

[A] **BOND** "Okayu Nekomata, Starry Skies" / "Fubuki Shirakami, Kon Kon Kitsune!" [Discard a card from hand to the WR]  
[S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

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

[A] **BOND** "Okayu Nekomata, Starry Skies" / "Fubuki Shirakami, Kon Kon Kitsune!" [Discard a card from hand to the WR]  
[S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

**LO**  
**CO**

[C] Chara Opposite this cannot move to another Slot.  
[C] If there are 5 or more cards in your hand, this gains +2000 Pow.

L0
C0

[C] Chara Opposite this cannot move to another Slot.  
[C] If there are 5 or more cards in your hand, this gains +2000 Pow.

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

[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 ::Hololive:: Charas among those cards.

**LO**  
**CO**

[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 ::Hololive:: Charas among those cards.

L0
C0

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

L1  
C0

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

L1  
C0

[A] When this is placed non hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.

[A] **CX COMBO** When this attacks, if "Date at Home" is in your CZ and you have another ::Hololive:: 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, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB."

L1
C0

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Holive:: Charas.

[A] **CX COMBO** When this attacks, if "Date at Home" is in your CZ and you have another ::Holive:: 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, search your LB for up to 1 ::Holive:: Chara, reveal it, put it in your hand, and shuffle your LB."

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

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

L2  
C1

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

**L2**  
**C1**

[A] **CHANGE** (1) Discard 2:Hololive: Charas from your hand to the WR, return this to your hand) At the start of your Climax Phase, may pay. If so, choose a "Fubuki Shirakami, Kon Kon Kitsune!" in your WR and put it in the Slot this was in.

**L2**  
**C1**

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, draw up to a card, discard a card from your hand to the WR, and put the top card of your LB in your Stock.

[A] **CHANGE** ([1] Discard 2 ::Hololive:: Charas from your hand to the WR, return this to your hand) At the start of your Climax Phase, may pay. If so, choose a "Fubuki Shirakami, Kon Kon Kitsune!" in your WR and put it in the Slot this was in.

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

[A] ([1] Discard a card from your hand to the WR) When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When this Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

**L3**  
**C2**

[A] (1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When this Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

**L3**  
**C2**

Look at up to 4 cards from top of your LB and search for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and put the rest in the WR.

L1  
C0

Look at up to 4 cards from top of your LB and search for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

Date at Home

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

HOL/W91-T065 T: Choice

Date at Home

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

HOL/W91-T065R T: Choice

Okayu Nekomata, Resupplying Riceballs

[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.  
[A] When this becomes Reversed, if the Level 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.

Hololive - Gamers | HOL/W91-T066 T: None

L0  
C0

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Okayu Nekomata, Resupplying Riceballs

[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.  
[A] When this becomes Reversed, if the Level 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.

Hololive - Gamers | HOL/W91-T066SP T: None

L0  
C0

Mio Ookami, Abandoning Thoughts

[C] If you have 2 or more other ::Hololive:: Charas, your other "Korone Inugami, Birthday Party" and "Mio Ookami, Summer Festival and Candy Apples" 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 - Gamers | HOL/W91-T067 T: None

L0  
C0

Mio Ookami, Abandoning Thoughts

[C] If you have 2 or more other ::Hololive:: Charas, your other "Korone Inugami, Birthday Party" and "Mio Ookami, Summer Festival and Candy Apples" 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 - Gamers | HOL/W91-T067R T: None

L0  
C0

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Mio Ookami, FAMS

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

Hololive - Gamers | HOL/W91-T068 T: None

L0  
C0

Mio Ookami, FAMS

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

Hololive - Gamers | HOL/W91-T068R T: None

L0  
C0

Okayu Nekomata, Brave Action

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[C] All your other ::Hololive:: Charas gain +500 Pow.

Hololive - Gamers | HOL/W91-T069 T: None

L0  
C0

Okayu Nekomata, Brave Action

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[C] All your other ::Hololive:: Charas gain +500 Pow.

Hololive - Gamers | HOL/W91-T069R T: None

L0  
C0

Okayu Nekomata, Starry Sky

--No Text--

Hololive - Gamers | HOL/W91-T070 T: None

L1  
C0

Okayu Nekomata, Starry Sky

--No Text--

Hololive - Gamers | HOL/W91-T070R T: None

L1  
C0

Mio Ookami, Doubling Down

[A] When your other ::Hololive:: Chara attacks, this gains +1500 Pow for the turn.  
[A] ENCORE [Discard a Chara from your hand to the WR]

Hololive - Gamers | HOL/W91-T071 T: None

L1  
C1

Mio Ookami, Doubling Down

[A] When your other ::Hololive:: Chara attacks, this gains +1500 Pow for the turn.  
[A] ENCORE [Discard a Chara from your hand to the WR]

Hololive - Gamers | HOL/W91-T071R T: None

L1  
C1

Okayu Nekomata, Nibbling on Riceballs

[C] For each of your other Back Row ::Hololive:: Charas, this gains +2500 Pow.

Hololive - Gamers | HOL/W91-T072 T: Soul

L2  
C1

Okayu Nekomata, Nibbling on Riceballs

[C] For each of your other Back Row ::Hololive:: Charas, this gains +2500 Pow.

Hololive - Gamers | HOL/W91-T072R T: Soul

L2  
C1

Mio Ookami, Summer Festival and Candy Apples

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO [(1)] When this attacks, if "Sky of Shooting Stars" is in the CZ, may pay. If so, look at up to 2 cards from the top of your Opp.'s LB, choose up to 2 of them and put them on top of your Opp.'s LB in any order, put the rest in their WR, and this gains +2000 Pow until the next end of your Opp.'s turn.

Hololive - Gamers | HOL/W91-T073 T: Soul

L3  
C2

Mio Ookami, Summer Festival and Candy Apples

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO [(1)] When this attacks, if "Sky of Shooting Stars" is in the CZ, may pay. If so, look at up to 2 cards from the top of your Opp.'s LB, choose up to 2 of them and put them on top of your Opp.'s LB in any order, put the rest in their WR, and this gains +2000 Pow until the next end of your Opp.'s turn.

Hololive - Gamers | HOL/W91-T073SP T: Soul

L3  
C2

Sky of Shooting Stars

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

HOL/W91-T074 T: Treasure

Sky of Shooting Stars

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

HOL/W91-T074R T: Treasure

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