

**Matsuri Natsuiro, Together Towards the Future**  
[S] [Rest this] Choose 1 of your Level 1 or higher Charas, and for the turn that Chara gains +1500 Pow.  
[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 ::Hololive:: Chara in your WR and return it to your hand.

*Hololive - 1st Gen | HOL/W91-001 T: None*

**L0**  
**C0**

**Matsuri Natsuiro, Together Towards the Future**  
[S] [Rest this] Choose 1 of your Level 1 or higher Charas, and for the turn that Chara gains +1500 Pow.  
[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 ::Hololive:: Chara in your WR and return it to your hand.

*Hololive - 1st Gen | HOL/W91-001SSP T: None*

**L0**  
**C0**

**Korone Inugami, Together Towards the Future**  
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

*Hololive - Gamers | HOL/W91-002 T: None*

**L0**  
**C0**

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**Korone Inugami, Together Towards the Future**  
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

*Hololive - Gamers | HOL/W91-002SSP T: None*

**L0**  
**C0**

**Watame Tsunomaki, Together Towards the Future**  
[C] During your turn, if you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Fruits Tart of Happiness" is in the CZ and you have another ::Hololive:: Chara, put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = sum of Levels of the cards put into WR by this effect. (Climax cards are considered to be Level 0 for this effect)

*Hololive - 4th Gen | HOL/W91-003 T: None*

**L1**  
**C0**

**Watame Tsunomaki, Together Towards the Future**  
[C] During your turn, if you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Fruits Tart of Happiness" is in the CZ and you have another ::Hololive:: Chara, put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = sum of Levels of the cards put into WR by this effect. (Climax cards are considered to be Level 0 for this effect)

*Hololive - 4th Gen | HOL/W91-003SSP T: None*

**L1**  
**C0**

Hololive Production Booster Pack

**Coco Kiryu, Together Towards the Future**  
[C] During your turn, for each of your other ::Hololive:: Charas, this gains +500 Pow.  
[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) Discard a card from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Welcome to the Kiryu Kai" is in your CZ, for the turn this gains RED, and may pay up to 5 times. Perform the following action X times. "Put the the bottom 3 cards of your Opp.'s LB in their WR. If there is a Climax among them, deal 1 Damage to your Opp.." X equals the number of times you paid the cost of this ability + 1. (DC can occur)

*Hololive - 4th Gen | HOL/W91-004 T: Soul*

**L3**  
**C2**

**Coco Kiryu, Together Towards the Future**  
[C] During your turn, for each of your other ::Hololive:: Charas, this gains +500 Pow.  
[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) Discard a card from hand to the WR] When the Battle Opp. of this becomes Reversed, if "Welcome to the Kiryu Kai" is in your CZ, for the turn this gains RED, and may pay up to 5 times. Perform the following action X times. "Put the the bottom 3 cards of your Opp.'s LB in their WR. If there is a Climax among them, deal 1 Damage to your Opp.." X equals the number of times you paid the cost of this ability + 1. (DC can occur)

*Hololive - 4th Gen | HOL/W91-004SSP T: Soul*

**L3**  
**C2**

**Flare Shiranui, Together Towards the Future**  
[A] **BOND** "Noel Shirogane, #Noelart" [Discard a card from your hand to the WR]  
[A] **RESONANCE** [Reveal a "Noel Shirogane, #Noelart" from your hand, Rest this] At the start of your Climax Phase, may pay. If so, choose 1 of your ::Hololive:: Charas, and for the turn that Chara gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

*Hololive - 3rd Gen | HOL/W91-005 T: None*

**L0**  
**C0**

**Flare Shiranui, Together Towards the Future**  
[A] **BOND** "Noel Shirogane, #Noelart" [Discard a card from your hand to the WR]  
[A] **RESONANCE** [Reveal a "Noel Shirogane, #Noelart" from your hand, Rest this] At the start of your Climax Phase, may pay. If so, choose 1 of your ::Hololive:: Charas, and for the turn that Chara gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

*Hololive - 3rd Gen | HOL/W91-005SSP T: None*

**L0**  
**C0**

**Coco Kiryu, #Mikajie**  
[C] During your turn, this gains +2000 Pow.  
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

*Hololive - 4th Gen | HOL/W91-006 T: None*

**L1**  
**C0**

**Coco Kiryu, #Mikajie**  
[C] During your turn, this gains +2000 Pow.  
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

*Hololive - 4th Gen | HOL/W91-006SP T: None*

**L1**  
**C0**

**Korone Inugami, #DekitateKorone**  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Discard a "#Hololive Gamers" from hand to the WR, Rest this] Search your LB for up to 1 ::Hololive:: Chara, show it to your Opp., put it in your hand, and Shuffle your LB.  
[S] [Discard a "#Hololive Gamers" from hand to the WR, Rest this] Choose 1 of your Opp.'s Charas and return it to their hand.

*Hololive - Gamers | HOL/W91-007 T: Soul*

**L2**  
**C1**

**Korone Inugami, #DekitateKorone**  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Discard a "#Hololive Gamers" from hand to the WR, Rest this] Search your LB for up to 1 ::Hololive:: Chara, show it to your Opp., put it in your hand, and Shuffle your LB.  
[S] [Discard a "#Hololive Gamers" from hand to the WR, Rest this] Choose 1 of your Opp.'s Charas and return it to their hand.

*Hololive - Gamers | HOL/W91-007SP T: Soul*

**L2**  
**C1**

**Watame Tsunomaki, #TsunomakiArt**  
[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Hololive:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (put the revealed card back)

*Hololive - 4th Gen | HOL/W91-008 T: Soul*

**L3**  
**C2**

**Watame Tsunomaki, #TsunomakiArt**  
[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Hololive:: Chara, you may choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put that Chara on the bottom of their LB. (put the revealed card back)

*Hololive - 4th Gen | HOL/W91-008SP T: Soul*

**L3**  
**C2**

**Matsuri Natsuiro, #Matsurie**  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.  
[A] This ability activates up to once per turn. When you use a [S] ability, this gains +X Pow for the turn. X equal the number of your Opp.'s Back Row Charas x 1000.

*Hololive - 1st Gen | HOL/W91-009 T: Soul*

**L3**  
**C2**

**Matsuri Natsuiro, #Matsurie**  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. places all of their Stock in their WR, then puts the same number of cards from the top of their LB to Stock.  
[A] This ability activates up to once per turn. When you use a [S] ability, this gains +X Pow for the turn. X equal the number of your Opp.'s Back Row Charas x 1000.

*Hololive - 1st Gen | HOL/W91-009SP T: Soul*

**L3**  
**C2**

Subaru Oozora, Together Towards the Future

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **EXPERIENCE** [(2)] When this attacks, if in your Level Zone you have a YELLOW card and a RED card and a BLUE card, may pay. If so, reveal the top card of your LB. If that card is a ::Hololive:: Chara or an Event, deal 2 Damage to your Opp.. (DC may occur. Put the revealed card back)

Hololive - 2nd Gen | HOL/W91-010 T: Soul

L3  
C2

Subaru Oozora, Together Towards the Future

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] **EXPERIENCE** [(2)] When this attacks, if in your Level Zone you have a YELLOW card and a RED card and a BLUE card, may pay. If so, reveal the top card of your LB. If that card is a ::Hololive:: Chara or an Event, deal 2 Damage to your Opp.. (DC may occur. Put the revealed card back)

Hololive - 2nd Gen | HOL/W91-010SSP T: Soul

L3  
C2

Mel Yozora, Together Towards the Future

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
[A] [Clock] **SHIFT Level 0**

Hololive - 1st Gen | HOL/W91-011 T: Soul

L3  
C2

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Mel Yozora, Together Towards the Future

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to hand.  
[A] [Clock] **SHIFT Level 0**

Hololive - 1st Gen | HOL/W91-011SSP T: Soul

L3  
C2

Flare Shiranui

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - 3rd Gen | HOL/W91-012 T: None

L0  
C0

Flare Shiranui

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - 3rd Gen | HOL/W91-012S T: None

L0  
C0

Hololive Production Booster Pack

Mel Yozora

[A] This ability activates up to once per turn. When you use an [S] ability, for the turn this gains +1500 Pow and the following ability. "[A] When this attacks, you may reveal the top card of your LB. If that card is Level 1 or higher, place it to Stock." (Climax cards are considered Level 0. Otherwise put the revealed card back)

Hololive - 1st Gen | HOL/W91-013 T: None

L1  
C0

Mel Yozora

[A] This ability activates up to once per turn. When you use an [S] ability, for the turn this gains +1500 Pow and the following ability. "[A] When this attacks, you may reveal the top card of your LB. If that card is Level 1 or higher, place it to Stock." (Climax cards are considered Level 0. Otherwise put the revealed card back)

Hololive - 1st Gen | HOL/W91-013S T: None

L1  
C0

Matsuri Natsuiro

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.  
[A] **CX COMBO** When this attacks, if "Summer memory" is in the CZ, reveal the top card of your LB. If it's a ::Hololive:: Chara or #Hololive 1st Gen", put it in your hand. (Otherwise put it back where it was)

Hololive - 1st Gen | HOL/W91-014 T: None

L1  
C0

Matsuri Natsuiro

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.  
[A] **CX COMBO** When this attacks, if "Summer memory" is in the CZ, reveal the top card of your LB. If it's a ::Hololive:: Chara or #Hololive 1st Gen", put it in your hand. (Otherwise put it back where it was)

