

Kanata Amane, Aquarium Date for Two

[C] During your Opp.'s turn, if there are 5 or more cards in your hand, this gains +1 Level and +1500 Pow.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W104-001 T: None

L0
C0

Kanata Amane, Aquarium Date for Two

[C] During your Opp.'s turn, if there are 5 or more cards in your hand, this gains +1 Level and +1500 Pow.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W104-001S T: None

L0
C0

Kanata Amane, Aquarium Date for Two

[C] During your Opp.'s turn, if there are 5 or more cards in your hand, this gains +1 Level and +1500 Pow.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 4th Gen | HOL/W104-001SSP T: None

L0
C0

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Calliope Mori, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Your Mori." is in the CZ, put up to 4 cards from top of your LB in the WR, choose up to 1 Level X or lower ::Hololive:: Chara in your WR and return it to your hand, and this gains +500 Pow for the turn. X = # of cards with Soul Trigger Icon put in the WR via this effect.

Hololive - English Myth | HOL/W104-002 T: Soul

L1
C0

Calliope Mori, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Your Mori." is in the CZ, put up to 4 cards from top of your LB in the WR, choose up to 1 Level X or lower ::Hololive:: Chara in your WR and return it to your hand, and this gains +500 Pow for the turn. X = # of cards with Soul Trigger Icon put in the WR via this effect.

Hololive - English Myth | HOL/W104-002S T: Soul

L1
C0

Calliope Mori, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Your Mori." is in the CZ, put up to 4 cards from top of your LB in the WR, choose up to 1 Level X or lower ::Hololive:: Chara in your WR and return it to your hand, and this gains +500 Pow for the turn. X = # of cards with Soul Trigger Icon put in the WR via this effect.

Hololive - English Myth | HOL/W104-002SP T: Soul

L1
C0

Hololive Production Vol. 2 Booster Pack

Subaru Oozora, Summer Memories

[A] **CX COMBO** When "Sun, Shining Bright" is placed in your CZ, if you have another ::Hololive:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn: "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."
[A] When this attacks, if all your Charas are ::Hololive:: choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

Hololive - 2nd Gen | HOL/W104-003 T: None

L1
C0

Subaru Oozora, Summer Memories

[A] **CX COMBO** When "Sun, Shining Bright" is placed in your CZ, if you have another ::Hololive:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn: "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."
[A] When this attacks, if all your Charas are ::Hololive:: choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

Hololive - 2nd Gen | HOL/W104-003S T: None

L1
C0

Subaru Oozora, Summer Memories

[A] **CX COMBO** When "Sun, Shining Bright" is placed in your CZ, if you have another ::Hololive:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn: "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."
[A] When this attacks, if all your Charas are ::Hololive:: choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

Hololive - 2nd Gen | HOL/W104-003SSP T: None

L1
C0

Lapulus Darkness, A Step 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 "Two Arms Full of Happiness" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 1 Damage X times to your Opp.: X = 1 if you have 1 or less 'Lapulus Darkness, A Step Towards the Future', and X = 2 if you have 2 or more 'Lapulus Darkness, A Step Towards the Future'." (DC can occur)

Hololive - Holo X | HOL/W104-004 T: Soul

L3
C2

Lapulus Darkness, A Step 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 "Two Arms Full of Happiness" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 1 Damage X times to your Opp.: X = 1 if you have 1 or less 'Lapulus Darkness, A Step Towards the Future', and X = 2 if you have 2 or more 'Lapulus Darkness, A Step Towards the Future'." (DC can occur)

Hololive - Holo X | HOL/W104-004S T: Soul

L3
C2

Lapulus Darkness, A Step 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 "Two Arms Full of Happiness" is in the CZ, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may deal 1 Damage X times to your Opp.: X = 1 if you have 1 or less 'Lapulus Darkness, A Step Towards the Future', and X = 2 if you have 2 or more 'Lapulus Darkness, A Step Towards the Future'." (DC can occur)

Hololive - Holo X | HOL/W104-004SP T: Soul

L3
C2

Mel Yozora, Kaputto Night Sky

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Hololive:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Hololive - 1st Gen | HOL/W104-005 T: None

L0
C0

Mel Yozora, Kaputto Night Sky

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Hololive:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Hololive - 1st Gen | HOL/W104-005S T: None

L0
C0

Mel Yozora, Kaputto Night Sky

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Rest this] Choose 1 of your ::Hololive:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Hololive - 1st Gen | HOL/W104-005SSP T: None

