

[C] For each of your other ::Revue: Charas in the Front Row, this gains +1500 Pow.

[A] **CX COMBO** When this attacks, if "Massacre Revue" is in the CZ, choose 1 of the following 2 effects and perform it. "Choose a ::Revue: Chara in your WR and return it to your hand." "If you have 4 or more other ::Revue: Charas, choose a Chara in your WR and return it to your hand, and this gains +2000 Pow for the turn."

L1
C0

[C] For each of your other ::Revue: Charas in the Front Row, this gains +1500 Pow.

[A] **CX COMBO** When this attacks, if "Massacre Revue" is in the CZ, choose 1 of the following 2 effects and perform it. "Choose a ::Revue: Chara in your WR and return it to your hand." "If you have 4 or more other ::Revue: Charas, choose a Chara in your WR and return it to your hand, and this gains +2000 Pow for the turn."

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

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[C] **RECOLLECTION** If "Futaba Isurugi, My Shine" is in your Memory, this gains +4000 Pow and the following ability. [A] When this Direct Attacks, you may choose a ::Revue:: Charr in your WR and put it in your Stock.

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

L3	
C2	

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[C] **RECOLLECTION** If "Futaba Isurugi, My Shine" is in your Memory, this gains +4000 Pow and the following ability. [A] When this Direct Attacks, you may choose a ::Revue:: Chara in your WR and put it in your Stock.

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

L3
C2

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

LO
CO

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

L0	
C0	

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Revue:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

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

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Revue:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

LO
C0

[C] You cannot play Events or **BACKUP** from hand.
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

[C] You cannot play Events or **BACKUP** from hand.
[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[S] [Rest this] Choose 1 of your "Junna Hoshimi, Green Light", and that Chara gains +1500 Pow for the turn, and if there's no Marker under that Chara, choose up to 1 ::Revue:: Chara in your WR and put it face-up under that Chara as Marker.

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

[S] [Rest this] Choose 1 of your "Junna Hoshimi, Green Light", and that Chara gains +1500 Pow for the turn, and if there's no Marker under that Chara, choose up to 1 ::Revue:: Chara in your WR and put it face-up under that Chara as Marker.

L2
C1

[C] If you have 2 or more other...:Revue:: Charas, this gains +1500 Pow and the following 2 abilities. "[A] ([1] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory." [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.

L3
C2

[C] If you have 2 or more other Revues: Charas, this gains +1500 Pow and the following 2 abilities. "[A] ([1] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory."

[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.

L3
C2

[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.

[A] **CX COMBO** ([2] Discard 2 card from your hand to the WR) When "Waiting for You" is placed in your CZ, if this is in the Front Row, may pay. If so, deal 1 Damage to your Opp., and deal 2 Damage to your Opp.. (DC can occur)

L3
C2

[A] **CX COMBO** ((2) Discard 2 card from your hand to the WR) When 'Waiting for You' is placed in your CZ, if this is in the Front Row, may pay. If so, deal 1 Damage to your Opp., and deal 2 Damage to your Opp.. (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.
 [A] When this attacks, choose 1 of your other ::Revue:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Revue:: Charas.

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

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and put them back on top of the LB in the original order.

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

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

[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 :Revue: Chara in your WR and return it to your hand, choose 1 of your other :Revue: Charas, and that Chara gains +1000 Pow for the turn.

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

L1
C0

[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 ::Revue:: Chara in your WR and return it to your hand, choose 1 of your other ::Revue:: Charas, and that Chara gains +1000 Pow for the turn.

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

L1
C0

[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 1 of your Opp.'s Charas and return it to their hand.

L1
C0

[C] **CX COMBO** If "Flower-Blooming Anger" is in your CZ, this card gains Shot Trigger Icon while in any Zone.

[C] During your turn, for each of your other ::Revue:: Charas, this gains +1500 Pow.

[A] **CX COMBO** When this attacks, if "Flower-Blooming Anger" is in the CZ and you have 4 or more other ::Revue:: Charas, you may deal 1 Damage to your Opp.. (DC can occur)

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

[C] **CX COMBO** If "Flower-Blooming Anger" is in your CZ, this card gains Shot Trigger Icon while in any Zone.

