

"Magic of Smile" Kanon Matsubara

[C] All your other YELLOW Charas gain +500 Pow.  
[A] When your other YELLOW Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Music - Hello, Happy World! | BD/WE31-001 T: None

L0  
C0

"Magic of Smile" Kanon Matsubara

[C] All your other YELLOW Charas gain +500 Pow.  
[A] When your other YELLOW Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Music - Hello, Happy World! | BD/WE31-001H T:

L0  
C0

"Magic of Smile" Kanon Matsubara

[C] All your other YELLOW Charas gain +500 Pow.  
[A] When your other YELLOW Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Music - Hello, Happy World! | BD/WE31-001S T:

L0  
C0

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"Magic of Smile" Kanon Matsubara

[C] All your other YELLOW Charas gain +500 Pow.  
[A] When your other YELLOW Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

Music - Hello, Happy World! | BD/WE31-001SPM T:

L0  
C0

"Magic of Smile" Misaki Okusawa

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/WE31-002 T: None

L0  
C0

"Magic of Smile" Misaki Okusawa

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/WE31-002H T:

L0  
C0

Bang Dream Girls Band Party! Special Pack

"Magic of Smile" Misaki Okusawa

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/WE31-002S T:

L0  
C0

"Magic of Smile" Misaki Okusawa

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music - Hello, Happy World! | BD/WE31-002SPM T:

L0  
C0

"To the Sparkling Stage" Hina Hikawa

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

Music - Pastel \* Palettes | BD/WE31-003 T: None

L0  
C0

"To the Sparkling Stage" Hina Hikawa

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

Music - Pastel \* Palettes | BD/WE31-003H T: None

L0  
C0

"To the Sparkling Stage" Hina Hikawa

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

Music - Pastel \* Palettes | BD/WE31-003S T: None

L0  
C0

"To the Sparkling Stage" Hina Hikawa

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

Music - Pastel \* Palettes | BD/WE31-003SPM T:

L0  
C0

"Magic of Smile" Kokoro Tsurumaki

[C] During your turn, this gains +1000 Pow.  
[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, if you have another ::Music:: Chara, this gains +1500 Pow and the following ability for the turn. "[A] When the Trigger Check of this reveals a card with at least 1 Soul Trigger Icon, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB."

Music - Hello, Happy World! | BD/WE31-004 T: None

L1  
C0

"Magic of Smile" Kokoro Tsurumaki

[C] During your turn, this gains +1000 Pow.  
[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, if you have another ::Music:: Chara, this gains +1500 Pow and the following ability for the turn. "[A] When the Trigger Check of this reveals a card with at least 1 Soul Trigger Icon, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB."

Music - Hello, Happy World! | BD/WE31-004H T:

L1  
C0

"Magic of Smile" Kokoro Tsurumaki

[C] During your turn, this gains +1000 Pow.  
[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, if you have another ::Music:: Chara, this gains +1500 Pow and the following ability for the turn. "[A] When the Trigger Check of this reveals a card with at least 1 Soul Trigger Icon, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB."

Music - Hello, Happy World! | BD/WE31-004S T:

L1  
C0

"Magic of Smile" Kokoro Tsurumaki

[C] During your turn, this gains +1000 Pow.  
[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, if you have another ::Music:: Chara, this gains +1500 Pow and the following ability for the turn. "[A] When the Trigger Check of this reveals a card with at least 1 Soul Trigger Icon, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB."

Music - Hello, Happy World! | BD/WE31-004SPM T:

L1  
C0

"Magic of Smile" Kaoru Seta

[A] When you use the **BACKUP** of this, if all your Charas are YELLOW, 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]

Music - Hello, Happy World! | BD/WE31-005 T: Soul

L1  
C1

"Magic of Smile" Kaoru Seta

[A] When you use the **BACKUP** of this, if all your Charas are YELLOW, 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]

Music - Hello, Happy World! | BD/WE31-005H T:

L1  
C1

"Magic of Smile" Kaoru Seta

[A] When you use the **BACKUP** of this, if all your Charas are **YELLOW**, 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]

Music - Hello, Happy World! | BD/WE31-005S T:

L1  
C1

"Magic of Smile" Kaoru Seta

[A] When you use the **BACKUP** of this, if all your Charas are **YELLOW**, 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]

