

Hibki, New Battle

[C] During your turn, this gains +2000 Pow.

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

[A] RESONATE [Reveal a 'Kirika, New Battle' in your hand] At the start of your Climax Phase, may pay. If so, this gains +1 Soul for the turn.

Music | SG/W70-001 T: None

L1C0

Hibki, New Battle

[C] During your turn, this gains +2000 Pow.

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

[A] RESONATE [Reveal a 'Kirika, New Battle' in your hand] At the start of your Climax Phase, may pay. If so, this gains +1 Soul for the turn.

Music | SG/W70-001SP T: None

L1C0

"Alchemic Gold" Hibiki

[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 [(4)] When this attacks, if "Testament" is in your CZ and you have 4 or more other ::Music:: Charas, may pay. If so, deal 1 Damage to your Opp., and for the turn this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, Perform the following action twice. 'Deal 1 Damage to your Opp.'" (DC can occur)

Music | SG/W70-002 T: Soul

L3C2

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"Alchemic Gold" Hibiki

[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 [(4)] When this attacks, if "Testament" is in your CZ and you have 4 or more other ::Music:: Charas, may pay. If so, deal 1 Damage to your Opp., and for the turn this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, Perform the following action twice. 'Deal 1 Damage to your Opp.'" (DC can occur)

Music | SG/W70-002SSP T: Soul

L3C2

Hibiki, Emergency Participation

[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 | SG/W70-003 T: None

L0C0

Miku, Voice Calling Back

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

[A] [(1) Rest 1 of your other Standing Charas with "Hibiki" or "Miku" in name] During the turn this was placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for a Chara with "Hibiki" or "Miku" in name, show it to your Opp., put it in your hand, and Shuffle your LB.

Music | SG/W70-004 T: None

L1C0

Symphogear AXZ Booster Pack

Miku, Voice Calling Back

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

[A] [(1) Rest 1 of your other Standing Charas with "Hibiki" or "Miku" in name] During the turn this was placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for a Chara with "Hibiki" or "Miku" in name, show it to your Opp., put it in your hand, and Shuffle your LB.

Music | SG/W70-004S T: None

L1C0

Hibiki, Everyone's Armed Gear

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

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

[S] [Rest this] If you have 1 or more each of separate Charas with "Tsubasa", "Chris", "Maria", "Kirika", and "Shirabe" in name in your WR, choose 1 of your "Alchemic Gold" Hibiki, and for the turn that Chara gains +5000 Pow.

Music | SG/W70-005 T: Soul

L1C1

Hibiki, Everyone's Armed Gear

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

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

[S] [Rest this] If you have 1 or more each of separate Charas with "Tsubasa", "Chris", "Maria", "Kirika", and "Shirabe" in name in your WR, choose 1 of your "Alchemic Gold" Hibiki, and for the turn that Chara gains +5000 Pow.

Music | SG/W70-005S T: Soul

L1C1

Hibiki, Power to Connect

[A] [(2) Put a Chara from your Stage 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. and put it in the WR.

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

Music | SG/W70-006 T: Soul

L2C1

Hibiki, Power to Connect

[A] [(2) Put a Chara from your Stage 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. and put it in the WR.

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

Music | SG/W70-006S T: Soul

L2C1

Hibiki & Miku, Time for Two

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

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

Music | SG/W70-007 T: Soul

L3C2

Hibiki & Miku, Time for Two

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

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

Music | SG/W70-007S T: Soul

L3C2

Hibiki, Respective Justice

[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 "Hibiki, New Battle" or "Kirika, New Battle" from your WR and return it to hand.

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

Music | SG/W70-008 T: None

L0C0

Hibiki, Endless Struggle

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

[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.

Music | SG/W70-009 T: None

L0C0

Hibiki, Endless Struggle

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

[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.

Music | SG/W70-009S T: None

L0C0

Hibiki, Confrontation with Alchemists

[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] 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.

Music | SG/W70-010 T: None

L0C0

Hibiki, Outstretched Hand

[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)

Music | SG/W70-011 T: None

L0C0

Hibiki, Unison Bond

[C] If you do not have another Chara with "Kirika" in name, this does not Stand during your Stand Phase.
[A] **CX COMBO** [(1)] When this attacks, if "Loving Duo Shout" is in your CZ, may pay. If so, for the turn your other Charas gain the following ability.
[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to hand."

