

Kanon, Feelings That Don't Give Up

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Music | LSP/W92-001 T: None

L0
C0

Kanon, Feelings That Don't Give Up

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Music | LSP/W92-001LLa T: None

L0
C0

Kanon, Feelings That Don't Give Up

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[A] [(1) Put the top card of your LB in your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Music | LSP/W92-001LLb T: None

L0
C0

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[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Music | LSP/W92-001LLc T: None

L0
C0

Kanon, Feelings That Don't Give Up

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Music | LSP/W92-001LLd T: None

L0
C0

Keke, General Course

[S] **ASSIST** During your turn, all Level 1 or higher Charas in front of this gain +500 Pow.
[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 | LSP/W92-002 T: None

L0
C0

Love Live! Super Star Booster Pack

Keke, General Course

[S] **ASSIST** During your turn, all Level 1 or higher Charas in front of this gain +500 Pow.
[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 | LSP/W92-002SPa T: None

L0
C0

Keke, General Course

[S] **ASSIST** During your turn, all Level 1 or higher Charas in front of this gain +500 Pow.
[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 | LSP/W92-002SPb T: None

L0
C0

Ren, Music Course

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO EXPERIENCE** When this attacks, if "Newly-Started School" is in the CZ and the sum of the Levels of the cards in your Level Zone is 2 or higher, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. If X is 2 or higher, this gains +1 Soul for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0)

Music | LSP/W92-003 T: None

L1
C0

Ren, Music Course

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO EXPERIENCE** When this attacks, if "Newly-Started School" is in the CZ and the sum of the Levels of the cards in your Level Zone is 2 or higher, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. If X is 2 or higher, this gains +1 Soul for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0)

Music | LSP/W92-003SPa T: None

L1
C0

Ren, Music Course

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO EXPERIENCE** When this attacks, if "Newly-Started School" is in the CZ and the sum of the Levels of the cards in your Level Zone is 2 or higher, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. If X is 2 or higher, this gains +1 Soul for the turn. X = sum of Levels of cards put in the WR via this effect. (Climax cards are considered Level 0)

Music | LSP/W92-003SPb T: None

L1
C0

Chisato, General Course

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If all of your Charas are ::Music::, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | LSP/W92-004 T: Soul

L3
C2

Chisato, General Course

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If all of your Charas are ::Music::, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | LSP/W92-004SPa T: Soul

L3
C2

Chisato, General Course

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If all of your Charas are ::Music::, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | LSP/W92-004SPb T: Soul

L3
C2

Sumire, Charisma Galaxy

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When "Galaxy Interaction" is placed to your CZ, if this is in your Front Row, and all your Charas are ::Music::, choose 1 of your Charas, and for the turn they gain 1 of the following 2 Abilities of your choice. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may deal 2 Damage to your Opp.." "[A] [(1) Discard 2 cards from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this." (DC can occur)

Music | LSP/W92-005 T: Soul

L3
C2

Sumire, Charisma Galaxy

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When "Galaxy Interaction" is placed to your CZ, if this is in your Front Row, and all your Charas are ::Music::, choose 1 of your Charas, and for the turn they gain 1 of the following 2 Abilities of your choice. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may deal 2 Damage to your Opp.." "[A] [(1) Discard 2 cards from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this." (DC can occur)

Music | LSP/W92-005LLa T: Soul

L3
C2

Sumire, Charisma Galaxy

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When "Galaxy Interaction" is placed to your CZ, if this is in your Front Row, and all your Charas are ::Music::, choose 1 of your Charas, and for the turn they gain 1 of the following 2 Abilities of your choice. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may deal 2 Damage to your Opp.." "[A] [(1) Discard 2 cards from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this." (DC can occur)

Music | LSP/W92-005LLb T: Soul

L3
C2

Sumire, Charisma Galaxy

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When "Galaxy Interaction" is placed to your CZ, if this is in your Front Row, and all your Charas are ::Music::, choose 1 of your Charas, and for the turn they gain 1 of the following 2 Abilities of your choice. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may deal 2 Damage to your Opp.." "[A] [(1) Discard 2 cards from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this." (DC can occur)

