

Rinze Morino, Sunset Sky Passage

[C] All your other ::Music:: Charas gain +500 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 to your Opp.'s Stock. If you do, put the bottom card of their Stock to the WR."

Music - Houkago Climax Girls | ISC/S81-009 T: None

L0
C0

Rinze Morino, Sunset Sky Passage

[C] All your other ::Music:: Charas gain +500 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 to your Opp.'s Stock. If you do, put the bottom card of their Stock to the WR."

Music - Houkago Climax Girls | ISC/S81-009WIR T: None

L0
C0

Chiyoko Sonoda, Sunset Sky Passage

[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.

Music - Houkago Climax Girls | ISC/S81-010 T: None

L0
C0

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Chiyoko Sonoda, Sunset Sky Passage

[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.

Music - Houkago Climax Girls | ISC/S81-010WIR T: None

L0
C0

Natsuha Arisugawa, Sunset Sky Passage

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

Music - Houkago Climax Girls | ISC/S81-011 T: None

L0
C0

Natsuha Arisugawa, Sunset Sky Passage

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

Music - Houkago Climax Girls | ISC/S81-011WIR T: None

L0
C0

Idolmaster Shiny Colors Booster Pack**Hiori Kazano, Sunset Sky Passage**

[C] During your turn, this gains +1000 Pow.
[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 - Illumination Stars | ISC/S81-012 T: None

L1
C0

Hiori Kazano, Sunset Sky Passage

[C] During your turn, this gains +1000 Pow.
[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 - Illumination Stars | ISC/S81-012WIR T: None

L1
C0

Amana Oosaki, Sunset Sky Passage

[C] If you have another Chara with "Tenka" in name, this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from hand to the WR]".
[A] **RESONANCE** [Reveal a "Chiyuki Kuwayama, My Pure Romance" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Music - Alstroemeria | ISC/S81-013 T: Soul

L2
C1

Amana Oosaki, Sunset Sky Passage

[C] If you have another Chara with "Tenka" in name, this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from hand to the WR]".
[A] **RESONANCE** [Reveal a "Chiyuki Kuwayama, My Pure Romance" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Music - Alstroemeria | ISC/S81-013WIR T: Soul

L2
C1

Juri Saijo, Sunset Sky Passage

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from hand to the WR]".
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S81-014 T: Soul

L2
C1

Juri Saijo, Sunset Sky Passage

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from hand to the WR]".
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S81-014WIR T: Soul

L2
C1

Chiyuki Kuwayama, Sunset Sky Passage

[C] If "Chiyuki Kuwayama, My Pure Romance" is in your Clock, this gets -1 Level while in your hand.
[C] All your other ::Music:: Charas gain +1500 Pow.
[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 "Chibi Alstroemeria" in your WR and return it to your hand.

Music - Alstroemeria | ISC/S81-015 T: Soul

L3
C2

Chiyuki Kuwayama, Sunset Sky Passage

[C] If "Chiyuki Kuwayama, My Pure Romance" is in your Clock, this gets -1 Level while in your hand.
[C] All your other ::Music:: Charas gain +1500 Pow.
[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 "Chibi Alstroemeria" in your WR and return it to your hand.

Music - Alstroemeria | ISC/S81-015WIR T: Soul

L3
C2

Tenka Oosaki, Refresh Summer

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level and +1000 Pow for the turn. This does not Stand during your next Stand Phase.

Music - Alstroemeria | ISC/S81-016 T: None

L0
C0

Tenka Oosaki, Refresh Summer

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level and +1000 Pow for the turn. This does not Stand during your next Stand Phase.

Music - Alstroemeria | ISC/S81-016WIR T: None

L0
C0

Hiori Kazano, Refresh Summer

[A] [Rest 1 of your other ::Music:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and swap them.
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Music - Illumination Stars | ISC/S81-017 T: None

L0
C0

Hiori Kazano, Refresh Summer

[A] [Rest 1 of your other ::Music:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and swap them.
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Music - Illumination Stars | ISC/S81-017WIR T: None

L0
C0

[A] When your Climax is placed to your CZ, for the turn this gains +1500 Pow and reveal that top card of your LB. If it is a Level 0 or lower Chara, place it to Stock. (otherwise put it back)

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

[A] When your Climax is placed to your CZ, for the turn this gains +1500 Pow and reveal that top card of your LB. If it is a Level 0 or lower Chara, place it to Stock. (otherwise put it back)

LO
CO

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

[A] **CX COMBO** When "In This City Full of Hill Roads" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

L2
C1

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

[A] **CX COMBO** When "In This City Full of Hill Roads" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

[C] Your other ::Music:: Chara in the Front Row Center Slot gains +1500 Pow.

[A] **CX COMBO** [Put this in the WR] When "Everlasting Summer Climax" is placed in your CZ, may pay. If so, choose up to 1 "Rinze Morino, Beginning Ideals" in your hand and put it in the Slot this was in.

L2
C1

[C] Your other ::Music:: Chara in the Front Row Center Slot gains +1500 Pow.
 [A] **CX COMBO** [Put this in the WR] When "Everlasting Summer Climax" is placed in your CZ, may pay. If so, choose up to 1 "Rinze Morino, Beginning Ideals" in your hand and put it in the Slot this was in.

L2
C1

[Counter] If you do not have a ::Music: Chara, this cannot be played from hand. You may choose a Climax from your hand and place it in the WR. If so, choose a Chara in Battle, and for the turn that Chara gains the following ability. "[C] This cannot deal damage to players."

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

[Counter] If you do not have a ::Music:: Chara, this cannot be played from hand. You may choose a Climax from your hand and place it in the WR. If so, choose a Chara in Battle, and for the turn that Chara gains the following ability. "[C] This cannot deal damage to players."

L2
C1

Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.
Choose 1 of your Charas, and for the turn that Chara gains the following ability. "[A] This ability activates up to once per turn. When Damage dealt by this is cancelled, you may Deal 1 Damage to your Opp.." (DC can occur)

L3
C1

Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.
Choose 1 of your Charas, and for the turn that Chara gains the following ability. "[A] This ability activates up to once per turn. When Damage dealt by this is cancelled, you may Deal 1 Damage to your Opp.." (DC can occur)

L3
C1

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

1

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

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

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

[illegible]

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

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

—

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] CX COMBO When "Everlasting Summer Climax" is placed to your CZ, if you have 2 or more other ::Music:: Charas, for the turn this gains +2000 Pow, and until the next end of your Opp.'s turn this gains the following ability: "[A] When this is Front Attacked, you may return this card to your hand."

LI
CO

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] CX COMBO When "Everlasting Summer Climax" is placed to your CZ, if you have 2 or more other ::Music:: Charas, for the turn this gains +2000 Pow, and until the next end of your Opp.'s turn this gains the following ability. "[A] When this is Front Attacked, you may return this card to your hand."