Music | SG/W70-012 T: None

L1
C0

Adam, Control Chief

[C] While on the Stage this loses all ::Clothes::.
[A] When this is placed from hand to the Stage, if you have another ::Alchemy:: Chara, for the turn this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "Golden Smelting" is in your CZ, choose 1 of your "Tiki, Manifestation of Divine Pow", and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand.". Afterwards, choose 1 of your other ::Alchemy:: Charas, and you may put it in your WR. If so, choose 1 of your "Tiki, Manifestation of Divine Pow", and it gains +5000 Pow for the turn.

Alchemy - Clothes | SG/W70-013 T: Soul

L2
C1

Miku, Promise of a Challenge

[A] This ability activates up to once per turn. When your other "Hibiki, Sortie!" is placed from hand to the Stage, you may choose 1 ::Music:: Chara in your WR and put it to Stock.
[A] **BOND**/"Hibiki, Sortie!" [Discard a card from your hand to the WR]

Music | SG/W70-014 T: None

L0
C0

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Tiki, Rebooted

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Alchemy - Doll | SG/W70-015 T: None

L0
C0

Tiki, Power of Gods

[C] If all of your Charas are ::Alchemy::, this gains +1000 Pow.
[A] [Discard a Climax from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an ::Alchemy:: Chara in your WR and return it to your hand.

Alchemy - Doll | SG/W70-016 T: None

L0
C0

Adam, True Form

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Alchemy - Clothes | SG/W70-017 T: None

L0
C0

Symphogear AXZ Booster Pack

Adam, Divine Weapon

[A] When you use the **BACKUP** of this, you may choose a Chara in your WR with "Confrontation with Symphogear" in name and send it to Memory.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Alchemy - Clothes | SG/W70-018 T: Soul

L1
C1

Tiki, Manifestation of Divine Power

[C] For each of your other ::Alchemy:: Charas, this gains +500 Pow.
[C] If you have another "Adam, Control Chief", this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Alchemy - Doll | SG/W70-019 T: Soul

L2
C1

Miku, One More Girl

[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 | SG/W70-020 T: Soul

L2
C1

Hibiki, Sortie!

--No Text--

Music | SG/W70-021 T: Soul

L2
C2

Ignite Module

If you do not have a Chara with "Hibiki" or "Kirika", you cannot play this from hand.
Draw up to 2 cards, and discard a card from your hand to the WR. Send this to Memory.

SG/W70-022 T: None

L1
C1

TESTAMENT

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

SG/W70-023 T: Soul Shot

TESTAMENT

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

SG/W70-023R T: Soul Shot

Loving Duo Shout

[A] When this is placed from hand to the CZ, choose up to 1 **YELLOW** card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SG/W70-024 T: 2 Soul

Golden Smelting

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

SG/W70-025 T: Soul Bounce

Shirabe, Collecting Thoughts

[A] When this is placed from hand to the Stage, choose up to 2 of your Opp.'s Front Row Charas, and for the turn they get -500 Pow.
[A] [(1)] When your Climax is placed in the CZ, 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.

Music - Weapon | SG/W70-026 T: None

L0
C0

Shirabe, Collecting Thoughts

[A] When this is placed from hand to the Stage, choose up to 2 of your Opp.'s Front Row Charas, and for the turn they get -500 Pow.
[A] [(1)] When your Climax is placed in the CZ, 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.

Music - Weapon | SG/W70-026SSP T: None

L0
C0

Shirabe & Kirika, Time for Two

[A] [(1) Put the top card of your LB in Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with "Kirika" or "Shirabe" in name, show it to your Opp., put it in your hand, and shuffle your LB.
[A] When this attacks, choose another of your Charas with "Kirika" or "Shirabe" in name, and for the turn that Chara gains +1000 Pow.

Music - Weapon | SG/W70-027 T: None

L0
C0

Shirabe & Kirika, Time for Two

[A] [(1) Put the top card of your LB 1n Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with "Kirika" or "Shirabe" in name, show it to your Opp., put it in your hand, and shuffle your LB.
[A] When this attacks, choose another of your Charas with "Kirika" or "Shirabe" in name, and for the turn that Chara gains +1000 Pow.