Music | LSP/W92-005LLc T: Soul

L3
C2

Sumire, Charisma Galaxy

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** When "Galaxy Interaction" is placed to your CZ, if this is in your Front Row, and all your Charas are ::Music::, choose 1 of your Charas, and for the turn they gain 1 of the following 2 Abilities of your choice. "[A] This ability activates up to once per turn. When this card's Damage is Canceled, you may deal 2 Damage to your Opp.."
[A] [(1) Discard 2 cards from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this." (DC can occur)

Music | LSP/W92-005LLd T: Soul

L3
C2

Sumire, This Yet Unknown Feeling

[A] [Discard a card from hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Music:: Chara in your WR and return it to your hand. X equals the number of "Sumire, Charisma Galaxy" in your WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | LSP/W92-006 T: None

L0
C0

Sumire, This Yet Unknown Feeling

[A] [Discard a card from hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Music:: Chara in your WR and return it to your hand. X equals the number of "Sumire, Charisma Galaxy" in your WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | LSP/W92-006S T: None

L0
C0

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Keke, Open-air Island Bath

[C] **RECOLLECTION** During your turn, if you have a card in Memory, all your other ::Music:: Charas gain +1000 Pow.
[S] [Rest this] If this does not have a Marker under it, choose a ::Music:: Chara in your WR and place it face-up underneath this as Marker.
[S] [Put a Marker from underneath this to the WR, Rest this] Choose another of your Charas with "Keke" in name and return it to your hand.

Music | LSP/W92-007 T: None

L0
C0

Keke, Open-air Island Bath

[C] **RECOLLECTION** During your turn, if you have a card in Memory, all your other ::Music:: Charas gain +1000 Pow.
[S] [Rest this] If this does not have a Marker under it, choose a ::Music:: Chara in your WR and place it face-up underneath this as Marker.
[S] [Put a Marker from underneath this to the WR, Rest this] Choose another of your Charas with "Keke" in name and return it to your hand.

Music | LSP/W92-007S T: None

L0
C0

Chisato, Liella!

[C] Your other ::Music:: Chara in your Front Row Center Slot gain "[A] **ENCORE** [Discard a Chara from hand to the WR]".
[A] [(1) When a Climax is placed to your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Chisato" in name or a card named "Takoyaki" from among them, show it to your Opp., but it in your hand, and put the remaining cards in the WR.

Music | LSP/W92-008 T: None

L0
C0

Love Live! Super Star Booster Pack

Chisato, Liella!

[C] Your other ::Music:: Chara in your Front Row Center Slot gain "[A] **ENCORE** [Discard a Chara from hand to the WR]".
[A] [(1) When a Climax is placed to your CZ, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Chisato" in name or a card named "Takoyaki" from among them, show it to your Opp., but it in your hand, and put the remaining cards in the WR.

Music | LSP/W92-008S T: None

L0
C0

Chisato, Deliver the Song

[C] During your turn, this gains +3000 Pow.
[A] When this card's Battle Opp. becomes Reversed, choose up to 1 "Takoyaki" in your hand, and if you meet the Level and Color requirements to play the card, you may play it without cost.

Music | LSP/W92-009 T: None

L1
C0

Chisato, Deliver the Song

[C] During your turn, this gains +3000 Pow.
[A] When this card's Battle Opp. becomes Reversed, choose up to 1 "Takoyaki" in your hand, and if you meet the Level and Color requirements to play the card, you may play it without cost.

Music | LSP/W92-009S T: None

L1
C0

Ren, This Yet Unknown Feeling

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Chara's Trigger Check reveals a YELLOW Climax and this has 1 or less Markers under it, you may choose a card in your WR and place it underneath this face-up as Marker.
[S] [Put a Marker from underneath this to WR] Choose 1 of your other Charas, and for the turn that Chara gains +1000 Pow and the following ability. "[C] In Battles involving this Chara, your Opp. may not play Events or **BACKUP** from hand."