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

Fuyuko Mayuzumi, Off - Re - cor - d

[C] **ASSIST** All your Charas in front of this gain +2000 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.

[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Music - Straylight | ISC/S81-027 T: Soul

L3
C2**Fuyuko Mayuzumi, Off - Re - cor - d**

[C] **ASSIST** All your Charas in front of this gain +2000 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.

[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Music - Straylight | ISC/S81-027SSP T: Soul

L3
C2**Natsuha Arisugawa, Stoic Training**

[C] All your other ::Music:: Charas gain +500 Pow.

[A] [Discard a Climax Card from your hand to the WR] When your Chara reveals a Climax Card during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.

Music - Houkago Climax Girls | ISC/S81-028 T: None

L0
C0

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Natsuha Arisugawa, Stoic Training

[C] All your other ::Music:: Charas gain +500 Pow.

[A] [Discard a Climax Card from your hand to the WR] When your Chara reveals a Climax Card during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.

Music - Houkago Climax Girls | ISC/S81-028SP T: None

L0
C0**Juri Saijo, Ramune Color Resolution**

[A] [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 ::Music:: Chara in your WR and return it to your hand.

[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Music - Houkago Climax Girls | ISC/S81-029 T: None

L0
C0**Juri Saijo, Ramune Color Resolution**

[A] [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 ::Music:: Chara in your WR and return it to your hand.

[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Music - Houkago Climax Girls | ISC/S81-029SSP T: None

L0
C0**Idolmaster Shiny Colors Booster Pack****Chiyoiko Sonoda, Choco Color X Glitter Romance**

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[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 - Houkago Climax Girls | ISC/S81-030 T: None

L0
C0**Chiyoiko Sonoda, Choco Color X Glitter Romance**

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[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 - Houkago Climax Girls | ISC/S81-030SSP T: None

L0
C0**Madoka Higuchi, Quiet Talk**

[C] **RECOLLECTION** If "Tooru Asakura, 10 Pieces, Light" is in your Memory, all of your other ::Music:: Charas gain +500 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noctchill | ISC/S81-031 T: None

L0
C0**Madoka Higuchi, Quiet Talk**

[C] **RECOLLECTION** If "Tooru Asakura, 10 Pieces, Light" is in your Memory, all of your other ::Music:: Charas gain +500 Pow.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noctchill | ISC/S81-031SP T: None

L0
C0**Tooru Asakura, Counterattack Of The Kattobashi Party**

[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 1000, Level 1** [Discard this card from your hand to the WR]

Music - Noctchill | ISC/S81-032 T: None

L1
C0**Tooru Asakura, Counterattack Of The Kattobashi Party**

[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 1000, Level 1** [Discard this card from your hand to the WR]

Music - Noctchill | ISC/S81-032SP T: None

L1
C0**Natsuha Arisugawa, Ultimate Mermaid**

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Houkago Climax Girls | ISC/S81-033 T: None

L1
C0**Natsuha Arisugawa, Ultimate Mermaid**

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Houkago Climax Girls | ISC/S81-033SSP T: None

L1
C0**Rinze Morino, Beginning Ideals**

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

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] When this is placed to the Stage by the [A] effect of "Chiyoiko Sonoda, Refresh Summer" or when a Climax is placed to your C2, for the turn all of your Charas gain the following ability. "[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 card from among them, place it on top of your LB, and put the remaining card in the WR."

Music - Houkago Climax Girls | ISC/S81-034 T: Soul

L3
C2**Rinze Morino, Beginning Ideals**

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

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] When this is placed to the Stage by the [A] effect of "Chiyoiko Sonoda, Refresh Summer" or when a Climax is placed to your C2, for the turn all of your Charas gain the following ability. "[A] When this attacks, look at up to 2 cards from the top of your LB, choose 1 card from among them, place it on top of your LB, and put the remaining card in the WR."

Music - Houkago Climax Girls | ISC/S81-034SP T: Soul

L3
C2**Hinana Ichikawa, Rookie!**

[C] Your other "Tooru Asakura, Clear Marine Calm" and "Koito Fukumaru, Party Promise" gain +1000 Pow.

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

[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Noctchill | ISC/S81-035 T: Soul

L3
C2**Hinana Ichikawa, Rookie!**

[C] Your other "Tooru Asakura, Clear Marine Calm" and "Koito Fukumaru, Party Promise" gain +1000 Pow.

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

[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Noctchill | ISC/S81-035SP T: Soul

L3
C2

Mei Izumi, I'll Give You a Little

[C] Your other "Asahi Serizawa, Upside-Down World" gain the following ability. "[A] When this attacks, you may look at the top card of your LB. If you do, put it under this face-down as Marker."
[C] All your other ::Music:: Charas gain +1500 Pow.
[A] CX COMBO When this is placed from hand to the Stage or via the effect of **CHANGE** to the Stage, choose up to 1 "Present Baton!" in your WR, return it to your hand, choose 1 of your ::Music:: Charas, and for the turn that Chara gains +1000 Pow.

Music - Straylight | ISC/S81-036 T: Soul

L3
C2

Mei Izumi, I'll Give You a Little

[C] Your other "Asahi Serizawa, Upside-Down World" gain the following ability. "[A] When this attacks, you may look at the top card of your LB. If you do, put it under this face-down as Marker."
[C] All your other ::Music:: Charas gain +1500 Pow.
[A] CX COMBO When this is placed from hand to the Stage or via the effect of **CHANGE** to the Stage, choose up to 1 "Present Baton!" in your WR, return it to your hand, choose 1 of your ::Music:: Charas, and for the turn that Chara gains +1000 Pow.

Music - Straylight | ISC/S81-036SSP T: Soul

L3
C2

Chiyoko Sonoda, Innocent Chocolate

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, 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 - Houkago Climax Girls | ISC/S81-037 T: Soul

L3
C2

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Chiyoko Sonoda, Innocent Chocolate

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, 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 - Houkago Climax Girls | ISC/S81-037SP T: Soul

L3
C2

Koito Fukumaru, Party Promise

[C] If you have another Rested ::Music:: Chara, this gains +2000 Pow.
[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) Discard a card from hand to the WR] At the beginning of your Encore Step, if "Season for Ice Cream" is in your CZ, this is in your Front Row, and you have 2 or more other ::Music:: Charas, may pay. If so, Deal 1 Damage to your Opp., search your LB for up to 2 ::Music:: Charas, show them to your Opp., put them in your hand, and Shuffle your LB. (DC can occur)