Music - Weapon | SG/W70-027S T: None

L0
C0

Kirika, Collecting Thoughts

[A] **CX COMBO** When this attacks, if "Kill: Juliet" is in your CZ and all of your Charas have "Hibiki" or "Kirika" in name, choose a Chara in your WR with "Hibiki" or "Kirika" in name and return it to your hand.

Music - Weapon | SG/W70-028 T: None

L1
C0

Kirika, Collecting Thoughts

[A] **CX COMBO** When this attacks, if "Kill: Juliet" is in your CZ and all of your Charas have "Hibiki" or "Kirika" in name, choose a Chara in your WR with "Hibiki" or "Kirika" in name and return it to your hand.

Music - Weapon | SG/W70-028SSP T: None

L1
C0

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Kirika, Endless Struggle

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, 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 - Weapon | SG/W70-029 T: None

L0
C0

Kirika, Endless Struggle

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, 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 - Weapon | SG/W70-029S T: None

L0
C0

Shirabe, Endless Struggle

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] **RESONATE** [(1) Reveal a 'Tsubasa, New Battle' in your hand] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Weapon | SG/W70-030 T: None

L1
C0

Symphogear AXZ Booster Pack

Shirabe, Endless Struggle

[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] **RESONATE** [(1) Reveal a 'Tsubasa, New Battle' in your hand] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Weapon | SG/W70-030S T: None

L1
C0

Shirabe, New Battle

[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, you may put the top card of your Clock in the WR.
[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 - Weapon | SG/W70-031 T: Soul

L3
C2

Shirabe, New Battle

[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, you may put the top card of your Clock in the WR.
[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 - Weapon | SG/W70-031SP T: Soul

L3
C2

Kirika, New Battle

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] **RESONATE** [Reveal a 'Hibiki, New Battle' in your hand] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas with "Hibiki" or "Kirika" in name, and for the turn that Chara gains +3000 Pow and the following ability. "[C] This card cannot be chosen by your Opp.'s effects."

Music - Weapon | SG/W70-032 T: Soul

L3
C2

Kirika, New Battle

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] **RESONATE** [Reveal a 'Hibiki, New Battle' in your hand] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas with "Hibiki" or "Kirika" in name, and for the turn that Chara gains +3000 Pow and the following ability. "[C] This card cannot be chosen by your Opp.'s effects."

Music - Weapon | SG/W70-032SP T: Soul

L3
C2

Shirabe, Strange Sight

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Weapon | SG/W70-033 T: None

L0
C0

Shirabe, Free Thoughts

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[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 - Weapon | SG/W70-034 T: None

L0
C0

Kirika, Determined Readiness

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

Music - Weapon | SG/W70-035 T: None

L0
C0

Shirabe, Determined Readiness

[A] When this attacks, if "Alpha Shiki: Hyakurinne" is in your CZ and you have 2 or more other ::Music:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or Event from among them, put that card in your hand, and put the remaining cards in the WR.
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

Music - Weapon | SG/W70-036 T: None

L1
C0

Shirabe, How to Use Force

[A] [Discard 2 cards from your hand to 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 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]

Music - Weapon | SG/W70-037 T: Soul

L2
C1

Kirika, Unison Bond

[A] **CX COMBO** When "Loving Duo Shout" is placed in your CZ, if this is in your Front Row, search your LB for up to 1 ::Music:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.
[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.

Music - Weapon | SG/W70-038 T: Soul

L2
C1

Shirabe, Looking Around

[A] On your turn your other "Kirika, Looking Around" gain +2000 Pow.
[A] **BOND**/"Kirika, Looking Around" [Put the top card of your LB in your Clock]

Music - Weapon | SG/W70-039 T: None

L0
C0

[A] When your other **::Music::** Chara attacks, this gains +1500 Pow for the turn.

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

[A] **CX COMBO** When this attacks, if "Fuugetsu-no-Shissou" is in your CZ and you have another ::Music:: Chara, for the turn this Chara gains +1500 Pow and the following ability. "[A] At the end of this card's attack, you may put it in Stock."

