

Sumika Shiun, Two Sides Of The Same Me

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] When this is placed from the Stage to the WR, 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 :Music:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Gal | GIM/W124-001a T: None

L0

C0

Sumika Shiun, Two Sides Of The Same Me

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] When this is placed from the Stage to the WR, 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 :Music:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Gal | GIM/W124-001b T: None

L0

C0

Sumika Shiun, Two Sides Of The Same Me

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] When this is placed from the Stage to the WR, 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 :Music:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Gal | GIM/W124-001EX T: None

L0

C0

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Sumika Shiun, Two Sides Of The Same Me

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] When this is placed from the Stage to the WR, 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 :Music:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Gal | GIM/W124-001S T: None

L0

C0

Sumika Shiun, Two Sides Of The Same Me

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

[A] When this is placed from the Stage to the WR, 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 :Music:: Chara among them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Gal | GIM/W124-001SP T: None

L0

C0

Kotone Fujita, Yellow Big Bang!

[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.

[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Music - Part-Time Job | GIM/W124-002a T: None

L0

C0

Gakuen Idolmaster Booster Pack

Kotone Fujita, Yellow Big Bang!

[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.

[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Music - Part-Time Job | GIM/W124-002b T: None

L0

C0

Kotone Fujita, Yellow Big Bang!

[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.

[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Music - Part-Time Job | GIM/W124-002EX T: None

L0

C0

Kotone Fujita, Yellow Big Bang!

[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.

[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Music - Part-Time Job | GIM/W124-002S T: None

L0

C0

Kotone Fujita, Yellow Big Bang!

[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.

[A] At the end of this card's attack or when this becomes Reversed, if there is 1 or fewer cards in your Memory, you may send this to Memory.

Music - Part-Time Job | GIM/W124-002SP T: None

L0

C0

Sena Juo, Happy Millefeuille

[C] If you have 2 or more other :Music:: Charas, this gains +5000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] **CX COMBO** At the start of your Encore Step, if "Prepare as If It's Work" is in the CX Zone, this is in the Front Row, and you have 2 or more other :Music:: Charas, search your LB for up to 2 :Music:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-003a T: Soul

L2

C1

Sena Juo, Happy Millefeuille

[C] If you have 2 or more other :Music:: Charas, this gains +5000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] **CX COMBO** At the start of your Encore Step, if "Prepare as If It's Work" is in the CX Zone, this is in the Front Row, and you have 2 or more other :Music:: Charas, search your LB for up to 2 :Music:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-003b T: Soul

L2

C1

Sena Juo, Happy Millefeuille

[C] If you have 2 or more other :Music:: Charas, this gains +5000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] **CX COMBO** At the start of your Encore Step, if "Prepare as If It's Work" is in the CX Zone, this is in the Front Row, and you have 2 or more other :Music:: Charas, search your LB for up to 2 :Music:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-003EX T: Soul

L2

C1

Sena Juo, Happy Millefeuille

[C] If you have 2 or more other :Music:: Charas, this gains +5000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] **CX COMBO** At the start of your Encore Step, if "Prepare as If It's Work" is in the CX Zone, this is in the Front Row, and you have 2 or more other :Music:: Charas, search your LB for up to 2 :Music:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-003S T: Soul

L2

C1

Sena Juo, Happy Millefeuille

[C] If you have 2 or more other :Music:: Charas, this gains +5000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

[A] **CX COMBO** At the start of your Encore Step, if "Prepare as If It's Work" is in the CX Zone, this is in the Front Row, and you have 2 or more other :Music:: Charas, search your LB for up to 2 :Music:: Charas, reveal them, choose up to 1 of them and put it in your hand, put the rest in the WR, shuffle your LB, and this gains +1000 Pow until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-003SP T: Soul

L2

C1

China Kuramoto, Every Steps Are for Discovery!

[C] If there are 5 or fewer Level 1 or higher Charas in your WR, this gets -1 Level while in your hand.

[A] **CX COMBO** When this attacks, if "I Want to Go That Way Tool" is in the CX Zone, this gains +4000 Pow for the turn, and reveal the top card of your LB. If it's either a "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, deal 2 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

[A] When this is placed from Stage to the WR, you may return this to your hand. If so, choose up to 1 :Music:: Chara in your WR and put it in your Stock.

Music - Little Lady | GIM/W124-004a T: Soul

L3

C2

China Kuramoto, Every Steps Are for Discovery!

[C] If there are 5 or fewer Level 1 or higher Charas in your WR, this gets -1 Level while in your hand.

[A] **CX COMBO** When this attacks, if "I Want to Go That Way Tool" is in the CX Zone, this gains +4000 Pow for the turn, and reveal the top card of your LB. If it's either a "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, deal 2 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

[A] When this is placed from Stage to the WR, you may return this to your hand. If so, choose up to 1 :Music:: Chara in your WR and put it in your Stock.

Music - Little Lady | GIM/W124-004b T: Soul

L3

C2

China Kuramoto, Every Steps Are for Discovery!

[C] If there are 5 or fewer Level 1 or higher Charas in your WR, this gets -1 Level while in your hand.

[A] **CX COMBO** When this attacks, if "I Want to Go That Way Tool" is in the CX Zone, this gains +4000 Pow for the turn, and reveal the top card of your LB. If it's either a "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, deal 2 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

[A] When this is placed from Stage to the WR, you may return this to your hand. If so, choose up to 1 :Music:: Chara in your WR and put it in your Stock.

Music - Little Lady | GIM/W124-004EX T: Soul

L3

C2

**China Kuramoto, Every Steps Are for Discovery!**  
[C] If there are 5 or fewer Level 1 or higher Charas in your WR, this gets -1 Level while in your hand.  
[A] **CX COMBO** When this attacks, if "I Want to Go That Way Tool" is in the CX Zone, this gains +4000 Pow for the turn, and reveal the top card of your LB. If it's either a "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, deal 2 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
[A] When this is placed from Stage to the WR, you may return this to your hand. If so, choose up to 1 ::Music:: Chara in your WR and put it in your Stock.

Music - Little Lady | GIM/W124-004S T: Soul

L3  
C2

**China Kuramoto, Every Steps Are for Discovery!**  
[C] If there are 5 or fewer Level 1 or higher Charas in your WR, this gets -1 Level while in your hand.  
[A] **CX COMBO** When this attacks, if "I Want to Go That Way Tool" is in the CX Zone, this gains +4000 Pow for the turn, and reveal the top card of your LB. If it's either a "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, deal 2 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)  
[A] When this is placed from Stage to the WR, you may return this to your hand. If so, choose up to 1 ::Music:: Chara in your WR and put it in your Stock.

Music - Little Lady | GIM/W124-004SP T: Soul

L3  
C2

**China Kuramoto, Fancy Dress Party**  
[C] **CX COMBO** You can choose Level 0 or lower ::Music:: Chara in your WR for the effect of Choice Trigger Icon of your "I Want to Go That Way Tool".  
[A] When you trigger a Level 0 or lower Chara, choose 1 of your "China Kuramoto, Every Steps Are for Discovery!" or Level 0 or lower Chara, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::TRAIT:: Chara in your WR and return it to your hand.

Music - Little Lady | GIM/W124-005 T: None

L0  
C0

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**China Kuramoto, Fancy Dress Party**  
[C] **CX COMBO** You can choose Level 0 or lower ::Music:: Chara in your WR for the effect of Choice Trigger Icon of your "I Want to Go That Way Tool".  
[A] When you trigger a Level 0 or lower Chara, choose 1 of your "China Kuramoto, Every Steps Are for Discovery!" or Level 0 or lower Chara, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::TRAIT:: Chara in your WR and return it to your hand.

Music - Little Lady | GIM/W124-005S T: None

L0  
C0

**China Kuramoto, Wonder Scale**  
[A] When this becomes Reversed, look at up to 3 cards from top of your LB and search for up to 1 CX, 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.

Music - Little Lady | GIM/W124-006 T: None

L0  
C0

**China Kuramoto, Wonder Scale**  
[A] When this becomes Reversed, look at up to 3 cards from top of your LB and search for up to 1 CX, 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.

Music - Little Lady | GIM/W124-006S T: None

L0  
C0

Gakuen Idolmaster Booster Pack

**China Kuramoto, Wonder Scale**  
[A] When this becomes Reversed, look at up to 3 cards from top of your LB and search for up to 1 CX, 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.

Music - Little Lady | GIM/W124-006SP T: None

L0  
C0

**Kotone Fujita, Sekaiichi Kawaii Watashi**  
[C] You may play this from your hand without meeting the color requirement.  
[C] **RECOLLECTION** During your turn, if there's a card in your Memory, for each of your ::Music:: Charas, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] 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, put the rest in the WR, and discard a card from your hand to the WR.

