

Choco Yuzuki, Spy of the Neighboring Country

[C] If you have 2 or more other ::Hololive:: Charas, your other "Ayame Nakiri, Ayame's One Year" and "Subaru Oozora, Full of Energy!" gain +1000 Pow.  
[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, draw up to 1 card.

Hololive - 2nd Gen | HOL/W91-T038 T: None

L0  
C0

Choco Yuzuki, Spy of the Neighboring Country

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[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, draw up to 1 card.

Hololive - 2nd Gen | HOL/W91-T038R T: None

L0  
C0

Choco Yuzuki, Unending Halloween

[C] Chara Opposite this cannot move to another Slot.  
[A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-T039 T: None

L0  
C0

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Choco Yuzuki, Unending Halloween

[C] Chara Opposite this cannot move to another Slot.  
[A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-T039R T: None

L0  
C0

Ayame Nakiri, Yelling at the Lazy One

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Hololive - 2nd Gen | HOL/W91-T040 T: None

L1  
C0

Ayame Nakiri, Yelling at the Lazy One

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Hololive - 2nd Gen | HOL/W91-T040R T: None

L1  
C0

Hololive Production hololive 2nd Gen Trial Deck

Ayame Nakiri, Ayame's One Year

[C] If you have 2 or more other ::Hololive:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When this attacks, if "Let's Celebrate Together" is in your CZ and you have another ::Hololive:: Chara, look at up to 4 cards from the top of your LB and search 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 Level 0)  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Hololive - 2nd Gen | HOL/W91-T041 T: None

L1  
C0

Ayame Nakiri, Ayame's One Year

[C] If you have 2 or more other ::Hololive:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When this attacks, if "Let's Celebrate Together" is in your CZ and you have another ::Hololive:: Chara, look at up to 4 cards from the top of your LB and search 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 Level 0)  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Hololive - 2nd Gen | HOL/W91-T041SP T: None

L1  
C0

Ayame Nakiri, FAMS

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Hololive - 2nd Gen | HOL/W91-T042 T: Soul

L2  
C1

Ayame Nakiri, FAMS

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

Hololive - 2nd Gen | HOL/W91-T042R T: Soul

L2  
C1

Choco Yuzuki, Sun Oil

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Hololive - 2nd Gen | HOL/W91-T043 T: Soul

L3  
C2

Choco Yuzuki, Sun Oil

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Hololive - 2nd Gen | HOL/W91-T043SP T: Soul

L3  
C2

#Hololive 2nd Gen

If you have "Choco Yuzuki, Spy of the Neighboring Country" and "Ayame Nakiri, FAMS", choose up to 1 "Oozora Subaru, Full of Energy!" in your hand, put it in any Slot on your Stage, and it gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During Battles involving this, your Opp. may not play **BACKUP** or Events from hand." "[C] This cannot be chosen as target of Opp.'s effects."

HOL/W91-T044 T: None

L2  
C1

#Hololive 2nd Gen

If you have "Choco Yuzuki, Spy of the Neighboring Country" and "Ayame Nakiri, FAMS", choose up to 1 "Oozora Subaru, Full of Energy!" in your hand, put it in any Slot on your Stage, and it gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During Battles involving this, your Opp. may not play **BACKUP** or Events from hand." "[C] This cannot be chosen as target of Opp.'s effects."

HOL/W91-T044S T: None

L2  
C1

Let's Celebrate Together

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

HOL/W91-T045 T: Salvage

Let's Celebrate Together

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

HOL/W91-T045R T: Salvage

Shion Murasaki, Evil Witch Role

[A] [Put this in the WR] When your other ::Hololive:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
[A] **BOND** "Aqua Minato, Operation Crab Capture" / "Oozora Subaru, Full of Energy!" [Discard a card from hand to the WR]

Hololive - 2nd Gen | HOL/W91-T046 T: None

L0  
C0

Shion Murasaki, Evil Witch Role

[A] [Put this in the WR] When your other ::Hololive:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
[A] **BOND** "Aqua Minato, Operation Crab Capture" / "Oozora Subaru, Full of Energy!" [Discard a card from hand to the WR]

Hololive - 2nd Gen | HOL/W91-T046R T: None

L0  
C0

[A] During your MP, when this is placed from hand to the Stage, look at the top card of your LB, put it on top or bottom of your LB, and if you have 1 or less cards in your Clock, choose 1 of your ::Hololive:: Charas and Stand them.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

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

[A] During your MP, when this is placed from hand to the Stage, look at the top card of your LB, put it on top or bottom of your LB, and if you have 1 or less cards in your Clock, choose 1 of your ::Hololive:: Charas and Stand them.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

**LO**  
**CO**

[C] All your other ::Hololive:: Charas gain +500 Pow.  
[S] [(1) Put this in the WR] Choose a "#Hololive 2nd Gen" in your WR and return it to your hand.

**LO**  
**CO**

[C] All your other ::Hololive:: Charas gain +500 Pow.  
[S] [(1) Put this in the WR] Choose a "#Hololive 2nd Gen" in your WR and return it to your hand.

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

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

**LO**  
**C0**

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

**LO**  
**CO**

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

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

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

**LO**  
**CO**

[C] During your turn, this gains +4000 Pow.

**L1**  
**CO**

[C] During your turn, this gains +4000 Pow.

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

--No Text--

L1  
C0

--No Text--

**L1**  
**CC**

[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow.

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

[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow.

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

[A] When this is placed from hand to the Stage, search your LB for up to 1  
 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] **CX COMBO** When "To You, Sunflower" is placed in your CZ, if this is in the  
 Front Row, choose up to 1 ::Hololive:: Chara in your WR, return it to hand, and this  
 gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of your other  
 ::Hololive:: Charas.

**L3**  
**C2**

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.  
 [A] **XX COMBO** When "To You, Sunflower" is placed in your CZ, if this is in the Front Row, choose up to 1 ::Hololive:: Chara in your WR, return it to hand, and this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of your other ::Hololive:: Charas.

**L3**  
**C2**

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

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

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