LO
CO

--No Text--

| | |
|----|--|
| L1 | |
| C0 | |

[A] [(1)] When this is placed from hand to the Stage, if you have another **Alchemy**: or **Noise**: **Chara**, may pay. If so, choose up to 2 Level 0 or less **Alchemy**: or **Noise**: **Charas** in your WR and place them to separate slots on the Stage.

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

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

If you do not have a Chara with "Tsubasa" or "Shirabe", you cannot play this from had.

Put the top 4 cards of your LB in your WR, and deal X Damage to your Opp.. X = the total of the number of cards that have either a Soul Icon and/or the name "Ignite Module" from among those cards. (DC can occur. Translation note: X counts any cards that meets the first, second, and/or both conditions.)

Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. Send this to Memory.

L3
C2

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

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

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

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

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

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

LO
CO

[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

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

L0
C0

[C] **ASSIST** All your ::Music:: Chorus in front of this gain +2000 Pow.
 [A] **DISCARD** a card from your hand to the WR| When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.
 [A] **RESONATE** [Reveal a 'Chris, Pow to Connect' in your hand] At the start of your Climax Phase, may pay. If so, look at up to 2 cards from the top of your LB, and place them back on top of your LB in any order.

L3
C2

[A] **RESONATE** [Reveal a 'Chris, Pow to Connect' in your hand] At the start of your Climax Phase, may pay. If so, look at up to 2 cards from the top of your LB, and place them back on top of your LB in any order.

L3
C2

[C] **EXPERIENCE** If "Chris, New Battle" is in your Level Zone, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] **CX COMBO** [(2) Discard a card from hand to the WR] When this attacks, if "QUEEN'S INFERNO" is in your CZ, may pay. If so, deal 3 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

L3
C2

[C] **EXPERIENCE** If "Chris, New Battle" is in your Level Zone, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] **CX COMBO** [(2) Discard a card from hand to the WR] When this attacks, if "QUEEN'S INFERNO" is in your CZ, may pay. If so, deal 3 Damage to your Opp., and this gains +1000 Pow for the turn. [DC can occur]

L3
C2

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a Chara in your WR, return it to hand, and discard a card from your hand to the WR."

LO
CO

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a Chara in your WR, return it to hand, and discard a card from your hand to the WR."

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

Maria & Tsubasa, Time for Two

[A] [(1) Put the top card of your LB to Clock, discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for a Chara with "Tsubasa" in name and a Chara with "Maria" in name, show them to your Opp., put them in your hand, shuffle your LB, and for the turn this gains +3000 Pow.

Music - Weapon | SG/W70-052 T: None

L0
C0

Maria & Tsubasa, Time for Two

[A] [(1) Put the top card of your LB to Clock, discard 2 cards from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for a Chara with "Tsubasa" in name and a Chara with "Maria" in name, show them to your Opp., put them in your hand, shuffle your LB, and for the turn this gains +3000 Pow.

Music - Weapon | SG/W70-052S T: None

L0
C0

Maria, Watermelon Splitting

[C] On your turn, your other Charas with "Chris" or "Maria" in name gain +1000 Pow.
[S] [(2) Rest this] Choose a Chara in your WR with "Chris" or "Maria" in name and return it to hand.

Music - Weapon | SG/W70-053 T: None

L1
C0

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Maria, Watermelon Splitting

[C] On your turn, your other Charas with "Chris" or "Maria" in name gain +1000 Pow.
[S] [(2) Rest this] Choose a Chara in your WR with "Chris" or "Maria" in name and return it to hand.

Music - Weapon | SG/W70-053S T: None

L1
C0

Maria, New Battle

[C] On your turn, if all of your Charas are ::Music::, this gains +1500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "HORIZON CANNON" is in your CZ, you may choose a Chara in your WR and return it to hand.

Music - Weapon | SG/W70-054 T: None

L1
C0

Maria, New Battle

[C] On your turn, if all of your Charas are ::Music::, this gains +1500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "HORIZON CANNON" is in your CZ, you may choose a Chara in your WR and return it to hand.