Music - Part-Time Job | GIM/W124-007 T: None

L1  
C0

**Kotone Fujita, Sekaiichi Kawaii Watashi**  
[C] You may play this from your hand without meeting the color requirement.  
[C] **RECOLLECTION** During your turn, if there's a card in your Memory, for each of your ::Music:: Charas, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] 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, put the rest in the WR, and discard a card from your hand to the WR.

Music - Part-Time Job | GIM/W124-007S T: None

L1  
C0

**Kotone Fujita, Sekaiichi Kawaii Watashi**  
[C] You may play this from your hand without meeting the color requirement.  
[C] **RECOLLECTION** During your turn, if there's a card in your Memory, for each of your ::Music:: Charas, this gains +500 Pow.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower ::Music:: Chara in your WR and put it in any Slot on the Stage, and at the end of the turn, send that Chara to Memory.

Music - Part-Time Job | GIM/W124-007SP T: None

L1  
C0

**Lilja Katsuragi, Kamurogiku**  
[C] If you have 2 or more other ::Music:: Charas, this gains +8000 Pow.  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] 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, put the rest in the WR, and discard a card from your hand to the WR.

Music - Sweets | GIM/W124-008 T: Soul

L2  
C1

**Lilja Katsuragi, Kamurogiku**  
[C] If you have 2 or more other ::Music:: Charas, this gains +8000 Pow.  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.  
[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] 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, put the rest in the WR, and discard a card from your hand to the WR.

Music - Sweets | GIM/W124-008S T: Soul

L2  
C1

**Ume Hanami, Another Idol '24 Summer**  
[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 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 - Sports | GIM/W124-009 T: Soul

L2  
C1

**Ume Hanami, Another Idol '24 Summer**  
[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 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 - Sports | GIM/W124-009S T: Soul

L2  
C1

**Hiro Shinosawa, Fancy Dress Party**  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand, and may pay. If the cost is paid, choose 1 of your Opp.'s Charas and return it to their hand.  
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your CX Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1.

Music - Genius | GIM/W124-010 T: Soul

L3  
C2

**Hiro Shinosawa, Fancy Dress Party**  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand, and may pay. If the cost is paid, choose 1 of your Opp.'s Charas and return it to their hand.  
[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your CX Phase, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps it with the Chara you chose. X = Level of the Chara you chose -1.

Music - Genius | GIM/W124-010S T: Soul

L3  
C2

**Kotone Fujita, Kamurogiku**  
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] **CX COMBO** [(2) Discard 2 ::Music:: Charas from your hand to the WR] When this attacks, if "I'll Catch Up to You!" is in the CX Zone, may pay. If so, deal 2 Damage to your Opp., and this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas." "[C] Chara Opposite this gets -2 Soul." (DC can occur)

Music - Part-Time Job | GIM/W124-011 T: Soul

L3  
C2

**Kotone Fujita, Kamurogiku**  
[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] **CX COMBO** [(2) Discard 2 ::Music:: Charas from your hand to the WR] When this attacks, if "I'll Catch Up to You!" is in the CX Zone, may pay. If so, deal 2 Damage to your Opp., and this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas." "[C] Chara Opposite this gets -2 Soul." (DC can occur)

Music - Part-Time Job | GIM/W124-011S T: Soul

L3  
C2

### Sumika Shiun, Tame-Lie-One-Step

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Lilja Katsuragi, Hakusen" to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "I'll Enjoy This Pretty-Looking Face!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 2 Damage to your Opp., put the bottom card of your Opp.'s LB in the WR, and if that card is either an Event or a Level 2 or lower Chara, deal 1 Damage to your Opp.. (DC can occur)

Music - Gal | GIM/W124-012 T: Soul

L3  
C2

### Sumika Shiun, Tame-Lie-One-Step

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Lilja Katsuragi, Hakusen" to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "I'll Enjoy This Pretty-Looking Face!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 2 Damage to your Opp., put the bottom card of your Opp.'s LB in the WR, and if that card is either an Event or a Level 2 or lower Chara, deal 1 Damage to your Opp.. (DC can occur)

Music - Gal | GIM/W124-012S T: Soul

L3  
C2

### Sumika Shiun, Tame-Lie-One-Step

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Lilja Katsuragi, Hakusen" to the Stage, you may put the top card of your Clock in the WR.  
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "I'll Enjoy This Pretty-Looking Face!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 2 Damage to your Opp., put the bottom card of your Opp.'s LB in the WR, and if that card is either an Event or a Level 2 or lower Chara, deal 1 Damage to your Opp.. (DC can occur)

Music - Gal | GIM/W124-012SP T: Soul

L3  
C2

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### Sena Juo, Tiny Ambition

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following effects and perform it. "Look at up to 3 cards from top of your LB and search for up to 3 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR." "Choose a CX in your WR and return it to your hand."

Music - Student Council President | GIM/W124-013 T: Soul

L3  
C2

### Sena Juo, Tiny Ambition

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following effects and perform it. "Look at up to 3 cards from top of your LB and search for up to 3 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR." "Choose a CX in your WR and return it to your hand."

Music - Student Council President | GIM/W124-013S T: Soul

L3  
C2

### Sena Juo, Tiny Ambition

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following effects and perform it. "Look at up to 3 cards from top of your LB and search for up to 3 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR." "Choose a CX in your WR and return it to your hand."

Music - Student Council President | GIM/W124-013SP T: Soul

L3  
C2

## Gakuen Idolmaster Booster Pack

### Sena Juo, It's Hard to Produce

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Ume Hanami, Gunununu.....!", put it in any Slot on the Stage, and shuffle your LB.  
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-014 T: None

L0  
C0

### Sena Juo, It's Hard to Produce

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Ume Hanami, Gunununu.....!", put it in any Slot on the Stage, and shuffle your LB.  
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Music - Student Council President | GIM/W124-014S T: None

L0  
C0

### Kotone Fujita, Another Idol '24 Summer

[S] **RECOLLECTION** [(1) Send this to Memory] 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, put the rest in the WR, and if there are 7 or more cards in your Memory, choose 1 "Kotone Fujita, Another Idol '24 Summer" in your Memory and put it in the WR, look at up to 2 cards from top of your LB and put them on top of the LB in any order.

Music - Part-Time Job | GIM/W124-015 T: None

L0  
C0

### Kotone Fujita, Another Idol '24 Summer

[S] **RECOLLECTION** [(1) Send this to Memory] 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, put the rest in the WR, and if there are 7 or more cards in your Memory, choose 1 "Kotone Fujita, Another Idol '24 Summer" in your Memory and put it in the WR, look at up to 2 cards from top of your LB and put them on top of the LB in any order.

Music - Part-Time Job | GIM/W124-015S T: None

L0  
C0

### Ume Hanami, Another Idol '24 Festival

[C] If all your Charas are ::Music::, this gains +1 Level and +1500 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Music - Sports | GIM/W124-016 T: None

L0  
C0

### Ume Hanami, Another Idol '24 Festival

[C] If all your Charas are ::Music::, this gains +1 Level and +1500 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Music - Sports | GIM/W124-016S T: None

L0  
C0

### Hiro Shinosawa, Another Idol '24 Festival

[C] During your turn, this gains +1000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Genius | GIM/W124-017 T: None

L0  
C0

### Hiro Shinosawa, Another Idol '24 Festival

[C] During your turn, this gains +1000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Genius | GIM/W124-017S T: None

L0  
C0

### Sena Juo, What A Coincidence

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +3000 Pow.  
[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, 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.

Music - Student Council President | GIM/W124-018 T: None

L1  
C0

### Sena Juo, What A Coincidence

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +3000 Pow.  
[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, 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.

Music - Student Council President | GIM/W124-018S T: None

L1  
C0

### Kotone Fujita, Another Idol '24 Halloween

[S] [(1) Put this in the WR] Choose a "Kotone Fujita, Started Being Cute" in your WR, put it in the Slot this was in, and that Chara gains +2000 Pow and +1 Soul for the turn.

Music - Part-Time Job | GIM/W124-019 T: None

L1  
C0

### Kotone Fujita, Another Idol '24 Halloween

[S] [(1) Put this in the WR] Choose a "Kotone Fujita, Started Being Cute" in your WR, put it in the Slot this was in, and that Chara gains +2000 Pow and +1 Soul for the turn.