[C] During your turn, for each of your other ::Revue:: Charas, this gains +1500 Pow.

[A] **CX COMBO** When this attacks, if "Flower-Blooming Anger" is in the CZ and you have 4 or more other ::Revue:: Charas, you may deal 1 Damage to your Opp.. (DC can occur)

L2
C1

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, choose 1 of the following 2 effects and perform it. "Choose a 'Futaba Isurugi, My Shine' in your WR and Send it to Memory." "Search your LB for up to 1 'Futaba Isurugi, My Shine', Send it to Memory, and shuffle your LB."

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

Nana Daiba, Now's the Time to Walk Down From The
 [A] [Discard a ::Revue:: Chara from your hand to the WR] When this is purchased from hand to the Stage, may pay. If so, search your LB for up to 1
 Nana Daiba, Precious Time", reveal it, put it in your hand, and shuffle your
 [S] [L1 Put this in the WR] Choose up to 1 ::Revue: Chara in your hand whose Level is equal to or lower than your Level and put it in the Slot this was in.

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

[C] This cannot Side Attack.
[A] When this becomes Reversed in battle, if you have 1 or fewer other ::Revue:: Charas, put this in your Clock.

L1
C0

[C] During your turn, this gains +2000 Pow.
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

$$\frac{L1}{C1}$$

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Kaoruko Hanayagi, Flower at the Parlor" in your WR and return it to your hand.

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

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

[C] During your turn, if you have 2 or more other :Revuë: Charas, this gains +4000 Pow.

[A] [Clock] **ALARM** If this is on top of the Clock and you have a :Revuë: Chara, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

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

Choose up to 4 of your Opp.'s Charas and Send them to Memory. You shuffle those Charas face-down and put them in separate empty Slots on the Stage face-down. Turn those Charas face-up.

L2
C1

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

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

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

LO
CO

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

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

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

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

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

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

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

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

Mahiru Tsuyuzaki, Live on the Stage

[C] If there are 3 or fewer cards in your Stock, this gains +1000 Pow.
[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.

Revue - Weapon | RSL/S98-024 T: None

L0
C0

Mahiru Tsuyuzaki, Live on the Stage

[C] If there are 3 or fewer cards in your Stock, this gains +1000 Pow.
[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.

Revue - Weapon | RSL/S98-024SP T: None

L0
C0

Junna Hoshimi, Green Light

[C] If you have 4 or more ::Revue:: Charas, this gets +1 Level while in your hand.
[C] For each Marker under this, this gains +1000 Pow.
[A] When this attacks, you may choose a Chara in your WR and put it face-up under this as Marker.
[A] **CX COMBO** [(2) Put all Markers from under this in the WR] At the end of this card's attack, if "The Stage Where I Am the Main Cast" is in the CZ, may pay. If so, perform the following action X times. "Deal 1 Damage to your Opp..". X = # of Markers put in the WR for the cost of this ability. (DC can occur)

Revue - Weapon | RSL/S98-025 T: Soul

L3
C2

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Junna Hoshimi, Green Light

[C] If you have 4 or more ::Revue:: Charas, this gets +1 Level while in your hand.
[C] For each Marker under this, this gains +1000 Pow.
[A] When this attacks, you may choose a Chara in your WR and put it face-up under this as Marker.
[A] **CX COMBO** [(2) Put all Markers from under this in the WR] At the end of this card's attack, if "The Stage Where I Am the Main Cast" is in the CZ, may pay. If so, perform the following action X times. "Deal 1 Damage to your Opp..". X = # of Markers put in the WR for the cost of this ability. (DC can occur)

Revue - Weapon | RSL/S98-025SP T: Soul

L3
C2

Junna Hoshimi, Hunting Revue

[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

Revue | RSL/S98-026 T: None

L0
C0

Junna Hoshimi, Hunting Revue

[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

Revue | RSL/S98-026S T: None

L0
C0

Revue Starlight Movie Booster Pack

Junna Hoshimi, Stage Girl on Screen

[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.

Revue - Weapon | RSL/S98-027 T: None

L0
C0

Junna Hoshimi, Stage Girl on Screen

[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.