Music - Noctchill | ISC/S81-038 T: Soul

L3
C2

Koito Fukumaru, Party Promise

[C] If you have another Rested ::Music:: Chara, this gains +2000 Pow.
[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) Discard a card from hand to the WR] At the beginning of your Encore Step, if "Season for Ice Cream" is in your CZ, this is in your Front Row, and you have 2 or more other ::Music:: Charas, may pay. If so, Deal 1 Damage to your Opp., search your LB for up to 2 ::Music:: Charas, show them to your Opp., put them in your hand, and Shuffle your LB. (DC can occur)

Music - Noctchill | ISC/S81-038SP T: Soul

L3
C2

Idolmaster Shiny Colors Booster Pack

Asahi Serizawa, Sunset Sky Passage

[C] If there is a Marker under this, this gains +2000 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)

Music - Straylight | ISC/S81-039 T: None

L0
C0

Asahi Serizawa, Sunset Sky Passage

[C] If there is a Marker under this, this gains +2000 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)

Music - Straylight | ISC/S81-039WIR T: None

L0
C0

Tooru Asakura, Sunset Sky Passage

[C] If you have another Rested ::Music:: Chara, this gains +1 Level and +1500 Pow.
[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in Memory, choose 4 cards in your Memory, and put all cards in Memory that were not chosen into your WR."

Music - Noctchill | ISC/S81-040 T: None

L0
C0

Tooru Asakura, Sunset Sky Passage

[C] If you have another Rested ::Music:: Chara, this gains +1 Level and +1500 Pow.
[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in Memory, choose 4 cards in your Memory, and put all cards in Memory that were not chosen into your WR."

Music - Noctchill | ISC/S81-040WIR T: None

L0
C0

Hinana Ichikawa, Sunset Sky Passage

[C] **RECOLLECTION** If "Chibi noctchill" is in your Memory, this gains "[S] [Rest this] Choose 1 of your ::Music:: Charas, and for the turn that Chara gains +2000 Pow."
[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 "Chibi Noctchill" in your WR and return it to your hand.

Music - Noctchill | ISC/S81-041 T: None

L0
C0

Hinana Ichikawa, Sunset Sky Passage

[C] **RECOLLECTION** If "Chibi noctchill" is in your Memory, this gains "[S] [Rest this] Choose 1 of your ::Music:: Charas, and for the turn that Chara gains +2000 Pow."
[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 "Chibi Noctchill" in your WR and return it to your hand.

Music - Noctchill | ISC/S81-041WIR T: None

L0
C0

Madoka Higuchi, Sunset Sky Passage

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may move this to an empty Slot in the Front Row.

Music - Noctchill | ISC/S81-042 T: None

L0
C0

Madoka Higuchi, Sunset Sky Passage

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may move this to an empty Slot in the Front Row.

Music - Noctchill | ISC/S81-042WIR T: None

L0
C0

Kaho Komiya, Sunset Sky Passage

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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 - Houkago Climax Girls | ISC/S81-043 T: None

L1
C0

Kaho Komiya, Sunset Sky Passage

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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 - Houkago Climax Girls | ISC/S81-043WIR T: None

L1
C0

Mei Izumi, Sunset Sky Passage

[C] For each Marker under this, this gains +1500 Pow.
[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and the following ability. "[A] [(1)] At the beginning of the Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this."
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Isn't It?" is in your CZ, choose up to 1 "Asahi Serizawa, Upside-Down World" in your WR, return it to your hand, choose up to 1 ::Music:: Chara in your WR, and place it under this as Marker.

Music - Straylight | ISC/S81-044 T: None

L1
C1

Mei Izumi, Sunset Sky Passage

[C] For each Marker under this, this gains +1500 Pow.
[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and the following ability. "[A] [(1)] At the beginning of the Encore Step, if there are no other Rested Charas in your Front Row, may pay. If so, Rest this."
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Isn't It?" is in your CZ, choose up to 1 "Asahi Serizawa, Upside-Down World" in your WR, return it to your hand, choose up to 1 ::Music:: Chara in your WR, and place it under this as Marker.

Music - Straylight | ISC/S81-044WIR T: None

L1
C1

Kaho Komiya, Refresh Summer

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

[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 - Houkago Climax Girls | ISC/S81-045 T: None

L1
C0

Kaho Komiya, Refresh Summer

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

[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 - Houkago Climax Girls | ISC/S81-045WIR T: None

L1
C0

Fuyuko Mayuzumi, Refresh Summer

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

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

Music - Straylight | ISC/S81-046 T: Soul

L1
C1

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Fuyuko Mayuzumi, Refresh Summer

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

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

Music - Straylight | ISC/S81-046WIR T: Soul

L1
C1

Koito Fukumaru, Refresh Summer

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

[A] When your other ::Music:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Music - Noctchill | ISC/S81-047 T: Soul

L1
C1

Koito Fukumaru, Refresh Summer

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

[A] When your other ::Music:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Music - Noctchill | ISC/S81-047WIR T: Soul

L1
C1

Idolmaster Shiny Colors Booster Pack

Juri Saijo, Refresh Summer

[A] When you use the **BACKUP** of this, choose 1 of your Charas, and for the turn it gains the following ability. "[A] When this Reverses, if the Battle Opp. of this is higher level than your Opp.'s level. You may put the top card of your Opp.'s Clock in their WR. If you do, put that Chara into their Clock."

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Houkago Climax Girls | ISC/S81-048 T: Soul

L2
C1

Juri Saijo, Refresh Summer

[A] When you use the **BACKUP** of this, choose 1 of your Charas, and for the turn it gains the following ability. "[A] When this Reverses, if the Battle Opp. of this is higher level than your Opp.'s level. You may put the top card of your Opp.'s Clock in their WR. If you do, put that Chara into their Clock."

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Houkago Climax Girls | ISC/S81-048WIR T: Soul

L2
C1

Asahi Serizawa, Refresh Summer

[C] For each other ::Music:: Chara in your Back Row this gains +2000 Pow.

[A] When this is placed from the Stage to the WR, you may choose 1 of your "Asahi Serizawa, Upside-Down World" and put this face-down under that Chara as Marker.

[A] **CHANGE** [(1) Discard a card from your hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Asahi Serizawa, Upside-Down World" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-049 T: Soul

L2
C2

Asahi Serizawa, Refresh Summer

[C] For each other ::Music:: Chara in your Back Row this gains +2000 Pow.

[A] When this is placed from the Stage to the WR, you may choose 1 of your "Asahi Serizawa, Upside-Down World" and put this face-down under that Chara as Marker.

[A] **CHANGE** [(1) Discard a card from your hand to the WR, Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Asahi Serizawa, Upside-Down World" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-049WIR T: Soul

L2
C2

Everlasting Summer Climax

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

ISC/S81-050 T: Treasure

Everlasting Summer Climax

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

ISC/S81-050R T: Treasure

Isn't It?

