

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] **ENCORE** [Discard a YELLOW card from your hand to the WR]

**L3**  
**C2**

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] **ENCORE** [Discard a YELLOW card from your hand to the WR]

**L3**  
**C2**

[C] All your other Charas with "Underhanded" in name gain "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[S] **BRAINSTORM** ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "The Lost One's Weeping" is in your CZ, reveal the top 2 cards of your LB, put them on the bottom of your LB in any order, choose up to 1 ::Music:: Chara in your WR and return it to your hand. If at least 1 Climax card was revealed via this effect, draw a card.

L1  
C0

[A] [Discard a YELLOW card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your other "Kagamine Rin 'Lyrical Star'" and this, and they gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

**L3**  
**C2**

[A] [Discard a YELLOW card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your other "Kagamine Rin 'Lyrical Star'" and this, and they gain the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp." (DC can occur)

**L3**  
**C2**

[A] At the start of your Climax Phase, choose 1 of your Charas with "Underhanded" in name, and that Chara gains +2000 Pow for the turn.

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

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

[S] (Rest this) If there's no Marker under this, you may choose a ::Music:: Chara in your WR and put it face-down under this as Marker.

[S] ((1) Put a Marker from under this in the WR, Rest this) 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**

[C] All your other ::Music:: Charas gain +500 Pow.  
[A] **CX COMBO** When "Amazing Dolce" is placed in your CZ, if you have another "Kagamine Len "Pâtissier Hansel", 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.

**L1**  
**C0**

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose a "Holy Lance Explosion Boy" in your WR and return it to your hand.

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

L1  
C0

If you have no **Music**, Charas, you cannot play this from your hand.  
Choose 1 of your Charas and Stand it, choose a Chara in your WR and put it on the bottom of your LB, and put this in your Stock.

L1  
C0

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

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[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.

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

[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 ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

L1  
C0

[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 ::Music:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.  
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.

**L1**  
**C0**

[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** Put a Climax card from your CZ in the WR! At the start of Encore Step, may pay. If so, choose up to 1 "Hand in Hand" in your hand and put it in the CZ.

[A] **CX COMBO** [[1] Discard a card from your hand to the WR! This ability activates up to once per turn. When "Hand in Hand" is put to your CZ via the effect of [A] ability of your card, if this is in the Front Row, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

**L3**  
**C2**

(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** [Put a Climax card from your CZ in the WR] At the start of Encore Step, may pay. If so, choose up to 1 "Hand in Hand" in your hand and put it in the CZ.

(A) **CX COMBO** [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. When "Hand in Hand" is put to your CZ via the effect of [A] ability of your card, if this is in the Front Row, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

**L3**  
**C2**

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

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

Hatsune Miku "Judgment"

[A] When you use the **BACKUP** of this, if you have 2 or more **::Music::** Charas, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 500 times your Level.  
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music - Love | PD/SE32-15 T: None

L1  
C0

"Name of the Sin" Hatsune Miku

[C] If there's a face-down Marker under this, this gets -1500 Pow.  
[A] When this is placed from hand to the Stage, put the top card of your LB face-down under this as Marker.  
[A] **CX COMBO** When this attacks, if "Name of the Sin" is in the CZ and there's a Marker under this, choose a face-down Marker under this and turn it face-up, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a **::Music::** Chara in your WR and return it to your hand."

Music - Magic | PD/SE32-16 T: None

L1  
C0

Hatsune Miku "Original" (X HD)

[C] If you have 2 or more other **::Music::** Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" .

Music | PD/SE32-17 T: None

L1  
C1

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Hatsune Miku "DE:MONSTAR"

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Music - Demon | PD/SE32-18 T: Soul

L2  
C1

Hatsune Miku "Engage"

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

Music - Glasses | PD/SE32-19 T: None

L0  
C0

Hatsune Miku "Pumpkin Dream"

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

Music - Pumpkin | PD/SE32-20 T: None

L0  
C0

Hatsune Miku Project Diva X HD (Vocaloid) Extra Pack

Hatsune Miku "Pizzicato"

[A] When you Level-Up, put this in the WR.  
[A] When your Opp.'s Climax is placed in the CZ, put this in the WR.

Music - Time | PD/SE32-21 T: None

L0  
C0

Hatsune Miku "High Fever"

[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 the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Pajama | PD/SE32-22 T: Soul

L2  
C1

Hatsune Miku "Final Fusion"

[C] If all your Charas are **::Music::**, this gains +2000 Pow.  
[A] **ENCORE** [Discard a **::Music::** Chara from your hand to the WR]

Music - Awaken | PD/SE32-23 T: Soul

L2  
C2

Hatsune Miku "Ambivalence"

[C] If you have no other Charas, this gains +2000 Pow.  
[A] [Discard a Climax card from your hand to the WR] At the start of your Opp.'s Encore Step, if this is in the Front Row, may pay. If so, search your LB for up to 1 Level 0 or lower Chara, put it in any Slot on the Stage, and shuffle your LB.

Music | PD/SE32-24 T: None

L0  
C0

Hatsune Miku "Lollipop"

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

Music | PD/SE32-25 T: None

L0  
C0

Hatsune Miku "Raspberryism"

[A] [Put the top card of your LB in your Clock, 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 Climax card, reveal it, put it in your hand, and shuffle your LB.