Music | LSP/W92-010 T: Soul

L1
C1

Ren, This Yet Unknown Feeling

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Chara's Trigger Check reveals a YELLOW Climax and this has 1 or less Markers under it, you may choose a card in your WR and place it underneath this face-up as Marker.
[S] [Put a Marker from underneath this to WR] Choose 1 of your other Charas, and for the turn that Chara gains +1000 Pow and the following ability. "[C] In Battles involving this Chara, your Opp. may not play Events or **BACKUP** from hand."

Music | LSP/W92-010S T: Soul

L1
C1

Sumire, Open-air Island Bath

[A] [(1) Discard a card from hand to the WR, choose 1 of your Charas on Stage and place them in the WR] When you use the **BACKUP** of this, may pay if so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp.'s Level, and place it to their Stock. If so, put 1 card from the bottom of your Opp.'s Stock in their WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music | LSP/W92-011 T: Soul

L2
C1

Sumire, Open-air Island Bath

[A] [(1) Discard a card from hand to the WR, choose 1 of your Charas on Stage and place them in the WR] When you use the **BACKUP** of this, may pay if so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp.'s Level, and place it to their Stock. If so, put 1 card from the bottom of your Opp.'s Stock in their WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music | LSP/W92-011S T: Soul

L2
C1

Kanon, Open-air Island Bath

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** At the end of this card's Attack, if "I Can Fly Anywhere" is in your CZ and you have 4 or more other ::Music:: Charas, choose up to 1 Chara in your WR, return it to your hand, choose up to 1 ::Music:: Chara in your WR, and place it to Stock.

Music | LSP/W92-012 T: Soul

L2
C1

Kanon, Open-air Island Bath

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** At the end of this card's Attack, if "I Can Fly Anywhere" is in your CZ and you have 4 or more other ::Music:: Charas, choose up to 1 Chara in your WR, return it to your hand, choose up to 1 ::Music:: Chara in your WR, and place it to Stock.

Music | LSP/W92-012S T: Soul

L2
C1

Keke, This Yet Unknown Feeling

[C] If you have "Keke, General Course" and "Ren, This Yet Unknown Feeling", this gets -1 Level in hand.
[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] [Choose another of your Charas on Stage and place it in your Waiting Room] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 card from among them and put it in your hand, choose up to 1 card from among them and place it to Stock, and put the remaining cards in the WR.

Music | LSP/W92-013 T: Soul

L3
C2

Keke, This Yet Unknown Feeling

[C] If you have "Keke, General Course" and "Ren, This Yet Unknown Feeling", this gets -1 Level in hand.
[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] [Choose another of your Charas on Stage and place it in your Waiting Room] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 card from among them and put it in your hand, choose up to 1 card from among them and place it to Stock, and put the remaining cards in the WR.

Music | LSP/W92-013S T: Soul

L3
C2

Ren, Liella!

[C] During your turn, for each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music | LSP/W92-014 T: Soul

L3
C2

Ren, Liella!

[C] During your turn, for each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage or via **CHANGE** to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music | LSP/W92-014S T: Soul

L3
C2

Kanon, Cute Clothes

[A] [(2) Rest 1 each of your Standing "Keke, This Yet Unknown Feeling" and "Ren, This Yet Unknown Feeling"] On the turn this is placed from hand to the Stage, at the end of this card's attack, if you have another "Chisato, General Course" and "Sumire, Charisma Galaxy", may pay. If so, put the top 2 cards of your Opp.'s LB to Clock.

Music | LSP/W92-015 T: Soul

L3
C2

Kanon, Cute Clothes

[A] [(2) Rest 1 each of your Standing "Keke, This Yet Unknown Feeling" and "Ren, This Yet Unknown Feeling"] On the turn this is placed from hand to the Stage, at the end of this card's attack, if you have another "Chisato, General Course" and "Sumire, Charisma Galaxy", may pay. If so, put the top 2 cards of your Opp.'s LB to Clock.