L0
C0

Iroha Kazama, Handmade Charm

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or "#Secret Society holoX", choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

Hololive - Holo X | HOL/W104-006 T: None

L0
C0

Iroha Kazama, Handmade Charm

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or "#Secret Society holoX", choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

Hololive - Holo X | HOL/W104-006S T: None

L0
C0

Iroha Kazama, Handmade Charm

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or "#Secret Society holoX", choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered Level 0 for this effect)

Hololive - Holo X | HOL/W104-006SSP T: None

L0
C0

Matsuri Natsuiro, Princess Tea Party

[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.
[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 - 1st Gen | HOL/W104-007 T: None

L0
C0

Matsuri Natsuiro, Princess Tea Party

[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.
[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 - 1st Gen | HOL/W104-007S T: None

L0
C0

Matsuri Natsuiro, Princess Tea Party

[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.
[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 - 1st Gen | HOL/W104-007SSP T: None

L0
C0

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Watson Amelia, Famous Detective

[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 card with a Soul Trigger Icon among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Hololive - English Myth | HOL/W104-008 T: None

L0
C0

Watson Amelia, Famous Detective

[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 card with a Soul Trigger Icon among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Hololive - English Myth | HOL/W104-008S T: None

L0
C0

Watson Amelia, Famous Detective

[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 card with a Soul Trigger Icon among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Hololive - English Myth | HOL/W104-008SSP T: None

L0
C0

Hololive Production Vol. 2 Booster Pack

Watame Tsurumaki, Warm Time Spent with You

[C] During your turn, for each of your other ::Hololive:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a Climax card among them, choose up to 3 of your Charas, and those Charas gain +1 Soul for the turn.

Hololive - 4th Gen | HOL/W104-009 T: None

L1
C0

Watame Tsurumaki, Warm Time Spent with You

[C] During your turn, for each of your other ::Hololive:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a Climax card among them, choose up to 3 of your Charas, and those Charas gain +1 Soul for the turn.

Hololive - 4th Gen | HOL/W104-009S T: None

L1
C0

Watame Tsurumaki, Warm Time Spent with You

[C] During your turn, for each of your other ::Hololive:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's a Climax card among them, choose up to 3 of your Charas, and those Charas gain +1 Soul for the turn.

Hololive - 4th Gen | HOL/W104-009SSP T: None

L1
C0

Kiara Takanashi, Pride of the Phoenix

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)
[A] [Rest this] When you use **ACCELERATE**, if this is Standing, may pay. If so, choose 1 ::Hololive:: Chara in your WR and put it in your Stock.

Hololive - English Myth | HOL/W104-010 T: Soul

L1
C1

Kiara Takanashi, Pride of the Phoenix

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)
[A] [Rest this] When you use **ACCELERATE**, if this is Standing, may pay. If so, choose 1 ::Hololive:: Chara in your WR and put it in your Stock.

Hololive - English Myth | HOL/W104-010S T: Soul

L1
C1

Kiara Takanashi, Pride of the Phoenix

[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, you may look at the top card of your LB. (Put it back where it was)
[A] [Rest this] When you use **ACCELERATE**, if this is Standing, may pay. If so, choose 1 ::Hololive:: Chara in your WR and put it in your Stock.

Hololive - English Myth | HOL/W104-010SSP T: Soul

L1
C1

Korone Inugami, Morning Greetings

[C] If there are 2 or more "#Hololive Gamers" in your WR, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas.
[A] [(1) Discard a ::Hololive:: Chara from your hand to the WR] When this becomes Reversed in battle, may pay. If so, Rest this, and Reverse the Battle Opp. of this.

Hololive - Gamers | HOL/W104-011 T: Soul

L3
C2

Korone Inugami, Morning Greetings

[C] If there are 2 or more "#Hololive Gamers" in your WR, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas.
[A] [(1) Discard a ::Hololive:: Chara from your hand to the WR] When this becomes Reversed in battle, may pay. If so, Rest this, and Reverse the Battle Opp. of this.

Hololive - Gamers | HOL/W104-011S T: Soul

L3
C2

Korone Inugami, Morning Greetings

[C] If there are 2 or more "#Hololive Gamers" in your WR, this gets -1 Level while in your hand.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas.
[A] [(1) Discard a ::Hololive:: Chara from your hand to the WR] When this becomes Reversed in battle, may pay. If so, Rest this, and Reverse the Battle Opp. of this.