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

ISC/S81-051 T: Treasure

Isn't It?

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

ISC/S81-051R T: Treasure

Season for Ice Cream

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

ISC/S81-052 T: 2 Soul

Season for Ice Cream

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

ISC/S81-052R T: 2 Soul

Asahi Serizawa, Jump! Stag!!!

[C] During your turn, if there's a Marker under this, this gains +2000 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] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Straylight | ISC/S81-053 T: None

L0
C0

Asahi Serizawa, Jump! Stag!!!

[C] During your turn, if there's a Marker under this, this gains +2000 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] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Straylight | ISC/S81-053SSP T: None

L0
C0

Kogane Tsukioka, Bari Umaka Blues

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 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 bottom card of your Clock in your Stock.

Music - L'Antica | ISC/S81-054 T: Soul

L3
C2

Kogane Tsukioka, Bari Umaka Blues

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 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 bottom card of your Clock in your Stock.

Music - L'Antica | ISC/S81-054SSP T: Soul

L3
C2

Mano Sakuragi, Relieved Smile

[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 At the beginning of your Attack Phase, if "Beginning of the Epilogue" is in your CZ, this in in your Front Row, and you have 2 or more other ::Music:: Charas, choose and perform 1 of the following 2 actions. "Choose up to 1 of your other ::Music:: Charas and Stand it, choose up to 2 of your other Charas and for the turn they gain +1 Soul." "Deal 1 Damage to your Opp., and for the turn this gains +1000 Pow." (DC can occur)

Music - Illumination Stars | ISC/S81-055 T: Soul

L3
C2

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Mano Sakuragi, Relieved Smile

[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 At the beginning of your Attack Phase, if "Beginning of the Epilogue" is in your CZ, this in in your Front Row, and you have 2 or more other ::Music:: Charas, choose and perform 1 of the following 2 actions. "Choose up to 1 of your other ::Music:: Charas and Stand it, choose up to 2 of your other Charas and for the turn they gain +1 Soul." "Deal 1 Damage to your Opp., and for the turn this gains +1000 Pow." (DC can occur)

Music - Illumination Stars | ISC/S81-055SSP T: Soul

L3
C2

Amana Oosaki, Do You Look Good?

[A] At the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

[S] RESONANCE [(1) Reveal a "Chiyuki Kuwayama, My Pure Romance" from your hand to your Opp., Rest this] Look at up to 3 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music - Alstroemeria | ISC/S81-056 T: None

L0
C0

Amana Oosaki, Do You Look Good?

[A] At the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

[S] RESONANCE [(1) Reveal a "Chiyuki Kuwayama, My Pure Romance" from your hand to your Opp., Rest this] Look at up to 3 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music - Alstroemeria | ISC/S81-056SP T: None

L0
C0

Idolmaster Shiny Colors Booster Pack

Kiriko Yukoku, Package - Band - Group - Song

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] [Clock] SHIFT Level 0

Music - L'Antica | ISC/S81-057 T: None

L0
C0

Kiriko Yukoku, Package - Band - Group - Song

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] [Clock] SHIFT Level 0

Music - L'Antica | ISC/S81-057SP T: None

L0
C0

Mano Sakuragi, Natural Mode

[C] EXPERIENCE If you have a YELLOW card in your Level Zone, this gains +3000 Pow.

Music - Illumination Stars | ISC/S81-058 T: None

L1
C0

Mano Sakuragi, Natural Mode

[C] EXPERIENCE If you have a YELLOW card in your Level Zone, this gains +3000 Pow.

Music - Illumination Stars | ISC/S81-058SP T: None

L1
C0

Fuyuko Mayuzumi, The Fuyukoism

[C] During your turn, all your other ::Music:: Charas gain +500 Pow.

[C] When you pay for the CHANGE cost of your Charas, you may put a Marker from under this in the WR in place of 1 Stock.

When this is placed from hand to the Stage or by CHANGE to the Stage, you may look at the top card of your LB. If so, put that card under this face-down as Marker.

[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 ::Music:: Chara in your WR and return it to your hand.

Music - Straylight | ISC/S81-059 T: None

L1
C0

Fuyuko Mayuzumi, The Fuyukoism

[C] During your turn, all your other ::Music:: Charas gain +500 Pow.

[C] When you pay for the CHANGE cost of your Charas, you may put a Marker from under this in the WR in place of 1 Stock.

When this is placed from hand to the Stage or by CHANGE to the Stage, you may look at the top card of your LB. If so, put that card under this face-down as Marker.

[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 ::Music:: Chara in your WR and return it to your hand.

Music - Straylight | ISC/S81-059SP T: None

L1
C0

Kogane Tsukioka, X-Marked Nagasaki Cape of Love

[C] During your turn, this gains +1000 Pow.

[A] CX COMBO When this attacks, if "Side: K" is in your CZ and you have another ::Music:: Chara, put the top 2 cards of your LB into the WR, and choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to hand. X equals the sum of the Levels of the cards put into WR by this effect.

Music - L'Antica | ISC/S81-060 T: None

L1
C0

Kogane Tsukioka, X-Marked Nagasaki Cape of Love

[C] During your turn, this gains +1000 Pow.

[A] CX COMBO When this attacks, if "Side: K" is in your CZ and you have another ::Music:: Chara, put the top 2 cards of your LB into the WR, and choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to hand. X equals the sum of the Levels of the cards put into WR by this effect.

Music - L'Antica | ISC/S81-060SP T: None

L1
C0

Yuika Mitsumine, Trial / Honeydew Heart

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

[A] This ability activates up to once per turn. When you use SHIFT, for the turn, this gains the following ability. "[A] At the beginning of your Attack Phase, choose up to 2 of your Charas, for the turn, they gain the following ability. [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - L'Antica | ISC/S81-061 T: Soul

L1
C1

Yuika Mitsumine, Trial / Honeydew Heart

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

[A] This ability activates up to once per turn. When you use SHIFT, for the turn, this gains the following ability. "[A] At the beginning of your Attack Phase, choose up to 2 of your Charas, for the turn, they gain the following ability. [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - L'Antica | ISC/S81-061SSP T: Soul

L1
C1

Chiyuki Kuwayama, My Favorite

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] RESONANCE [Reveal a "Chiyuki Kuwayama, My Pure Romance" from hand] When "Tokimeki Tako-san" is placed to your CZ, this is in your Front Row, and you have another ::Music:: Chara, may pay. If so, choose 1 of your other ::Music:: Charas and Stand it.

Music - Alstroemeria | ISC/S81-062 T: None

L1
C1

Chiyuki Kuwayama, My Favorite

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] RESONANCE [Reveal a "Chiyuki Kuwayama, My Pure Romance" from hand] When "Tokimeki Tako-san" is placed to your CZ, this is in your Front Row, and you have another ::Music:: Chara, may pay. If so, choose 1 of your other ::Music:: Charas and Stand it.