Music - Part-Time Job | GIM/W124-019S T: None

L1  
C0

China Kuramoto, Another Idol '24 Festival

[A] [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 Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

Music - Little Lady | GIM/W124-020 T: None

L1  
C0

China Kuramoto, Another Idol '24 Festival

[A] [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 Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

Music - Little Lady | GIM/W124-020S T: None

L1  
C0

Sumika Shiun, Another Idol '24 Halloween

[A] [(1)] When you use the **BACKUP** of this, if in your WR there are 2 or more CX with Choice Trigger Icon and 2 or more CX with Gate Trigger Icon, may pay. If so, return all cards from your WR to your LB, and shuffle your LB.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Gal | GIM/W124-021 T: Soul

L2  
C1

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Sumika Shiun, Another Idol '24 Halloween

[A] [(1)] When you use the **BACKUP** of this, if in your WR there are 2 or more CX with Choice Trigger Icon and 2 or more CX with Gate Trigger Icon, may pay. If so, return all cards from your WR to your LB, and shuffle your LB.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Gal | GIM/W124-021S T: Soul

L2  
C1

Kotone Fujita, Encounter with You and Soaring into the

[A] [Discard a CX with Choice Trigger Icon from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX with Choice Trigger Icon in your WR and return it to your hand.

Music - Part-Time Job | GIM/W124-022 T: None

L0  
C0

Kotone Fujita, Encounter with You and Soaring into the

[A] [Discard a CX with Choice Trigger Icon from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX with Choice Trigger Icon in your WR and return it to your hand.

Music - Part-Time Job | GIM/W124-022S T: None

L0  
C0

Gakuen Idolmaster Booster Pack

Sumika Shiun, Switch ON!

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

Music - Gal | GIM/W124-023 T: None

L0  
C0

Sumika Shiun, Switch ON!

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

Music - Gal | GIM/W124-023S T: None

L0  
C0

Lilja Katsuragi, Another Idol '24 Halloween

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this is placed from hand to the Stage, may pay. If so, choose a Chara with "Lilja" or "Sumika" in name in your WR and return it to your hand.

Music - Sweets | GIM/W124-024 T: None

L0  
C0

Lilja Katsuragi, Another Idol '24 Halloween

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this is placed from hand to the Stage, may pay. If so, choose a Chara with "Lilja" or "Sumika" in name in your WR and return it to your hand.

Music - Sweets | GIM/W124-024S T: None

L0  
C0

Hiro Shinosawa, Image Training

[C] During your turn, for each of your other Level 0 or lower Charas, this gains +1000 Pow.

Music - Genius | GIM/W124-025 T: None

L0  
C0

Hiro Shinosawa, Image Training

[C] During your turn, for each of your other Level 0 or lower Charas, this gains +1000 Pow.

Music - Genius | GIM/W124-025S T: None

L0  
C0

Ume Hanami, Menu Taught by Her Big Sister

[C] If all your Charas are ::Music::, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, look at up to 2 cards from the top of your LB, and put them on top of your LB in any order.

Music - Sports | GIM/W124-026 T: None

L1  
C0

Ume Hanami, Menu Taught by Her Big Sister

[C] If all your Charas are ::Music::, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, look at up to 2 cards from the top of your LB, and put them on top of your LB in any order.

Music - Sports | GIM/W124-026S T: None

L1  
C0

Lilja Katsuragi, Dedicated Extra Lesson

[C] During your turn, for each of your other ::Music:: Charas, this gains +500 Pow.  
[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this attacks, may pay. If so, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Sweets | GIM/W124-027 T: None

L1  
C0

Lilja Katsuragi, Dedicated Extra Lesson

[C] During your turn, for each of your other ::Music:: Charas, this gains +500 Pow.  
[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this attacks, may pay. If so, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Sweets | GIM/W124-027S T: None

L1  
C0

Kotone Fujita, Curling Split Ends

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[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 - Part-Time Job | GIM/W124-028 T: Soul

L2  
C1

Kotone Fujita, Curling Split Ends

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[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 - Part-Time Job | GIM/W124-028S T: Soul

L2  
C1



Okay, Everyone Together

Choose 1 of the 2 following effects and perform it.  
"If there are 5 or fewer Level 1 or higher Charas in your WR, choose up to 1 CX in your WR and return it to your hand, choose 1 of your YELLOW Charas, and that Chara gains +3000 Pow for the turn."  
"[2] may pay. If so, choose 1 of your YELLOW Charas, and that Chara gains +1 Soul and the following ability for the turn. [A] 1/Turn When this attacks, you may deal 2 Damage to your Opp.."  
" (DC can occur)

GIM/W124-029 T: None

L2

C1

Okay, Everyone Together

Choose 1 of the 2 following effects and perform it.  
"If there are 5 or fewer Level 1 or higher Charas in your WR, choose up to 1 CX in your WR and return it to your hand, choose 1 of your YELLOW Charas, and that Chara gains +3000 Pow for the turn."  
"[2] may pay. If so, choose 1 of your YELLOW Charas, and that Chara gains +1 Soul and the following ability for the turn. [A] 1/Turn When this attacks, you may deal 2 Damage to your Opp.."  
" (DC can occur)

GIM/W124-029S T: None

L2

C1

Prepare as If It's Work

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-030 T: Choice

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Prepare as If It's Work

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-030EX T: Choice

Prepare as If It's Work

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-030R T: Choice

Prepare as If It's Work

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-030SIR T: Choice

Gakuen Idolmaster Booster Pack

I Want to Go That Way Too!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-031 T: Choice

I Want to Go That Way Too!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-031EX T: Choice

I Want to Go That Way Too!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-031R T: Choice

I Want to Go That Way Too!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-031SIR T: Choice

I'll Catch Up to You!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-032 T: Choice

I'll Catch Up to You!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-032EX T: Choice

I'll Catch Up to You!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-032R T: Choice

I'll Catch Up to You!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-032SIR T: Choice

I'll Enjoy This Pretty-Looking Face!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-033 T: Choice

I'll Enjoy This Pretty-Looking Face!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-033EX T: Choice

I'll Enjoy This Pretty-Looking Face!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-033R T: Choice

I'll Enjoy This Pretty-Looking Face!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

GIM/W124-033SIR T: Choice

Rinami Himesaki, L.U.V

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Music - Cuisine | GIM/W124-034a T: None

L0  
C0

Rinami Himesaki, L.U.V

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Music - Cuisine | GIM/W124-034b T: None

L0  
C0

Rinami Himesaki, L.U.V

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Music - Cuisine | GIM/W124-034EX T: None

L0  
C0

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Rinami Himesaki, L.U.V

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Music - Cuisine | GIM/W124-034S T: None

L0  
C0

Rinami Himesaki, L.U.V

[C] If all your Charas are ::Music::, this gains +1000 Pow.

[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your CX Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Music - Cuisine | GIM/W124-034SP T: None

L0  
C0

Mao Arimura, Feel Jewel Dream

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Opera | GIM/W124-035a T: None

L1  
C0

Gakuen Idolmaster Booster Pack

Mao Arimura, Feel Jewel Dream

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Opera | GIM/W124-035b T: None

L1  
C0

Mao Arimura, Feel Jewel Dream

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Opera | GIM/W124-035EX T: None

L1  
C0

Mao Arimura, Feel Jewel Dream

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Opera | GIM/W124-035S T: None

L1  
C0

Mao Arimura, Feel Jewel Dream

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Opera | GIM/W124-035SP T: None

L1  
C0

Saki Hanami, Boom Boom Pow

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this becomes Reversed in battle, if "Leave It to Big Sis!" is in your CX Zone, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. If a ::Music:: Chara is revealed for this effect, put it in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Contest | GIM/W124-036a T: None

L1  
C0

Saki Hanami, Boom Boom Pow

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this becomes Reversed in battle, if "Leave It to Big Sis!" is in your CX Zone, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. If a ::Music:: Chara is revealed for this effect, put it in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Contest | GIM/W124-036b T: None

L1  
C0

Saki Hanami, Boom Boom Pow

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this becomes Reversed in battle, if "Leave It to Big Sis!" is in your CX Zone, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. If a ::Music:: Chara is revealed for this effect, put it in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Contest | GIM/W124-036EX T: None

L1  
C0

Saki Hanami, Boom Boom Pow

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this becomes Reversed in battle, if "Leave It to Big Sis!" is in your CX Zone, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. If a ::Music:: Chara is revealed for this effect, put it in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Contest | GIM/W124-036S T: None

L1  
C0

Saki Hanami, Boom Boom Pow

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] **CX COMBO** When this becomes Reversed in battle, if "Leave It to Big Sis!" is in your CX Zone, reveal the top card of your LB, choose up to 1 Level X or lower Chara in your WR and return it to your hand. If a ::Music:: Chara is revealed for this effect, put it in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Contest | GIM/W124-036SP T: None

L1  
C0

Ume Hanami, White Night! White Wish!

