: None

L1
C0

Hitori Goto, Trying to Avoid This Development
 [C] All your other "Ikuyo Kita, Positive Aura" gain +2500 Pow and the following 2 abilities. [C] This cannot be chosen as target of Opp.'s effects. [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
 [S] [Discard a card from your hand to the WR, put this on the bottom of the LB] Choose a Chara in your WR and return it to your hand.

Music | BTR/W107-090S T: None

L1
C0

Ikuyo Kita, Wants Everyone to Know
 [C] During your turn, this gains +2000 Pow.
 [A] [(1)] Put this in the WR] When your other Chara with "Hitori" in name is Front Attacked, may pay. If so, return that Chara to your hand.

Music - Popular One | BTR/W107-091 T: None

L1
C0

Ikuyo Kita, Wants Everyone to Know
 [C] During your turn, this gains +2000 Pow.
 [A] [(1)] Put this in the WR] When your other Chara with "Hitori" in name is Front Attacked, may pay. If so, return that Chara to your hand.

Music - Popular One | BTR/W107-091S T: None

L1
C0

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Futari Goto
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Music:: Chara in your WR and return it to your hand. X = # of "Bocchi-chan' Hitori Goto" in your WR.

Music - Sister (Sst-MTI) | BTR/W107-092 T: None

L1
C0

Futari Goto
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Music:: Chara in your WR and return it to your hand. X = # of "Bocchi-chan' Hitori Goto" in your WR.

Music - Sister (Sst-MTI) | BTR/W107-092S T: None

L1
C0

Ikuyo Kita, Positive Aura
 --No Text--

Music - Popular One | BTR/W107-093 T: Soul

L2
C1

Bocchi the Rock Booster Pack

Ikuyo Kita, Positive Aura
 --No Text--

Music - Popular One | BTR/W107-093S T: Soul

L2
C1

Hitori Goto, Gushing Power
 [C] For each Marker under this, this gains +1000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR with "Hitori" in name and put it face-down under this as Marker.
 [A] When this is placed from the Stage to the WR, you may return this to your hand. If so, choose up to 1 Chara in your WR with "Hitori" in name and put it in your Stock.

Music | BTR/W107-094 T: Soul

L3
C2

Hitori Goto, Gushing Power
 [C] For each Marker under this, this gains +1000 Pow.
 [A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR with "Hitori" in name and put it face-down under this as Marker.
 [A] When this is placed from the Stage to the WR, you may return this to your hand. If so, choose up to 1 Chara in your WR with "Hitori" in name and put it in your Stock.

Music | BTR/W107-094S T: Soul

L3
C2

History of Blunders
 Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

BTR/W107-095a T: None

L1
C1

History of Blunders
 Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

BTR/W107-095b T: None

L1
C1

History of Blunders
 Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

BTR/W107-095S T: None

L1
C1

History of Blunders
 Your Opp. returns all cards in their Stock to their LB, shuffles their LB, and put the same number of cards from the top of their LB in their Stock.
 Choose 1 of your ::Music:: Charas, and that Chara gains +4000 Pow for the turn.
 Send this to Memory.

BTR/W107-096a T: None

L2
C1

History of Blunders
 Your Opp. returns all cards in their Stock to their LB, shuffles their LB, and put the same number of cards from the top of their LB in their Stock.
 Choose 1 of your ::Music:: Charas, and that Chara gains +4000 Pow for the turn.
 Send this to Memory.

BTR/W107-096b T: None

L2
C1

History of Blunders
 Your Opp. returns all cards in their Stock to their LB, shuffles their LB, and put the same number of cards from the top of their LB in their Stock.
 Choose 1 of your ::Music:: Charas, and that Chara gains +4000 Pow for the turn.
 Send this to Memory.

BTR/W107-096S T: None

L2
C1

The Overdrive That Breaks the Status Quo
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-097 T: Salvage

The Overdrive That Breaks the Status Quo
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-097OFR T: Salvage

8 Measures of Growth and Trust
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

BTR/W107-098 T: Soul Standby

8 Measures of Growth and Trust
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

BTR/W107-098OFR T: Soul Standby

Live Concert in Dreams Seen Many Times
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-099 T: Salvage

Live Concert in Dreams Seen Many Times
 [C] All your Charas gain +1000 Pow and +1 Soul.

BTR/W107-099R T: Salvage

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

BTR/W107-100 T: Soul Standby

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

BTR/W107-100R T: Soul Standby

Nijika Ijichi, Full of Energy
 [C] If all your Charas are ::Music::, this gains +1000 Pow.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4500 Pow until the next end of your Opp.'s turn.

Music - Hard Worker | BTR/W107-101 T: Soul

L2
C1

Bocchi the Rock Booster Pack

Ryo Yamada, Mysterious
 [C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.

Music - Weird Person | BTR/W107-102 T: None

L1
CO

Hitori Goto, Extremely Shy
 [C] If you have no other Charas, this gains +3500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music | BTR/W107-103 T: None

L0
CO

Ikuyo Kita, SNS Minister
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Music:: Chara or "High Tension Under the Sun!", choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)
 [A] [(2)] 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 - Popular One | BTR/W107-104 T: None

L1
CO

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