Music - Weapon | SG/W70-054SP T: None

L1
C0

Symphogear AXZ Booster Pack

Chris, Power to Connect

[A] RESONATE [Reveal a 'Maria, Collecting Thoughts' in your hand] When this is placed from hand to the Stage, may pay. If so, for the turn this gains +1000 Pow and the following ability.
[A] When the Battle Opp. of this becomes Reversed, you may put it on top of your Opp.'s LB."

Music - Weapon | SG/W70-055 T: None

L1
C0

Chris, Power to Connect

[A] RESONATE [Reveal a 'Maria, Collecting Thoughts' in your hand] When this is placed from hand to the Stage, may pay. If so, for the turn this gains +1000 Pow and the following ability.
[A] When the Battle Opp. of this becomes Reversed, you may put it on top of your Opp.'s LB."

Music - Weapon | SG/W70-055S T: None

L1
C0

Chris, Endless Struggle

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

Music - Weapon | SG/W70-056 T: None

L0
C0

Chris, Endless Struggle

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

Music - Weapon | SG/W70-056S T: None

L0
C0

Chris, Impromptu Production

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Chris, Pow to Connect" or "Maria, Collecting Thoughts" in your WR and return it to hand.
[S] [Discard a card from hand to the WR, put this in the WR] Choose a Chara with "Chris" or "Maria" in name from the WR and return it to hand.

Music - Weapon | SG/W70-057 T: None

L0
C0

Maria, Endless Struggle

[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.

Music - Weapon | SG/W70-058 T: None

L0
C0

Maria, Endless Struggle

[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.

Music - Weapon | SG/W70-058S T: None

L0
C0

Maria, Unison Bond

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Change the Future" is in your CZ, choose up to 1 ::Music:: Chara in your WR, return it to your hand, choose 1 of your other Charas, and for the turn that Chara gains +1 Level.

Music - Weapon | SG/W70-059 T: None

L0
C0

Chris, One Step to Becoming Involved

[C] For each of your other ::Music:: Charas, this gains +500 Pow.

Music - Weapon | SG/W70-060 T: None

L1
C0

Chris, Unison Bond

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** [(1)] When this attacks, if "Change the Future" is in your CZ, may pay. If so, choose 1 of your Opp.'s Charas that is Level 1 or lower and put it in your WR.

Music - Weapon | SG/W70-061 T: Soul

L2
C1

Maria, Determined Readiness

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

Music - Weapon | SG/W70-062 T: Soul

L2
C1

Maria, Before Enduring Harshness

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, if it has a Comeback Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Music - Weapon | SG/W70-063 T: None

L0
C0

Maria, Birthday Party

--No Text--

Music - Weapon | SG/W70-064 T: None

L0

C0

Maria, Sealed Sword

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a ::Music:: Chara, choose up to 2 of your Opp's Cost 0 or Lower Charas, and those Charas do not Stand during your Opp's next Stand Phase. (Put the revealed card back)

Music - Weapon | SG/W70-065 T: None

L1

C0

Chris, Feelings That Can't be Hidden

[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.

Music - Weapon | SG/W70-066 T: None

L1

C0

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Ignite Module

[Counter] If you do not have a Chara with "Chris" or "Maria" in name, you cannot play this from hand. You may put the top card of your Clock in the WR. Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. Send this to Memory.

SG/W70-067 T: None

L3

C1

QUEEN's INFERNO

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

SG/W70-068 T: Salvage

QUEEN's INFERNO

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

SG/W70-068R T: Salvage

Symphogear AXZ Booster Pack

HORIZON CANNON

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

SG/W70-069 T: Salvage

HORIZON CANNON

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

SG/W70-069R T: Salvage

Change the Future

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SG/W70-070 T: 2 Soul

Tsubasa, Collecting Thoughts

[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it 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 - Weapon | SG/W70-071 T: None

L0

C0

Tsubasa, Collecting Thoughts

[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it 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 - Weapon | SG/W70-071SSP T: None

L0

C0

Tsubasa, New Battle

[A] CX COMBO When this attacks, if "Gyaku-Rasetsu" is in your CZ, look at up to 2 cards from the top of your Opp's LB, choose up to 2 of those cards, put them in their WR, put the remaining cards back on top of their LB in any order, look at up to 2 cards from the top of your LB, choose up to 2 of those cards, put them in your WR, and put the remaining cards on top of your LB in any order.
[A] RESONATE [(2) Reveal a 'Shirabe, Endless Struggle' in your hand] When this is attacked, may pay. If so, choose 1 Chara across from this, and for the turn that Chara gets -2 Soul and this Chara gets +2000 Pow.