Hololive - Gamers | HOL/W104-011SSP T: Soul

L3
C2

Koyori Hakui, Always by Your Side

[C] If there are 2 or more "Koyori Hakui, Always by Your Side" in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Hololive:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Hololive:: Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - Holo X | HOL/W104-012 T: Soul

L3
C2

Koyori Hakui, Always by Your Side

[C] If there are 2 or more "Koyori Hakui, Always by Your Side" in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Hololive:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Hololive:: Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - Holo X | HOL/W104-012S T: Soul

L3
C2

Koyori Hakui, Always by Your Side

[C] If there are 2 or more "Koyori Hakui, Always by Your Side" in your WR, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Hololive:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Hololive:: Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - Holo X | HOL/W104-012SSP T: Soul

L3
C2

Flare Shiranui, Elvish Tea Party

[C] If "Noel Shirogane, Mixed Bathing with You" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "You may put the top card of your Stock in the WR. If so, draw up to 1 card, and choose up to 1 "Noel Shirogane, Together Towards the Future" in your hand and put it in any Slot on the Stage."

Hololive - 3rd Gen | HOL/W104-013 T: Soul

L3
C2

Flare Shiranui, Elvish Tea Party

[C] If "Noel Shirogane, Mixed Bathing with You" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "You may put the top card of your Stock in the WR. If so, draw up to 1 card, and choose up to 1 "Noel Shirogane, Together Towards the Future" in your hand and put it in any Slot on the Stage."

Hololive - 3rd Gen | HOL/W104-013S T: Soul

L3
C2

Flare Shiranui, Elvish Tea Party

[C] If "Noel Shirogane, Mixed Bathing with You" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "You may put the top card of your Stock in the WR. If so, draw up to 1 card, and choose up to 1 "Noel Shirogane, Together Towards the Future" in your hand and put it in any Slot on the Stage."

Hololive - 3rd Gen | HOL/W104-013SSP T: Soul

L3
C2

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Korone Inugami, A Step Towards the Future

[C] **RECOLLECTION** If this is in Memory and you have 2 or more other ::Hololive:: Charas, the Event card "#Hololive Gamers" in your hand gains [Counter].
[A] When this is placed from hand to the Stage, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Send this Standing card to Memory] Choose from your WR either a "Korone Inugami, Birthday Party" or a "Korone Inugami, Morning Greetings" and return it to your hand.

Hololive - Gamers | HOL/W104-014 T: None

L0
C0

Korone Inugami, A Step Towards the Future

[C] **RECOLLECTION** If this is in Memory and you have 2 or more other ::Hololive:: Charas, the Event card "#Hololive Gamers" in your hand gains [Counter].
[A] When this is placed from hand to the Stage, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Send this Standing card to Memory] Choose from your WR either a "Korone Inugami, Birthday Party" or a "Korone Inugami, Morning Greetings" and return it to your hand.

Hololive - Gamers | HOL/W104-014S T: None

L0
C0

Korone Inugami, A Step Towards the Future

[C] **RECOLLECTION** If this is in Memory and you have 2 or more other ::Hololive:: Charas, the Event card "#Hololive Gamers" in your hand gains [Counter].
[A] When this is placed from hand to the Stage, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Send this Standing card to Memory] Choose from your WR either a "Korone Inugami, Birthday Party" or a "Korone Inugami, Morning Greetings" and return it to your hand.

Hololive - Gamers | HOL/W104-014SP T: None

L0
C0

Hololive Production Vol. 2 Booster Pack**Flare Shiranui, A Step Towards the Future**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, this gains +4000 Pow for the turn. (Put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Hololive:: Charas and return it to your hand.

Hololive - 3rd Gen | HOL/W104-015 T: None

L0
C0

Flare Shiranui, A Step Towards the Future

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, this gains +4000 Pow for the turn. (Put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Hololive:: Charas and return it to your hand.

Hololive - 3rd Gen | HOL/W104-015S T: None

L0
C0

Flare Shiranui, A Step Towards the Future

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, this gains +4000 Pow for the turn. (Put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Hololive:: Charas and return it to your hand.

Hololive - 3rd Gen | HOL/W104-015SP T: None

L0
C0

Kanata Amane, A Step Towards the Future

[C] When you pay for the Cost of "#Hololive 4th Gen" in your hand, you may put a Marker from under this in the WR in place of 1 Stock.
[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. If you put at least 1 "#Hololive 4th Gen" in the WR via this effect and there are a total of 4 or fewer cards in your Marker Zones, choose up to 1 ::4th Gen:: Chara in your WR and put it face-up under this as Marker.