Hololive - 1st Gen | HOL/W91-014S T: None

L1  
C0

Watame Tsunomaki

[A] When this attacks, reveal the top card of your LB. If it's either a ::Hololive:: Chara or an Event, choose 1 of your other ::Hololive:: Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Hololive - 4th Gen | HOL/W91-015 T: None

L1  
C0

Watame Tsunomaki

[A] When this attacks, reveal the top card of your LB. If it's either a ::Hololive:: Chara or an Event, choose 1 of your other ::Hololive:: Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Hololive - 4th Gen | HOL/W91-015S T: None

L1  
C0

Subaru Oozora, #ProteinTheSubaru

[A] **EXPERIENCE** [Discard a card from hand to the WR] When this is placed from hand to the Stage, if in your Level Zone you have a BLUE card, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, reveal it to your Opp., put it in your hand, and put the remaining cards in the WR. (Climaxes are considered Level 0)

Hololive - 2nd Gen | HOL/W91-016 T: None

L1  
C0

Subaru Oozora, #ProteinTheSubaru

[A] **EXPERIENCE** [Discard a card from hand to the WR] When this is placed from hand to the Stage, if in your Level Zone you have a BLUE card, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Level 1 or higher card from among them, reveal it to your Opp., put it in your hand, and put the remaining cards in the WR. (Climaxes are considered Level 0)

Hololive - 2nd Gen | HOL/W91-016SP T: None

L1  
C0

Coco Kiryu

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] When this is placed from hand to the Stage, choose up to 1 Chara with "Suisei" in name in your WR and up to 1 Chara with "Kanata" in name in your WR and place them faceup underneath this as Markers in any order.  
[A] [(1)] At the beginning of your MP, may pay. If so, choose a Marker underneath this card and return it to hand.

Hololive - 4th Gen | HOL/W91-017 T: Soul

L2  
C1

Coco Kiryu

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] When this is placed from hand to the Stage, choose up to 1 Chara with "Suisei" in name in your WR and up to 1 Chara with "Kanata" in name in your WR and place them faceup underneath this as Markers in any order.  
[A] [(1)] At the beginning of your MP, may pay. If so, choose a Marker underneath this card and return it to hand.

Hololive - 4th Gen | HOL/W91-017S T: Soul

L2  
C1

Mel Yozora, #MelArt

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other ::Hololive:: Charas.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Love of One Summer" is in your CZ, look at up to 2 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them to your Stock in any order, put the remaining cards into your WR, choose up to 1 Chara from your WR and return it to your hand.

Hololive - 1st Gen | HOL/W91-018 T: Soul

L2  
C1

Mel Yozora, #MelArt

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your other ::Hololive:: Charas.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Love of One Summer" is in your CZ, look at up to 2 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them to your Stock in any order, put the remaining cards into your WR, choose up to 1 Chara from your WR and return it to your hand.

Hololive - 1st Gen | HOL/W91-018SP T: Soul

L2  
C1

Flare Shiranui, #Shiranue

[C] During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.

[A] [(1)] put 1 of your Charas from the Stage to the WR] When this is placed from hand to the Stage, may pay. If so, for the turn this gains the following ability. "[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.," (DC can occur)

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Hololive - 3rd Gen | HOL/W91-019 T: Soul

L3C2

Flare Shiranui, #Shiranue

[C] During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.

[A] [(1)] put 1 of your Charas from the Stage to the WR] When this is placed from hand to the Stage, may pay. If so, for the turn this gains the following ability. "[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.," (DC can occur)

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Hololive - 3rd Gen | HOL/W91-019SP T: Soul

L3C2

Korone Inugami

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

[A] **CX COMBO** At the end of this card's attack, if "Date at Home" is in your CZ, deal 2 Damage to your Opp., choose a Climax in your Opp.'s WR, return it to their LB, and your Opp. shuffles that LB. (DC can occur)

Hololive - Gamers | HOL/W91-020 T: Soul

L3C2

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Korone Inugami

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to your hand.

[A] **CX COMBO** At the end of this card's attack, if "Date at Home" is in your CZ, deal 2 Damage to your Opp., choose a Climax in your Opp.'s WR, return it to their LB, and your Opp. shuffles that LB. (DC can occur)

Hololive - Gamers | HOL/W91-020S T: Soul

L3C2

Mel Yozora, Restocking Acerola

[A] [(1)] Discard a ::Hololive:: Chara from your hand to the WR] When this is played from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Hololive - 1st Gen | HOL/W91-021 T: None

L0C0

Mel Yozora, Restocking Acerola

[A] [(1)] Discard a ::Hololive:: Chara from your hand to the WR] When this is played from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Hololive - 1st Gen | HOL/W91-021S T: None

L0C0

Hololive Production Booster Pack

Subaru Oozora, Surprise Success!

[A] [Rest another of your Standing ::Hololive:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR. Swap them, choose up to 1 of your Charas, and for the turn that Chara gains +500 Pow.

[A] [Put this in the WR] When your other ::Hololive:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-022 T: None

L0C0

Subaru Oozora, Surprise Success!

[A] [Rest another of your Standing ::Hololive:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR. Swap them, choose up to 1 of your Charas, and for the turn that Chara gains +500 Pow.

[A] [Put this in the WR] When your other ::Hololive:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-022S T: None

L0C0

Watame Tsunomaki, Interested

[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] When this is placed from hand to the Stage all players put the top card of their LB into their WR. If the Level of the card placed in your WR by this effect is higher than the Level of the card placed in your Opp.'s WR by this effect, you may put the top card of your LB into Stock. (Climax Cards are considered Level 0)

Hololive - 4th Gen | HOL/W91-023 T: None

L0C0

Watame Tsunomaki, Interested

[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] When this is placed from hand to the Stage all players put the top card of their LB into their WR. If the Level of the card placed in your WR by this effect is higher than the Level of the card placed in your Opp.'s WR by this effect, you may put the top card of your LB into Stock. (Climax Cards are considered Level 0)

Hololive - 4th Gen | HOL/W91-023S T: None

L0C0

Matsuri Natsuiro, Feeling Her Baby Side

[C] During your turn, if you have 5 or more cards in hand, this gains +2000 Pow.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Hololive - 1st Gen | HOL/W91-024 T: None

L0C0

Matsuri Natsuiro, Feeling Her Baby Side

[C] During your turn, if you have 5 or more cards in hand, this gains +2000 Pow.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Hololive - 1st Gen | HOL/W91-024S T: None

L0C0

Coco Kiryu, Scene at the Agency Office

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

[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 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W91-025 T: None

L0C0

Coco Kiryu, Scene at the Agency Office

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

[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 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W91-025S T: None

L0C0

Korone Inugami, Cat Police

[C] During your turn, if you have another ::Hololive:: Chara, this gains +3000 Pow.

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

Hololive - Gamers | HOL/W91-026 T: None

L1C0

Korone Inugami, Cat Police

[C] During your turn, if you have another ::Hololive:: Chara, this gains +3000 Pow.

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

Hololive - Gamers | HOL/W91-026S T: None

L1C0

Flare Shiranui, Enchanted by the Chick

[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.

Hololive - 3rd Gen | HOL/W91-027 T: Soul

L1C1

Flare Shiranui, Enchanted by the Chick

[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.

Hololive - 3rd Gen | HOL/W91-027S T: Soul

L1C1

[A] [Discard a Climax from hand to the WR] When you use the **BACKUP** of this may pay. If so, choose 1 of your  
 ::Hololive:: Charas in Battle and for the turn that Chara gains +3500 Pow.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

**L2**  
**C1**

[A] [Discard a Climax from hand to the WR] When you use the **BACKUP** of this may pay. If so, choose 1 of your  
 ::Hololive:: Charas in Battle and for the turn that Chara gains +3500 Pow.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

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

[Counter] Perform the following action twice. "Choose 1 of your Charas, and that Chara gains the following ability for the turn. '[C] Chara Opposite this get -1 Soul.'" Send this to Memory.

L2	
C2	

[Counter] Perform the following action twice. "Choose 1 of your Charas, and that Chara gains the following ability for the turn. [C] Chara Opposite this get -1 Soul."  
Send this to Memory.

**L2**  
**C2**

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

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

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

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

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

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

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

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

[A] (Clock) **ALARM** If this is on top of your Clock and you have 4 or more  
 ::Hollivive:: Charas, at the beginning of your Climax Phase, reveal the top  
 card of your LB. If that card is Level 1 or high put it in Stock. (Climax cards  
 are considered to be Level 0. Otherwise put the revealed card back)

[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 ::Hollivive:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

[A] **Clock** **ALARM** [1] this is on top of your Clock and you have 4 or more ::Hollive:: Charas, at the beginning of your Climax Phase, reveal the top card of your LB. If that card is Level 1 or high put it in Stock. (Climax cards are considered to be Level 0. Otherwise put the revealed card back)

[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 ::Hollive:: Chara, reveal it, put it in your hand, and shuffle your LB.

LO
CO

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

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

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

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

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

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

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

[A] **CX COMBO** When this attacks, if "Would You Like to Touch My Secret Belly?" is in the CZ and you have 2 or more other ::Hololive:: Charas, 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.

L1  
C0

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

[A] **CX COMBO** When this attacks, if "Would You Like to Touch My Secret Belly?" is in the CZ and you have 2 or more other :Hololive:: Charas, 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.

L1	
C0	



### Sora Tokino, Together Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] [(1)] When this is placed from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Sora Tokino, Together Towards the Future" and put it in any Slot on the Stage, and shuffle your LB.  
[A] **CX COMBO** When "Aozora Symphony" is placed in your CZ, this is in the Front Row, and you have 4 or more other ::Hololive:: Charas, until the next end of your Opp.'s turn, this gains +1000 Pow and the following ability. "[A] At the start of your Opp.'s Attack Phase, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn."