Music | LSP/W92-015S T: Soul

L3
C2

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Kanon, Not Alone

[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] [(1) Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in Battle, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | LSP/W92-016 T: None

L0
C0

Chisato, Center Election

[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 | LSP/W92-017 T: None

L1
C0

Kanon, When Nothing Happens

[C] All of your other "Sumire, Early Morning Arrival on Ship" gain the following 2 abilities. "[A] When this Attacks, for the turn this gains +X Pow. X equals the number of your other ::Music:: Charas times 1000." "[A] **ENCORE** [Discard a Chara from hand to the WR]"
[A] This ability activates up to once per turn. When your other "Sumire, Early Morning Arrival on Ship" is placed from hand to the Stage, you may put the top card of your LB in your Stock.

Music | LSP/W92-018 T: Soul

L1
C1

Love Live! Super Star Booster Pack

Keke, I Like It

[C] During your turn, if you have another "Kanon, First Step", all your other ::Music:: Charas gain +2000 Pow.
[S] [(1) 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 | LSP/W92-019 T: Soul

L1
C1

Sumire, Early Morning Arrival on Ship

--No Text--

Music | LSP/W92-020 T: None

L1
C1

Mao, I Thought You'd Be Here!

[C] If you have another "Yuuna, I Thought You'd Be Here!" in your Front Row, this gains +4000 Pow.
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Yuuna, I Thought You'd Be Here!" in your WR and put it in any Slot on the Stage.

Music | LSP/W92-021 T: Soul

L2
C1

Yuuna, I Thought You'd Be Here!

[C] During your turn, if you have another "Mao, I Thought You'd Be Here!" in the Front Row, this gains +4000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Mao, I Thought You'd Be Here!" and this, then Stand and Swap them.

Music | LSP/W92-022 T: Soul

L2
C1

Ren, Immediate Force

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When your Climax is placed to the CZ, choose 1 of your Charas and for the turn that Chara gains +1 Soul.

Music | LSP/W92-023 T: None

L0
C0

Yae & Nanami & Kokono

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.
[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. "Look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, put the remaining cards in the WR, choose a card from your hand, and discard it to the WR."

Music | LSP/W92-024 T: None

L0
C0

Kanon, ...I Like It

[A] **CX COMBO** [Put an "I Can Fly Anywhere" from your CZ to the WR] At the beginning of your Encore Step, may pay. If so, choose a ::Music:: Chara in your WR and return it to hand.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | LSP/W92-025 T: None

L0
C0

Chisato, The Weak Point...

[C] During your turn, this gains +1000 Pow.
[A] [(1)] At the beginning of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row, and at the beginning of your next Encore Step, send this to Memory.

Music | LSP/W92-026 T: None

L0
C0

Ren, Accidental Sighting

[A] When this is placed from hand to the Stage, for the turn this gains +3000 Pow.
[A] **CX COMBO** [Place an "All Gathered" from your CZ to the WR] At the beginning of you Encore Step, if you have another ::Music:: Chara, may pay. If so, choose up to 1 of your other Charas and this card and return them to your hand.

Music | LSP/W92-027 T: None

L0
C0

Sumire, Punishment Game

[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, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LSP/W92-028 T: None

L0
C0

Principal, Yuigaoka Girls' High School

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music | LSP/W92-029 T: None

L0
C0

Sumire, Disguise

[A] [(1) Send this to Memory] When you Level-Up, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music | LSP/W92-030 T: None

L1
C0

Manmaru

[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.

Animal | LSP/W92-031 T: None

L1

C0

Keke, In the Worst Case

[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, put the remaining cards in the WR, choose a card in your hand, and discard that card to the WR.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music | LSP/W92-032 T: Soul

L2

C1

Ren, Knocked Back

[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, at the start of your MP, you may draw a card. If so, discard a card from your hand to the WR.

Music | LSP/W92-033 T: Soul

L2

C1

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Keke, Newcomer Special Prize

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.
[A] **CX COMBO** At the end of this card's attack, if "Have a nice Day!" is in your CZ and you have another ::Music:: Chara, put the top 2 cards of your LB in your WR, choose up to 1 Level X or lower ::Music:: Charas in your WR, return it to your have, choose up to 1 ::Music:: Chara from your WR and place it to Stock. X equals the sum of the Levels of the cards placed in the WR by this effect. (Climax Cards are considered Level 0)

Music | LSP/W92-034 T: Soul

L2

C1

Chisato, Gathering In Secret

[A] When this attacks, for the turn, this gains +X Pow. X equals the number of your other ::Music:: Charas times 1500.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Fun of Finding New Things" is in your CZ, choose up to X cards in your Opp.'s WR, return them to your Opp.'s LB, and your Opp. shuffles that LB. X equals the number of your ::Music:: Charas.