Music - Weapon | SG/W70-072 T: Soul

L3

C2

Tsubasa, New Battle

[A] CX COMBO When this attacks, if "Gyaku-Rasetsu" is in your CZ, look at up to 2 cards from the top of your Opp's LB, choose up to 2 of those cards, put them in their WR, put the remaining cards back on top of their LB in any order, look at up to 2 cards from the top of your LB, choose up to 2 of those cards, put them in your WR, and put the remaining cards on top of your LB in any order.
[A] RESONATE [(2) Reveal a 'Shirabe, Endless Struggle' in your hand] When this is attacked, may pay. If so, choose 1 Chara across from this, and for the turn that Chara gets -2 Soul and this Chara gets +2000 Pow.

Music - Weapon | SG/W70-072SP T: Soul

L3

C2

Cagliostro, Confrontation with Symphogear

[C] All your other ::Alchemy:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Cagliostro, Confrontation with Symphogear" in your WR and Send it to Memory.

Alchemy | SG/W70-073 T: None

L0

C0

Prelati, Confrontation with Symphogear

[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Prelati, Confrontation with Symphogear" in your WR and send it to Memory.
[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 card with "Saint-Germain" or "Cagliostro" or "Prelati" in the name, show it to your Opp., put it in your hand, and shuffle your LB.

Alchemy | SG/W70-074 T: None

L0

C0

Tsubasa, Power to Connect

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Tsubasa, New Battle" or "Shirabe, Endless Struggle" from your WR and return it to hand.
[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with "Tsubasa" or "Shirabe" in name, show it to your Opp., put it in your hand, and shuffle your LB.

Music - Weapon | SG/W70-075 T: None

L0

C0

Tsubasa, Power to Connect

[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Tsubasa, New Battle" or "Shirabe, Endless Struggle" from your WR and return it to hand.
[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with "Tsubasa" or "Shirabe" in name, show it to your Opp., put it in your hand, and shuffle your LB.

Music - Weapon | SG/W70-075S T: None

L0

C0

Tsubasa, Watermelon Splitting

[C] You cannot play Events or BACKUP from hand.

Music - Weapon | SG/W70-076 T: None

L0

C0

Tsubasa, Watermelon Splitting

[C] You cannot play Events or **BACKUP** from hand.

Music - Weapon | SG/W70-076S T: None

L0C0

Tsubasa, Endless Struggle

[C] For each of your other ::Music:: Charas, this gains +500 Pow.

[A] When this attacks, if you have 2 or more other ::Music:: Charas, look at up to 2 cards from the top of your LB, choose 1, put it on top of your LB, and discard the rest to the WR.

Music - Weapon | SG/W70-077 T: None

L1C0

Tsubasa, Endless Struggle

[C] For each of your other ::Music:: Charas, this gains +500 Pow.

[A] When this attacks, if you have 2 or more other ::Music:: Charas, look at up to 2 cards from the top of your LB, choose 1, put it on top of your LB, and discard the rest to the WR.

Music - Weapon | SG/W70-077S T: None

L1C0

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Saint-Germain, Liberation from Control

[A] **CX COMBO** When this attacks, if "For Someone" is in your CZ, if you have another ::Alchemy:: Chara, look at up to 4 cards from the top of your LB, choose up to 1 Chara with "Saint-Germain" or "Cagliostro" or "Prelati" in name, show it to your Opp., put it in your hand, and discard the remaining cards to the WR.

Alchemy | SG/W70-078 T: None

L1C0

Saint-Germain & Prelati & Cagliostro

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

[C] For each of your other Level 0 or lower Back Row Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage or via the [A] effect of "Saint-Germain, Confrontation with Symphogear" to the Stage, you may put the top card of your Clock in your WR.

Alchemy | SG/W70-079 T: Soul

L3C2

Saint-Germain & Prelati & Cagliostro

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

[C] For each of your other Level 0 or lower Back Row Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage or via the [A] effect of "Saint-Germain, Confrontation with Symphogear" to the Stage, you may put the top card of your Clock in your WR.