Music - Hello, Happy World! | BD/WE31-005SPM T:

L1  
C1

"Magic of Smile" Hagumi Kitazawa

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, this gains +1500 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 at least 1 Soul Trigger Icon, you may deal 3 Damage to your Opp.." (DC can occur)

Music - Hello, Happy World! | BD/WE31-006 T: Soul

L3  
C2

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"Magic of Smile" Hagumi Kitazawa

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, this gains +1500 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 at least 1 Soul Trigger Icon, you may deal 3 Damage to your Opp.." (DC can occur)

Music - Hello, Happy World! | BD/WE31-006H T:

L3  
C2

"Magic of Smile" Hagumi Kitazawa

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, this gains +1500 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 at least 1 Soul Trigger Icon, you may deal 3 Damage to your Opp.." (DC can occur)

Music - Hello, Happy World! | BD/WE31-006S T:

L3  
C2

"Magic of Smile" Hagumi Kitazawa

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

[A] **CX COMBO** When "Magic of Smile" is placed in your CZ, this gains +1500 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 at least 1 Soul Trigger Icon, you may deal 3 Damage to your Opp.." (DC can occur)

Music - Hello, Happy World! | BD/WE31-006SPM T:

L3  
C2

Bang Dream Girls Band Party! Special Pack

Magic of Smile

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

BD/WE31-007 T: Soul Bounce

Magic of Smile

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

BD/WE31-007BDR T: Soul Bounce

Magic of Smile

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

BD/WE31-007H T: Soul Bounce

Magic of Smile

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

BD/WE31-007S T: Soul Bounce

"Grow Up Rock" Tsugumi Hazawa

[C] [Clock] **ALARM** If this is on top of the Clock, all your ::Afterglow:: Charas gain the following ability. "[A] [(1)] When this attacks, may pay. If so, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB."

[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 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Afterglow | BD/WE31-008 T: None

L0  
C0

"Grow Up Rock" Tsugumi Hazawa

[C] [Clock] **ALARM** If this is on top of the Clock, all your ::Afterglow:: Charas gain the following ability. "[A] [(1)] When this attacks, may pay. If so, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB."

[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 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Afterglow | BD/WE31-008H T: None

L0  
C0

"Grow Up Rock" Tsugumi Hazawa

[C] [Clock] **ALARM** If this is on top of the Clock, all your ::Afterglow:: Charas gain the following ability. "[A] [(1)] When this attacks, may pay. If so, look at the top card of your Opp.'s LB and put it either on top of the LB or in the WR, then reveal the top card of your LB. If it's a Chara with **ALARM**, put it in your Stock. (Otherwise put it back where it was)

[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 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Afterglow | BD/WE31-008S T: None

L0  
C0

"Grow Up Rock" Tsugumi Hazawa

[C] [Clock] **ALARM** If this is on top of the Clock, all your ::Afterglow:: Charas gain the following ability. "[A] [(1)] When this attacks, may pay. If so, look at the top card of your LB and put it either on top of the LB or in the WR, then reveal the top card of your LB. If it's a Chara with **ALARM**, put it in your Stock. (Otherwise put it back where it was)

[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 card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Music - Afterglow | BD/WE31-008SPM T: None

L0  
C0

"Grow Up Rock" Tomoe Udagawa

[A] **CX COMBO** When "Grow Up Rock" is placed in your CZ, look at the top card of your LB and put it either on top of the LB or in the WR, then reveal the top card of your LB. If it's a Chara with **ALARM**, put it in your Stock. (Otherwise put it back where it was)

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Afterglow | BD/WE31-009 T: None

L0  
C0

"Grow Up Rock" Tomoe Udagawa

[A] **CX COMBO** When "Grow Up Rock" is placed in your CZ, look at the top card of your LB and put it either on top of the LB or in the WR, then reveal the top card of your LB. If it's a Chara with **ALARM**, put it in your Stock. (Otherwise put it back where it was)

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Afterglow | BD/WE31-009H T: None