Revue - Weapon | RSL/S98-027S T: None

L0
C0

Junna Hoshimi, Where We Are Going

[C] If you have another "Junna Hoshimi, My Own Star", this gains +3000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Revue - Glasses | RSL/S98-028 T: None

L1
C0

Junna Hoshimi, Where We Are Going

[C] If you have another "Junna Hoshimi, My Own Star", this gains +3000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Revue - Glasses | RSL/S98-028S T: None

L1
C0

Mahiru Tsuyuzaki, Where We Are Going

[C] **ASSIST** All your ::Revue:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR.
[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Revue - Baton | RSL/S98-029 T: Soul

L1
C1

Mahiru Tsuyuzaki, Where We Are Going

[C] **ASSIST** All your ::Revue:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(1) When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR.
[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Revue - Baton | RSL/S98-029S T: Soul

L1
C1

Mahiru Tsuyuzaki, Stage Girl on Screen

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your ::Revue:: Charas and return it to your hand.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-030 T: Soul

L2
C1

Mahiru Tsuyuzaki, Stage Girl on Screen

[A] [Discard a card from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your ::Revue:: Charas and return it to your hand.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-030S T: Soul

L2
C1

Mahiru Tsuyuzaki, If You Can't Perform on Stage

[C] During your turn, if you have another ::Revue:: Chara, this gains +2500 Pow and the following ability. "[C] Chara Opposite this cannot move to another Slot."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) When the Battle Opp. of this becomes Reversed, if "Stage of You And I" is in your CZ, may pay. If so, put that Chara in Clock, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.

Revue - Weapon | RSL/S98-031 T: Soul

L3
C2

Mahiru Tsuyuzaki, If You Can't Perform on Stage

[C] During your turn, if you have another ::Revue:: Chara, this gains +2500 Pow and the following ability. "[C] Chara Opposite this cannot move to another Slot."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) When the Battle Opp. of this becomes Reversed, if "Stage of You And I" is in your CZ, may pay. If so, put that Chara in Clock, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB.

Revue - Weapon | RSL/S98-031S T: Soul

L3
C2

Mahiru Tsuyuzaki, Isn't It Stage with Me?

[A] This ability activates up to once per turn. When your other "Mahiru Tsuyuzaki, By Your Side" is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of the LB in any order.
[A] **ACCELERATE** [Put a ::Revue:: Chara from your WR on the bottom of your Clock] At the start of your Opp.'s Climax Phase, may pay. If so, for the turn, this gains +1 Level, +1500 Pow, and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot."
[A] **ACCELERATE** [Put a ::Revue:: Chara from your WR on the bottom of your Clock] At the start of your Opp.'s Climax Phase, may pay. If so, for the turn, this gains +1 Level, +1500 Pow, and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot."

Revue - Weapon | RSL/S98-032 T: None

L0
C0

Mahiru Tsuyuzaki, Isn't It Stage with Me?

[A] This ability activates up to once per turn. When your other "Mahiru Tsuyuzaki, By Your Side" is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of the LB in any order.
[A] **ACCELERATE** [Put a ::Revue:: Chara from your WR on the bottom of your Clock] At the start of your Opp.'s Climax Phase, may pay. If so, for the turn, this gains +1 Level, +1500 Pow, and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot."
[A] **ACCELERATE** [Put a ::Revue:: Chara from your WR on the bottom of your Clock] At the start of your Opp.'s Climax Phase, may pay. If so, for the turn, this gains +1 Level, +1500 Pow, and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot."

Revue - Weapon | RSL/S98-032S T: None

L0
C0

Mahiru Tsuyuzaki, Straightforward Feelings
[C] During your turn, this gains +1000 Pow.
[A] When this attacks, choose 1 of your other ::Revue:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Revue:: Charas.