[A] [Put another ::Music:: Chara from your Stage in 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] **CX COMBO EXPERIENCE** When this attacks, if "Don't Let Up Yet!" is in the CX Zone, there are 5 or fewer cards in your hand, and the sum of Levels of cards in your Level Zone is 6 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles their LB, and this gains +1500 Pow until the next end of your Opp.'s turn." "[1]" may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music - Sports | GIM/W124-037a T: Soul

L3  
C2

Ume Hanami, White Night! White Wish!

[A] [Put another ::Music:: Chara from your Stage in 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] **CX COMBO EXPERIENCE** When this attacks, if "Don't Let Up Yet!" is in the CX Zone, there are 5 or fewer cards in your hand, and the sum of Levels of cards in your Level Zone is 6 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles their LB, and this gains +1500 Pow until the next end of your Opp.'s turn." "[1]" may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music - Sports | GIM/W124-037b T: Soul

L3  
C2

Ume Hanami, White Night! White Wish!

[A] [Put another ::Music:: Chara from your Stage in 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] **CX COMBO EXPERIENCE** When this attacks, if "Don't Let Up Yet!" is in the CX Zone, there are 5 or fewer cards in your hand, and the sum of Levels of cards in your Level Zone is 6 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles their LB, and this gains +1500 Pow until the next end of your Opp.'s turn." "[1]" may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music - Sports | GIM/W124-037EX T: Soul

L3  
C2

Ume Hanami, White Night! White Wish

[A] [Put another ::Music:: Chara from your Stage in 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] **CX COMBO EXPERIENCE** When this attacks, if "Don't Let Up Yet!" is in the CX Zone, there are 5 or fewer cards in your hand, and the sum of Levels of cards in your Level Zone is 6 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles their LB, and this gains +1500 Pow until the next end of your Opp.'s turn." "[1]" may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Sports | GIM/W124-037S T: Soul

L3  
C2

Ume Hanami, White Night! White Wish

[A] [Put another ::Music:: Chara from your Stage in 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] **CX COMBO EXPERIENCE** When this attacks, if "Don't Let Up Yet!" is in the CX Zone, there are 5 or fewer cards in your hand, and the sum of Levels of cards in your Level Zone is 6 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 3 cards in your Opp.'s WR, return them to the LB, your Opp. shuffles their LB, and this gains +1500 Pow until the next end of your Opp.'s turn." "[1]" may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Sports | GIM/W124-037SP T: Soul

L3  
C2

Saki Hanami, Fighting My Way

[C] During your turn, this gains +3000 Pow.  
[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

Music - Contest | GIM/W124-038 T: None

L0  
C0

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Saki Hanami, Fighting My Way

[C] During your turn, this gains +3000 Pow.  
[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

Music - Contest | GIM/W124-038S T: None

L0  
C0

Saki Hanami, Fighting My Way

[C] During your turn, this gains +3000 Pow.  
[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

Music - Contest | GIM/W124-038SP T: None

L0  
C0

Ume Hanami, The Rolling Riceball

[C] All your other ::Music:: Charas gain +500 Pow.  
[S] [Rest this] Choose a card in your Level Zone and a ::Music:: Chara in your WR and swap them.

Music - Sports | GIM/W124-039 T: None

L0  
C0

Gakuen Idolmaster Booster Pack

Ume Hanami, The Rolling Riceball

[C] All your other ::Music:: Charas gain +500 Pow.  
[S] [Rest this] Choose a card in your Level Zone and a ::Music:: Chara in your WR and swap them.

Music - Sports | GIM/W124-039S T: None

L0  
C0

Ume Hanami, The Rolling Riceball

[C] All your other ::Music:: Charas gain +500 Pow.  
[S] [Rest this] Choose a card in your Level Zone and a ::Music:: Chara in your WR and swap them.

Music - Sports | GIM/W124-039SP T: None

L0  
C0

Sena Juo, President Is Prepared

[A] [Discard a CX from your hand to the WR, put another Chara from your Stage in the WR] When this is placed from hand to Stage, may pay. If so, choose a CX in your WR and return it to your hand.  
[A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose a Chara in your WR with either **EXPERIENCE** or "Sena" in name and return it to your hand.

Music - Student Council President | GIM/W124-040 T: None

L0  
C0

Sena Juo, President Is Prepared

[A] [Discard a CX from your hand to the WR, put another Chara from your Stage in the WR] When this is placed from hand to Stage, may pay. If so, choose a CX in your WR and return it to your hand.  
[A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, may pay. If so, choose a Chara in your WR with either **EXPERIENCE** or "Sena" in name and return it to your hand.

Music - Student Council President | GIM/W124-040S T: None

L0  
C0

Rinami Himesaki, clumsy trick

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "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 - Cuisine | GIM/W124-041 T: None

L1  
C0

Rinami Himesaki, clumsy trick

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "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 - Cuisine | GIM/W124-041S T: None

L1  
C0

Rinami Himesaki, clumsy trick

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "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 - Cuisine | GIM/W124-041SP T: None

L1  
C0

Saki Hanami, Kamurogiku

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.  
[S] **RECOLLECTION** [Rest this] If there are 3 or more colors among cards in your Memory, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.

Music - Contest | GIM/W124-042 T: None

L1  
C0

Saki Hanami, Kamurogiku

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.  
[S] **RECOLLECTION** [Rest this] If there are 3 or more colors among cards in your Memory, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.

Music - Contest | GIM/W124-042S T: None

L1  
C0

Rinami Himesaki, Kimi to Semi Blue

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.  
[A] **CX COMBO** [Put an "Upon the Next Cherry Blossom Season." from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, choose a "Music:: Chara in your WR and return it to your hand."  
[S] [Discard a "Rinami Himesaki, L.U.V." from your hand to the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Cuisine | GIM/W124-043 T: Soul

L2  
C2

Rinami Himesaki, Kimi to Semi Blue

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.  
[A] **CX COMBO** [Put an "Upon the Next Cherry Blossom Season." from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, choose a "Music:: Chara in your WR and return it to your hand."  
[S] [Discard a "Rinami Himesaki, L.U.V." from your hand to the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Cuisine | GIM/W124-043S T: Soul

L2  
C2

Mao Arimura, Fluorite

[A] **CX COMBO** [Put an "It Is Sunny" from your CX Zone in the WR] At the start of your Attack Phase, if you have 2 or more other ::Music:: Charas, may pay. If so, Stand this, and this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effect." "[C] **BODYGUARD**"  
[A] [(1) Discard a card from your hand to the WR] When this Direct Attacks, may pay. If so, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

Music - Opera | GIM/W124-044 T: Soul

L3  
C2

[A] **CX COMBO** [Put an "It Is Sunny" from your CX Zone in the WR] At the start of your Attack Phase, if you have 2 or more other ♪Music: Charas, may pay. If so, Stand this, and this gains the following 2 abilities until the next end of your Opp.'s turn. [C] This cannot be chosen as target of Opp.'s effect. [C] **BODYGUARD** [A] [1] Discard a card from your hand to the WR] When this Direct Attacks, may pay. If so, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

**L3**  
**C2**

[A] **CX COMBO** [Put an "It Is Sunny" from your CX Zone in the WR] At the start of your Attack Phase, if you have 2 or more other :XMusic:: Charas, may pay. If so, Stand this, and this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effect." [C] **BODYGUARD** [A] [1] Discard a card from your hand to the WR] When this Direct Attacks, may pay. If so, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

L3  
C2

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara in your WR with either "Saki", "Temari", or "Kotone" in name in your WR and return it to your hand, and if there are 5 or fewer cards in your Memory, choose up to 1 "Saki Hanami, Encounter with You and Soaring into the Dreams" in your WR and send it to Memory.

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

**Saki Hanami, Encounter with You and Soaring into the**  
 [A] When this is placed from hand to the Stage, this gains +1500 POW for the turn.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara in your WR with either "Saki", "Temari", or "Kotone" in name in your WR and return it to your hand, and if there are 5 or fewer cards in your Memory, choose up to 1 "Saki Hanami, Encounter with You and Soaring into the Dreams" in your WR and send it to Memory.

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

[A] When your CX with a Comeback Trigger Icon is triggered, if there is a total of 1 or fewer card in your Marker Zones, you may choose a RED card in your WR and put it face-up under this as Marker.

[A] [2] Put 2 Markers from under this in the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.

**LO**  
**CO**

[A] When your CX with a Comeback Trigger Icon is triggered, if there is a total of 1 or fewer card in your Marker Zones, you may choose a RED card in your WR and put it face-up under this as Marker.

[A] (2) Put 2 Markers from under this in the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.

