

China Kuramoto, Head High and One Step at a Time

[A] [Put this on the bottom of the LB] When your other ::Music:: Chara becomes Reversed, if this is in the Back Row, may pay. If so, return that Chara to your hand.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

Music - Little Lady | GIM/W124-T01 T: None

L0
C0

China Kuramoto, Head High and One Step at a Time

[A] [Put this on the bottom of the LB] When your other ::Music:: Chara becomes Reversed, if this is in the Back Row, may pay. If so, return that Chara to your hand.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

Music - Little Lady | GIM/W124-T01R T: None

L0
C0

Kotone Fujita, Started Being Cute

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "These People Are Annoying" is in the CX Zone and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Part-Time Job | GIM/W124-T02 T: Soul

L1
C0

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Kotone Fujita, Started Being Cute

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "These People Are Annoying" is in the CX Zone and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Part-Time Job | GIM/W124-T02R T: Soul

L1
C0

Kotone Fujita, Started Being Cute

[C] If you have 2 or more other ::Music:: Charas, this gains +4000 Pow.
[A] **CX COMBO** When this attacks, if "These People Are Annoying" is in the CX Zone and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Part-Time Job | GIM/W124-T02SP T: Soul

L1
C0

Sena Juo, Prema Stella

[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Student Council President | GIM/W124-T03 T: None

L1
C0

Gakuen Idolmaster Trial Deck

Sena Juo, Prema Stella

[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Student Council President | GIM/W124-T03R T: None

L1
C0

Sumika Shiun, Restart Towards Her Dreams

--No Text--

Music - Gal | GIM/W124-T04 T: None

L1
C0

Sumika Shiun, Restart Towards Her Dreams

--No Text--

Music - Gal | GIM/W124-T04R T: None

L1
C0

Kotone Fujita, School Life

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Music - Part-Time Job | GIM/W124-T05 T: Soul

L3
C2

Kotone Fujita, School Life

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Music - Part-Time Job | GIM/W124-T05R T: Soul

L3
C2

These People Are Annoying

[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-T06 T: Choice

These People Are Annoying

[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-T06R T: Choice

You Are a Student I Can Be Proud Of

[Counter] This can be played from hand without meeting color requirements. Choose 1 of your Opp.'s Charas, and that Chara gains +4 Soul and the following ability for the turn. "[C] This cannot Side Attack."

Music | GIM/W124-T07 T: None

L2
C1

You Are a Student I Can Be Proud Of

[Counter] This can be played from hand without meeting color requirements. Choose 1 of your Opp.'s Charas, and that Chara gains +4 Soul and the following ability for the turn. "[C] This cannot Side Attack."

Music | GIM/W124-T07R T: None

L2
C1

Ume Hanami, Start of an Idol

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Sports | GIM/W124-T08 T: None

L0
C0

Ume Hanami, Start of an Idol

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Sports | GIM/W124-T08R T: None

L0
C0

Saki Hanami, I'm Number One!

[C] During your turn, if you have another ::Music:: Chara, this gains +1500 Pow.
[A] [(1) Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 6 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Contest | GIM/W124-T09 T: None

L0
C0

Saki Hanami, I'm Number One!

[C] During your turn, if you have another ::Music:: Chara, this gains +1500 Pow.
[A] [(1) Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 6 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Contest | GIM/W124-T09S T: None

L0
C0

Saki Hanami, I'm Number One!

[C] During your turn, if you have another ::Music:: Chara, this gains +1500 Pow.
[A] [(1) Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to 6 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music - Contest | GIM/W124-T09SP T: None

L0
C0

Rinami Himesaki, Start of "Being Herself"

[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Cuisine | GIM/W124-T10 T: None

L0
C0

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Rinami Himesaki, Start of "Being Herself"

[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - Cuisine | GIM/W124-T10R T: None

L0
C0

Mao Arimura, Start of Being Cool

[S] [Counter] **BACKUP 3500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Opera | GIM/W124-T11 T: Soul

L2
C1

Mao Arimura, Start of Being Cool

[S] [Counter] **BACKUP 3500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Opera | GIM/W124-T11R T: Soul

L2
C1

Gakuen Idolmaster Trial Deck

Saki Hanami, Schoo Life

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "I'll Make Some Too!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 4 Damage to your Opp., and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB." (DC can occur)

Music - Contest | GIM/W124-T12 T: Soul

L3
C2

Saki Hanami, Schoo Life

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "I'll Make Some Too!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 4 Damage to your Opp., and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB." (DC can occur)

Music - Contest | GIM/W124-T12R T: Soul

L3
C2

I'll Make Some Too!

[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-T13 T: Salvage

I'll Make Some Too!

[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-T13R T: Salvage

Hiro Shinosawa, The Thing She's Least Suited For

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Genius | GIM/W124-T14 T: None

L0
C0

Hiro Shinosawa, The Thing She's Least Suited For

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Genius | GIM/W124-T14R T: None

L0
C0

Temari Tsukimura, Lone Wolf

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Music - Song | GIM/W124-T15 T: None

L0
C0

Temari Tsukimura, Lone Wolf

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Music - Song | GIM/W124-T15R T: None

L0
C0

Temari Tsukimura, Lone Wolf

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Music - Song | GIM/W124-T15SP T: None

L0
C0

Lilja Katsuragi, Beyond the Step She Took

[A] **BOND**/Sumika Shiun, Restart Towards Her Dreams" [Discard a card from your hand to the WR]
[S] [(1) Put this in the WR] Put the top 2 cards of your LB in the WR, choose 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Sweets | GIM/W124-T16 T: None

L0
C0

Lilja Katsuragi, Beyond the Step She Took

[A] **BOND**/Sumika Shiun, Restart Towards Her Dreams" [Discard a card from your hand to the WR]
[S] [(1) Put this in the WR] Put the top 2 cards of your LB in the WR, choose 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

Music - Sweets | GIM/W124-T16R T: None

L0
C0

Misuzu Hataya, Slowly Step by Step

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 2 or higher Chara in your WR and return it to your hand.

Music - My Pace | GIM/W124-T17 T: Soul

L2
C0

Misuzu Hataya, Slowly Step by Step

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Level 2 or higher Chara in your WR and return it to your hand.

Music - My Pace | GIM/W124-T17R T: Soul

L2

C0

Temari Tsukimura, School Life

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music - Song | GIM/W124-T18 T: Soul

L2

C1

Temari Tsukimura, School Life

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music - Song | GIM/W124-T18R T: Soul

L2

C1

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Gakuen Idolmaster Trial Deck