L0  
C0

"Grow Up Rock" Tomoe Udagawa

[A] **CX COMBO** When "Grow Up Rock" is placed in your CZ, look at the top card of your LB and put it either on top of the LB or in the WR, then reveal the top card of your LB. If it's a Chara with **ALARM**, put it in your Stock. (Otherwise put it back where it was)

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Afterglow | BD/WE31-009S T: None

L0  
C0

"Grow Up Rock" Tomoe Udagawa

[A] **CX COMBO** When "Grow Up Rock" is placed in your CZ, look at the top card of your LB and put it either on top of the LB or in the WR, then reveal the top card of your LB. If it's a Chara with **ALARM**, put it in your Stock. (Otherwise put it back where it was)

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Afterglow | BD/WE31-009SPM T: None

L0  
C0

**"To the Sparkling Stage" Maya Yamato**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.  
[A] When this is placed from hand to the Stage, you may Swap the bottom card of your Clock with a ::Pastel\*Palettes:: Chara in your WR.

Music - Pastel \* Palettes | BD/WE31-010 T: None

L1  
C0

**"To the Sparkling Stage" Maya Yamato**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.  
[A] When this is placed from hand to the Stage, you may Swap the bottom card of your Clock with a ::Pastel\*Palettes:: Chara in your WR.

Music - Pastel \* Palettes | BD/WE31-010H T: None

L1  
C0

**"To the Sparkling Stage" Maya Yamato**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.  
[A] When this is placed from hand to the Stage, you may Swap the bottom card of your Clock with a ::Pastel\*Palettes:: Chara in your WR.

Music - Pastel \* Palettes | BD/WE31-010S T: None

L1  
C0

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**"To the Sparkling Stage" Maya Yamato**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.  
[A] When this is placed from hand to the Stage, you may Swap the bottom card of your Clock with a ::Pastel\*Palettes:: Chara in your WR.

Music - Pastel \* Palettes | BD/WE31-010SPM T:

L1  
C0

**"Grow Up Rock" Himari Uehara**

[A] **CX COMBO** When this attacks, if "Grow Up Rock" is in the CZ, you may choose a Chara with **ALARM** in your WR and put it in your Stock.

Music - Afterglow | BD/WE31-011 T: None

L1  
C0

**"Grow Up Rock" Himari Uehara**

[A] **CX COMBO** When this attacks, if "Grow Up Rock" is in the CZ, you may choose a Chara with **ALARM** in your WR and put it in your Stock.

Music - Afterglow | BD/WE31-011H T: None

L1  
C0

**Bang Dream Girls Band Party! Special Pack**

**"Grow Up Rock" Himari Uehara**

[A] **CX COMBO** When this attacks, if "Grow Up Rock" is in the CZ, you may choose a Chara with **ALARM** in your WR and put it in your Stock.

Music - Afterglow | BD/WE31-011S T: None

L1  
C0

**"Grow Up Rock" Himari Uehara**

[A] **CX COMBO** When this attacks, if "Grow Up Rock" is in the CZ, you may choose a Chara with **ALARM** in your WR and put it in your Stock.

Music - Afterglow | BD/WE31-011SPM T: None

L1  
C0

**"Grow Up Rock" Moca Aoba**

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Afterglow | BD/WE31-012 T: Soul

L2  
C1

**"Grow Up Rock" Moca Aoba**

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Afterglow | BD/WE31-012H T: Soul

L2  
C1

**"Grow Up Rock" Moca Aoba**

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Afterglow | BD/WE31-012S T: Soul

L2  
C1

**"Grow Up Rock" Moca Aoba**

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Music - Afterglow | BD/WE31-012SPM T: Soul

L2  
C1

**"Grow Up Rock" Ran Mitake**

[C] If "Grow Up Rock" Tsugumi Hazawa is in your Clock, this gets -1 Level while in your hand.  
[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow.  
[A] **CX COMBO** [(2)] When "Grow Up Rock" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 2 ::Afterglow:: Charas, reveal them, put them in your hand, choose up to 1 "Grow Up Rock" Ran Mitake in your hand and put it in any Slot on the Stage, and shuffle your LB.

