

Coco Kiryu, Raiding

[C] If you have 2 or more other ::Hololive:: Charas, your other "Luna Himemori, Motivated to Dress Up" and "Kanata Amane, On Stage" gain +1000 Pow.
[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, draw up to 1 card.

Hololive - 4th Gen | HOL/W91-T093 T: None

L0
C0

Coco Kiryu, Raiding

[C] If you have 2 or more other ::Hololive:: Charas, your other "Luna Himemori, Motivated to Dress Up" and "Kanata Amane, On Stage" gain +1000 Pow.
[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, draw up to 1 card.

Hololive - 4th Gen | HOL/W91-T093R T: None

L0
C0

Watame Tsunomaki, Adult's Taste

[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.
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Hololive - 4th Gen | HOL/W91-T094 T: None

L0
C0

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

Watame Tsunomaki, Adult's Taste

[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.
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Hololive - 4th Gen | HOL/W91-T094R T: None

L0
C0

Coco Kiryu, Autumn Side Path

[C] This cannot Side Attack.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Hololive:: Charas, Rest it and move it to an empty Slot in the Back Row.

Hololive - 4th Gen | HOL/W91-T095 T: None

L0
C0

Coco Kiryu, Autumn Side Path

[C] This cannot Side Attack.
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Hololive:: Charas, Rest it and move it to an empty Slot in the Back Row.

Hololive - 4th Gen | HOL/W91-T095SP T: None

L0
C0

Hololive Production hololive 4th Gen Trial Deck

Coco Kiryu, Bomb Squad

--No Text--

Hololive - 4th Gen | HOL/W91-T096 T: None

L1
C0

Coco Kiryu, Bomb Squad

--No Text--

Hololive - 4th Gen | HOL/W91-T096R T: None

L1
C0

Watame Tsunomaki, Herbivore

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Hololive - 4th Gen | HOL/W91-T097 T: Soul

L2
C1

Watame Tsunomaki, Herbivore

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

Hololive - 4th Gen | HOL/W91-T097R T: Soul

L2
C1

Watame Tsunomaki, Bard

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

Hololive - 4th Gen | HOL/W91-T098 T: Soul

L3
C2

Watame Tsunomaki, Bard

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

Hololive - 4th Gen | HOL/W91-T098SP T: Soul

L3
C2

#Hololive 4th Gen

You may discard 3 ::Hololive:: Charas from your hand to the WR. If so, deal 4 Damage to your Opp. twice. (DC can occur)

HOL/W91-T099 T: None

L3
C4

#Hololive 4th Gen

You may discard 3 ::Hololive:: Charas from your hand to the WR. If so, deal 4 Damage to your Opp. twice. (DC can occur)

HOL/W91-T099S T: None

L3
C4

Kanata Amane, Bomb Squad

[A] **BOND** "Coco Kiryu, Bomb Squad" / "Kanata Amane, On Stage" [Discard a card from your hand to the WR]
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 4th Gen | HOL/W91-T100 T: None

L0
C0

Kanata Amane, Bomb Squad

[A] **BOND** "Coco Kiryu, Bomb Squad" / "Kanata Amane, On Stage" [Discard a card from your hand to the WR]
[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 4th Gen | HOL/W91-T100R T: None

L0
C0

Towa Tokoyami, Space Travel

[C] All your other ::Hololive:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Hololive:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

Hololive - 4th Gen | HOL/W91-T101 T: None

L0
C0

Towa Tokoyami, Space Travel

[C] All your other ::Hololive:: Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Hololive:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

Hololive - 4th Gen | HOL/W91-T101R T: None

L0
C0

[A] When this is placed from hand to this Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or "#Hololive 4th Gen", you may place it face-down under this as Marker. (Otherwise put it back where it was)

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

[A] When this is placed from hand to this Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or "#Hololive 4th Gen", you may place it face-down under this as Marker. (Otherwise put it back where it was)

LO
CO

[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.

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

[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.

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

[A] When your Climax is placed to the CZ, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a 'Towa Tokoyami, Secret Meeting' in your Memory and place it to any Slot on your Stage."

L1
C0

[A] When your Climax is placed to the CZ, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a 'Towa Tokoyami, Secret Meeting' in your Memory and place it to any Slot on your Stage."

L1
C0

[C] This gets -1 Level while on the Stage.

[A] **CX COMBO** [Put the top card of your Stock in the WR or put a "Princess of Sweet Sweets" from your CZ in the WR] When this attacks, if "Princess of Sweet Sweets" is in the CZ, may pay. If so, choose 1 of your other Charas and, and they gain the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may choose either a ::Hololive: Chara or a #Hololive 4th Gen' in your WR and return it to hand."

L1
C0

[C] **Take gets** -1 level while on the Stage.

[A] **CX COMBO** [Put the top card of your Stock in the WR or put a "Princess of Sweet Sweets" from your CZ in the WR] When this attacks, if "Princess of Sweet Sweets" is in the CZ, may pay. If so, choose 1 of your other Charas and this, and they gain the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may choose either a :Holivole: Chara or a #Holivole 4th Gen' in your WR and return it to hand."

L1
C0

[A] **CX COMBO** [Put this in the WR] When "Just Like This for Just Today..." is placed in your CZ, may pay. If so, choose up to 1 "Kanata Amane, On Stage" in your hand and put it in the Slot this was in.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

[A] **CX COMBO** [Put this in the WR] When "Just Like This for Just Today..." is placed in your CZ, may pay. If so, choose up to 1 "Kanata Amame, On Stage" in your hand and put it in the Slot this was in.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

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

[C] This gets -2 Level while on the Stage.

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

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

[C] This gets -2 Level while on the Stage.

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

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

[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** At the start of your Attack Phase, if "Just Like This for Just Today..." is in the CZ, this is in your Front Row, and you have 4 or more other ::Hololive:: Charas, choose up to 2 ::Hololive:: Charas in your WR, return up to 2 of them to your hand, and put the rest in your Stock in any order.

L3
C2

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

[A] **CX COMBO** At the start of your Attack Phase, if "Just Like This for Just Today..." is in the CZ, this is in your Front Row, and you have 4 or more other ::Hololive:: Charas, choose up to 2 ::Hololive:: Charas in your WR, return up to 2 of them to your hand, and put the rest in your Stock in any order.

L3
C2

[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.

[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.

[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.

[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-T110R T: 2 Soul