Music | LSP/W92-035 T: Soul

L2

C1

Moment of Beginning

[Counter] If you don't have an ::Music:: Chara, you cannot play this from your hand.
Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

LSP/W92-036 T: None

L1

C0

Love Live! Super Star Booster Pack

Stage That Only We Can Do

[Counter] Choose and perform 1 of the following 2 effects.
"Choose 1 of your ::Music:: Charas, and for the turn that Chara gains +2500 Pow."
"If you have a ::Music:: Chara, choose a ::Music:: Chara from your WR and return it to hand."

LSP/W92-037 T: None

L2

C0

Song For All!!

If you have a ::Music:: Chara, your Opp. reveals 3 cards from the top of their LB, Shuffles that LB, then they put the top X cards of their LB into their Clock. X equals the number of Climaxes revealed in this manner.

LSP/W92-038 T: None

L3

C0

Newly-Started School

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

LSP/W92-039 T: Choice

Newly-Started School

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

LSP/W92-039R T: Choice

Galaxy Interaction

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

LSP/W92-040 T: Choice

Galaxy Interaction

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

LSP/W92-040R T: Choice

I Can Fly Anywhere

[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.

LSP/W92-041 T: 2 Soul

I Can Fly Anywhere

[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.

LSP/W92-041R T: 2 Soul

All Gathered!

[C] All your Charas gain +2 Soul.

LSP/W92-042 T: 2 Soul

Have a nice Day!

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

LSP/W92-043 T: Soul Bounce

Have a nice Day!

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

LSP/W92-043R T: Soul Bounce

Fun of Finding New Things

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

LSP/W92-044 T: Choice

Sumire, Show Business

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | LSP/W92-051 T: Soul

L2
C2

Sumire, Show Business

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | LSP/W92-051S T: Soul

L2
C2

Kanon, Liella!

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +2500 Pow and "[C] **BODYGUARD**" until the next end of your Opp.'s turn.

Music | LSP/W92-052 T: Soul

L3
C2

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Kanon, Liella!

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, this gains +2500 Pow and "[C] **BODYGUARD**" until the next end of your Opp.'s turn.

Music | LSP/W92-052S T: Soul

L3
C2

Chisato, Good at Dancing

[C] All your other ::Music:: Charas gain +1500 Pow.
[A] **CX COMBO** [(1) Put a "This School is the Best" from your C2 in the WR] During your Climax Phase, when this is placed to the Stage via the effect of "This School is the Best", may pay. If so, Stand this, and all your Charas gain +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Music | LSP/W92-053 T: Soul

L3
C2

Chisato, Good at Dancing

[C] All your other ::Music:: Charas gain +1500 Pow.
[A] **CX COMBO** [(1) Put a "This School is the Best" from your C2 in the WR] During your Climax Phase, when this is placed to the Stage via the effect of "This School is the Best", may pay. If so, Stand this, and all your Charas gain +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Music | LSP/W92-053S T: Soul

L3
C2

Love Live! Super Star Booster Pack

Kanon, First Step

[A] **RESONANCE** [Reveal a "Sunfire, Normal Course" from your hand] This ability activates up to once per turn. When you use the **RESONANCE** of this, may pay. If so, Stand this.
[S] **RESONANCE** [Reveal a card from your hand, Rest this] If you reveal a "Keke, I Like It", draw a card, and discard a card from your hand to the WR. If you reveal a "Ren, Founder's Daughter", choose 1 of your ::Music:: Charas, and that Chara gains +2500 Pow for the turn. If you reveal a "Chisato, General Course", choose 1 of your ::Music:: Charas, and that Chara gains +1 Soul for the turn.