Music - Alstroemeria | ISC/S81-062SP T: None

L1
C1

Kiriko Yukoku, Fog, Sound, Brilliance, Brilliance

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, you may put the top card of your LB in your Stock.

Music - L'Antica | ISC/S81-063 T: Soul

L2
C1

Kiriko Yukoku, Fog, Sound, Brilliance, Brilliance

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, you may put the top card of your LB in your Stock.

Music - L'Antica | ISC/S81-063SSP T: Soul

L2
C1

Tenka Oosaki, Secret Lazy Time

[C] If you have another Chara with "Amana" in name, this gains +3000 Pow.
[A] **RESONANCE** [Discard a ::Music:: Chara from hand to the WR, reveal a "Chiyuki Kuwayama, My Pure Romance" from hand] At the beginning of your Climax Phase, may pay. If so, return all of the cards in your WR to your LB and Shuffle your LB.

Music - Alstroemeria | ISC/S81-064 T: Soul

L2
C1

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Tenka Oosaki, Secret Lazy Time

[C] If you have another Chara with "Amana" in name, this gains +3000 Pow.
[A] **RESONANCE** [Discard a ::Music:: Chara from hand to the WR, reveal a "Chiyuki Kuwayama, My Pure Romance" from hand] At the beginning of your Climax Phase, may pay. If so, return all of the cards in your WR to your LB and Shuffle your LB.

Music - Alstroemeria | ISC/S81-064SP T: Soul

L2
C1

Mei Izumi, Concerned I'll Dye It!?

[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Mei Izumi, I'll Give You a Little" in your WR and put it in the Slot this was in.
[S] [Rest 2 Charas] Choose 1 of your ::Music:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Music:: Chara in your WR and put it in your Stock."

Music - Straylight | ISC/S81-065 T: Soul

L2
C1

Mei Izumi, Concerned I'll Dye It!?

[A] **CHANGE** [(2) Discard a card from your hand to the WR, put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Mei Izumi, I'll Give You a Little" in your WR and put it in the Slot this was in.
[S] [Rest 2 Charas] Choose 1 of your ::Music:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Music:: Chara in your WR and put it in your Stock."

Music - Straylight | ISC/S81-065SP T: Soul

L2
C1

Idolmaster Shiny Colors Booster Pack

Asahi Serizawa, Upside-Down World

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [Discard a card from hand to the WR] At the end of this card's attack, if "Present Baton" is in your C2, may pay. If so, place all Markers under this card into the WR, and Deal X Damage to your Opp.. X equals the number of cards placed in the WR by this effect. (DC can occur)

Music - Straylight | ISC/S81-066 T: Soul

L3
C2

Asahi Serizawa, Upside-Down World

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [Discard a card from hand to the WR] At the end of this card's attack, if "Present Baton" is in your C2, may pay. If so, place all Markers under this card into the WR, and Deal X Damage to your Opp.. X equals the number of cards placed in the WR by this effect. (DC can occur)

Music - Straylight | ISC/S81-066SP T: Soul

L3
C2

Sakuya Shirase, Sunset Sky Passage

[A] [Clock] **SHIFT Level 0**
[S] **BRAINSTORM** [(1)] 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. "Choose a ::Music:: Chara in your WR, return it to your hand, choose a card in your hand and discard it to the WR."

Music - L'Antica | ISC/S81-067 T: None

L0
C0

Sakuya Shirase, Sunset Sky Passage

[A] [Clock] **SHIFT Level 0**
[S] **BRAINSTORM** [(1)] 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. "Choose a ::Music:: Chara in your WR, return it to your hand, choose a card in your hand and discard it to the WR."

Music - L'Antica | ISC/S81-067WIR T: None

L0
C0

Fuyuko Mayuzumi, Sunset Sky Passage

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fuyuko Mayuzumi, The Fuyukoism" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-068 T: None

L1
C0

Fuyuko Mayuzumi, Sunset Sky Passage

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fuyuko Mayuzumi, The Fuyukoism" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-068WIR T: None

L1
C0

Mamimi Tanaka, Sunset Sky Passage

[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] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - L'Antica | ISC/S81-069 T: None

L1
C0

Mamimi Tanaka, Sunset Sky Passage

[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] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - L'Antica | ISC/S81-069WIR T: None

L1
C0

Tenka Oosaki, Sunset Sky Passage

[A] When you use **BACKUP** of this, if all your Charas are ::Music::, you may put the top card of your LB in Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Alstroemeria | ISC/S81-070 T: Soul

L1
C1

Tenka Oosaki, Sunset Sky Passage

[A] When you use **BACKUP** of this, if all your Charas are ::Music::, you may put the top card of your LB in Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Alstroemeria | ISC/S81-070WIR T: Soul

L1
C1

Meguru Hachimiya, Sunset Sky Passage

[A] [(1) Put a Chara from Stage to the WR] When you use the **BACKUP** of this, if you have 4 or more ::Music:: Charas, may pay. If so, choose 1 of your Opp.s' Charas with Level higher than your Opp.s' Level, and place it to their Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Illumination Stars | ISC/S81-071 T: Soul

L2
C1

Meguru Hachimiya, Sunset Sky Passage

[A] [(1) Put a Chara from Stage to the WR] When you use the **BACKUP** of this, if you have 4 or more ::Music:: Charas, may pay. If so, choose 1 of your Opp.s' Charas with Level higher than your Opp.s' Level, and place it to their Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Illumination Stars | ISC/S81-071WIR T: Soul

L2
C1

Yuika Mitsumine, Sunset Sky Passage

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, this gains +4500 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] [Clock] **SHIFT Level0**

Music - L'Antica | ISC/S81-072 T: Soul

L2
C1

Yuika Mitsumine, Sunset Sky Passage

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, this gains +4500 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] [Clock] **SHIFT Level0**

Music - L'Antica | ISC/S81-072WIR T: Soul

L2
C1

Chiyuki Kuwayama, Refresh Summer

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Chiyuki Kuwayama, My Pure Romance", reveal it, put it in your hand, and shuffle your LB.
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

Music - Alstroemeria | ISC/S81-073 T: None

L0
C0

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Chiyuki Kuwayama, Refresh Summer

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Chiyuki Kuwayama, My Pure Romance", reveal it, put it in your hand, and shuffle your LB.
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

Music - Alstroemeria | ISC/S81-073WIR T: None

L0
C0

Mei Izumi, Refresh Summer

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Straylight | ISC/S81-074 T: None

L0
C0

Mei Izumi, Refresh Summer

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Straylight | ISC/S81-074WIR T: None

L0
C0

Idolmaster Shiny Colors Booster Pack**Meguru Hachimiya, Refresh Summer**

[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] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Chibi Illumination Stars" in your WR and return it to your hand.