Hololive - 4th Gen | HOL/W104-016 T: None

L0
C0

Kanata Amane, A Step Towards the Future

[C] When you pay for the Cost of "#Hololive 4th Gen" in your hand, you may put a Marker from under this in the WR in place of 1 Stock.
[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. If you put at least 1 "#Hololive 4th Gen" in the WR via this effect and there are a total of 4 or fewer cards in your Marker Zones, choose up to 1 ::4th Gen:: Chara in your WR and put it face-up under this as Marker.

Hololive - 4th Gen | HOL/W104-016S T: None

L0
C0

Kanata Amane, A Step Towards the Future

[C] When you pay for the Cost of "#Hololive 4th Gen" in your hand, you may put a Marker from under this in the WR in place of 1 Stock.
[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. If you put at least 1 "#Hololive 4th Gen" in the WR via this effect and there are a total of 4 or fewer cards in your Marker Zones, choose up to 1 ::4th Gen:: Chara in your WR and put it face-up under this as Marker.

Hololive - 4th Gen | HOL/W104-016SP T: None

L0
C0

Watame Tsunomaki, A Step Towards the Future

[A] When this is placed from hand to the Stage, you may choose a Cost 0 or lower Chara in your Opp's Front Row that is either GREEN or ::Green Pepper:: and put it in the WR.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Hololive:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Hololive - 4th Gen | HOL/W104-017 T: None

L0
C0

Watame Tsunomaki, A Step Towards the Future

[A] When this is placed from hand to the Stage, you may choose a Cost 0 or lower Chara in your Opp's Front Row that is either GREEN or ::Green Pepper:: and put it in the WR.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Hololive:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Hololive - 4th Gen | HOL/W104-017S T: None

L0
C0

Watame Tsunomaki, A Step Towards the Future

[A] When this is placed from hand to the Stage, you may choose a Cost 0 or lower Chara in your Opp's Front Row that is either GREEN or ::Green Pepper:: and put it in the WR.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Hololive:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Hololive - 4th Gen | HOL/W104-017SP T: None

L0
C0

Subaru Oozora, A Step 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 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 - 2nd Gen | HOL/W104-018 T: None

L0
C0

Subaru Oozora, A Step 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 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 - 2nd Gen | HOL/W104-018S T: None

L0
C0

Subaru Oozora, A Step 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 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 - 2nd Gen | HOL/W104-018SP T: None

L0
C0

Matsuri Natsuiro, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains the following 2 abilities. "[A] When this attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn." "[A] **ENCORE** [Discard a Chara from your hand to the WR]" [A] This ability activates up to once per turn. When you use an [S] ability, this gets +1 Soul for the turn.

Hololive - 1st Gen | HOL/W104-019 T: None

L1
C0

Matsuri Natsuiro, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains the following 2 abilities. "[A] When this attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn." "[A] **ENCORE** [Discard a Chara from your hand to the WR]" [A] This ability activates up to once per turn. When you use an [S] ability, this gets +1 Soul for the turn.

Hololive - 1st Gen | HOL/W104-019S T: None

L1
C0

Matsuri Natsuiro, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains the following 2 abilities. "[A] When this attacks, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn." "[A] **ENCORE** [Discard a Chara from your hand to the WR]" [A] This ability activates up to once per turn. When you use an [S] ability, this gets +1 Soul for the turn.

Hololive - 1st Gen | HOL/W104-019SP T: None

L1
C0

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Laplus Darkness Hunting for Fried Chicken

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Laplus Darkness, A Step Towards the Future" from your hand] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Holo X:: Chara or "#Secret Society holoX", reveal it, put it in your hand, put the rest in the WR, and this gains +500 Pow for the turn.

Hololive - Holo X | HOL/W104-020 T: None

L1
C0

Laplus Darkness Hunting for Fried Chicken

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Laplus Darkness, A Step Towards the Future" from your hand] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Holo X:: Chara or "#Secret Society holoX", reveal it, put it in your hand, put the rest in the WR, and this gains +500 Pow for the turn.