Music | LSP/W92-054 T: None

L0
C0

Sumire, Vacation?

[S] [(2) Rest this] Choose 1 of your Opp.'s Charas and return it to their hand.
[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 | LSP/W92-055 T: None

L0
C0

Chisato, First Step

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check Twice during this attack's Trigger Step."

Music | LSP/W92-056 T: None

L1
C0

Kanon, Make Everyone Smile with a Song

[C] If you don't have another "Keke, Destined Reunion" in the Front Row, this can't attack.

Music | LSP/W92-057 T: None

L1
C0

Sumire, Deliver the Song

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] [Discard 2 cards from hand to the WR] When the Trigger Check of this reveals a Climax card, may pay. If so, choose up to 2 Charas in your WR and return it to your hand, and this gains +3000 Pow for the turn.

Music | LSP/W92-058 T: None

L1
C1

Kanon, Stretching Wings

[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 | LSP/W92-059 T: Soul

L2
C1

Chisato, It's Maru, Yo

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Music:: Chara, you may choose a ::Music:: Chara in your WR and return it to your hand. (Put the revealed card back where it was)

Music | LSP/W92-060 T: Soul

L2
C1

Chisato, Towards the Same Goal

[C] During your turn, this gains +4000 Pow.
[A] [(1) When the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR.

Music | LSP/W92-061 T: Soul

L3
C2

Sumire, Galaxy

[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. If you are Level 3 or higher and there are exactly 6 cards in your Clock, additionally choose 1 of the following 2 effects and perform it. "Your Opp. choose a Climax card in their WR, returns all cards other than the chosen card from the WR to their LB and shuffle their LB." "Put the bottom 3 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among them." (DC can occur)

Music | LSP/W92-062 T: Soul

L3
C2

Kanon, Want to Sing Forever

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."
[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 | LSP/W92-063 T: None

L0
C0

Chisato, Dance Tournament Victory!!

[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 "Takoyaki" in your WR and return it to your hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music | LSP/W92-064 T: None

L0
C0

Kanon, Check it Out!!

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Music:: Charas and return it to your hand.

Music | LSP/W92-065 T: None

L0
C0

Chisato, Place of New Activities

[A] [Discard a card from 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 ::Music:: 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 | LSP/W92-066 T: None

L0

C0

Sumire, Where are the Scouts?

[C] All your other Charas gain the following ability. "[C] This cannot Side Attack."
[A] [(1) Send this to Memory] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +2000 Pow for the turn.

Music | LSP/W92-067 T: None

L0

C0

Sumire, Trembling Feelings

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | LSP/W92-068 T: None

L0

C0

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Kanon, Working on Lyrics

[A] When this becomes Reversed in Battle, you may choose a card in your Opp.'s Clock and put it in the WR. If so, your Opp. puts the top card of their LB in the Clock.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music | LSP/W92-069 T: None

L1

C0

Chisato, Dung Dung Jiang

[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Opp.'s Charas and return it to hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Music | LSP/W92-070 T: Soul

L1

C1

Sumire, Letting Loose

[C] **ASSIST** All your Charas in front of this with "Sumire" in name gain +1500 Pow.
[S] **CX COMBO BRAINSTORM** [Rest this] Flip over the top card of your LB and put it in the WR. If it's a Climax card, you may choose either a "Galaxy Interaction" or a "The Dream is Waiting" in your WR and return it to your hand. If so, discard a card from your hand to the WR.

Music | LSP/W92-071 T: Soul

L2

C1

Love Live! Super Star Booster Pack

A Dream Far Ahead

Look at up to 2 cards from top of your LB and put them on top of the LB in any order, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand."

LSP/W92-072 T: None

L1

C0

A Dream Far Ahead

Look at up to 2 cards from top of your LB and put them on top of the LB in any order, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand."

LSP/W92-072S T: None

L1

C0

Songwriting

[Counter] You may discard a "Kanon, This Yet Unknown Feeling" from your hand to the WR. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.

LSP/W92-073 T: None

L1

C0

Songwriting

[Counter] You may discard a "Kanon, This Yet Unknown Feeling" from your hand to the WR. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.