Revue - Weapon | RSL/S98-033 T: None

L1
C0

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

Revue - Weapon | RSL/S98-034 T: Soul

L1
C1

Junna Hoshimi, Own Words
[C] During your turn, this gains +10000 Pow.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Revue - Weapon | RSL/S98-035 T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Junna Hoshimi, Own Words
[C] During your turn, this gains +10000 Pow.
[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Revue - Weapon | RSL/S98-035S T: Soul

L2
C1

Junna Hoshimi, Currently Incomplete Script
[A] When your other ::Revue:: 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)
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Revue - Glasses | RSL/S98-036 T: None

L0
C0

Junna Hoshimi, Until the New Stage
[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot move to another Slot."
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Revue:: Chara in your WR and return it to your hand.

Revue - Weapon | RSL/S98-037 T: None

L0
C0

Revue Starlight Movie Booster Pack

Mahiru Tsuyuzaki, Cheering
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Discard a ::Revue:: Chara 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 "Specially-Made Gold Medal", reveal it, put it in your hand, and shuffle your LB.

Revue - Weapon | RSL/S98-038 T: None

L0
C0

Mahiru Tsuyuzaki
[A] **CX COMBOW**When this attacks, if "Battling Performance Revue" is in the CZ and you have another ::Revue:: Chara, reveal the top card of your LB. If it's either a ::Revue:: Chara or "Specially-Made Gold Medal", put it in your hand, and this gains +2000 Pow for the turn. (Otherwise put it back where it was)
[A] **ACCELERATE** [Put a ::Revue:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, if you have another ::Revue:: Chara, may pay. If so, choose a Level 0 or lower Chara in your WR and put it in any Slot on the Stage, and this gains +500 Pow for the turn.

Revue | RSL/S98-039 T: None

L1
C0

Mahiru Tsuyuzaki, Preparation for the Visitation
[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Climax card among them, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.
[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.

Revue - Baton | RSL/S98-040 T: Soul

L2
C1

Junna Hoshimi, Overwhelming Presence
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +4000 Pow until the next end of your Opp.'s turn.
[S] [Rest this] You may choose a face-up card in your Opp.'s Memory and turn it face-down. If so, at the end of your turn, turn that card face-up.

Revue - Weapon | RSL/S98-041 T: Soul

L2
C1

More... More... More
Rest 1 of your Standing ::Revue:: Charas. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage, choose a ::Revue:: Chara in your WR and return it to your hand.

No Traits | RSL/S98-042 T: None

L2
C1

Specially-Made Gold Medal
If you have 2 or fewer ::Revue:: Charas, you cannot play this from your hand.
Choose up to 1 "Run! Hikari Kagura" in your hand and put it in any Slot on the Stage.

No Traits | RSL/S98-043 T: None

L2
C1

The Stage Where I Am the Main Cast
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-044 T: Treasure

L0
C0

The Stage Where I Am the Main Cast
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-044SCC T: Treasure

L0
C0

Stage of You And I
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-045 T: Treasure

L0
C0

Stage of You And I
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-045SCC T: Treasure

L0
C0

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

No Traits | RSL/S98-046 T: Treasure

L0
C0

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

No Traits | RSL/S98-046SCC T: Treasure

L0
C0

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [S] [Discard a card from your hand to the WR, Rest this] If you have another "Kaoruko Hanayagi, My Shine", choose up to 1 ::Revue:: Chara in your WR and return it to your hand.

L3
C2

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [S] [Discard a card from your hand to the WR, Rest this] If you have another "Kaoruko Hanayagi, My Shine", choose up to 1 ::Revue:: Chara in your WR and return it to your hand.

L3
C2

[C] If "Claudine Saijō, Stage Girl on Screen" is in your Clock, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Revue: Charas.

[A] When this attacks, you may choose to give this -2 Soul for the turn. If so, this gains +1500 Pow until the next end of your Opp.'s turn.

L3
C2

[C] If "Claudine Saijo, Stage Girl on Screen" is in your Clock, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your ::Revue:: Charas.

[A] When this attacks, you may choose to give this -2 Soul for the turn. If so, this gains +1500 Pow until the next end of your Opp.'s turn.

L3
C2

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
 [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] During battles involving this, no player may play **BACKUP** from hand."

L3
C2

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[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] During battles involving this, no player may play **BACKUP** from hand."

L3
C2

[A] At the start of your MP, look at the top card of your LB and put it either on top or bottom of your LB.

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your :Revue: Charas, and that Chara gains +1000 POW for the turn.