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

**Mao Arimura, Another Idol '24 Festival**  
[C] Your other ::Music:: Chara in the Front Row  
Center Slot gains +1500 Pow.  
[S] ([1] Put this in the WR) Look at up to 4 cards from  
top of your LB and search for up to 1 ::Music:: Chara,  
reveal it, put it in your hand, and put the rest in the  
WR.

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

[C] Your other ::Music:: Chara in the Front Row Center Slot gains +1500 Pow.  
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

**LO**  
**CO**

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

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

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

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

[A] Put a :Music: Chara from your WR on the bottom of your Clock! When this is placed from hand to the Stage, may pay. If so, choose a "Sena Juo, Happy Millefeuille" in your WR and either return it to your hand or put it in your Stock.

[A] **EXPERIENCE** At the start of your Attack Phase, if the sum of Levels of cards in your Level Zone is 3 or higher, perform the following action twice. "Choose 1 of your Charas. If its Soul is 2 or more, that Chara gains +1000 Power until the next end of your Opp.'s turn. If it's 1 or less, that Chara gains +1 Soul for the turn."

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

[A] [Put a ♣ Music:] Chara from your WR on the bottom of your Clock! When this is placed from hand to the Stage, may pay. If so, choose a "Sena Juu, Happy Millefeuille" in your WR and either return it to your hand or put it in your Stock.

[A] **EXPERIENCE** At the start of your Attack Phase, if the sum of Levels of cards in your Level Zone is 3 or higher, perform the following action twice. "Choose 1 of your Charas. If its Soul is 2 or more, that Chara gains +1000 Power until the next end of your Opp.'s turn. If it's 1 or less, that Chara gains +1 Soul for the turn."

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

[A] ([1]) When the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Opp.'s Charas and return it to hand.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

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

[A] ([1]) When the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Opp.'s Charas and return it to hand.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

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

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

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

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

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

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

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

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all of their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

L2  
C1

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all of their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

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

**China Kuramoto, Encounter with You and Soaring into**  
[A] If this is in the WR, at the start of your first turn, you may put the top 6 cards of your LB in the WR.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "China Kuramoto, Encounter with You and Soaring into the Dreams" in your WR.

Music - Little Lady | GIM/W124-053 T: None

L0  
C0

**China Kuramoto, Encounter with You and Soaring into**  
[A] If this is in the WR, at the start of your first turn, you may put the top 6 cards of your LB in the WR.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "China Kuramoto, Encounter with You and Soaring into the Dreams" in your WR.

Music - Little Lady | GIM/W124-053S T: None

L0  
C0

**Misuzu Hataya, Her Pace, Her Life**  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Music - My Pace | GIM/W124-054 T: None

L0  
C0

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**Misuzu Hataya, Her Pace, Her Life**  
[A] When this is placed from hand to the Stage, you may choose a card in your hand and put it in your Stock.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Music - My Pace | GIM/W124-054S T: None

L0  
C0

**Rinami Himesaki, Encounter with You and Soaring into**  
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[S] [Discard a card from your hand to the WR, put this in the WR] If you have another ::Music:: Chara, choose 1 of your Opp.'s Charas and move it to another empty Slot on their Stage.

Music - Cuisine | GIM/W124-055 T: None

L0  
C0

**Rinami Himesaki, Encounter with You and Soaring into**  
[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[S] [Discard a card from your hand to the WR, put this in the WR] If you have another ::Music:: Chara, choose 1 of your Opp.'s Charas and move it to another empty Slot on their Stage.

Music - Cuisine | GIM/W124-055S T: None

L0  
C0

## Gakuen Idolmaster Booster Pack

**Ume Hanami, School Life**  
[A] When this is placed from hand to the Stage, shuffle your Stock.  
[A] When this attacks, if there are no CX in your CX Zone, this gains +500 Pow and +1 Soul until the next end of your Opp.'s turn.

Music - Sports | GIM/W124-056 T: None

L0  
C0

**Ume Hanami, School Life**  
[A] When this is placed from hand to the Stage, shuffle your Stock.  
[A] When this attacks, if there are no CX in your CX Zone, this gains +500 Pow and +1 Soul until the next end of your Opp.'s turn.

Music - Sports | GIM/W124-056S T: None

L0  
C0

**Sena Juo, Perfect Planning**  
[A] **EXPERIENCE** When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 2 or higher, you may choose a ::Music:: Chara in your WR and put it either on top or bottom of your Stock.  
[S] [Counter] **BACKUP 2000, Level 1** [(1)] Discard this card from your hand to the WR]

Music - Student Council President | GIM/W124-057 T: Soul

L1  
C1

**Sena Juo, Perfect Planning**  
[A] **EXPERIENCE** When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 2 or higher, you may choose a ::Music:: Chara in your WR and put it either on top or bottom of your Stock.  
[S] [Counter] **BACKUP 2000, Level 1** [(1)] Discard this card from your hand to the WR]

Music - Student Council President | GIM/W124-057S T: Soul

L1  
C1

**Saki Hanami, Thoroughly Stretching**  
[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."  
[S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

Music - Contest | GIM/W124-058 T: Soul

L2  
C1

**Saki Hanami, Thoroughly Stretching**  
[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, send that Chara to Memory."  
[S] [Counter] **BACKUP 3000, Level 2** [(1)] Discard this card from your hand to the WR]

Music - Contest | GIM/W124-058S T: Soul

L2  
C1

**China Kuramoto, Aiming for What She Admires**  
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +4000 Pow for the turn.  
[A] [(1)] Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

Music - Little Lady | GIM/W124-059 T: Soul

L2  
C1

**China Kuramoto, Aiming for What She Admires**  
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +4000 Pow for the turn.  
[A] [(1)] Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

Music - Little Lady | GIM/W124-059S T: Soul

L2  
C1

**Sena Juo, School Life**  
[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.  
[A] At the start of your Encore Step, put this in the WR.

Music - Student Council President | GIM/W124-060 T: Soul

L2  
C1

**Sena Juo, School Life**  
[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.  
[A] At the start of your Encore Step, put this in the WR.

Music - Student Council President | GIM/W124-060S T: Soul

L2  
C1

**Saki Hanami, Another Idol '24 Halloween**  
[C] **EXPERIENCE** If this is in the Level Zone, all your "Ume Hanami, Gunununu.....!" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effect."  
[A] **EXPERIENCE** [(2)] Put a total of 2 Markers from under any number of your "Ume Hanami, Gunununu.....!" in the WR] If this is in the Level Zone and you are Level 3 or higher, at the start of your CX Phase, may pay. If so, choose 1 of your "Ume Hanami, White Night! White Wish!", swap it with this, and this gains the following 2 abilities for the turn. "[C] All your Charas cannot be chosen as target of Opp.'s effect." "[A] When this attacks, deal 4 Damage to your Opp.." (DC can occur)

Music - Contest | GIM/W124-061 T: Soul

L3  
C2

**Saki Hanami, Another Idol '24 Halloween**  
[C] **EXPERIENCE** If this is in the Level Zone, all your "Ume Hanami, Gunununu.....!" gain the following ability. "[C] This cannot be chosen as target of Opp.'s effect."  
[A] **EXPERIENCE** [(2)] Put a total of 2 Markers from under any number of your "Ume Hanami, Gunununu.....!" in the WR] If this is in the Level Zone and you are Level 3 or higher, at the start of your CX Phase, may pay. If so, choose 1 of your "Ume Hanami, White Night! White Wish!", swap it with this, and this gains the following 2 abilities for the turn. "[C] All your Charas cannot be chosen as target of Opp.'s effect." "[A] When this attacks, deal 4 Damage to your Opp.." (DC can occur)

Music - Contest | GIM/W124-061S T: Soul

L3  
C2

Once Again, From the Top!  
[Counter] RECOLLECTION Perform the following action X times. "Look at the top card of your LB, and put it either on top of the LB or in the WR." X = # of colors among cards in your Memory. Put this on the bottom of the LB.

GIM/W124-062 T: None

L2  
C0

Once Again, From the Top!  
[Counter] RECOLLECTION Perform the following action X times. "Look at the top card of your LB, and put it either on top of the LB or in the WR." X = # of colors among cards in your Memory. Put this on the bottom of the LB.

GIM/W124-062S T: None

L2  
C0

This Is Our Three-Year Period  
Choose up to 1 ::Music:: Chara in your WR and return it to your hand.  
You may perform the following effect. "Your Opp. chooses a CX in their WR, return all cards in their WR other than the chosen card to their LB, and shuffles their LB."

GIM/W124-063 T: None

L3  
C1

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This Is Our Three-Year Period  
Choose up to 1 ::Music:: Chara in your WR and return it to your hand.  
You may perform the following effect. "Your Opp. chooses a CX in their WR, return all cards in their WR other than the chosen card to their LB, and shuffles their LB."