LSP/W92-073S T: None

L1

C0

Takoyaki

Choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your ::Music:: Charas, and that Chara gains the following 2 abilities for the turn. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand." "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory."

LSP/W92-074 T: None

L1

C1

Takoyaki

Choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your ::Music:: Charas, and that Chara gains the following 2 abilities for the turn. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand." "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory."

LSP/W92-074S T: None

L1

C1

I've Been Dreaming for a Long Time

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

LSP/W92-075 T: Salvage

I've Been Dreaming for a Long Time

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

LSP/W92-075R T: Salvage

Lights Of Various Colors

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

LSP/W92-076 T: Salvage

Lights Of Various Colors

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

LSP/W92-076R T: Salvage

The Dream is Waiting

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

LSP/W92-077 T: Soul Standby

The Dream is Waiting

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

LSP/W92-077R T: Soul Standby

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

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

[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.

[A] When this becomes Reversed in battle, if there's no BLUE card in your Memory, you may Send this to Memory.

LC
CC

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

[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.

[A] When this becomes Reversed in battle, if there's no BLUE card in your Memory, you may Send this to Memory.

	L0
	C0

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

[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.

[A] When this becomes Reversed in battle, if there's no BLUE card in your Memory, you may Send this to Memory.

LC
CC

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

[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.

[A] When this becomes Reversed in battle, if there's no BLUE card in your Memory, you may Send this to Memory.

LC
CO

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

[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.

[A] When this becomes Reversed in battle, if there's no **BLUE** card in your Memory, you may Send this to Memory.

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

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "KeKa" is in the CZ and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 card that is either a ::Music:: Chara or 'Study Session for Two', reveal it, put it in your hand, and shuffle your LB."

L1
C0

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "KeKa" is in the CZ and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 card that is either a ::Music:: Chara or 'Study Session for Two', reveal it, put it in your hand, and shuffle your LB."

L1
C0

[C] During your turn, if you have another :Music:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "KeKa" is in the CZ and you have another :Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 card that is either a :Music:: Chara or 'Study Session for Two', reveal it, put it in your hand, and shuffle your LB."

	L1
	C0

[A] **CX COMBO** When this attacks, if "KeKa" is in the CZ and you have another :Music:: Chara, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 card that is either a :Music:: Chara or 'Study Session for Two', reveal it, put it in your hand, and shuffle your LB."

L1
C0

[A] **CX COMBO** When this attacks, if "KeKa" is in the CZ and you have another Chara, 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 card that is either a :Music: Chara or 'Study Session for Two', reveal it, put it in your hand, and shuffle your LB."

L1
C0

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.

[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.

	L0
	C0

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.

[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.

LC
CC

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] ([1]) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

L1
C0

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] (1) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn."

	L1
	C0

[A] When this is placed from hand to the Stage, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

L3
C2

[A] When this is placed from hand to the Stage, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

L3
C2

[A] **CX COMBO EXPERIENCE** ([1]) When this attacks, if "Under Gentle Sunlight" is in the CZ and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, this gains +3000 Pow for the turn, then choose 1 of the following 2 effects and perform it. "Choose up to 2 cards in your Clock and put them in the WR." "Deal 3 Damage to your Opp.." (DC can occur)

L3
C2

Ren, Connecting Feelings

[A] **CX COMBO EXPERIENCE** [(1)] When this attacks, if "Under Gentle Sunlight" is in the C2 and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, this gains +3000 Pow for the turn, and perform 1 of the following 2 effects of your choice. "Choose up to 2 cards in your Clock and put them in the WR." "Deal 3 Damage to your Opp." (DC can occur)

Music | LSP/W92-084S T: Soul

L3
C2

Keke, Let's Go On an Expedition

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
[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 | LSP/W92-085 T: None

L0
C0

Ren, First Step

[A] When your other Chara with either "Ren" or "Sumire" in name or this is placed from hand to the Stage, you may look at the top card of your LB. (Put the card back where it was)
[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 | LSP/W92-086 T: None