Hololive - 0th Gen | HOL/W91-037 T: Soul

L3  
C2

### Sora Tokino, Together Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] [(1)] When this is placed from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Sora Tokino, Together Towards the Future" and put it in any Slot on the Stage, and shuffle your LB.  
[A] **CX COMBO** When "Aozora Symphony" is placed in your CZ, this is in the Front Row, and you have 4 or more other ::Hololive:: Charas, until the next end of your Opp.'s turn, this gains +1000 Pow and the following ability. "[A] At the start of your Opp.'s Attack Phase, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn."

Hololive - 0th Gen | HOL/W91-037SSP T: Soul

L3  
C2

### Okayu Nekomata, #Ekayu

[A] This ability activates up to once per turn. When you play an Event, choose 1 of your Charas, 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 Climax card 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."

Hololive - Gamers | HOL/W91-038 T: None

L0  
C0

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### Okayu Nekomata, #Ekayu

[A] This ability activates up to once per turn. When you play an Event, choose 1 of your Charas, 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 Climax card 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."

Hololive - Gamers | HOL/W91-038SP T: None

L0  
C0

### Rushia Uruha, #Ecromancer

[C] If you have 1 or fewer other Charas, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage, this gains the following ability for the turn. "[C] Chara Opposite this cannot move to another Slot or be Sent to Memory."

Hololive - 3rd Gen | HOL/W91-039 T: None

L0  
C0

### Rushia Uruha, #Ecromancer

[C] If you have 1 or fewer other Charas, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage, this gains the following ability for the turn. "[C] Chara Opposite this cannot move to another Slot or be Sent to Memory."

Hololive - 3rd Gen | HOL/W91-039SP T: None

L0  
C0

## Hololive Production Booster Pack

### Luna Himemori, Together Towards the Future

[C] This cannot Side Attack.  
[A] [(1) 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 Climax card in your WR and return it to your hand.

Hololive - 4th Gen | HOL/W91-040 T: None

L0  
C0

### Luna Himemori, Together Towards the Future

[C] This cannot Side Attack.  
[A] [(1) 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 Climax card in your WR and return it to your hand.

Hololive - 4th Gen | HOL/W91-040SSP T: None

L0  
C0

### Mio Ookami, Together Towards the Future

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

Hololive - Gamers | HOL/W91-041 T: None

L1  
C0

### Mio Ookami, Together Towards the Future

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

Hololive - Gamers | HOL/W91-041SSP T: None

L1  
C0

### AkiRose, Together Towards the Future

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] This ability activates up to once per turn. When you use an [S] ability, look at up to 2 cards from the top of your LB, place 1 of them on top of your LB, and place the remaining cards in your WR.

Hololive - 1st Gen | HOL/W91-042 T: Soul

L1  
C1

### AkiRose, Together Towards the Future

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] This ability activates up to once per turn. When you use an [S] ability, look at up to 2 cards from the top of your LB, place 1 of them on top of your LB, and place the remaining cards in your WR.

Hololive - 1st Gen | HOL/W91-042SSP T: Soul

L1  
C1

### Towa Tokoyami, Together Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Hololive - 4th Gen | HOL/W91-043 T: Soul

L2  
C1

### Towa Tokoyami, Together Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Hololive - 4th Gen | HOL/W91-043SSP T: Soul

L2  
C1

### Sora Tokino, #soraArt

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 "Sora Tokino, Together Towards the Future" in your WR and return it to your hand.  
[A] **CHANGE** [(2) Put this in the WR] At the start of your Climax Phase, may pay. If so, choose up to 1 "Sora Tokino, Together Towards the Future" in your hand, put it in the Slot this was in, and that Chara gains +1000 Pow for the turn.

Hololive - 0th Gen | HOL/W91-044 T: Soul

L2  
C1

### Sora Tokino, #soraArt

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[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 "Sora Tokino, Together Towards the Future" in your WR and return it to your hand.  
[A] **CHANGE** [(2) Put this in the WR] At the start of your Climax Phase, may pay. If so, choose up to 1 "Sora Tokino, Together Towards the Future" in your hand, put it in the Slot this was in, and that Chara gains +1000 Pow for the turn.

Hololive - 0th Gen | HOL/W91-044SP T: Soul

L2  
C1

### Fubuki Shirakami, #EFubuki

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Hololive - 1st Gen - Gamers | HOL/W91-045 T: Soul

L3  
C2

### Fubuki Shirakami, #EFubuki

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Hololive - 1st Gen - Gamers | HOL/W91-045SP T: Soul

L3  
C2

**Kanata Amane, Together Towards the Future**

[A] When this is placed from hand to the Stage, choose and perform 1 of the following 3 effects. "Draw up to 1 card, choose 1 of your Opp.'s Charas, and for the turn that Chara gains the following ability. [C] During Battles involving this, you may not play Events or **BACKUP** from hand." "Discard a card from your hand to the WR. If you do, put the top card of your Clock to Stock." "All your Charas gain +1000 Pow and +1 Soul for the turn."

Hololive - 4th Gen | HOL/W91-046 T: Soul

L3  
C2

**Kanata Amane, Together Towards the Future**

[A] When this is placed from hand to the Stage, choose and perform 1 of the following 3 effects. "Draw up to 1 card, choose 1 of your Opp.'s Charas, and for the turn that Chara gains the following ability. [C] During Battles involving this, you may not play Events or **BACKUP** from hand." "Discard a card from your hand to the WR. If you do, put the top card of your Clock to Stock." "All your Charas gain +1000 Pow and +1 Soul for the turn."

Hololive - 4th Gen | HOL/W91-046SSP T: Soul

L3  
C2

**AkiRose, #Aroe**

[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 Pow for the turn.  
[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 ::Hololive:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Hololive - 1st Gen | HOL/W91-047 T: None

L0  
C0

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**AkiRose, #Aroe**

[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 Pow for the turn.  
[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 ::Hololive:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Hololive - 1st Gen | HOL/W91-047SP T: None

L0  
C0

**Fubuki Shirakami**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Hololive:: Chara or an Event, for the turn this may Side Attack without Soul penalty. (Put the revealed card back)  
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Hololive - 1st Gen - Gamers | HOL/W91-048 T: None

L0  
C0

**Fubuki Shirakami**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is a ::Hololive:: Chara or an Event, for the turn this may Side Attack without Soul penalty. (Put the revealed card back)  
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Hololive - 1st Gen - Gamers | HOL/W91-048S T:

L0  
C0

**Hololive Production Booster Pack****Sora Tokino**

[A] [(1) Put this in your WR] When your other ::0th Gen:: Chara is placed from Stage to the WR, if this is in your Back Row, may pay. If so, put that Chara Rested in the Slot it was in, and until the end of the turn after the current turn, that Chara gains +3000 Pow.  
[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.

Hololive - 0th Gen | HOL/W91-049 T: None

L0  
C0

**Sora Tokino**

[A] [(1) Put this in your WR] When your other ::0th Gen:: Chara is placed from Stage to the WR, if this is in your Back Row, may pay. If so, put that Chara Rested in the Slot it was in, and until the end of the turn after the current turn, that Chara gains +3000 Pow.  
[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.

Hololive - 0th Gen | HOL/W91-049S T: None

L0  
C0

**Kanata Amane, #Kanatart**

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

[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow.

Hololive - 4th Gen | HOL/W91-050 T: None

L1  
C0

**Kanata Amane, #Kanatart**

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

[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow.

Hololive - 4th Gen | HOL/W91-050SP T: None

L1  
C0

**Rushia Uruha**

[C] You may play this from your hand without meeting the color requirement.  
[A] [Put 1 of your other ::Hololive:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB. If it's either a ::Hololive:: Chara or "#Hololive 3rd Gen", put it in your hand. (Otherwise put it back)  
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Hololive:: Charas.

Hololive - 3rd Gen | HOL/W91-051 T: None

L1  
C0

**Rushia Uruha**

[C] You may play this from your hand without meeting the color requirement.  
[A] [Put 1 of your other ::Hololive:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB. If it's either a ::Hololive:: Chara or "#Hololive 3rd Gen", put it in your hand. (Otherwise put it back)  
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Hololive:: Charas.

Hololive - 3rd Gen | HOL/W91-051S T: None

L1  
C0

**Luna Himemori, #LunArt**

[C] This gets -1 Level while on the Stage.  
[C] If you have 2 or more other Level 0 or lower Charas, this gains +500 Pow and the following ability. "[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to hand."

Hololive - 4th Gen | HOL/W91-052 T: None

L1  
C0

**Luna Himemori, #LunArt**

[C] This gets -1 Level while on the Stage.  
[C] If you have 2 or more other Level 0 or lower Charas, this gains +500 Pow and the following ability. "[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to hand."

Hololive - 4th Gen | HOL/W91-052SP T: None

L1  
C0

**Kanata Amane**

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Hololive - 4th Gen | HOL/W91-053 T: Soul

L1  
C1

**Kanata Amane**

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Hololive - 4th Gen | HOL/W91-053S T: Soul

L1  
C1

**Okayu Nekomata**

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

[A] [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose a Chara in your WR and return it to your hand.

Hololive - Gamers | HOL/W91-054 T: Soul

L2  
C1

**Okayu Nekomata**

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

[A] [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, may pay. If so, choose a Chara in your WR and return it to your hand.