Music - Illumination Stars | ISC/S81-075 T: None

L0
C0

Meguru Hachimiya, Refresh Summer

[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] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Chibi Illumination Stars" in your WR and return it to your hand.

Music - Illumination Stars | ISC/S81-075WIR T: None

L0
C0

Sakuya Shirase, Refresh Summer

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Sakuya Shirase, Secret Fanservice", put it in any Slot on the Stage, and shuffle your LB.
[A] When your other ::Music:: Chara attacks, this gains +1500 Pow for the turn.

Music - L'Antica | ISC/S81-076 T: None

L0
C0

Sakuya Shirase, Refresh Summer

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Sakuya Shirase, Secret Fanservice", put it in any Slot on the Stage, and shuffle your LB.
[A] When your other ::Music:: Chara attacks, this gains +1500 Pow for the turn.

Music - L'Antica | ISC/S81-076WIR T: None

L0
C0

Amana Oosaki, Refresh Summer

[A] When this is placed from hand to the Stage, if you have no other ::Music:: Charas, put this in the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Alstroemeria | ISC/S81-077 T: None

L0
C0

Amana Oosaki, Refresh Summer

[A] When this is placed from hand to the Stage, if you have no other ::Music:: Charas, put this in the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Alstroemeria | ISC/S81-077WIR T: None

L0
C0

Mamimi Tanaka, Refresh Summer

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - L'Antica | ISC/S81-078 T: Soul

L2
C1

Mamimi Tanaka, Refresh Summer

[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - L'Antica | ISC/S81-078WIR T: Soul

L2
C1

Chibi Alstroemeria

BRAINSTORM 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 return it to your hand. X = # of ::Music:: Charas revealed this way.

Alstroemeria | ISC/S81-079 T: None

L1
C0

Chibi Alstroemeria

BRAINSTORM 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 return it to your hand. X = # of ::Music:: Charas revealed this way.

Alstroemeria | ISC/S81-079WIR T: None

L1
C0

Chibi Straylight

Choose and perform 1 of the following 2 effects.
"Choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your Charas and for the turn that Chara gains +2000 Pow."
"You may choose 1 of your Charas and place it in the WR. If so, choose up to 1 ::Music:: Chara in your WR that is equal to or lower than your Level and place it to any Slot on the Stage."

Straylight | ISC/S81-080 T: None

L2
C1

Chibi Straylight

Choose and perform 1 of the following 2 effects.
"Choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your Charas and for the turn that Chara gains +2000 Pow."
"You may choose 1 of your Charas and place it in the WR. If so, choose up to 1 ::Music:: Chara in your WR that is equal to or lower than your Level and place it to any Slot on the Stage."

Straylight | ISC/S81-080WIR T: None

L2
C1

Beginning of the Epilogue

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

ISC/S81-081 T: Soul Standby

Beginning of the Epilogue

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

ISC/S81-081R T: Soul Standby

Side: K

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

ISC/S81-082 T: Salvage

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Side: K

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

ISC/S81-082R T: Salvage

Tokimeki Tako-san

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

ISC/S81-083 T: Soul Standby

Tokimeki Tako-san

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

ISC/S81-083R T: Soul Standby

Idolmaster Shiny Colors Booster Pack

Present Baton!

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

ISC/S81-084 T: Soul Standby

Present Baton!

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

ISC/S81-084R T: Soul Standby

Hiori Kazano, Soft Smile

[A] **EXPERIENCE** At the beginning of your Climax Phase, choose X of your ::Music:: Charas, and for the turn those Charas gain +500 Pow. X equals the total number of colors of cards in your Level Zone.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Illumination Stars | ISC/S81-085 T: None

L0
C0

Hiori Kazano, Soft Smile

[A] **EXPERIENCE** At the beginning of your Climax Phase, choose X of your ::Music:: Charas, and for the turn those Charas gain +500 Pow. X equals the total number of colors of cards in your Level Zone.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Illumination Stars | ISC/S81-085SSP T: None

L0
C0

Tooru Asakura, 10 Pieces, Light

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -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.

Music - Noctchill | ISC/S81-086 T: None

L0
C0

Tooru Asakura, 10 Pieces, Light

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -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.

Music - Noctchill | ISC/S81-086SSP T: None

L0
C0

Madoka Higuchi, Rattle Rattle Rattle

[C] If you have another Rested ::Music:: Chara, this gains +1000 Pow.
[A] CX COMBO **RECOLLECTION** When this attacks, if "Fish Swimming About in Water" is in your CZ and "Tooru Asakura, 10 Pieces, Light" is in your Memory, you may choose a ::Music:: Chara in your WR and return it to your hand.

Music - Noctchill | ISC/S81-087 T: None

L1
C0

Madoka Higuchi, Rattle Rattle Rattle

[C] If you have another Rested ::Music:: Chara, this gains +1000 Pow.
[A] CX COMBO **RECOLLECTION** When this attacks, if "Fish Swimming About in Water" is in your CZ and "Tooru Asakura, 10 Pieces, Light" is in your Memory, you may choose a ::Music:: Chara in your WR and return it to your hand.

Music - Noctchill | ISC/S81-087SSP T: None

L1
C0

Mamimi Tanaka, Tricky Knight

[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.
[A] CX COMBO [(1) Discard a ::Music:: Chara from hand to the WR] When this attacks, if "Haphazard Hashtag" is in your CZ, may pay. If so, reveal the top 6 cards of your LB, shuffle your LB, and Deal X Damage to your Opp.. X equals the total number of cards with **ALARM** and/or **SHIFT** revealed by this ability. (DC can occur. Put the revealed cards back)
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S81-088 T: Soul

L3
C2

Mamimi Tanaka, Tricky Knight

[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.
[A] CX COMBO [(1) Discard a ::Music:: Chara from hand to the WR] When this attacks, if "Haphazard Hashtag" is in your CZ, may pay. If so, reveal the top 6 cards of your LB, shuffle your LB, and Deal X Damage to your Opp.. X equals the total number of cards with **ALARM** and/or **SHIFT** revealed by this ability. (DC can occur. Put the revealed cards back)
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S81-088SSP T: Soul

L3
C2

Sakuya Shirase, Secret Fan Service

[C] On your turn your other "Mami Tanaka, Tricky Knight" and "Sakuya Shirase, Azure Borderline" gain +2000 Pow.
[A] [(1) Rest this Standing card] When you use **SHIFT**, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music - L'Antica | ISC/S81-089 T: None

L0
C0

Sakuya Shirase, Secret Fan Service

[C] On your turn your other "Mami Tanaka, Tricky Knight" and "Sakuya Shirase, Azure Borderline" gain +2000 Pow.
[A] [(1) Rest this Standing card] When you use **SHIFT**, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music - L'Antica | ISC/S81-089SP T: None

L0
C0

[A] This ability activates up to once per turn. When you use **SHIFT** choose 1 of your Opp.'s Front Row Charas and for the turn that Chara gets -1000 Pow.