[S] [(1) Rest] This Chara choose 1 of your "Karen Ajo, Stage of Destiny", and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."

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

[A] At the start of your MP, look at the top card of your LB and put it either on top or bottom of your LB.

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your :Revue: Charas, and that Chara gains +1000 Pow for the turn.

[S] ([I] Rest) Choose 1 of your "Karen Aijo, Stage of Destiny", and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."

LO
CO

[A] [(1) Put the top card of your LB in your Clock] When this becomes Reversed in battle, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

L0
C0

[S] ([1] Put this in the WR) Look at up to 4 cards from top of your LB and search for up to 1 :Revue: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.

[A] [Discard a ::Revue:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

LO
CO

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Rival" Claudine Saijo" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

L1
C0

[C] All your other :Revuë: Charas gain +500 Pow.
 [A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a :Revuë: Chara in your WR and Swap them.
 [A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Rival" Claudine Saijo" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

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

[A] [Discard a :Revue: Chara 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 = the Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +15000 Pow for the turn.

L1
C0

[A] [Discard a ::Revue: Chara 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 = the Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

L1
C0

[A] At the start of your Climax Phase, choose 1 of your ::Revue:: Charas, and that Chara gains +1000 Pow for the turn.
 [A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] Chara Opposite this cannot return to hand, move to another Slot, or be Sent to Memory."

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

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

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

$$\frac{LO}{CO}$$

[A] [Discard a "Claudine Saijo, Noble Will" or "Maya Tendo, Splendid Determination" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Revue:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for turn.

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

Futaba Isurugi, Why!

[A] When this is placed from hand to the Stage, you may put the top X cards of your LB in the WR. X = # of your ::Revue:: Charas.
[A] [Return 2 ::Revue:: Charas from your WR to the LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Revue:: Charas, and that Chara gains +1 Soul for the turn.

Revue - Weapon | RSL/S98-068 T: None

L0C0

Futaba Isurugi, You Should Know This

[A] **RESONANCE** [Reveal a "Stage Left for Two" Kaoruko Hanayagi" in your hand] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-069 T: None

L1C0

Karen Aijo, Can't Find the Reason

[A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Revue - Hair Clip | RSL/S98-070 T: None

L1C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Karen Aijo, Lines with Feelings

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Revue:: Charas, you may choose a ::Revue:: Chara in your WR and put it in your Stock.

Revue | RSL/S98-071 T: None

L1C1

Futaba Isurugi, Day Before Visitation

[C] All your other ::Revue:: Charas gain +1000 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Revue - Bike | RSL/S98-072 T: Soul

L2C1

Claudine Saijo, Almost Real Sword Strikes

[C] If you have another "Maya Tendo, Almost Real Sword Strikes", this gains +2000 Pow.
[A] [Discard a ::Revue:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Maya Tendo, Almost Real Sword Strikes" in your WR and put it in any Slot on the Stage.

Revue - Weapon | RSL/S98-073 T: Soul

L2C1

Revue Starlight Movie Booster Pack

Reborn Train

CX COMBO Choose 1 of your Charas, that Chara gains +2000 Pow for the turn, then choose 1 of the following 2 effects and perform it.
"Deal 1 Damage to your Opp.."
"Choose an 'I Am Reborn' in your WR and return it to your hand."

No Traits | RSL/S98-074 T: None

L3C1

I Am Reborn

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

No Traits | RSL/S98-075 T: Salvage

L0C0

I Am Reborn

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

No Traits | RSL/S98-075SCC T: Salvage

L0C0

Keeping You Waiting

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

No Traits | RSL/S98-076 T: Soul Standby

L0C0

Keeping You Waiting

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

No Traits | RSL/S98-076SCC T: Soul Standby

L0C0

Beautiful Finale

[C] All your Charas gain +2 Soul.

No Traits | RSL/S98-077 T: 2 Soul

L0C0

Beautiful Finale

[C] All your Charas gain +2 Soul.

No Traits | RSL/S98-077SCC T: 2 Soul

L0C0

Hikari Kagura, Where We Are Going

[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, choose up to 1 Chara in your WR and return it to your hand.