Hololive - Gamers | HOL/W91-054S T: Soul

L2  
C1

Mio Ookami, #Mione

[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Sky of Shooting Stars" is placed in your CZ if this is in the Front Row, put up to 1 card from top of your LB in Stock, and choose up to 1 "Mio Ookami, Summer Festival and Candy Apples" in your WR and return it to your hand.

Hololive - Gamers | HOL/W91-055 T: Soul

L2  
C1

Mio Ookami, #Mione

[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Sky of Shooting Stars" is placed in your CZ if this is in the Front Row, put up to 1 card from top of your LB in Stock, and choose up to 1 "Mio Ookami, Summer Festival and Candy Apples" in your WR and return it to your hand.

Hololive - Gamers | HOL/W91-055SP T: Soul

L2  
C1

Towa Tokoyami, #TOWART

[A] **CX COMBO** [(2) Discard a "#Hololive 4th Gen" from hand to the WR] When this attacks, if "Little Devil's Eyes" is in the CZ and you have another ::Hololive:: Chara, may pay. If so, deal 2 Damage to your Opp. twice. (DC can occur)

Hololive - 4th Gen | HOL/W91-056 T: Soul

L3  
C2

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Towa Tokoyami, #TOWART

[A] **CX COMBO** [(2) Discard a "#Hololive 4th Gen" from hand to the WR] When this attacks, if "Little Devil's Eyes" is in the CZ and you have another ::Hololive:: Chara, may pay. If so, deal 2 Damage to your Opp. twice. (DC can occur)

Hololive - 4th Gen | HOL/W91-056SP T: Soul

L3  
C2

Luna Himemori

[C] This gets -3 Level while on the Stage. Chara Opposite this cannot Side Attack.  
[A] [Discard a ::Hololive:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Hololive - 4th Gen | HOL/W91-057 T: Soul

L3  
C2

Luna Himemori

[C] This gets -3 Level while on the Stage. Chara Opposite this cannot Side Attack.  
[A] [Discard a ::Hololive:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Hololive - 4th Gen | HOL/W91-057S T: Soul

L3  
C2

Hololive Production Booster Pack

Towa Tokoyami, Plain Question

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] **BRAINSTORM** [(1) Rest 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 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W91-058 T: None

L0  
C0

Towa Tokoyami, Plain Question

[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[S] **BRAINSTORM** [(1) Rest 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 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W91-058S T: None

L0  
C0

Sora Tokino, Interviewing

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, this gains +2000 Pow for the turn.  
[A] [Put the top card of your Stock in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Hololive:: Chara that is your Level or lower and Cost 0, put it Rested in any Slot on the Stage, and shuffle your LB.

Hololive - 0th Gen | HOL/W91-059 T: None

L0  
C0

Sora Tokino, Interviewing

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, this gains +2000 Pow for the turn.  
[A] [Put the top card of your Stock in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 ::Hololive:: Chara that is your Level or lower and Cost 0, put it Rested in any Slot on the Stage, and shuffle your LB.

Hololive - 0th Gen | HOL/W91-059S T: None

L0  
C0

Mio Ookami, In Charge of Juggling

[C] During your turn, all your other ::Hololive:: Charas gain +500 Pow.  
[A] When your other ::Hololive:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)  
[A] [(1) When a Climax is placed to your CZ, may pay. If so, choose 1 "#Hololive Gamers" from your WR and return it to hand.

Hololive - Gamers | HOL/W91-060 T: None

L0  
C0

Mio Ookami, In Charge of Juggling

[C] During your turn, all your other ::Hololive:: Charas gain +500 Pow.  
[A] When your other ::Hololive:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)  
[A] [(1) When a Climax is placed to your CZ, may pay. If so, choose 1 "#Hololive Gamers" from your WR and return it to hand.

Hololive - Gamers | HOL/W91-060S T: None

L0  
C0

Luna Himemori, Preparation Complete!

[C] **ASSIST** During your turn, all your Level 0 or lower Charas in front of this gain +X Pow. X = 1000 times your Level.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gets -X Level for the turn. X equals your Level.

Hololive - 4th Gen | HOL/W91-061 T: None

L0  
C0

Luna Himemori, Preparation Complete!

[C] **ASSIST** During your turn, all your Level 0 or lower Charas in front of this gain +X Pow. X = 1000 times your Level.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gets -X Level for the turn. X equals your Level.

Hololive - 4th Gen | HOL/W91-061S T: None

L0  
C0

Kanata Amane, Which One Is Real?

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, choose up to 2 cards in your hand and put it in Stock in any order.  
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Hololive - 4th Gen | HOL/W91-062 T: None

L0  
C0

Kanata Amane, Which One Is Real?

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, choose up to 2 cards in your hand and put it in Stock in any order.  
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Hololive - 4th Gen | HOL/W91-062S T: None

L0  
C0

Fubuki Shirakami, Altair?

[A] When this attacks, all your Charas gains the following ability for the turn. "[A] [Discard a Climax card from hand to the WR] When the Trigger Check if this reveals a Climax card, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to hand."  
[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.

Hololive - 1st Gen - Gamers | HOL/W91-063 T: None

L1  
C0

Fubuki Shirakami, Altair?

[A] When this attacks, all your Charas gains the following ability for the turn. "[A] [Discard a Climax card from hand to the WR] When the Trigger Check if this reveals a Climax card, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to hand."  
[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.

Hololive - 1st Gen - Gamers | HOL/W91-063S T: None

L1  
C0

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.

[S] [Rest 1 of your ::Hololive:: Charas] This gains +1000 Pow for the turn.

$$\frac{L1}{C0}$$

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.

[S] [Rest 1 of your ::Hololive:: Charas] This gains +1000 Pow for the turn.

L1  
C0

[A] When this attacks, choose 1 of your other **;;Hololive**: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.  
 [S] [Discard a **;;Hololive**: Chara from hand to the WR] Reveal the top card of your LB. If it's a **;;Hololive**: Chara, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara." (Put the revealed card back where it was)

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

[A] When this attacks, choose 1 of your other :Hollowive: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.  
 [S] [Discard a :Hollowive: Chara from hand to the WR] Reveal the top card of your LB. If it's a :Hollowive: Chara, this gains the following ability for the turn. [C] When this attacks, you may instead choose a Chara in Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara. (Put the revealed card back where it was)

L2  
C1

[C] All your other "Roboco-san, #RobocoArt" gain the following ability. "[C] For each of your other :Hololive: Charas, this gains +1000 Pow."  
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Roboco-san, #RobocoArt" and put it in any Slot on the Stage, and shuffle your LB.

L2  
C1

[C] All your other "Roboco-san, #RobocoArt" gain the following ability. "[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow."  
 [A] [1] Discard a card from hand to the WR! When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Roboco-san, #RobocoArt" and put it in any Slot on the Stage, and shuffle your LB.

**L2**  
**C1**

[C] If there's 1 or fewer cards in your hand, this gains +10000 Pow.  
**[C] BODYGUARD**  
 [A] [Discard 3 cards from hand to the WR] When this attacks, may pay. If so, choose 1 of your Opp.'s Charas and put it in the WR.

**L3**  
**C2**

[C] If there's 1 or fewer cards in your hand, this gains +10000 Pow.  
 [C] **BODYGUARD**  
 [A] [Discard 3 cards from hand to the WR] When this attacks, may pay. If so, choose 1 of your Opp.'s Charas and put it in the WR.

**L3**  
**C2**

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

**L3**  
**C2**

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

[A] When this becomes Reversed, if you have 2 or more other ::Hololive:: Charas, and the Battle Opp. of this is Level 3 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

L3  
C2

[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

[A] ([1]) During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, your Opp. puts the top X cards of his or her LB in the WR. X = 6 times # of "Hololive Gamers" in your WR.

**L3**  
**C2**

[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

[A] ([1]) During the turn this is placed from hand to the Stage, when this attacks, may pay. If so, your Opp. puts the top X cards of his or her LB in the WR. X = 6 times # of "#Hololive Gamers" in your WR.

**L3**  
**C2**

If you have 2 or more ::Hololive:: Charas, look at up to 10 cards from top of your LB and search for up to 1 ::Hololive:: Chara, put it in any Slot on the Stage, and shuffle your LB.

**L2**  
**C3**

If you have 2 or more ::Hololive:: Charas, look at up to 10 cards from top of your LB and search for up to 1 ::Hololive:: Chara, put it in any Slot on the Stage, and shuffle your LB.

**L2**  
**C3**

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

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

1-

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

1-

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

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### Little Devil's Eyes

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

HOL/W91-073 T: Treasure

### Little Devil's Eyes

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

HOL/W91-073R T: Treasure

### Haato Akai, Together Towards the Future

[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.  
[A] When this becomes Reversed in battle, look at up to 3 cards from the top of your LB and search for up to 1 Climax card, 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.

Hololive - 1st Gen | HOL/W91-074 T: None

L0  
C0

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### Haato Akai, Together Towards the Future

[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.  
[A] When this becomes Reversed in battle, look at up to 3 cards from the top of your LB and search for up to 1 Climax card, 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.

Hololive - 1st Gen | HOL/W91-074SSP T: None

L0  
C0

### Miko Sakura, Together Towards the Future

[C] If you have another ::Hololive:: Chara, this gains +2000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Meeting Up With 35P" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Hololive - 0th Gen | HOL/W91-075 T: None

L1  
C0

### Miko Sakura, Together Towards the Future

[C] If you have another ::Hololive:: Chara, this gains +2000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Meeting Up With 35P" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Hololive - 0th Gen | HOL/W91-075SSP T: None

L1  
C0

## Hololive Production Booster Pack

### Marine Houshou, Together Towards the Future

[A] [Put 1 of your other ::Hololive:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in Stock, then put the rest in the WR.  
[A] **CX COMBO** [(1) Discard a ::Hololive:: Chara from hand to the WR] When this attacks, if "Charming Gaze" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)

Hololive - 3rd Gen | HOL/W91-076 T: Soul

L3  
C2

### Marine Houshou, Together Towards the Future

[A] [Put 1 of your other ::Hololive:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in Stock, then put the rest in the WR.