GIM/W124-063S T: None

L3  
C1

Leave It to Big Sis!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-064 T: Salvage

Leave It to Big Sis!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-064EX T: Salvage

Gakuen Idolmaster Booster Pack

Leave It to Big Sis!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-064R T: Salvage

Leave It to Big Sis!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-064SIR T: Salvage

Don't Let Up Yet!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-065 T: Salvage

Don't Let Up Yet!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-065EX T: Salvage

Don't Let Up Yet!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-065R T: Salvage

Don't Let Up Yet!  
[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

GIM/W124-065SIR T: Salvage

Upon the Next Cherry Blossom Season.  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-066 T: Soul Standby

Upon the Next Cherry Blossom Season.  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-066EX T: Soul Standby

Upon the Next Cherry Blossom Season.  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-066R T: Soul Standby

Upon the Next Cherry Blossom Season.  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-066SIR T: Soul Standby

It Is Sunny  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-067 T: Soul Standby

It Is Sunny  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-067EX T: Soul Standby

It Is Sunny

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-067R T: Soul Standby

It Is Sunny

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

GIM/W124-067SIR T: Soul Standby

Hiro Shinosawa, Contrast

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of "Hiro Shinosawa, Contrast" in your WR.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Genius | GIM/W124-068a T: None

L0  
C0

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Hiro Shinosawa, Contrast

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of "Hiro Shinosawa, Contrast" in your WR.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Genius | GIM/W124-068b T: None

L0  
C0

Hiro Shinosawa, Contrast

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of "Hiro Shinosawa, Contrast" in your WR.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Genius | GIM/W124-068EX T: None

L0  
C0

Hiro Shinosawa, Contrast

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of "Hiro Shinosawa, Contrast" in your WR.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Genius | GIM/W124-068S T: None

L0  
C0

Gakuen Idolmaster Booster Pack

Hiro Shinosawa, Contrast

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of "Hiro Shinosawa, Contrast" in your WR.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - Genius | GIM/W124-068SP T: None

L0  
C0

Lilja Katsuragi, Kyokkoo

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO EXPERIENCE** When this attacks, if "Hey! It's Cold!" is in the CX Zone, there is a ::Music:: Chara in your Level Zone, and you have 2 or more other ::Music:: Charas, 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, put the rest in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow for the turn.

Music - Sweets | GIM/W124-069a T: None

L1  
C0

Lilja Katsuragi, Kyokkoo

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO EXPERIENCE** When this attacks, if "Hey! It's Cold!" is in the CX Zone, there is a ::Music:: Chara in your Level Zone, and you have 2 or more other ::Music:: Charas, 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, put the rest in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow for the turn.

Music - Sweets | GIM/W124-069b T: None

L1  
C0

Lilja Katsuragi, Kyokkoo

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO EXPERIENCE** When this attacks, if "Hey! It's Cold!" is in the CX Zone, there is a ::Music:: Chara in your Level Zone, and you have 2 or more other ::Music:: Charas, 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, put the rest in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow for the turn.

Music - Sweets | GIM/W124-069EX T: None

L1  
C0

Lilja Katsuragi, Kyokkoo

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO EXPERIENCE** When this attacks, if "Hey! It's Cold!" is in the CX Zone, there is a ::Music:: Chara in your Level Zone, and you have 2 or more other ::Music:: Charas, 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, put the rest in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow for the turn.

Music - Sweets | GIM/W124-069S T: None

L1  
C0

Lilja Katsuragi, Kyokkoo

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO EXPERIENCE** When this attacks, if "Hey! It's Cold!" is in the CX Zone, there is a ::Music:: Chara in your Level Zone, and you have 2 or more other ::Music:: Charas, 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, put the rest in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow for the turn.

Music - Sweets | GIM/W124-069SP T: None

L1  
C0

Misuzu Hataya, Moon Turtle

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from and to the Stage, if you have 2 or more other ::Music:: Charas, put up to 1 card from top of your Clock in the WR, and this gains +500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas."

Music - My Pace | GIM/W124-070a T: Soul

L3  
C2

Misuzu Hataya, Moon Turtle

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from and to the Stage, if you have 2 or more other ::Music:: Charas, put up to 1 card from top of your Clock in the WR, and this gains +500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas."

Music - My Pace | GIM/W124-070b T: Soul

L3  
C2

Misuzu Hataya, Moon Turtle

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from and to the Stage, if you have 2 or more other ::Music:: Charas, put up to 1 card from top of your Clock in the WR, and this gains +500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas."

Music - My Pace | GIM/W124-070EX T: Soul

L3  
C2

Misuzu Hataya, Moon Turtle

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from and to the Stage, if you have 2 or more other ::Music:: Charas, put up to 1 card from top of your Clock in the WR, and this gains +500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas."

Music - My Pace | GIM/W124-070S T: Soul

L3  
C2

Misuzu Hataya, Moon Turtle

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from and to the Stage, if you have 2 or more other ::Music:: Charas, put up to 1 card from top of your Clock in the WR, and this gains +500 Pow and the following ability until the next end of your Opp.'s turn. "[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas."

Music - My Pace | GIM/W124-070SP T: Soul

L3  
C2

Temari Tsukimura, Ivy

[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 RECOLLECTION** When this attacks, if "What I Am Doing," is in the CX Zone and you have 2 or more other ::Music:: Charas, deal 1 Damage to your Opp., and perform the following the action, "You may put the bottom X cards of your Opp.'s LB in the WR. If there's a CX among those cards, deal 1 Damage to your Opp.. X = # of ::Music:: Charas in your Memory -1." (DC can occur)

Music - Song | GIM/W124-071a T: Soul

L3  
C2

### Temari Tsukimura, Ivy

[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 RECOLLECTION** When this attacks, if "What I Am Doing," is in the CX Zone and you have 2 or more other :Music: Charas, deal 1 Damage to your Opp., and perform the following the action. "You may put the bottom X cards of your Opp.'s LB in the WR. If there's a CX among those cards, deal 1 Damage to your Opp.. X = # of :Music: Charas in your Memory -1." (DC can occur)

Music - Song | GIM/W124-071b T: Soul

L3  
C2

### Temari Tsukimura, Ivy

[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 RECOLLECTION** When this attacks, if "What I Am Doing," is in the CX Zone and you have 2 or more other :Music: Charas, deal 1 Damage to your Opp., and perform the following the action. "You may put the bottom X cards of your Opp.'s LB in the WR. If there's a CX among those cards, deal 1 Damage to your Opp.. X = # of :Music: Charas in your Memory -1." (DC can occur)

Music - Song | GIM/W124-071EX T: Soul

L3  
C2

### Temari Tsukimura, Ivy

[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 RECOLLECTION** When this attacks, if "What I Am Doing," is in the CX Zone and you have 2 or more other :Music: Charas, deal 1 Damage to your Opp., and perform the following the action. "You may put the bottom X cards of your Opp.'s LB in the WR. If there's a CX among those cards, deal 1 Damage to your Opp.. X = # of :Music: Charas in your Memory -1." (DC can occur)

Music - Song | GIM/W124-071S T: Soul

L3  
C2

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### Temari Tsukimura, Ivy

[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 RECOLLECTION** When this attacks, if "What I Am Doing," is in the CX Zone and you have 2 or more other :Music: Charas, deal 1 Damage to your Opp., and perform the following the action. "You may put the bottom X cards of your Opp.'s LB in the WR. If there's a CX among those cards, deal 1 Damage to your Opp.. X = # of :Music: Charas in your Memory -1." (DC can occur)

Music - Song | GIM/W124-071SP T: Soul

L3  
C2

### Mao Arimura, Kimi to Semi Blue

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

Music - Opera | GIM/W124-072 T: None

L0  
C0

### Mao Arimura, Kimi to Semi Blue

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

Music - Opera | GIM/W124-072S T: None

L0  
C0

## Gakuen Idolmaster Booster Pack

### Temari Tsukimura, Luna say maybe

[A] When you use **BACKUP**, if CX is placed in the WR by that effect and there are 5 or fewer cards in your Memory, choose up to 1 "Temari Tsukimura, Luna say maybe" 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 CX revealed this way, choose up to 1 :Music: Chara in your WR and return it to your hand.

Music - Song | GIM/W124-073 T: None

L0  
C0

### Temari Tsukimura, Luna say maybe

[A] When you use **BACKUP**, if CX is placed in the WR by that effect and there are 5 or fewer cards in your Memory, choose up to 1 "Temari Tsukimura, Luna say maybe" 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 CX revealed this way, choose up to 1 :Music: Chara in your WR and return it to your hand.