Alchemy | SG/W70-079S T: Soul

L3C2

Symphogear AXZ Booster Pack

Saint-Germain, Confrontation with Symphogear

[C] For each of your other Level 0 or lower Back Row Charas, this gains +1000 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a "Saint-Germain & Prelati & Cagliostro" in your WR and place it to any slot on the Stage.

[A] **CX COMBO RECOLLECTION** [(2)] Discard a card from hand to the WR| This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "Those Who Pursue an Ideal" is in your CZ, and you have 2 or more ::Alchemy:: Charas in Memory, may pay. If so, Stand this.

Alchemy | SG/W70-080 T: Soul

L3C2

Saint-Germain, Bavarian Illuminati

[C] When this is placed from hand to the Stage, if you have another ::Alchemy:: Chara, put the top 2 cards of your LB in the WR. If there is a Climax among them, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[A] [(1)] Put the top card of your LB in your Clock| When this is placed from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 Chara from among them, show it to your Opp., put it in your hand, and put the rest in the WR.

Alchemy | SG/W70-081 T: None

L0C0

Saint-Germain, Respective Justice

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

Alchemy | SG/W70-082 T: None

L0C0

Cagliostro, Unyielding Tension in Chest

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is an ::Alchemy:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back)

[A] When this is placed from hand to the Stage, reveal up to 3 cards from the top of your LB. If 1 or more cards are revealed in this way, choose a Chara with "Saint-Germain" or "Cagliostro" or "Prelati" in name from among them, put it in your hand, put the remaining cards in the WR, and discard a card from hand to the WR.

Alchemy | SG/W70-083 T: None

L1C0

Tsubasa, Advising

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

[A] When one of your Charas' Trigger Check reveals a card with a Soul Icon, choose a Chara with "Tsubasa" or "Shirabe" in name, and that Chara gains +2000 Pow for the turn.

Music - Weapon | SG/W70-084 T: Soul

L1C1

Cagliostro, Waiting

[A] When one of your other ::Alchemy:: Charas attacks, this gains +1500 Pow for the turn.

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

Alchemy | SG/W70-085 T: None

L1C1

Cagilostro, Generous Expression

[C] On your turn, all of your other "Prelati, Generous Expression" gain the following ability. "[C] This cannot Reverse."

[A] When this attacks, choose 1 of your ::Alchemy:: Charas, and that Chara gains +1 Level and +1000 Pow.

Alchemy | SG/W70-086 T: None

L0C0

Tsubasa, Birthday Party

[C] During your turn, your other Front Row Center Slot ::Music:: Chara gains +1000 Pow.

[S] [(1) Rest this] Choose 1 of your "Maria, Birthday Party", and for the turn that Chara gains +1000 Pow and the following ability. [A] When the Battle Opp. of this becomes Reversed, search your LB for a Chara with "Tsubasa" or "Maria" in name, show it to your Opp., put it in your hand, and shuffle your LB.

Music - Weapon | SG/W70-087 T: None

L0C0

Saint-Germain, Providing Information to S.O.N.G.

[S] [(1) Put this in the WR] Choose a "Last Song" in your WR and return it to your hand.

Alchemy | SG/W70-088 T: None

L0C0

Elfinein, To Complete LiNKER

[A] When the Battle Opp. of this becomes Reversed, reveal up to 3 cards from the top of your LB. If 1 or more cards are revealed in this way, choose a Chara with "Maria" or "Kirika" or "Shirabe" in name from among them, put it in your hand, put the remaining cards in the WR, and discard a card from hand to the WR.

Alchemy | SG/W70-089 T: None

L0C0

Prelati, Generous Expression

--No Text--

Alchemy | SG/W70-090 T: None

L0C0

Prelati, Rushing

[C] **RECOLLECTION** If "Cagliostro, Confrontation with Symphogear" is in your Memory, this gains +4000 Pow.

[C] **RECOLLECTION** When this is placed from hand to the Stage, if "Prelati, Confrontation with Symphogear" is in your Memory, you may draw a card. If so, discard a card from hand to the WR.

Alchemy | SG/W70-091 T: None

L1C0