Music - Afterglow | BD/WE31-013 T: Soul

L3  
C2

**"Grow Up Rock" Ran Mitake**

[C] If "Grow Up Rock" Tsugumi Hazawa is in your Clock, this gets -1 Level while in your hand.  
[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow.  
[A] **CX COMBO** [(2)] When "Grow Up Rock" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 2 ::Afterglow:: Charas, reveal them, put them in your hand, choose up to 1 "Grow Up Rock" Ran Mitake in your hand and put it in any Slot on the Stage, and shuffle your LB.

Music - Afterglow | BD/WE31-013H T: Soul

L3  
C2

**"Grow Up Rock" Ran Mitake**

[C] If "Grow Up Rock" Tsugumi Hazawa is in your Clock, this gets -1 Level while in your hand.  
[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow.  
[A] **CX COMBO** [(2)] When "Grow Up Rock" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 2 ::Afterglow:: Charas, reveal them, put them in your hand, choose up to 1 "Grow Up Rock" Ran Mitake in your hand and put it in any Slot on the Stage, and shuffle your LB.

Music - Afterglow | BD/WE31-013S T: Soul

L3  
C2

**"Grow Up Rock" Ran Mitake**

[C] If "Grow Up Rock" Tsugumi Hazawa is in your Clock, this gets -1 Level while in your hand.  
[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow.  
[A] **CX COMBO** [(2)] When "Grow Up Rock" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 2 ::Afterglow:: Charas, reveal them, put them in your hand, choose up to 1 "Grow Up Rock" Ran Mitake in your hand and put it in any Slot on the Stage, and shuffle your LB.

Music - Afterglow | BD/WE31-013SPM T: Soul

L3  
C2

**"To the Sparkling Stage" Eve Wakamiya**

[A] At the start of your Opp's Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "To the Sparkling Stage" is in your CZ, search your LB for up to 2 ::Pastel\*Palettes:: Charas, reveal them, put them in your hand, and shuffle your LB.

Music - Pastel \* Palettes | BD/WE31-014 T: Soul

L3  
C2

**"To the Sparkling Stage" Eve Wakamiya**

[A] At the start of your Opp's Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "To the Sparkling Stage" is in your CZ, search your LB for up to 2 ::Pastel\*Palettes:: Charas, reveal them, put them in your hand, and shuffle your LB.

Music - Pastel \* Palettes | BD/WE31-014H T: Soul

L3  
C2



"Colorful Popping!" Rimi Ushigome

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Colorful Popping!" is in the CZ, choose 1 of your other ::Music:: Charas and this, and they gain +2500 Pow until the next end of your Opp.'s turn.

[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Poppin' Party | BD/WE31-019 T: Soul

L3  
C2

"Colorful Popping!" Rimi Ushigome

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Colorful Popping!" is in the CZ, choose 1 of your other ::Music:: Charas and this, and they gain +2500 Pow until the next end of your Opp.'s turn.

[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Poppin' Party | BD/WE31-019H T: Soul

L3  
C2

"Colorful Popping!" Rimi Ushigome

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Colorful Popping!" is in the CZ, choose 1 of your other ::Music:: Charas and this, and they gain +2500 Pow until the next end of your Opp.'s turn.

[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Poppin' Party | BD/WE31-019S T: Soul

L3  
C2

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"Colorful Popping!" Rimi Ushigome

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Colorful Popping!" is in the CZ, choose 1 of your other ::Music:: Charas and this, and they gain +2500 Pow until the next end of your Opp.'s turn.

[A] [(1)] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Poppin' Party | BD/WE31-019SPM T: Soul

L3  
C2

Colorful Popping!

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

BD/WE31-020 T: Soul Standby

Colorful Popping!

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

BD/WE31-020BDR T: Soul Standby

Bang Dream Girls Band Party! Special Pack

Colorful Popping!

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

BD/WE31-020H T: Soul Standby

Colorful Popping!

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

BD/WE31-020S T: Soul Standby

"Colorful Popping!" Arisa Ichigaya

[A] 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, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Poppin' Party | BD/WE31-021 T: None

L0  
C0

"Colorful Popping!" Arisa Ichigaya

[A] 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, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Poppin' Party | BD/WE31-021H T: None

L0  
C0

"Colorful Popping!" Arisa Ichigaya

[A] 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, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Poppin' Party | BD/WE31-021S T: None

L0  
C0

"Colorful Popping!" Arisa Ichigaya

[A] 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, you may put the top card of your Opp.'s LB in the WR. If so, choose a card in your Opp.'s WR and put it on top of the LB.