Music - Song | GIM/W124-073S T: None

L0  
C0

### Temari Tsukimura, Luna say maybe

[A] When you use **BACKUP**, if CX is placed in the WR by that effect and there are 5 or fewer cards in your Memory, choose up to 1 "Temari Tsukimura, Luna say maybe" 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 CX revealed this way, choose up to 1 :Music: Chara in your WR and return it to your hand.

Music - Song | GIM/W124-073SP T: None

L0  
C0

### Hiro Shinosawa, Koukei

[A] When your CX is placed in the CX Zone, choose up to 2 of your Level 0 or lower Charas, and those Charas gain +1000 Pow for the turn.  
[A] **CX COMBO** When "We Can Do It If We Try" is placed in your CX Zone, if you have 3 or more other :Music: Charas, choose 1 of your Level 0 or lower Charas that isn't "Hiro Shinosawa, Koukei", and that Chara gains the following 3 abilities until the next end of your Opp.'s turn. "[C] Chara Opposite this cannot Side Attack."  
[A] When this attacks, look at the top card of your LB, and put it either on top of the LB or in the WR."

Music - Genius | GIM/W124-074 T: None

L0  
C0

### Hiro Shinosawa, Koukei

[A] When your CX is placed in the CX Zone, choose up to 2 of your Level 0 or lower Charas, and those Charas gain +1000 Pow for the turn.  
[A] **CX COMBO** When "We Can Do It If We Try" is placed in your CX Zone, if you have 3 or more other :Music: Charas, choose 1 of your Level 0 or lower Charas that isn't "Hiro Shinosawa, Koukei", and that Chara gains the following 3 abilities until the next end of your Opp.'s turn. "[C] Chara Opposite this cannot Side Attack."  
[A] When this attacks, look at the top card of your LB, and put it either on top of the LB or in the WR."

Music - Genius | GIM/W124-074S T: None

L0  
C0

### Hiro Shinosawa, Koukei

[A] When your CX is placed in the CX Zone, choose up to 2 of your Level 0 or lower Charas, and those Charas gain +1000 Pow for the turn.  
[A] **CX COMBO** When "We Can Do It If We Try" is placed in your CX Zone, if you have 3 or more other :Music: Charas, choose 1 of your Level 0 or lower Charas that isn't "Hiro Shinosawa, Koukei", and that Chara gains the following 3 abilities until the next end of your Opp.'s turn. "[C] Chara Opposite this cannot Side Attack."  
[A] When this attacks, look at the top card of your LB, and put it either on top of the LB or in the WR."

Music - Genius | GIM/W124-074SP T: None

L0  
C0

### Temari TSukimura, Fancy Dress Party

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.

Music - Song | GIM/W124-075 T: None

L1  
C0

### Temari TSukimura, Fancy Dress Party

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] When this becomes Reversed, if there are 2 or fewer cards in your Memory, you may send this to Memory.

Music - Song | GIM/W124-075S T: None

L1  
C0

### Misuzu Hataya, You're Over-pushing Again

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** [Put a "Samidare" from your CX Zone in the WR] At the end of this card's attack, if you have 3 or more other :Music: Charas, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 :Music: Charas, reveal them, put them in your hand, put the rest in the WR, and if there are 2 or fewer cars in your Memory, choose up to 1 "Temporary Ceasefire" in your WR and send it to Memory.

Music - My Pace | GIM/W124-076 T: None

L1  
C0

### Misuzu Hataya, You're Over-pushing Again

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** [Put a "Samidare" from your CX Zone in the WR] At the end of this card's attack, if you have 3 or more other :Music: Charas, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 :Music: Charas, reveal them, put them in your hand, put the rest in the WR, and if there are 2 or fewer cars in your Memory, choose up to 1 "Temporary Ceasefire" in your WR and send it to Memory.

Music - My Pace | GIM/W124-076S T: None

L1  
C0

### Misuzu Hataya, You're Over-pushing Again

[C] During your turn, this gains +2000 Pow.  
[A] **CX COMBO** [Put a "Samidare" from your CX Zone in the WR] At the end of this card's attack, if you have 3 or more other :Music: Charas, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 :Music: Charas, reveal them, put them in your hand, put the rest in the WR, and if there are 2 or fewer cars in your Memory, choose up to 1 "Temporary Ceasefire" in your WR and send it to Memory.

Music - My Pace | GIM/W124-076SP T: None

L1  
C0

### Misuzu Hataya, Purposely Turning Her Back

[C] **ASSIST** All your :Music: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] **RECOLLECTION** At the start of your Attack Phase, if there are 2 or more "Temporary Ceasefire" in your Memory, you may turn all face-up cards in your Memory face-down. If so, declare a number between 1, 2, and 3, and this gains the following ability for the turn. "[C] +X to the damage dealt by **CX COMBO** of your other "Temari Tsukimura, Ivy". X = the number you declared with the effect that granted this ability."

Music - My Pace | GIM/W124-077 T: Soul

L1  
C1



Misuzu Hataya, Purposely Turning Her Back

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

[A] **RECOLLECTION** At the start of your Attack Phase, if there are 2 or more "Temporary Ceasefire" in your Memory, you may turn all face-up cards in your Memory face-down. If so, declare a number between 1, 2, and 3, and this gains the following ability for the turn. "[C] +X to the damage dealt by **CX COMBO** of your other Temari Tsukimura, Ivy". X = the number you declared with the effect that granted this ability."

Music - My Pace | GIM/W124-077S T: Soul

L1  
C1

Sumika Shiun, Kimi to Semi Blue

[C] All your other Charas with "Lilja" or "Sumika" in name gain +X Pow. X = 500 times Level of that Chara.

[A] When this is placed from hand to the Stage, choose up to 1 of your "Sumika Shiun, Another Idol '24 Festival", then put all Markers from under that Chara as well as that Chara face-up under this in any order as Markers.

[A] At the start of your CX Phase, look at up to X cards from top of your LB, put them on top of your LB in any order, and this gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effect." X = # of Markers under this.

Music - Gal | GIM/W124-078 T: Soul

L2  
C1

Sumika Shiun, Kimi to Semi Blue

[C] All your other Charas with "Lilja" or "Sumika" in name gain +X Pow. X = 500 times Level of that Chara.

[A] When this is placed from hand to the Stage, choose up to 1 of your "Sumika Shiun, Another Idol '24 Festival", then put all Markers from under that Chara as well as that Chara face-up under this in any order as Markers.

[A] At the start of your CX Phase, look at up to X cards from top of your LB, put them on top of your LB in any order, and this gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effect." X = # of Markers under this.

Music - Gal | GIM/W124-078S T: Soul

L2  
C1

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Lilja Katsuragi, Hakusen

[A&#92: When the Battle Opp. of this becomes Reversed, if you have 3 or more other ::Music:: Charas, you may put that Battle Opp. either on top or bottom of the LB.

[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this is placed from hand to the Stage, if you have another ::Music:: Chara, may pay. If so, choose a "Sumika Shiun, Tame-Lie-One-Step" in your WR and put it in any Slot on the Stage.

Music - Sweets | GIM/W124-079 T: Soul

L3  
C2

Lilja Katsuragi, Hakusen

[A&#92: When the Battle Opp. of this becomes Reversed, if you have 3 or more other ::Music:: Charas, you may put that Battle Opp. either on top or bottom of the LB.

[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this is placed from hand to the Stage, if you have another ::Music:: Chara, may pay. If so, choose a "Sumika Shiun, Tame-Lie-One-Step" in your WR and put it in any Slot on the Stage.

Music - Sweets | GIM/W124-079S T: Soul

L3  
C2

Lilja Katsuragi, Hakusen

[A&#92: When the Battle Opp. of this becomes Reversed, if you have 3 or more other ::Music:: Charas, you may put that Battle Opp. either on top or bottom of the LB.

[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this is placed from hand to the Stage, if you have another ::Music:: Chara, may pay. If so, choose a "Sumika Shiun, Tame-Lie-One-Step" in your WR and put it in any Slot on the Stage.