[A] **CX COMBO** [(1) Discard a ::Hololive:: Chara from hand to the WR] When this attacks, if "Charming Gaze" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)

Hololive - 3rd Gen | HOL/W91-076SSP T: Soul

L3  
C2

### Choco Yuzuki, Together Towards the Future

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-077 T: None

L0  
C0

### Choco Yuzuki, Together Towards the Future

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-077SSP T: None

L0  
C0

### Haato Akai, #Haatoart

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card 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, choose up to 1 ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 1st Gen | HOL/W91-078 T: None

L1  
C0

### Haato Akai, #Haatoart

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card 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, choose up to 1 ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 1st Gen | HOL/W91-078SP T: None

L1  
C0

### Marine Houshou, #MarineNoOtakara

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

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

Hololive - 3rd Gen | HOL/W91-079 T: None

L1  
C0

### Marine Houshou, #MarineNoOtakara

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

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

Hololive - 3rd Gen | HOL/W91-079SP T: None

L1  
C0

### Roboco-san, Together Towards the Future

[A] [Discard a ::Hololive:: Chara from 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 hand. X = the Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

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

Hololive - 0th Gen | HOL/W91-080 T: None

L1  
C0

### Roboco-san, Together Towards the Future

[A] [Discard a ::Hololive:: Chara from 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 hand. X = the Level of the revealed card. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

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

Hololive - 0th Gen | HOL/W91-080SSP T: None

L1  
C0

### Miko Sakura, #miko Art

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.

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

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 0th Gen | HOL/W91-081 T: Soul

L3  
C2

### Miko Sakura, #miko Art

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.

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

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 0th Gen | HOL/W91-081SP T: Soul

L3  
C2

Ayame Nakiri, Together Towards the Future

[C] **EXPERIENCE** If there's a YELLOW card and a BLUE card in your Level Zone, this gets -1 Level while in your hand.  
[C] All your other ::Hololive:: Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, perform the following action twice. "You may choose 1 of your Opp.'s Level 1 or higher Chara. If so, your Opp. choose a Level X or lower Chara in his or her WR and Swap with the Chara you chose. X = Level of the Chara you chose -1."

Hololive - 2nd Gen | HOL/W91-082 T: Soul

L3  
C2

Ayame Nakiri, Together Towards the Future

[C] **EXPERIENCE** If there's a YELLOW card and a BLUE card in your Level Zone, this gets -1 Level while in your hand.  
[C] All your other ::Hololive:: Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, perform the following action 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." "[A] **ENCORE** [Discard either a ::Hololive:: Chara or an Event from hand to the WR]"

Hololive - 2nd Gen | HOL/W91-082SSP T: Soul

L3  
C2

Polka Omaru, Together Towards the Future

[C] **RECOLLECTION** If there are 3 or more cards with different card names from each other in your Memory, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Hololive:: Charas, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Hololive - 5th Gen | HOL/W91-083 T: Soul

L3  
C2

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Polka Omaru, Together Towards the Future

[C] **RECOLLECTION** If there are 3 or more cards with different card names from each other in your Memory, this gets -1 Level while in your hand.  
[C] If you have 2 or more other ::Hololive:: Charas, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Hololive - 5th Gen | HOL/W91-083SSP T: Soul

L3  
C2

Nene Momosuzu, Together Towards the Future

[C] **RECOLLECTION** If there are 3 or more cards with different card names from each other in your Memory, this gains the following two abilities. "[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." "[A] **ENCORE** [Discard either a ::Hololive:: Chara or an Event from hand to the WR]"

Hololive - 5th Gen | HOL/W91-084 T: Soul

L3  
C2

Nene Momosuzu, Together Towards the Future

[C] **RECOLLECTION** If there are 3 or more cards with different card names from each other in your Memory, this gains the following two abilities. "[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." "[A] **ENCORE** [Discard either a ::Hololive:: Chara or an Event from hand to the WR]"

Hololive - 5th Gen | HOL/W91-084SSP T: Soul

L3  
C2

Hololive Production Booster Pack

Polka Omaru

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a ::Hololive:: Chara, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Hololive - 5th Gen | HOL/W91-085 T: None

L0  
C0

Polka Omaru

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a ::Hololive:: Chara, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Hololive - 5th Gen | HOL/W91-085S T: None

L0  
C0

Nene Momosuzu

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
[A] [Clock] **ALARM** [(1) Discard a card from hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Hololive - 5th Gen | HOL/W91-086 T: None

L1  
C0

Nene Momosuzu

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.  
[A] [Clock] **ALARM** [(1) Discard a card from hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Hololive - 5th Gen | HOL/W91-086S T: None

L1  
C0

Polka Omaru, #Emaru

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Hololive:: Charas, and that Chara gains +2000 Pow for the turn.  
[A] [Clock] **ALARM RECOLLECTION** If this is on top of the Clock and there are 2 or more cards with different card names from each other in your Memory, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Hololive - 5th Gen | HOL/W91-087 T: None

L1  
C0

Polka Omaru, #Emaru

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Hololive:: Charas, and that Chara gains +2000 Pow for the turn.  
[A] [Clock] **ALARM RECOLLECTION** If this is on top of the Clock and there are 2 or more cards with different card names from each other in your Memory, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Hololive - 5th Gen | HOL/W91-087SP T: None

L1  
C0

Roboco-san

[C] If this is on the Stage, this is also considered to have "Roboco-san, Proud of Herself" as the name.  
[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Hololive - 0th Gen | HOL/W91-088 T: None

L1  
C0

Roboco-san

[C] If this is on the Stage, this is also considered to have "Roboco-san, Proud of Herself" as the name.  
[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Hololive - 0th Gen | HOL/W91-088S T: None

L1  
C0

Choco Yuzuki, #Chocolat

[C] **EXPERIENCE** If there's a BLUE card in your Level Zone, this gains +2500 Pow and "[A] **ENCORE** [Discard a Chara from hand to the WR]"

Hololive - 2nd Gen | HOL/W91-089 T: None

L1  
C0

Choco Yuzuki, #Chocolat

[C] **EXPERIENCE** If there's a BLUE card in your Level Zone, this gains +2500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Hololive - 2nd Gen | HOL/W91-089SP T: None

L1  
C0

Ayame Nakiri, #NakiriEmaki

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Hololive - 2nd Gen | HOL/W91-090 T: None

L1  
C1

Ayame Nakiri, #NakiriEmaki

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Hololive - 2nd Gen | HOL/W91-090SP T: None

L1  
C1

### Nene Momosuzu, #NeneAlbum

[A] **RECOLLECTION** [(1)] When you use the **BACKUP** of this, if there are 3 or more cards with different card names from each other in your Memory, may pay. If so, deal 1 Damage to your Opp..  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - 5th Gen | HOL/W91-091 T: Soul

L2  
C1

### Nene Momosuzu, #NeneAlbum

[A] **RECOLLECTION** [(1)] When you use the **BACKUP** of this, if there are 3 or more cards with different card names from each other in your Memory, may pay. If so, deal 1 Damage to your Opp..  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - 5th Gen | HOL/W91-091SP T: Soul

L2  
C1

### Miko Sakura

[C] During your turn, this gains +10000 Pow.

Hololive - 0th Gen | HOL/W91-092 T: Soul

L2  
C1

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### Miko Sakura

[C] During your turn, this gains +10000 Pow.

Hololive - 0th Gen | HOL/W91-092S T: Soul

L2  
C1

### Roboco-san, #RobocoArt

[C] All your other "Towa Tokoyami" gain +4000 Pow.  
[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Towa Tokoyami" and put it in any Slot on the Stage, and shuffle your LB.

Hololive - 0th Gen | HOL/W91-093 T: Soul

L2  
C1

### Roboco-san, #RobocoArt

[C] All your other "Towa Tokoyami" gain +4000 Pow.  
[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Towa Tokoyami" and put it in any Slot on the Stage, and shuffle your LB.

Hololive - 0th Gen | HOL/W91-093SP T: Soul

L2  
C1

## Hololive Production Booster Pack

### Marine Houshou

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] [(1) Put 1 of your other ::Hololive:: Charas from Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Hololive - 3rd Gen | HOL/W91-094 T: Soul

L2  
C1

### Marine Houshou

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] [(1) Put 1 of your other ::Hololive:: Charas from Stage in the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Hololive - 3rd Gen | HOL/W91-094S T: Soul

L2  
C1

### Choco Yuzuki

[A] **CX COMBO** [Put a "Present From the Devil Santa" from your CZ to the WR] During your Climax Phase, when this is placed to the Stage via the effect of "Present From the Devil Santa", may pay. If so, Stand this.  
[A] [Put this in the WR] When your other Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3500 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-095 T: Soul

L2  
C2

### Choco Yuzuki

[A] **CX COMBO** [Put a "Present From the Devil Santa" from your CZ to the WR] During your Climax Phase, when this is placed to the Stage via the effect of "Present From the Devil Santa", may pay. If so, Stand this.  
[A] [Put this in the WR] When your other Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3500 Pow for the turn.