Revue - Hair Clip | RSL/S98-078 T: None

L0C0

Hikari Kagura, Where We Are Going

[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, choose up to 1 Chara in your WR and return it to your hand.

Revue - Hair Clip | RSL/S98-078S T: None

L0C0

Hikari Kagura, Have a Good Trip

[C] During your turn, for each of your other ::Revue:: Charas, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Fin -- And Then" is in the CZ and you have another ::Revue:: Chara, look at up to 4 cards from top of your LB, search for up to 1 ::Revue:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Revue - Weapon | RSL/S98-079 T: None

L1C0

Hikari Kagura, Have a Good Trip

[C] During your turn, for each of your other ::Revue:: Charas, this gains +500 Pow.
[A] **CX COMBO** When this attacks, if "Fin -- And Then" is in the CZ and you have another ::Revue:: Chara, look at up to 4 cards from top of your LB, search for up to 1 ::Revue:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Revue - Weapon | RSL/S98-079SEC T: None

L1C0

Maya Tendo, We Are - Together

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1)] When this attacks, if "All for You" is in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +4500 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Trigger Check of this reveals a card with a Soul Trigger Icon, you may deal 1 Damage to your Opp. twice." (DC can occur)

Revue - Weapon | RSL/S98-080 T: Soul

L3C2

Maya Tendo, We Are - Together

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1)] When this attacks, if "All for You" s in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +4500 Pow and the following ability for the turn. [A] This ability activates up to once per turn. When the Trigger Check of this reveals a card with a Soul Trigger Icon, you may deal 1 Damage to your Opp. twice." (DC can occur)

Revue - Weapon | RSL/S98-080SP T: Soul

L3
C2

Hikari Kagura, Stage Girl on Screen

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] **CX COMBO** [(1)] When this attacks, if "Let's Meet Again on This Stage" is in the CZ and if there are 6 or fewer cards in your Stock, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Revue:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Revue - Weapon | RSL/S98-081 T: None

L0
C0

Hikari Kagura, Stage Girl on Screen

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] **CX COMBO** [(1)] When this attacks, if "Let's Meet Again on This Stage" is in the CZ and if there are 6 or fewer cards in your Stock, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Revue:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Revue - Weapon | RSL/S98-081S T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Maya Tendo, Where We Are Going

[A] When this is placed from hand to the Stage, you may put the top card of your LB in the WR. If so, choose 1 of your ::Revue:: Charas, and for each Soul Trigger Icon on the card put in the WR this way, that Chara gains +1 Soul for the turn.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Revue - Lead Role | RSL/S98-082 T: None

L0
C0

Maya Tendo, Where We Are Going

[A] When this is placed from hand to the Stage, you may put the top card of your LB in the WR. If so, choose 1 of your ::Revue:: Charas, and for each Soul Trigger Icon on the card put in the WR this way, that Chara gains +1 Soul for the turn.
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Revue - Lead Role | RSL/S98-082S T: None

L0
C0

Maya Tendo, Stage Girl on Screen

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Revue:: Chara, choose 1 of your Charas, and 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.

Revue - Weapon | RSL/S98-083 T: None

L1
C0

Revue Starlight Movie Booster Pack

Maya Tendo, Stage Girl on Screen

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Revue:: Chara, choose 1 of your Charas, and 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.

Revue - Weapon | RSL/S98-083S T: None

L1
C0

Maya Tendo, God's Vessel Revealing All

[C] If this is in the Front Row Center Slot, for each of your other ::Revue:: Charas, this gains +1000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in Stock.

Revue | RSL/S98-084 T: Soul

L3
C2

Maya Tendo, God's Vessel Revealing All

[C] If this is in the Front Row Center Slot, for each of your other ::Revue:: Charas, this gains +1000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in Stock.

Revue | RSL/S98-084S T: Soul

L3
C2

Hikari Kagura, Reunion

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Revue: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] **CX COMBO** [(3)] Discard a card from your hand to the WR, put a "Karen Aijo, Reunion" from your Stage in the WR] When this attacks, if "I Am Reborn" is in the CZ and you have 2 or more other ::Revue:: Charas, may pay. If so, choose a "Karen Aijo, To the Next Stage and the Next Role" in your WR and put it in the Slot that the Chara put in the WR for the cost of this ability was in.