L0
C0

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Ren, Looking Back

[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 in any Slot on their Stage.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music | LSP/W92-087 T: None

L1
C0

Ren, Liella's Ace

[C] All your other "Keke, Looks Tasty" gain +2000 Pow.
[A] [Discard a card from hand to the WR] This ability activates up to once per turn. When your other "Keke, Looks Tasty" is placed from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music | LSP/W92-088 T: None

L1
C0

Keke, Looks Tasty

--No Text--

Music | LSP/W92-089 T: None

L1
C0

Love Live! Super Star Booster Pack

Keke, Letting Loose

[C] All your other "Keke Tang" gain the following ability. "[A] [Put 2 cards from your Memory on the bottom of the LB in any order] When this is Front Attacked, may pay. If so, return this to hand."
[C] All your other ::Music:: Charas gain +1000 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 "Study Session for Two" in your WR and return it to your hand.

Music | LSP/W92-090 T: Soul

L2
C1

Keke, Sleeping

[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 | LSP/W92-091 T: None

L0
C0

Keke, Destined Reunion

[C] If you have another "Kanon, Make Everyone Smile with a Song", this gains +5000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Kanon, Make Everyone Smile with a Song", put it in any Slot on the Stage, and shuffle your LB.

Music | LSP/W92-092 T: None

L1
C0

Ren, Restriction due to School Rules

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music | LSP/W92-093 T: None

L1
C0

Ren, Student Council Candidate

[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 | LSP/W92-094 T: Soul

L1
C1

Keke's Possible Choice

[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 | LSP/W92-095 T: Soul

L2
C1

Ren, KeKa

[C] **EXPERIENCE** If there are a total of 2 "Ren, Liella!" and/or "Ren, Connecting Feelings" in your Level Zone, this gets -1 Level while in your hand.
[C] During this card's attacks, perform Trigger Check twice during the Trigger Step.
[A] **CHANGE** At the start of your Climax Phase, you may choose from your Level Zone either a "Ren, Liella!" or a "Ren, Connecting Feelings" as well as this and Swap them. (Charas placed on Stage are placed Standing)

Music | LSP/W92-096 T: Soul

L3
C2

Video Distribution

If you don't have a ::Music:: Chara, you cannot play this from hand.
Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.
You may choose a card in your Level Zone and a card in your WR and Swap them.

LSP/W92-097 T: None

L1
C0

Video Distribution

If you don't have a ::Music:: Chara, you cannot play this from hand.
Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.
You may choose a card in your Level Zone and a card in your WR and Swap them.

LSP/W92-097S T: None

L1
C0

Study Session for Two

You may choose 1 of your "Keke, General Course" and Send it to Memory. If so, choose up to 2 "Keke Tang" in your hand, put them in separate Slots on the Stage, and put this on the bottom of the LB.

LSP/W92-098 T: None

L2
C2

Study Session for Two

You may choose 1 of your "Keke, General Course" and Send it to Memory. If so, choose up to 2 "Keke Tang" in your hand, put them in separate Slots on the Stage, and put this on the bottom of the LB.

LSP/W92-098S T: None

L2
C2

KeKa

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

LSP/W92-099 T: Soul Gate

KeKa

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

LSP/W92-099R T: Soul Gate

Under Gentle Sunlight

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

LSP/W92-100 T: Soul Gate

Under Gentle Sunlight

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

LSP/W92-100R T: Soul Gate

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Kanon, Childhood

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] At the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | LSP/W92-101 T: None

L0

C0

Sumire, Giant Isopod Role

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a ::Music:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Music | LSP/W92-102 T: None

L0

C0

Chisato, Childhood

[C] **RECOLLECTION** If there are cards in your Memory, this gains +2500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music | LSP/W92-103 T: None

L1

C0

Love Live! Super Star Booster Pack

Keke, Deliver the Song

[C] Chara Opposite this cannot move to another Slot.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music | LSP/W92-104 T: None

L0

C0

Ren, Childhood

[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow for the turn.
[S] [Discard a Climax card from your hand to the WR] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Music | LSP/W92-105 T: None

L1

C0