Hololive - 2nd Gen | HOL/W91-095S T: Soul

L2  
C2

### Haato Akai

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas.  
[A] **CX COMBO** [(1)] When this attacks, if "To Senpai, With Love" is in the CZ and you have 4 or more other ::Hololive:: Charas, may pay. If so, deal 1 Damage to your Opp., choose up to 1 Chara in your WR and return it to hand. (DC can occur)

Hololive - 1st Gen | HOL/W91-096 T: Soul

L3  
C2

### Haato Akai

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas.  
[A] **CX COMBO** [(1)] When this attacks, if "To Senpai, With Love" is in the CZ and you have 4 or more other ::Hololive:: Charas, may pay. If so, deal 1 Damage to your Opp., choose up to 1 Chara in your WR and return it to hand. (DC can occur)

Hololive - 1st Gen | HOL/W91-096S T: Soul

L3  
C2

### Choco Yuzuki, Wishing Upon A Star

[A] [Discard a Climax Card from your hand to the WR] When your Chara reveals a Climax Card during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.  
[S] **EXPERIENCE** [Rest this] If the sum of the Levels of the cards in your Level Zone is 2 or greater, choose 1 of your ::Hololive:: Charas and for the turn that Chara gains +2000 Pow.

Hololive - 2nd Gen | HOL/W91-097 T: None

L0  
C0

### Choco Yuzuki, Wishing Upon A Star

[A] [Discard a Climax Card from your hand to the WR] When your Chara reveals a Climax Card during Trigger Check, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 1, put it in your hand, and put the remaining cards in the WR.  
[S] **EXPERIENCE** [Rest this] If the sum of the Levels of the cards in your Level Zone is 2 or greater, choose 1 of your ::Hololive:: Charas and for the turn that Chara gains +2000 Pow.

Hololive - 2nd Gen | HOL/W91-097S T: None

L0  
C0

### Nene Momosuzu, Believing in the Spring

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

[A] [(1)] During your Opp.'s turn, when this becomes Reversed in battle, may pay. If so, Rest this, and at the beginning of your next Encore Step, send this to Memory.

Hololive - 5th Gen | HOL/W91-098 T: None

L0  
C0

### Nene Momosuzu, Believing in the Spring

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

[A] [(1)] During your Opp.'s turn, when this becomes Reversed in battle, may pay. If so, Rest this, and at the beginning of your next Encore Step, send this to Memory.

Hololive - 5th Gen | HOL/W91-098S T: None

L0  
C0

### Marine Houshou, Crafting Weapon

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

[A] [Put another of your ::Hololive:: Charas on Stage into the WR] At the end of this card's Attack, may pay. If so, you may move this card to an empty Slot in the Back Row.

Hololive - 3rd Gen | HOL/W91-099 T: None

L0  
C0

### Marine Houshou, Crafting Weapon

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

[A] [Put another of your ::Hololive:: Charas on Stage into the WR] At the end of this card's Attack, may pay. If so, you may move this card to an empty Slot in the Back Row.

Hololive - 3rd Gen | HOL/W91-099S T: None

L0  
C0

## Ayame Nakiri, Kawayo

[C] During your Turn, this gains +1500 Pow.

[A] At the beginning of your Opp.'s Attack Phase, put the top card of your LB in your WR. If that card is Level 0 or lower, move this to your empty Right Front Row Slot. If that card is Level 1 or higher, move this to your empty Left Front Row Slot. (Climaxes are considered Level 0. This ability can only move this to your rightmost and leftmost Front Row Slots)

*Hololive - 2nd Gen | HOL/W91-101 T: None*

L0  
C0

**Ayame Nakiri**  
 [A] At the beginning of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, for the turn, this cannot Front Attack.

**Polka Omaru, Counter Blow**  
 [A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower ::Hololive:: 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.

**Haato Akai, Haachama Beam**  
 [A] [Discard 4 ::Hololive:: Charas from hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest them.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]  
*Hololive - 1st Gen | HOL/W91-105S T: Soul*

**L2**  
**C1**

**Meeting Up With 35P**  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

*HOL/W91-107 T: Soul Standby*

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

*HOL/W91-108R T: Salvage*



### Now To the Stage of Dreams

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

HOL/W91-109 T: Soul Standby

### Now To the Stage of Dreams

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

HOL/W91-109R T: Soul Standby

### Present From the Devil Santa

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

HOL/W91-110 T: Soul Standby

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### Present From the Devil Santa

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

HOL/W91-110R T: Soul Standby

### To Senpai, With Love

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

HOL/W91-111 T: Salvage

### To Senpai, With Love

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

HOL/W91-111R T: Salvage

## Hololive Production Booster Pack

### Pekora Usada, Together Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** At the end of this card's attack, if "Time Together With Everyone" is in your CZ, you have 2 or more other ::Hololive:: Charas, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, look at up to 4 cards from the top of your LB, choose up to 1 ::Hololive:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in your WR, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow.

Hololive - 3rd Gen | HOL/W91-112 T: None

L1  
C0

### Pekora Usada, Together Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** At the end of this card's attack, if "Time Together With Everyone" is in your CZ, you have 2 or more other ::Hololive:: Charas, and either there is no Chara Opposite this or the Chara Opposite this is Reversed, look at up to 4 cards from the top of your LB, choose up to 1 ::Hololive:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in your WR, choose 1 of your Charas, and until the next end of your Opp.'s turn, that Chara gains +1000 Pow.

Hololive - 3rd Gen | HOL/W91-112SSP T: None

L1  
C0

### Suisei Hoshimachi, Together Towards the Future

[C] If you have 4 or more ::Hololive:: Charas, this can be played from hand without meeting the color requirement and gets -1 Level in hand.  
[C] During your turn, this gains +500 Pow for each of your ::Hololive:: Charas.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Hololive - 0th Gen | HOL/W91-113 T: Soul

L3  
C2

### Suisei Hoshimachi, Together Towards the Future

[C] If you have 4 or more ::Hololive:: Charas, this can be played from hand without meeting the color requirement and gets -1 Level in hand.  
[C] During your turn, this gains +500 Pow for each of your ::Hololive:: Charas.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Hololive - 0th Gen | HOL/W91-113SSP T: Soul

L3  
C2

### Noel Shirogane, Together Towards the Future

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] In Battles involving this, no player may play **BACKUP** from hand."  
[A] [(1)] When this attacks, may pay. If so, put the bottom 3 cards of your Opp.'s LB in their WR. If there is a Climax among those cards, Deal 1 Damage to your Opp.. (DC can occur)

Hololive - 3rd Gen | HOL/W91-114 T: Soul

L3  
C2

### Noel Shirogane, Together Towards the Future

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +4500 Pow and the following ability until the next end of your Opp.'s turn. "[C] In Battles involving this, no player may play **BACKUP** from hand."  
[A] [(1)] When this attacks, may pay. If so, put the bottom 3 cards of your Opp.'s LB in their WR. If there is a Climax among those cards, Deal 1 Damage to your Opp.. (DC can occur)

Hololive - 3rd Gen | HOL/W91-114SSP T: Soul

L3  
C2

### Aqua Minato, Together Towards the Future

[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** When this attacks, if "Gaming on a Day Off" is in the CZ and you have 2 or more other ::Hololive:: Charas, choose 1 of the following 2 effects and perform it. "Your Opp. returns the top 10 cards of their Stock to their LB, shuffles their LB, then puts the same number of cards as were returned to their LB from the top of their LB to their Stock." "Discard 2 cards from your hand to the WR. If 2 cards were discarded in this way, deal 3 Damage to your Opp., look at up to 2 cards from the top of your LB, and put them on top of your LB in any order." (DC can occur)

Hololive - 2nd Gen | HOL/W91-115 T: Soul

L3  
C2

### Aqua Minato, Together Towards the Future

[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** When this attacks, if "Gaming on a Day Off" is in the CZ and you have 2 or more other ::Hololive:: Charas, choose 1 of the following 2 effects and perform it. "Your Opp. returns the top 10 cards of their Stock to their LB, shuffles their LB, then puts the same number of cards as were returned to their LB from the top of their LB to their Stock." "Discard 2 cards from your hand to the WR. If 2 cards were discarded in this way, deal 3 Damage to your Opp., look at up to 2 cards from the top of your LB, and put them on top of your LB in any order." (DC can occur)

Hololive - 2nd Gen | HOL/W91-115SSP T: Soul

L3  
C2

### Shion Murasaki, Together Towards the Future

[C] If you have 1 or less cards in Clock, this does not Stand during your Stand phase.  
[S] [Rest 1 of your ::Hololive:: Charas] Choose a ::2nd Gen:: Chara in your Level Zone and a ::2nd Gen:: Chara in your WR and Swap them.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 2nd Gen | HOL/W91-116 T: None

L0  
C0

### Shion Murasaki, Together Towards the Future

[C] If you have 1 or less cards in Clock, this does not Stand during your Stand phase.  
[S] [Rest 1 of your ::Hololive:: Charas] Choose a ::2nd Gen:: Chara in your Level Zone and a ::2nd Gen:: Chara in your WR and Swap them.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 2nd Gen | HOL/W91-116SSP T: None

L0  
C0

### Lamy Yukihana, Together Towards the Future

[S] [(1) Send this to Memory] Choose a "#Hololive 5th Gen" in your WR and return it to your hand.  
[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 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 5th Gen | HOL/W91-117 T: None

L0  
C0

### Lamy Yukihana, Together Towards the Future

[S] [(1) Send this to Memory] Choose a "#Hololive 5th Gen" in your WR and return it to your hand.  
[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 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 5th Gen | HOL/W91-117SSP T: None

L0  
C0

Suisei Hoshimachi, #HoshimachiGallery

[A] When your other ::Hololive:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a Climax card in your WR and return it to your hand.