Revue - Weapon | RSL/S98-085 T: Soul

L3
C2

Hikari Kagura, Reunion

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Revue: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] **CX COMBO** [(3)] Discard a card from your hand to the WR, put a "Karen Aijo, Reunion" from your Stage in the WR] When this attacks, if "I Am Reborn" is in the CZ and you have 2 or more other ::Revue:: Charas, may pay. If so, choose a "Karen Aijo, To the Next Stage and the Next Role" in your WR and put it in the Slot that the Chara put in the WR for the cost of this ability was in.

Revue - Weapon | RSL/S98-085S T: Soul

L3
C2

Maya Tendo, Nature on the Board

[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.
[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Revue - Weapon | RSL/S98-086 T: None

L0
C0

Hikari Kagura, Time of Goodbyes

[A] [(1)] Discard a card from your hand to the WR] When you use the **BACKUP** of this, if you have a "Passion and Shine" Karen Aijo", may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-087 T: Soul

L2
C1

Hikari Kagura, Time of Goodbyes

[A] [(1)] Discard a card from your hand to the WR] When you use the **BACKUP** of this, if you have a "Passion and Shine" Karen Aijo", may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-087S T: Soul

L2
C1

"Rival" Maya Tendo

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more ::Revue:: Charas, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-088 T: Soul

L2
C1

"Rival" Maya Tendo

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more ::Revue:: Charas, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-088S T: Soul

L2
C1

Hikari Kagura, Aiming for the Gold Medal

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Revue:: Charas.
[A] **CX COMBO** When "Batting Performance Revue" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Mahiru Tsuyuzaki, If You Can't Perform on Stage", reveal it, put it in your hand, shuffle your LB, and put up to 1 card from top of your LB in your Stock.

Revue | RSL/S98-089 T: Soul

L2
C1

Hikari Kagura, Looking at the Distant Sea

[C] All your other ::Revue:: Charas gain +500 Pow.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Revue - Hair Clip | RSL/S98-090 T: None

L0
C0

Maya Tendo, Beautiful Stage Performer
[A] When your other ::Revue:: Chara attacks, this gains +2000 Pow for the turn.

Revue | RSL/S98-091 T: None

L1
C0

Hikari Kagura, Greetings
[A] When this is placed from hand to the Stage, look at up to 3 cards from the top of your LB and search for up to 1 Event, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
[A] When this attacks, if you have 2 or more other ::Revue:: Charas, this gains +2000 Pow for the turn.

Revue | RSL/S98-092 T: None

L1
C0

Maya Tendo, Searching for the New Stage
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(3) Rest this] Choose up to 1 "Maya Tendo, Splendid Determination" in your hand and put it in any Slot on the Stage.

Revue - Lead Role | RSL/S98-093 T: Soul

L2
C1

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Maya Tendo, Almost Real Sword Strikes
[C] During your turn, if you have another "Claudine Saijo, Almost Real Sword Strikes", this gains +4000 Pow.
[A] [Discard a ::Revue:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Claudine Saijo, Almost Real Sword Strikes" in your WR and put it in any Slot on the Stage.

Revue - Weapon | RSL/S98-094 T: Soul

L2
C1

Run! Hikari Kagura
[A] When this is placed from hand to the Stage, if there is a "Specially-Made Gold Medal" in your WR, this gains +2000 Pow until the next end of your Opp.'s turn.
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.
[A] **ACCELERATE** [Put a ::Revue:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, if there are 6 or fewer cards in your hand, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.

Revue - Weapon | RSL/S98-095 T: Soul

L3
C2

Soul Revue
Rest 2 of your Standing Charas. If you Rest 2 Charas this way, look at up to 5 cards from top of your LB and search for up to 1 card with a Soul Trigger Icon, reveal it, put it in your hand, and put the rest in the WR. Look at the top card of your LB and put it either on top of bottom of the LB.

No Traits | RSL/S98-096 T: None

L1
C0

Revue Starlight Movie Booster Pack

Ripe Tomato
Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."
Put this in your Stock.