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Poppin' Party | BD/WE31-021SPM T: None

L0  
C0

"Overlapping Blue Roses" Yukina Minato

[A] **BOND/"Overlapping Blue Roses"** Ako Udagawa' [Discard a card from your hand to the WR]

[A] **BOND/"Overlapping Blue Roses"** Rinko Shirokane' [Discard a card from your hand to the WR]

Music - Roselia | BD/WE31-022 T: None

L0  
C0

"Overlapping Blue Roses" Yukina Minato

[A] **BOND/"Overlapping Blue Roses"** Ako Udagawa' [Discard a card from your hand to the WR]

[A] **BOND/"Overlapping Blue Roses"** Rinko Shirokane' [Discard a card from your hand to the WR]

Music - Roselia | BD/WE31-022H T: None

L0  
C0

"Overlapping Blue Roses" Yukina Minato

[A] **BOND/"Overlapping Blue Roses"** Ako Udagawa' [Discard a card from your hand to the WR]

[A] **BOND/"Overlapping Blue Roses"** Rinko Shirokane' [Discard a card from your hand to the WR]

Music - Roselia | BD/WE31-022S T: None

L0  
C0

"Overlapping Blue Roses" Yukina Minato

[A] **BOND/"Overlapping Blue Roses"** Ako Udagawa' [Discard a card from your hand to the WR]

[A] **BOND/"Overlapping Blue Roses"** Rinko Shirokane' [Discard a card from your hand to the WR]

Music - Roselia | BD/WE31-022SPM T: None

L0  
C0

"Overlapping Blue Roses" Lisa Imai

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Music - Roselia | BD/WE31-023 T: None

L0  
C0

"Overlapping Blue Roses" Lisa Imai

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Music - Roselia | BD/WE31-023H T: None

L0  
C0

**"Overlapping Blue Roses" Lisa Imai**

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Music - Roselia | BD/WE31-023S T: None

L0  
C0

**"Overlapping Blue Roses" Lisa Imai**

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Music - Roselia | BD/WE31-023SPM T: None

L0  
C0

**"Overlapping Blue Roses" Sayo Hikawa**

[A] When this attacks, choose 1 of your 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 on the bottom of the LB.

Music - Roselia | BD/WE31-024 T: None

L1  
C0

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**"Overlapping Blue Roses" Sayo Hikawa**

[A] When this attacks, choose 1 of your 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 on the bottom of the LB.

Music - Roselia | BD/WE31-024H T: None

L1  
C0

**"Overlapping Blue Roses" Sayo Hikawa**

[A] When this attacks, choose 1 of your 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 on the bottom of the LB.

Music - Roselia | BD/WE31-024S T: None

L1  
C0

**"Overlapping Blue Roses" Sayo Hikawa**

[A] When this attacks, choose 1 of your 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 on the bottom of the LB.

Music - Roselia | BD/WE31-024SPM T: None

L1  
C0

**Bang Dream Girls Band Party! Special Pack**

**"To the Sparkling Stage" Chisato Shirasagi**

[C] If the # of colors among Charas on your Stage is 4 or more, all your other Charas gain +1000 Pow.

[A] **CX COMBO** [(1)] Discard a card from your hand to the WR] When "To the Sparkling Stage" is placed in your CZ, may pay. If so, look at up to 4 cards from top of your LB, choose 1 of them and put it in your hand, and put the rest on top of the LB in any order.

Music - Pastel \* Palettes | BD/WE31-025 T: None

L1  
C0

**"To the Sparkling Stage" Chisato Shirasagi**

[C] If the # of colors among Charas on your Stage is 4 or more, all your other Charas gain +1000 Pow.

[A] **CX COMBO** [(1)] Discard a card from your hand to the WR] When "To the Sparkling Stage" is placed in your CZ, may pay. If so, look at up to 4 cards from top of your LB, choose 1 of them and put it in your hand, and put the rest on top of the LB in any order.

Music - Pastel \* Palettes | BD/WE31-025H T: None

L1  
C0

**"To the Sparkling Stage" Chisato Shirasagi**

[C] If the # of colors among Charas on your Stage is 4 or more, all your other Charas gain +1000 Pow.