Music | PD/SE32-26 T: None

L0  
C0

Hatsune Miku "Underhanded Green"

[C] If you have 2 or more other Charas with "Underhanded" in name, this may Side Attack without Soul Penalty.  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Hero(CS/PY) | PD/SE32-27 T: None

L1  
C0

Hatsune Miku "Bandaged Heart"

[A] When your Climax is placed in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 500 times # of your **::Music::** Charas.

Music - Bandage | PD/SE32-28 T: None

L1  
C0

Hatsune Miku "Chopstick"

[A] When this is placed from hand to the Stage, if you have 4 or more other **::Music::** Charas, you may put the top card of your LB in your Stock.  
[A] **CHANGE** [(1) Discard a card from your hand to the WR, Put this in your Clock] At the start of your Climax Phase, may pay. If so, choose a "Hatsune Miku "Final Fusion" in your WR and put it in the Slot this was in.

Music | PD/SE32-29 T: None

L1  
C1

Name of the Sin

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

PD/SE32-30 T: Stock

Hand in Hand

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

PD/SE32-31a T: Treasure

Hand in Hand

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

PD/SE32-31b T: Treasure

Megurine Luka "Dominant Stone"

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

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Music:: Charas.

Music - Element | PD/SE32-32 T: Soul

L3C2

Megurine Luka "Dominant Stone"

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

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Music:: Charas.

Music - Element | PD/SE32-32SP T: Soul

L3C2

MEIKO "Strawberry Witch"

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

[A] **CX COMBO** [(1)] When this attacks, if "Amazing Dolce" is in the CZ, may pay. If so, this gains +1000 Pow for the turn, and reveal the top card of your LB. If it's Level 2 or higher, deal 2 Damage to your Opp., if not, deal 1 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur. Put the revealed card back where it was)

Music - Sweets | PD/SE32-33 T: Soul

L3C2

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MEIKO "Ivy Grimoire"

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Element | PD/SE32-34 T: None

L0C0

Megurine Luka "Villainess"

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

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

Music - Mystery | PD/SE32-35 T: Soul

L2C1

MEIKO "Underhanded Red"

[C] You may play this from your hand without meeting the color requirement.

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.

Music - Hero(CS/PY) | PD/SE32-36 T: Soul

L2C2

Hatsune Miku Project Diva X HD (Vocaloid) Extra Pack

Hatsune Miku "Anode Electronica"

[A] **BOND**/Megurine Luka "Cathode Electronica" [(1)]

[A] **RESONANCE** [Reveal a 'Megurine Luka "Cathode Electronica"' from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Music - Love | PD/SE32-37 T: None

L1C0

Megurine Luka "Cathode Electronica"

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

[A] **BOND**/Hatsune Miku "Anode Electronica" [Discard a card from your hand to the WR]

[A] **RESONANCE** [Reveal a 'Hatsune Miku "Anode Electronica"' from your hand, Rest this] At the start of your Climax Phase, may pay. If so, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

Music - Love | PD/SE32-38 T: None

L1C0

Sharing the World

Send this to Memory.

[A] **RECOLLECTION** When your Climax card is placed from hand to the CZ, if this is in Memory, you may choose a ::Music:: Chara in your WR and put it in your Stock.

PD/SE32-39 T: None

L1C1

Megurine Luka "Izayoi"

[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **CX COMBO** When "A Single Red Leaf" is placed to your CZ, if this is in the Front Row, choose up to 1 ::Music:: Chara in your WR whose Cost is 0 or lower and put it in any Slot on the Stage, and at the end of the turn, Send that card to Memory.

Music - Yukata | PD/SE32-40 T: None

L1C1

A Single Red Leaf

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

PD/SE32-41 T: 2 Soul

Amazing Dolce

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

PD/SE32-42 T: Salvage

Hatsune Miku "Layered Envy"

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

Music | PD/SE32-43 T: None

L0C0

Hatsune Miku "Sea Lily"

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose a "Tale of the Deep-sea Lily" in your WR and return it to your hand.

Music | PD/SE32-44 T: None

L1C0

KAITO "Underhanded Blue"

[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** [(3)] At the start of Encore Step, if "Urotander, Underhanded Rangers" is in your CZ, this is in the Front Row, and you have other Charas named 'Hatsune Miku "Underhanded Green", 'MEIKO "Underhanded Red", 'Kagamine Rin "Underhanded Orange" and 'Kagamine Len "Underhanded Yellow", may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, and perform 1 of the following effects of your choice. "Deal 3 Damage to your Opp.." "Deal 4 Damage to your Opp.." "Deal 5 Damage to your Opp.." (DC can occur)

Music - Hero(CS/PY) | PD/SE32-45 T: Soul

L3C2

KAITO "Mysterious Butterfly"

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Music - Element | PD/SE32-46 T: None

L1C0

Hatsune Miku "Green Tanuki"

[C] During your turn, if you have another 'Kagamine Rin "Orange Fox"', this gains +4000 Pow.

[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a 'Kagamine Rin "Orange Fox"' in your WR and put it in any Slot on the Stage.

Music - Ninja | PD/SE32-47 T: Soul

L2C1

Kagamine Rin "Orange Fox"

[C] If you have another 'Hatsune Miku "Green Tanuki"', for each of your other ::Music:: Charas, this gains +1000 Pow.

[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your 'Hatsune Miku "Green Tanuki"' and this, then Stand and Swap them.

Music - Ninja | PD/SE32-48 T: Soul

L2C1

If you have no ::Music:: Charas, you cannot play this from your hand.

Perform the following action twice. "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."

L2  
C0


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

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

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