[S] ([1] Put the top card of your LB into your Clock, Rest this] Search your deck for up to 1 Chara with "Kogane", "Mamimi", "Sakuya", "Yuika", or "Kiriko" in name, show it to your Opp., put it in your hand, and shuffle your LB.

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

[A] This ability activates up to once per turn. When you use **SHIFT** choose 1 of your Opp.'s Front Row Charas and for the turn that Chara gets -1000 Pow.

[S] [(1) Put the top card of your LB into your Clock, Rest this] Search your deck for up to 1 Chara with "Kogane", "Mamimi", "Sakuya", "Yuika", or "Kiriko" in name, show it to your Opp., put it in your hand, and shuffle your LB.

LO
CO

[C] If you don't have another ::Music:: Chara, this does not Stand during your Stand Phase.

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your MP, choose 1 of your ::Music:: 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 on the bottom of your Opp.'s LB."

L0
C0

[C] If you don't have another ::Music:: Chara, this does not Stand during your Stand Phase.

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your MP, choose 1 of your ::Music:: 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 on the bottom of your Opp.'s LB."

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

[C] **RECOLLECTION** if you have 2 or more cards in Memory, this gains +2000 Pow and the following Ability. "[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow."

L1
C0

[C] **RECOLLECTION** if you have 2 or more cards in Memory, this gains +2000 Pow and the following Ability. "[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow."

L1
C0

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower ::Music:: Chara in your WR and put it in any Slot on the Stage, and at the end of the turn, Send that Chara to Memory.

[S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

L1
C0

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower ::Music:: Chara in your WR and put it in any Slot on the Stage, and at the end of the turn, Send that Chara to Memory.

[S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

L1
C0

[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. [C] In Battles involving this, players may not play **BACKUP** from hand."

[A] [Clock] **ALARM** [Discard a card from hand to the WR] If this card is on top of your Clock and you have 5 or more cards in your hand, at the beginning of your MP may pay. If so, look at up to 4 cards from the top of your LB, choose a :Music: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

L3
C2

[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. [C] In Battles involving this, players may not play **BACKUP** from hand."

[A] [Clock] **ALARM** [Discard a card from hand to the WR] If this **CARD** is on top of your Clock and you have 5 or more cards in your hand, at the beginning of your MP may pay. If so, look at up to 4 cards from the top of your LB, choose a ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

L3
C2

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand, and for the turn this gets +1 Soul.

L3
C2

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand, and for the turn this gets +1 Soul.

L3
C2

[C] **EXPERIENCE** If the total of the Levels of the cards in your Level Zone is 1 or higher, this gains +1000 Pow and the following ability. '[A] Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a 'Mano Sakuragi, Natural Mode' in your WR and place it to the Slot this was in.'

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.

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

[C] **EXPERIENCE** If the total of the Levels of the cards in your Level Zone is 1 or higher, this gains +1000 Pow and the following ability. "[A] Put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a Mano Sakuragi, Natural Mode" in your WR and place it to the Slot this was in."

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.

LO
CO

[A] [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 "Chibi L'Antica" in your WR and return it to your hand.

[A] [(1)] When this attacks, if you have 4 or more cards in your Clock, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

L0
C0

[A] [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 "Chibi L'Antica" in your WR and return it to your hand.

[A] ([1]) When this attacks, if you have 4 or more cards in your Clock, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

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

[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, draw a card.
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

LO
CO

[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, draw a card.
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

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

Koito Fukumaru, Sunset Sky Passage

[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 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Noctchill | ISC/S81-099 T: Soul

L2
C1

Koito Fukumaru, Sunset Sky Passage

[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 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Noctchill | ISC/S81-099WIR T: Soul

L2
C1

Yuika Mitsumine, Refresh Summer

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S81-100 T: None

L0
C0

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Yuika Mitsumine, Refresh Summer

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S81-100WIR T: None

L0
C0

Kogane Tsukioka, Refresh Summer

[A] When this attacks, if the top card of your Clock is a card with **ALARM** or **SHIFT** and the Battle Opp. of this is higher Level than your Opp.'s Level, for the turn this gains +6000 Pow.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Music:: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - L'Antica | ISC/S81-101 T: None

L1
C0

Kogane Tsukioka, Refresh Summer

[A] When this attacks, if the top card of your Clock is a card with **ALARM** or **SHIFT** and the Battle Opp. of this is higher Level than your Opp.'s Level, for the turn this gains +6000 Pow.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Music:: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - L'Antica | ISC/S81-101WIR T: None

L1
C0

Idolmaster Shiny Colors Booster Pack**Kiriko Yukoku, Refresh Summer**

[C] If you have another "Sakuya Shirase, Secret Fanservice" in your Back Row, this gains +2000 Pow.
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S81-102 T: None

L1
C0

Kiriko Yukoku, Refresh Summer

[C] If you have another "Sakuya Shirase, Secret Fanservice" in your Back Row, this gains +2000 Pow.
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S81-102WIR T: None

L1
C0

Madoka Higuchi, Refresh Summer

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Tooru Asakura, 10 Pieces, Light" in your WR and Send it to Memory.
[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 on the bottom of the LB.

Music - Noctchill | ISC/S81-103 T: Soul

L1
C1

Madoka Higuchi, Refresh Summer

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Tooru Asakura, 10 Pieces, Light" in your WR and Send it to Memory.
[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 on the bottom of the LB.

Music - Noctchill | ISC/S81-103WIR T: Soul

L1
C1

Mano Sakuragi, Refresh Summer

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Illumination Stars | ISC/S81-104 T: Soul

L2
C1

Mano Sakuragi, Refresh Summer

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Illumination Stars | ISC/S81-104WIR T: Soul

L2
C1

Hinana Ichikawa, Refresh Summer

[C] If you have another Rested ::Music:: Chara, this gains +2000 Pow.
[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 +3000 Pow for the turn.

Music - Noctchill | ISC/S81-105 T: Soul

L2
C1

Hinana Ichikawa, Refresh Summer

[C] If you have another Rested ::Music:: Chara, this gains +2000 Pow.
[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 +3000 Pow for the turn.

Music - Noctchill | ISC/S81-105WIR T: Soul

L2
C1

Tooru Asakura, Refresh Summer

[C] **RECOLLECTION** If you have 2 or more ::Music:: Charas in your Memory, this gains +4000 Pow.