[A] **CX COMBO** [(1)] Discard a card from your hand to the WR] When "To the Sparkling Stage" is placed in your CZ, may pay. If so, look at up to 4 cards from top of your LB, choose 1 of them and put it in your hand, and put the rest on top of the LB in any order.

Music - Pastel \* Palettes | BD/WE31-025S T: None

L1  
C0

**"To the Sparkling Stage" Chisato Shirasagi**

[C] If the # of colors among Charas on your Stage is 4 or more, all your other Charas gain +1000 Pow.

[A] **CX COMBO** [(1)] Discard a card from your hand to the WR] When "To the Sparkling Stage" is placed in your CZ, may pay. If so, look at up to 4 cards from top of your LB, choose 1 of them and put it in your hand, and put the rest on top of the LB in any order.

Music - Pastel \* Palettes | BD/WE31-025SPM T:

L1  
C0

**"Colorful Popping!" Tae Hanazono**

[A] **CX COMBO** [(1)] When "Colorful Popping!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Poppin' Party:: Charas and Stand it.

Music - Poppin' Party | BD/WE31-026 T: None

L1  
C0

**"Colorful Popping!" Tae Hanazono**

[A] **CX COMBO** [(1)] When "Colorful Popping!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Poppin' Party:: Charas and Stand it.

Music - Poppin' Party | BD/WE31-026H T: None

L1  
C0

**"Colorful Popping!" Tae Hanazono**

[A] **CX COMBO** [(1)] When "Colorful Popping!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Poppin' Party:: Charas and Stand it.

Music - Poppin' Party | BD/WE31-026S T: None

L1  
C0

**"Colorful Popping!" Tae Hanazono**

[A] **CX COMBO** [(1)] When "Colorful Popping!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your other ::Poppin' Party:: Charas and Stand it.

Music - Poppin' Party | BD/WE31-026SPM T: None

L1  
C0

**"Overlapping Blue Roses" Rinko Shirokane**

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

[A] **CX COMBO** [Discard a card from your hand to the WR, Rest 2 of your Standing ::Roselia:: Charas] When "Overlapping Blue Roses" is placed in your CZ, if you are Level 3 or higher, may pay. If so, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

Music - Roselia | BD/WE31-027 T: Soul

L2  
C1

**"Overlapping Blue Roses" Rinko Shirokane**

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

[A] **CX COMBO** [Discard a card from your hand to the WR, Rest 2 of your Standing ::Roselia:: Charas] When "Overlapping Blue Roses" is placed in your CZ, if you are Level 3 or higher, may pay. If so, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

Music - Roselia | BD/WE31-027H T: Soul

L2  
C1

**"Overlapping Blue Roses" Rinko Shirokane**

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

[A] **CX COMBO** [Discard a card from your hand to the WR, Rest 2 of your Standing ::Roselia:: Charas] When "Overlapping Blue Roses" is placed in your CZ, if you are Level 3 or higher, may pay. If so, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

Music - Roselia | BD/WE31-027S T: Soul

L2  
C1

**"Overlapping Blue Roses" Rinko Shirokane**

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

[A] **CX COMBO** [Discard a card from your hand to the WR, Rest 2 of your Standing ::Roselia:: Charas] When "Overlapping Blue Roses" is placed in your CZ, if you are Level 3 or higher, may pay. If so, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

Music - Roselia | BD/WE31-027SPM T: Soul

L2  
C1

"Overlapping Blue Roses" Ako Udagawa

[C] For each of your other ::Roselia:: Charas, this gains +500 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)] When this attacks, if "Overlapping Blue Roses" is in the CZ and you have 4 or more other ::Music:: Charas, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Music - Roselia | BD/WE31-028 T: Soul

L3  
C2

"Overlapping Blue Roses" Ako Udagawa

[C] For each of your other ::Roselia:: Charas, this gains +500 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)] When this attacks, if "Overlapping Blue Roses" is in the CZ and you have 4 or more other ::Music:: Charas, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Music - Roselia | BD/WE31-028H T: Soul