Hololive - 0th Gen | HOL/W91-118 T: None

L0  
C0

Suisei Hoshimachi, #HoshimachiGallery

[A] When your other ::Hololive:: Chara attacks, this gains +1000 Pow for the turn.  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a Climax card in your WR and return it to your hand.

Hololive - 0th Gen | HOL/W91-118SP T: None

L0  
C0

Noel Shirogane, #Noelart

[A] **BOND**/"Flare Shiranui, Together Towards the Future" [Discard a card from your hand to the WR]  
[A] **RESONANCE** [Reveal a "Flare Shiranui, Together Towards the Future" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Hololive - 3rd Gen | HOL/W91-119 T: None

L1  
C0

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Noel Shirogane, #Noelart

[A] **BOND**/"Flare Shiranui, Together Towards the Future" [Discard a card from your hand to the WR]  
[A] **RESONANCE** [Reveal a "Flare Shiranui, Together Towards the Future" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Hololive - 3rd Gen | HOL/W91-119SP T: None

L1  
C0

Aqua Minato, #Aquart

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow for each of your other ::Hololive:: Charas.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, if you have another ::Hololive:: Chara, you may put that Battle Opp. on the bottom of your Opp.'s LB.

Hololive - 2nd Gen | HOL/W91-120 T: None

L1  
C0

Aqua Minato, #Aquart

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow for each of your other ::Hololive:: Charas.  
[A] During your turn, when the Battle Opp. of this becomes Reversed, if you have another ::Hololive:: Chara, you may put that Battle Opp. on the bottom of your Opp.'s LB.

Hololive - 2nd Gen | HOL/W91-120SP T: None

L1  
C0

Hololive Production Booster Pack

Botan Shishiro, Together Towards the Future

[C] **RECOLLECTION** If there are 3 or more cards with different card names from each other in your Memory, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from hand to the WR] At the beginning of your Attack Phase, if there is no Chara Opposite this, may pay. If so, for the turn, this gains the following ability. [C] When this attacks, you may instead choose a Chara in Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

Hololive - 5th Gen | HOL/W91-121 T: Soul

L2  
C2

Botan Shishiro, Together Towards the Future

[C] **RECOLLECTION** If there are 3 or more cards with different card names from each other in your Memory, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from hand to the WR] At the beginning of your Attack Phase, if there is no Chara Opposite this, may pay. If so, for the turn, this gains the following ability. [C] When this attacks, you may instead choose a Chara in Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

Hololive - 5th Gen | HOL/W91-121SSP T: Soul

L2  
C2

Pekora Usada, #Pekorart

[C] If all of your Charas are ::Hololive::, this gains +1500 Pow and the following ability. "[C] During Battles involving this, your Opp. may not play **BACKUP** from hand."  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Hololive - 3rd Gen | HOL/W91-122 T: Soul

L3  
C2

Pekora Usada, #Pekorart

[C] If all of your Charas are ::Hololive::, this gains +1500 Pow and the following ability. "[C] During Battles involving this, your Opp. may not play **BACKUP** from hand."  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Hololive - 3rd Gen | HOL/W91-122SP T: Soul

L3  
C2

Suisei Hoshimachi

[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 ::Hololive:: 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, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

Hololive - 0th Gen | HOL/W91-123 T: None

L0  
C0

Suisei Hoshimachi

[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 ::Hololive:: 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, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

Hololive - 0th Gen | HOL/W91-123S T: None

L0  
C0

Botan Shishiro, #Shishirart

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +3000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Temporal Peace" is in your CZ and you have 2 or more other ::Hololive:: Charas, search your LB for up to 2 ::Hololive:: Charas, show them to your Opp., add up to 1 of them to your hand, put the remaining cards in the WR, and Shuffle your LB.

Hololive - 5th Gen | HOL/W91-124 T: None

L1  
C0

Botan Shishiro, #Shishirart

[C] **RECOLLECTION** During your turn, if there is a card in your Memory, this gains +3000 Pow.  
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Temporal Peace" is in your CZ and you have 2 or more other ::Hololive:: Charas, search your LB for up to 2 ::Hololive:: Charas, show them to your Opp., add up to 1 of them to your hand, put the remaining cards in the WR, and Shuffle your LB.

Hololive - 5th Gen | HOL/W91-124SP T: None

L1  
C0

Aqua Minato

[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 on the bottom of the LB.

Hololive - 2nd Gen | HOL/W91-125 T: Soul

L1  
C1

Aqua Minato

[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 on the bottom of the LB.

Hololive - 2nd Gen | HOL/W91-125S T: Soul

L1  
C1

Lamy Yukihana, #LamyArt

[C] **RECOLLECTION** If there are 2 or more cards with different card names in your Memory, this gains +1500 Pow, ::Alcohol::, and "[A] **ENCORE** [Discard a ::Hololive:: Chara from hand to the WR]".  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Hololive - 5th Gen | HOL/W91-126 T: Soul

L2  
C1

Lamy Yukihana, #LamyArt

[C] **RECOLLECTION** If there are 2 or more cards with different card names in your Memory, this gains +1500 Pow, ::Alcohol::, and "[A] **ENCORE** [Discard a ::Hololive:: Chara from hand to the WR]".  
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Hololive - 5th Gen | HOL/W91-126SP T: Soul

L2  
C1

Shion Murasaki, #ShionNoKakimono

[C] EXPERIENCE If "Aqua Minato, Together Towards the Future" is in your Level Zone, this gets -1 Level in your hand.

[A] **CX COMBO** [Discard a card from hand to the WR, put a "Shion's Birthday" from CZ into the WR] At the end of this card's attack, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 4 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, put the remaining cards into the WR, and until the next end of your Opp.'s turn this gains +1000 Pow.

Hololive - 2nd Gen | HOL/W91-127 T: Soul

L2  
C1

Shion Murasaki, #ShionNoKakimono

[C] EXPERIENCE If "Aqua Minato, Together Towards the Future" is in your Level Zone, this gets -1 Level in your hand.

[A] **CX COMBO** [Discard a card from hand to the WR, put a "Shion's Birthday" from CZ into the WR] At the end of this card's attack, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 4 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, put the remaining cards into the WR, and until the next end of your Opp.'s turn this gains +1000 Pow.

Hololive - 2nd Gen | HOL/W91-127SP T: Soul

L2  
C1

Pekora Usada

[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow.

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

Hololive - 3rd Gen | HOL/W91-128 T: Soul

L2  
C2

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Pekora Usada

[C] For each of your other ::Hololive:: Charas, this gains +1000 Pow.

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

Hololive - 3rd Gen | HOL/W91-128S T: Soul

L2  
C2

Noel Shirogane

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1500 Pow.

[A] [Put another ::Hololive:: Chara from Stage to the WR] When this is placed from hand to the Stage, if you have 4 or more other ::Hololive:: Charas, may pay. If so, put up to 2 cards from the top of your LB to Stock.

Hololive - 3rd Gen | HOL/W91-129 T: Soul

L2  
C2

Noel Shirogane

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1500 Pow.

[A] [Put another ::Hololive:: Chara from Stage to the WR] When this is placed from hand to the Stage, if you have 4 or more other ::Hololive:: Charas, may pay. If so, put up to 2 cards from the top of your LB to Stock.

Hololive - 3rd Gen | HOL/W91-129S T: Soul

L2  
C2

Hololive Production Booster Pack

Shion Murasaki

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and choose up to 1 of your Opp.'s Charas and return that Chara to their hand.

[A] [Clock] **ALARM** [(1) Discard a card from hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Hololive - 2nd Gen | HOL/W91-130 T: Soul

L3  
C2

Shion Murasaki

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, and choose up to 1 of your Opp.'s Charas and return that Chara to their hand.

[A] [Clock] **ALARM** [(1) Discard a card from hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Hololive - 2nd Gen | HOL/W91-130S T: Soul

L3  
C2

Aqua Minato, Hermione Yamada

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

[A] [(1) Put a ::Hololive:: Chara from WR to the bottom of your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards to the WR.

Hololive - 2nd Gen | HOL/W91-131 T: None

L0  
C0

Aqua Minato, Hermione Yamada

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

[A] [(1) Put a ::Hololive:: Chara from WR to the bottom of your Clock] When this is placed from Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards to the WR.

Hololive - 2nd Gen | HOL/W91-131S T: None

L0  
C0

Shion Murasaki, Power of the Specialist

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is Level 1 or higher, choose 1 of your Opp.'s Level 1 or lower Charas, and for the turn that Chara gets -1 Level. (Climax cards are considered Level 0. Put the revealed card back)

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Hololive - 2nd Gen | HOL/W91-132 T: None

L0  
C0

Shion Murasaki, Power of the Specialist

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If that card is Level 1 or higher, choose 1 of your Opp.'s Level 1 or lower Charas, and for the turn that Chara gets -1 Level. (Climax cards are considered Level 0. Put the revealed card back)

[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Hololive - 2nd Gen | HOL/W91-132S T: None

L0  
C0

Pekora Usada, Shy

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

[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and place it facedown beneath this as Marker.

[A] During your turn, when this card has a Marker and is placed from Stage to WR, if you have another ::Hololive:: Chara, you may place this Rested in the Slot it was in.

Hololive - 3rd Gen | HOL/W91-133 T: None

L0  
C0

Pekora Usada, Shy

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

[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and place it facedown beneath this as Marker.