No Traits | RSL/S98-097 T: None

L1
C0

Fin -- And Then
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-098 T: Soul Gate

L0
C0

Fin -- And Then
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-098SCC T: Soul Gate

L0
C0

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

No Traits | RSL/S98-099 T: Soul Gate

L0
C0

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

No Traits | RSL/S98-099SCC T: Soul Gate

L0
C0

"Let's Meet Again on This Stage
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-100 T: Draw

L0
C0

"Let's Meet Again on This Stage
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S98-100SCC T: Draw

L0
C0

Karen Aijo, Stage Girl Jumping Out
[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]

Revue - Weapon | RSL/S98-101 T: Soul

L2
C1

Hikari Kagura, Stage Girl Jumping Out
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 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)

Revue - Weapon | RSL/S98-102 T: None

L0
C0

Mahiru Tsuyuzaki, Stage Girl Jumping Out
[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 ::Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.

Revue - Weapon | RSL/S98-103 T: None

L0
C0

Claudine Saijo, Stage Girl Jumping Out
[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, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Revue - Weapon | RSL/S98-104 T: Soul

L2
C1

Maya Tendo, Stage Girl Jumping Out
[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

Revue - Weapon | RSL/S98-105 T: Soul

L1
C1

Junna Hoshimi, Stage Girl Jumping Out

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 level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Revue - Weapon | RSL/S98-106 T: None

L1

C0

Nana Daiba, Stage Girl Jumping Out

[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.

Revue - Weapon | RSL/S98-107 T: Soul

L2

C1

Kaoruko Hanayagi, Stage Girl Jumping Out

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

Revue - Weapon | RSL/S98-108 T: None

L1

C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Futaba Isurugi, Stage Girl Jumping Out

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

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.

Revue - Weapon | RSL/S98-109 T: None

L0

C0

Karen Aijo, Ticket to the Stage of Destiny

[A] [(1) Discard a ::Revue:: Chara from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Revue - Hair Clip | RSL/S98-P01 T: None

L0

C0

Karen & Hikari, Moment for the Two

[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] When this attacks, if you have 2 or more other ::Revue:: Charas, this gains +2000 Pow for the turn.

Revue - Weapon | RSL/S98-P03 T: None

L1

C0

Revue Starlight Movie Booster Pack

Karen Aijo, Together with Everyone She Loves

[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.

Revue - Weapon | RSL/S98-P04S T: None

L0

C0

Hikari Kagura, Together with Everyone She Loves

[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.

[A] When this attacks, choose 1 of your other ::Revue:: Charas, and that Chara gains +2000 Pow for the turn.

Revue - Weapon | RSL/S98-P05S T: None

L0

C0

Maya Tendo, Together with Everyone She Loves

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Revue:: Charas among those cards.

[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 ::Revue:: Chara in your WR and return it to your hand, choose 1 of your other ::Revue:: Charas, and that Chara gains +1000 Pow for the turn.

Revue - Weapon | RSL/S98-P06S T: None

L0

C0

Junna Hoshimi, Together with Everyone She Loves

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

[A] When your other ::Revue:: Chara attacks, this gains +1000 Pow for the turn.

Revue - Weapon | RSL/S98-P07S T: None

L0

C0

Mahiru Tsuyuzaki, Together with Everyone She Loves

[C] Chara Opposite this cannot move to another Slot.

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

Revue - Weapon | RSL/S98-P08S T: None

L0

C0

Nana Daiba, Together with Everyone She Loves

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

[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Revue - Weapon | RSL/S98-P09S T: None

L0

C0

Claudine Saijo, Together with Everyone She Loves

[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."

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

Revue - Weapon | RSL/S98-P10S T: None

L0

C0

Futaba Isurugi, Together with Everyone She Loves

[C] During your turn, if you have another ::Revue:: Chara, this gains +3000 Pow.

[S] [(1)] If you have 2 or more other ::Revue:: Charas, this gains +1000 Pow and your Opp. cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Revue - Weapon | RSL/S98-P11S T: None

L1

C0

Kaoruko Hanayagi, Together with Everyone She Loves

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

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

Revue - Weapon | RSL/S98-P12S T: None

L0

C0