Music - Sweets | GIM/W124-079SP T: Soul

L3  
C2

Gakuen Idolmaster Booster Pack

Hiro Shinosawa, Another Idol '24 Summer

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

[A] When this becomes Reversed, reveal the top card of your LB. If it's either "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

Music - Genius | GIM/W124-080 T: None

L0  
C0

Hiro Shinosawa, Another Idol '24 Summer

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

[A] When this becomes Reversed, reveal the top card of your LB. If it's either "China Kuramoto, Every Steps Are for Discovery!" or a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

Music - Genius | GIM/W124-080S T: None

L0  
C0

Temari Tsukimura, Another Idol '24 Summer

[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

[A] **CX COMBO** [Discard a "What I Am Doing." or "Samidare" 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, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Song | GIM/W124-081 T: None

L0  
C0

Temari Tsukimura, Another Idol '24 Summer

[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

[A] **CX COMBO** [Discard a "What I Am Doing." or "Samidare" 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, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Song | GIM/W124-081S T: None

L0  
C0

Lilja Katsuragi, Another Idol '24 Summer

[A] [Discard a ::Music:: 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 "Sumika Shiun, Another Idol '24 Festival" or "Sumika Shiun, Tame-Lie-One-Step", reveal it, put it in your hand, and shuffle your LB.

[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] At the start of your CX Phase, may pay. If so, this gains +4000 Pow for the turn.

Music - Sweets | GIM/W124-082 T: None

L0  
C0

Lilja Katsuragi, Another Idol '24 Summer

[A] [Discard a ::Music:: 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 "Sumika Shiun, Another Idol '24 Festival" or "Sumika Shiun, Tame-Lie-One-Step", reveal it, put it in your hand, and shuffle your LB.

[A] **RESONANCE** [Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] At the start of your CX Phase, may pay. If so, this gains +4000 Pow for the turn.

Music - Sweets | GIM/W124-082S T: None

L0  
C0

Sumika Shiun, Another Idol '24 Festival

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

[A] 1/Turn When you use **RESONANCE**, if there are a total of 2 or fewer cards between your Memory and Marker Zones, choose up to 1 Chara with "Lilja" or "Sumika" in name in your WR and put it face-up under this as Marker, and this gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effect."

Music - Gal | GIM/W124-083 T: None

L0  
C0

Sumika Shiun, Another Idol '24 Festival

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

[A] 1/Turn When you use **RESONANCE**, if there are a total of 2 or fewer cards between your Memory and Marker Zones, choose up to 1 Chara with "Lilja" or "Sumika" in name in your WR and put it face-up under this as Marker, and this gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effect."

Music - Gal | GIM/W124-083S T: None

L0  
C0

Lilja Katsuragi, Encounter with You and Soaring into the

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

[A] **RESONANCE** [(1) Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Sweets | GIM/W124-084 T: None

L1  
C0

Lilja Katsuragi, Encounter with You and Soaring into the

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

[A] **RESONANCE** [(1) Reveal a "Sumika Shiun, Tame-Lie-One-Step" from your hand] When this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Sweets | GIM/W124-084S T: None

L1  
C0

Temari Tsukimura, Another Idol '24 Festival

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

[A] **RECOLLECTION** When this attacks, this gains +X Pow for the turn. X = 2000 times # of colors among cards in your Memory.

Music - Song | GIM/W124-085 T: Soul

L2  
C1

Temari Tsukimura, Another Idol '24 Festival

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

[A] **RECOLLECTION** When this attacks, this gains +X Pow for the turn. X = 2000 times # of colors among cards in your Memory.

Music - Song | GIM/W124-085S T: Soul

L2  
C1

**Rinami Himesaki, Another Idol '24 Halloween**  
 [S] [Put this on the bottom of the LB] Look at up to 4 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.  
 [S] [Put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and send it to Memory.

*Music - Cuisine | GIM/W124-086 T: Soul*

**L2**  
**C2**

**Rinami Himesaki, Another Idol '24 Halloween**  
 [S] [Put this on the bottom of the LB] Look at up to 4 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.  
 [S] [Put this on the bottom of the LB] Choose 1 of your Opp.'s Charas and send it to Memory.

*Music ~ Cuisine | GIM/W124-086S T: SouI*

L2  
C2

**Rinami Himesaki, Another Idol '24 Festival**  
 [C] If all of your Charas are ::Music::, this gains +1500 Pow and "[A] **ENCORE**  
 [Discard a ::Music:: Chara from your hand to the WR]".  
 [A] When this attacks, look at the top card of your LB, and put it either on top  
 or bottom of the LB.  
 [A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this  
 is in the Front Row, look at the top card of your LB and put it either on top of  
 the LB or in the WR.

*Music - Cuisine | GIM/W124-087 T: Soul*

**L3**

**C2**

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**Rinami Himesaki, Another Idol '24 Festival**  
 [C] If all of your Charas are :Music:, this gains +1500 Pow and "[A] **ENCORE**  
 [Discard a :Music:: Chara from your hand to the WR]".  
 [A] When this attacks, look at the top card of your LB, and put it either on top  
 or bottom of the LB.  
 [A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this  
 is in the Front Row, look at the top card of your LB and put it either on top of  
 the LB or in the WR.

*Music ~ Cuisine | GIM/W124-087S T: Soul*

**L3**

**C2**

**Temari Tsukimura, Encounter with You and Soaring into**  
 [A] When this attacks, choose 1 of your other ::Music::  
 Charas, and that Chara gains +1000 Pow for the turn.  
 [A] [(1)] During your Opp's turn, when this becomes  
 Reversed, may pay. If so, Rest this, and at the start of your  
 next Encore Step, send this to Memory.

*Music - Song | GIM/W124-088 T: None*

**Temari Tsukimura, Encounter with You and Soaring into**  
 [A] When this attacks, choose 1 of your other ::Music::  
 Charas, and that Chara gains +1000 Pow for the turn.  
 [A] [(1)] During your Opp.'s turn, when this becomes  
 Reversed, may pay. If so, Rest this, and at the start of your  
 next Encore Step, send this to Memory.

*Music - Song | GIM/W124-088S T: None*

## Gakuen Idolmaster Booster Pack

**Misuzu Hataya, Can't Leave Classmates Alone**  
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and swap them.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

*Music - My Pace | GIM/W124-089 T: None*

**L0**  
**C0**

**Misuzu Hataya, Can't Leave Classmates Alone**  
 [A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and swap them.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

*Music - My Pace | GIM/W124-089S T: None*

L0  
C0

Hiro Shinosawa, Encounter with You and Soaring into the [A] [Clock] **ALARM** If this is on top of the Clock and you are Level 1 or higher, at the start of your MP, put the top card of your 'LB in the WR. If it's "Okay, Everyone Together" or a Level 0 or lower Chara, put this on the bottom of the LB.

*Music - Genius | GIM/W124-090 T: None*

**Hiro Shinosawa, Encounter with You and Soaring into the [A] [Clock] **ALARM**** If this is on top of the Clock and you are Level 1 or higher, at the start of your MP, put the top card of your LB in the WR. If it's "Okay, Everyone Together" or a Level 0 or lower Chara, put this on the bottom of the LB.

**Rinami Himesaki, Reliable Senpai Big Sis**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

*Music - Cuisine | GIM/W124-091 T: None*

**Rinami Himesaki, Reliable Senpai Big Sis**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

*Music - Cuisine | GIM/W124-091S T: None*

L  
C

**Temari Tsukimura, After Going All Out**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.  
 [S] [Rest this] Choose 1 of your :Music: Charas, and that Chara gains +2000 Pow and the following ability for the turn. "[A] When the Battle Pow of this becomes Reversed, you may return that Chara to their hand."

*Music - Song | GIM/W124-092 T: None*

L1  
C0

**Temari Tsukimura, After Going All Out**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.  
 [S] [Rest this] Choose 1 of your :Music: Charas, and that Chara gains +2000 Pow and the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may return that Chara to their hand."

*Music - Song | GIM/W124-092S T: None*

L1  
C0

**Sumika Shiun, Encounter with You and Soaring into the**  
 [A] When this attacks, if you have another ::Music:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +2000 Pow for the turn.  
 [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 CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

*Music - Gal | GIM/W124-093 T: None*

L1  
C0

**Sumika Shiun, Encounter with You and Soaring into the**  
 [A] When this attacks, if you have another ::Music:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +2000 Pow for the turn.  
 [S] **BRAINSTORM** (r1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

*Music - Gal | GIM/W124-093S T: None*

**L1**

**C0**

**Mao Arimura, Encounter with You and Soaring into the**  
 [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, look at the top card of your LB, and put it either on top or bottom of your LB or in the WR.\*  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Music ~ Opera | GIM/W124-094 T: Soul*

**L2**  
**C1**

**Mao Arimura, Encounter with You and Soaring into the**  
 [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, look at the top card of your LB, and put it either on top or bottom of your LB or in the WR.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Music - Opera | GIM/W124-094S T: Soul*

L2  
C1

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

L2  
C2

L2  
C2

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

GIM/W124-100EX T: Soul Gate

[C] All your Charas gain +1000 Pow and +1 Soul.  
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

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[C] All your Charas gain +1000 Pow and +1 Soul.  
 ([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

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