L3  
C2

"Overlapping Blue Roses" Ako Udagawa

[C] For each of your other ::Roselia:: Charas, this gains +500 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)] When this attacks, if "Overlapping Blue Roses" is in the CZ and you have 4 or more other ::Music:: Charas, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Music - Roselia | BD/WE31-028S T: Soul

L3  
C2

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"Overlapping Blue Roses" Ako Udagawa

[C] For each of your other ::Roselia:: Charas, this gains +500 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)] When this attacks, if "Overlapping Blue Roses" is in the CZ and you have 4 or more other ::Music:: Charas, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Music - Roselia | BD/WE31-028SPM T: Soul

L3  
C2

To the Sparkling Stage

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

BD/WE31-029 T: Soul Gate

To the Sparkling Stage

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

BD/WE31-029BDR T: Soul Gate

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To the Sparkling Stage

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

BD/WE31-029H T: Soul Gate

To the Sparkling Stage

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

BD/WE31-029S T: Soul Gate

Overlapping Blue Roses

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

BD/WE31-030 T: Draw

Overlapping Blue Roses

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

BD/WE31-030BDR T: Draw

Overlapping Blue Roses

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

BD/WE31-030H T: Draw

Overlapping Blue Roses

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

BD/WE31-030S T: Draw

"Magician's Smile" Kokoro Tsurumaki

[C] You cannot play Events or **BACKUP** from hand.  
[A] **ENCORE** [Put a ::Music:: Chara from your Stage in your Clock]

Music - Hello, Happy World! | BD/WE31-P01 T: None

L0  
C0

"Magician's Smile" Kokoro Tsurumaki

[C] You cannot play Events or **BACKUP** from hand.  
[A] **ENCORE** [Put a ::Music:: Chara from your Stage in your Clock]

Music - Hello, Happy World! | BD/WE31-P01S T:

L0  
C0

"Rock Identity" Ran Mitake

[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 - Afterglow | BD/WE31-P02 T: None

L0  
C0

"Rock Identity" Ran Mitake

[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 - Afterglow | BD/WE31-P02S T: None

L0  
C0

"Admired Big Sister" Yuri Ushigome

[C] **EXPERIENCE** If "Glitter\*Green Nanana Wanibe" and "Glitter\*Green Hinako Nijikki" are in your Level Zone, 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."  
[C] During battles involving this, no player may play **BACKUP** from hand."

Music - Glitter Green | BD/WE31-P03 T: Soul

L3  
C2

"Admired Big Sister" Yuri Ushigome

[C] **EXPERIENCE** If "Glitter\*Green Nanana Wanibe" and "Glitter\*Green Hinako Nijikki" are in your Level Zone, 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."  
[C] During battles involving this, no player may play **BACKUP** from hand."

Music - Glitter Green | BD/WE31-P03S T: Soul

L3  
C2

"Panicked Ad-Lib" Aya Maruyama

[A] [(1)] When you use the **BACKUP** of this, if the # of colors among Charas on your Stage is 4 or more, may pay. If so, return all cards in your WR to the LB and shuffle your LB.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Pastel \* Palettes | BD/WE31-P04 T: Soul

L2  
C1

"Panicked Ad-Lib" Aya Maruyama

[A] [(1)] When you use the **BACKUP** of this, if the # of colors among Charas on your Stage is 4 or more, may pay. If so, return all cards in your WR to the LB and shuffle your LB.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Pastel \* Palettes | BD/WE31-P04S T: Soul

L2  
C1

"Matching Outfits" Kasumi Toyama

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your 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 Reverse that Chara.

Music - Poppin' Party | BD/WE31-P05 T: Soul

L2  
C1

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"Matching Outfits" Kasumi Toyama

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your 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 Reverse that Chara.

Music - Poppin' Party | BD/WE31-P05S T: Soul

L2  
C1

"Path to Take and People to Walk the Path With" Yukina

[A] When this becomes Reversed, if the Level of the Battle Opp. of this s higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

Music - Roselia | BD/WE31-P06 T: Soul

L2  
C1

"Path to Take and People to Walk the Path With" Yukina

[A] When this becomes Reversed, if the Level of the Battle Opp. of this s higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

Music - Roselia | BD/WE31-P06S T: Soul

L2  
C1

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