Music - Noctchill | ISC/S81-106 T: Soul

L2
C2

Tooru Asakura, Refresh Summer

[C] **RECOLLECTION** If you have 2 or more ::Music:: Charas in your Memory, this gains +4000 Pow.

Music - Noctchill | ISC/S81-106WIR T: Soul

L2
C2

Chibi Noctchill

Send this to Memory.
Reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)
[C] **RECOLLECTION** During your turn, if this is in Memory, all your ::Music:: Charas gain +500 Pow.

Noctchill | ISC/S81-107 T: None

L1
C1

Chibi Noctchill

Send this to Memory.
Reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)
[C] **RECOLLECTION** During your turn, if this is in Memory, all your ::Music:: Charas gain +500 Pow.

Noctchill | ISC/S81-107WIR T: None

L1
C1

Chibi L'Antica

All players put the top 3 cards of their respective Libraries in their respective WRs. If the number of your Level 1 and lower Charas put in the WR this way is larger than the number of your Opp.'s Level 0 and lower Charas put in the WR this way, you may draw a card. Put this in your Stock.

L'Antica | ISC/S81-108 T: None

L2
C0

Chibi L'Antica

All players put the top 3 cards of their respective Libraries in their respective WRs. If the number of your Level 1 and lower Charas put in the WR this way is larger than the number of your Opp.'s Level 0 and lower Charas put in the WR this way, you may draw a card. Put this in your Stock.

L'Antica | ISC/S81-108WIR T: None

L2
C0

Haphazard Hashtag

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

ISC/S81-109 T: Soul Gate

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Haphazard Hashtag

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

ISC/S81-109R T: Soul Gate

Fish Swimming About in Water

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

ISC/S81-110 T: Soul Gate

Fish Swimming About in Water

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

ISC/S81-110R T: Soul Gate

Idolmaster Shiny Colors Booster Pack

Mano & Hiori & Meguru, To the Shining Sky

[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 an Event, put it in your hand and discard a card from your hand to the WR. (Otherwise put the revealed card back where it was)
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 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 - Illumination Stars | ISC/S81-111 T: None

L0
C0

Kogane & Mamimi & Sakuya & Yuika & Kiriko, To the

[A] When this attacks, choose 1 of your Level 2 or higher Charas, and fro the turn that Chara gains +3000 Pow.

[A] [Clock] **SHIFT Level0**

Music - L'Antica | ISC/S81-112 T: None

L0
C0

Kaho & Chiyoko & Juri & Rinze & Natsuha, To the

[C] If there's a Climax card in your Opp.'s CZ, this gains +2000 Pow.

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Houkago Climax Girls | ISC/S81-113 T: Soul

L2
C1

Amana & Tenka & Chiyuki, To the Shining Sky

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Music - Alstroemeria | ISC/S81-114 T: None

L1
C1

Asahi & Fukuyo & Mei, To the Shining Sky

[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 - Straylight | ISC/S81-115 T: Soul

L2
C1

Tooru & Madoka & Koito & Hinana, To the Shining Sky

[A] **RECOLLECTION** When this attacks, if you have a card in Memory, for the turn this gains +3000 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Noctchill | ISC/S81-116 T: None

L1
C0

Mano & Hiori & Meguru, Toward a Dream

[C] **EXPERIENCE** If you have 2 or more different colors amongst the cards in your Level Zone, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from hand to the WR]".

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times the number of ::Music:: Charas you have.

Music - Illumination Stars | ISC/S81-P01 T: Soul

L2
C1

Mano & Hiori & Meguru, Toward a Dream

[C] **EXPERIENCE** If you have 2 or more different colors amongst the cards in your Level Zone, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from hand to the WR]".

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times the number of ::Music:: Charas you have.

Music - Illumination Stars | ISC/S81-P01S T: Soul

L2
C1

Kogane & Mamimi & Sakuya & Yuika & Kiriko, Toward a

[A] [Clock] **ALARM** If this is the top card of your Clock, at the beginning of your MP you may choose a Chara in WR and this and Swap them.

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

Music - L'Antica | ISC/S81-P02 T: None

L1
C0

Kogane & Mamimi & Sakuya & Yuika & Kiriko, Toward a

[A] [Clock] **ALARM** If this is the top card of your Clock, at the beginning of your MP you may choose a Chara in WR and this and Swap them.

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

Music - L'Antica | ISC/S81-P02S T: None

L1
C0

Kaho & Chiyoko & Juri & Rinze & Natsuha, Toward a

[C] If this is in the Front Row Center Slot, this gains +1 Soul.

[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.

Music - Houkago Climax Girls | ISC/S81-P03 T:

L0
C0

Kaho & Chiyoko & Juri & Rinze & Natsuha, Toward a

[C] If this is in the Front Row Center Slot, this gains +1 Soul.

[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.

Music - Houkago Climax Girls | ISC/S81-P03S T: None

L0
C0

Amana & Tenka & Chiyuki, Toward a Dream

[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.

Music - Alstroemeria | ISC/S81-P04 T: None

L1
C0

Amana & Tenka & Chiyuki, Toward a Dream

[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.

Music - Alstroemeria | ISC/S81-P04S T: None

L1
C0

Asahi & Fukuyo & Mei, Toward a Dream

[A] [Discard a card from your hand to the WR] When this is placed from
hand to the Stage, may pay. If so, reveal the top card of your LB, choose a
Level X or lower Chara in your WR and return it to your hand. X = Level of
the card revealed this way. (Climax cards are considered Level 0 for this
effect. Put the revealed card back where it was)

Music - Straylight | ISC/S81-P05 T: None

L0
C0

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Asahi & Fukuyo & Mei, Toward a Dream

[A] [Discard a card from your hand to the WR] When this is placed from
hand to the Stage, may pay. If so, reveal the top card of your LB, choose a
Level X or lower Chara in your WR and return it to your hand. X = Level of
the card revealed this way. (Climax cards are considered Level 0 for this
effect. Put the revealed card back where it was)

Music - Straylight | ISC/S81-P05S T: None

L0
C0

Tooru & Madoka & Koito & Hinana, Toward a Dream

[C] If there are 2 or fewer Climax cards in your WR, this gets
-1 Level while in your hand.
[C] **RECOLLECTION** If there are 3 or more cards in your
Memory, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may
put the top card of your Clock in the WR.

Music - Noctchill | ISC/S81-P06 T: Soul

L3
C2

Tooru & Madoka & Koito & Hinana, Toward a Dream

[C] If there are 2 or fewer Climax cards in your WR, this gets
-1 Level while in your hand.
[C] **RECOLLECTION** If there are 3 or more cards in your
Memory, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may
put the top card of your Clock in the WR.

Music - Noctchill | ISC/S81-P06S T: Soul

L3
C2

Idolmaster Shiny Colors Booster Pack