[A] During your turn, when this card has a Marker and is placed from Stage to WR, if you have another ::Hololive:: Chara, you may place this Rested in the Slot it was in.

Hololive - 3rd Gen | HOL/W91-133S T: None

L0  
C0

Noel Shirogane, Confused

[C] ASSIST All your Charas in front of this gain +500 Pow.

[A] **CX COMBO** [Place an "Together With Captain" from your CZ to the WR] At the beginning of your Encore Step, may pay. If so, put up to 3 cards from the top of your LB into your WR, choose up to 1 Level X or Lower ::Hololive:: Chara in your WR and return it to hand. X equals the number of ::Hololive:: Charas placed in the WR by this effect.

Hololive - 3rd Gen | HOL/W91-134 T: None

L0  
C0

Noel Shirogane, Confused

[C] ASSIST All your Charas in front of this gain +500 Pow.

[A] **CX COMBO** [Place an "Together With Captain" from your CZ to the WR] At the beginning of your Encore Step, may pay. If so, put up to 3 cards from the top of your LB into your WR, choose up to 1 Level X or Lower ::Hololive:: Chara in your WR and return it to hand. X equals the number of ::Hololive:: Charas placed in the WR by this effect.

Hololive - 3rd Gen | HOL/W91-134S T: None

L0  
C0

Botan Shishiro, Morning Sunshine

[S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB, choose up to 1 ::Hololive:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Hololive - 5th Gen | HOL/W91-135 T: None

L0  
C0

Botan Shishiro, Morning Sunshine

[S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB, choose up to 1 ::Hololive:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Hololive - 5th Gen | HOL/W91-135S T: None

L0  
C0

Lamy Yukihana, My Alcohol!

[A] [Discard a ::Hololive:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara from your WR and Send it to Memory. At the start of your next turn, return that Chara from your Memory to hand.

Hololive - 5th Gen | HOL/W91-136 T: None

L0C0

Lamy Yukihana, My Alcohol!

[A] [Discard a ::Hololive:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara from your WR and Send it to Memory. At the start of your next turn, return that Chara from your Memory to hand.

Hololive - 5th Gen | HOL/W91-136S T: None

L0C0

Botan Shishiro

[A] At the beginning of your Opp.'s Draw Phase, if you have another ::Hololive:: Chara, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your LB. If you do, search your LB for up to 1 "Botan Shishiro, #Shishirart", show it to your Opp., put it in your hand, and Shuffle your LB. (Climax cards are considered Level 0. Put the revealed card back)

Hololive - 5th Gen | HOL/W91-137 T: None

L0C0

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Botan Shishiro

[A] At the beginning of your Opp.'s Draw Phase, if you have another ::Hololive:: Chara, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your LB. If you do, search your LB for up to 1 "Botan Shishiro, #Shishirart", show it to your Opp., put it in your hand, and Shuffle your LB. (Climax cards are considered Level 0. Put the revealed card back)

Hololive - 5th Gen | HOL/W91-137S T: None

L0C0

Suisei Hoshimachi, Granting Wishes

[A] [Discard 2 cards from hand to the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas that has a Level higher than your Opp.'s Level and place it on the bottom of your Opp.'s LB.  
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Hololive - 0th Gen | HOL/W91-138 T: Soul

L2C1

Suisei Hoshimachi, Granting Wishes

[A] [Discard 2 cards from hand to the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas that has a Level higher than your Opp.'s Level and place it on the bottom of your Opp.'s LB.  
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Hololive - 0th Gen | HOL/W91-138S T: Soul

L2C1

Hololive Production Booster Pack

Lamy Yukihana

[C] ASSIST All your Charas in front of this gain +2000 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.  
[S] RECOLLECTION [(2) Discard a Climax card from hand to the WR, Rest this] If there are 3 or more cards with different card names from each other in your Memory, choose a card in your Clock and return it to your hand.

Hololive - 5th Gen | HOL/W91-139 T: Soul

L3C2

Lamy Yukihana

[C] ASSIST All your Charas in front of this gain +2000 Pow.  
[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.  
[S] RECOLLECTION [(2) Discard a Climax card from hand to the WR, Rest this] If there are 3 or more cards with different card names from each other in your Memory, choose a card in your Clock and return it to your hand.

Hololive - 5th Gen | HOL/W91-139S T: Soul

L3C2

Time Together With Everyone

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

HOL/W91-140 T: Soul Gate

Time Together With Everyone

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

HOL/W91-140R T: Soul Gate

Gaming on a Day Off

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

HOL/W91-141 T: Soul Gate

Gaming on a Day Off

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

HOL/W91-141R T: Soul Gate

Temporal Peace

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

HOL/W91-142 T: Soul Gate

Temporal Peace

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

HOL/W91-142R T: Soul Gate

Shion's Birthday

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

HOL/W91-143 T: Soul Gate

Shion's Birthday

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

HOL/W91-143R T: Soul Gate

Together With Captain

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

HOL/W91-144 T: Soul Gate

Together With Captain

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

HOL/W91-144R T: Soul Gate

Love of One Summer

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

HOL/W91-145 T: Choice

Love of A Summer

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

HOL/W91-145S T: Choice

Summer memory

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

HOL/W91-146 T: Choice

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Summer memory

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

HOL/W91-146S T: Choice

Date at Home

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

HOL/W91-147 T: Choice

Date at Home

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

HOL/W91-147S T: Choice

Hololive Production Booster Pack

In a City with Snow Falling

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

HOL/W91-148 T: Choice

In a City with Snow Falling

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

HOL/W91-148S T: Choice

Welcome to the Kiryu Kai

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

HOL/W91-149 T: Choice

Welcome to the Kiryu Kai

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

HOL/W91-149S T: Choice

Fruits Tart of Happiness

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

HOL/W91-150 T: Choice

Fruits Tart of Happiness

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

HOL/W91-150S T: Choice

Aozora Symphony

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

HOL/W91-151 T: Treasure

Aozora Symphony

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

HOL/W91-151S T: Treasure

Onstage!

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

HOL/W91-152 T: Treasure

Onstage!

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

HOL/W91-152S T: Treasure

Fox's Potential

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

HOL/W91-153 T: Treasure

Fox's Potential

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

HOL/W91-153S T: Treasure

Look Only at Me

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

HOL/W91-154 T: Treasure

Look Only at Me

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

HOL/W91-154S T: Treasure

Sky of Shooting Stars

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

HOL/W91-155 T: Treasure

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Sky of Shooting Stars

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

HOL/W91-155S T: Treasure

Would You Like to Touch My Secret Belly?

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

HOL/W91-156 T: Treasure

Would You Like to Touch My Secret Belly?

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

HOL/W91-156S T: Treasure

Hololive Production Booster Pack

Just Like This for Just Today...

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

HOL/W91-157 T: 2 Soul

Just Like This for Just Today...

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

HOL/W91-157S T: 2 Soul

Little Devil's Eyes

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

HOL/W91-158 T: Treasure

Little Devil's Eyes

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

HOL/W91-158S T: Treasure

Princess of Sweet Sweets

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

HOL/W91-159 T: 2 Soul

Princess of Sweet Sweets

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

HOL/W91-159S T: 2 Soul

Coexistence with Nature

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

HOL/W91-160 T: Salvage

Coexistence with Nature

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

HOL/W91-160S T: Salvage

Meeting Up With 35P

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

HOL/W91-161 T: Soul Standby

Meeting Up With 35P

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

HOL/W91-161S T: Soul Standby

To Senpai, With Love

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

HOL/W91-162 T: Salvage

To Senpai, With Love

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

HOL/W91-162S T: Salvage

Let's Celebrate Together

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

HOL/W91-163 T: Salvage

Let's Celebrate Together

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

HOL/W91-163S T: Salvage

Present From the Devil Santa

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

HOL/W91-164 T: Soul Standby

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Present From the Devil Santa

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

HOL/W91-164S T: Soul Standby

Charming Gaze

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

HOL/W91-165 T: Salvage

Charming Gaze

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

HOL/W91-165S T: Salvage

Hololive Production Booster Pack

Now To the Stage of Dreams

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

HOL/W91-166 T: Soul Standby

Now To the Stage of Dreams

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

HOL/W91-166S T: Soul Standby

Downpour of Sunlight

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

HOL/W91-167 T: Salvage

Downpour of Sunlight

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

HOL/W91-167S T: Salvage

Gaming on a Day Off

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

HOL/W91-168 T: Soul Gate

Gaming on a Day Off

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

HOL/W91-168S T: Soul Gate

Shion's Birthday

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

HOL/W91-169 T: Soul Gate

Shion's Birthday

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

HOL/W91-169S T: Soul Gate

To You, Sunflower

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

HOL/W91-170 T: Soul Gate

To You, Sunflower

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

HOL/W91-170S T: Soul Gate

Together With Captain

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

HOL/W91-171 T: Soul Gate

Together With Captain

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

HOL/W91-171S T: Soul Gate

Time Together With Everyone

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

HOL/W91-172 T: Soul Gate

Time Together With Everyone

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

HOL/W91-172S T: Soul Gate

Together Always

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

HOL/W91-173 T: Soul Gate

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Together Always

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

HOL/W91-173S T: Soul Gate

Lying in Bed Together Date

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

HOL/W91-174 T: Soul Gate

Lying in Bed Together Date

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

HOL/W91-174S T: Soul Gate

Hololive Production Booster Pack

Temporal Peace

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

HOL/W91-175 T: Soul Gate

Temporal Peace

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

HOL/W91-175S T: Soul Gate