Hololive - Holo X | HOL/W104-020S T: None

L1
C0

Mel Yozora, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [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 "Mel Yozora, #MelArt", put it in any Slot on the Stage, and shuffle your LB. [S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Hololive - 1st Gen | HOL/W104-021 T: Soul

L2
C1

Hololive Production Vol. 2 Booster Pack

Mel Yozora, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [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 "Mel Yozora, #MelArt", put it in any Slot on the Stage, and shuffle your LB. [S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Hololive - 1st Gen | HOL/W104-021S T: Soul

L2
C1

Mel Yozora, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [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 "Mel Yozora, #MelArt", put it in any Slot on the Stage, and shuffle your LB. [S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Hololive - 1st Gen | HOL/W104-021SP T: Soul

L2
C1

Koyori Hakui, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [S] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand, Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow and the following ability for the turn. "[C] During battles involving this, you cannot play **BACKUP** from hand."

Hololive - Holo X | HOL/W104-022 T: Soul

L2
C1

Koyori Hakui, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [S] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand, Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow and the following ability for the turn. "[C] During battles involving this, you cannot play **BACKUP** from hand."

Hololive - Holo X | HOL/W104-022S T: Soul

L2
C1

Koyori Hakui, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [S] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand, Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow and the following ability for the turn. "[C] During battles involving this, you cannot play **BACKUP** from hand."

Hololive - Holo X | HOL/W104-022SP T: Soul

L2
C1

Iroha Kazama, A Step Towards the Future

[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock. [A] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Hololive - Holo X | HOL/W104-023 T: Soul

L2
C1

Iroha Kazama, A Step Towards the Future

[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock. [A] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Hololive - Holo X | HOL/W104-023S T: Soul

L2
C1

Iroha Kazama, A Step Towards the Future

[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock. [A] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand] At the start of your Climax Phase, may pay. If so, this gains +6000 Pow for the turn.

Hololive - Holo X | HOL/W104-023SP T: Soul

L2
C1

Watson Amelia, A Step Towards the Future

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas. [A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to 2 cards from top of your LB in your Stock."

Hololive - English Myth | HOL/W104-024 T: Soul

L2
C1

Watson Amelia, A Step Towards the Future

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas. [A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to 2 cards from top of your LB in your Stock."

Hololive - English Myth | HOL/W104-024S T: Soul

L2
C1

Watson Amelia, A Step Towards the Future

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Hololive:: Charas. [A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put up to 2 cards from top of your LB in your Stock."

Hololive - English Myth | HOL/W104-024SP T: Soul

L2
C1

Laplus Darkness, Tree of Fried Chicken

[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "#Secret Society holoX", reveal it, put it in your hand, and shuffle your LB. [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Hololive - Holo X | HOL/W104-025 T: None

L0
C0

Laplus Darkness, Tree of Fried Chicken

[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "#Secret Society holoX", reveal it, put it in your hand, and shuffle your LB.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Hololive - Holo X | HOL/W104-025S T: None

L0
C0

Kiara Takanashi, A Step Towards the Future

[C] If there is a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or an Event, you may place it face-down under this as Marker. (Otherwise put it back where it was)

Hololive - English Myth | HOL/W104-026 T: None

L0
C0

Kiara Takanashi, A Step Towards the Future

[C] If there is a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or an Event, you may place it face-down under this as Marker. (Otherwise put it back where it was)

Hololive - English Myth | HOL/W104-026S T: None

L0
C0

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Kiara Takanashi, A Step Towards the Future

[C] If there is a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is either a ::Hololive:: Chara or an Event, you may place it face-down under this as Marker. (Otherwise put it back where it was)

Hololive - English Myth | HOL/W104-026SP T: None

L0
C0

Watame Tsunomaki, Famous Producer?

[C] When you would discard ::Hololive:: Charas from your hand for the effect of your "#Hololive 4th Gen", you may discard this card from your hand to the WR in place of 2 ::Hololive:: Charas.
[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 - 4th Gen | HOL/W104-027 T: None

L0
C0

Watame Tsunomaki, Famous Producer?

[C] When you would discard ::Hololive:: Charas from your hand for the effect of your "#Hololive 4th Gen", you may discard this card from your hand to the WR in place of 2 ::Hololive:: Charas.
[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 - 4th Gen | HOL/W104-027S T: None

L0
C0

Hololive Production Vol. 2 Booster Pack**Mel Yozora, Looking for New Housing**

[C] This cannot Side Attack.
[A] This ability activates up once per turn. When you use an [S] ability, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Hololive - 1st Gen | HOL/W104-028 T: None

L0
C0

Mel Yozora, Looking for New Housing

[C] This cannot Side Attack.
[A] This ability activates up once per turn. When you use an [S] ability, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Hololive - 1st Gen | HOL/W104-028S T: None

L0
C0

Flare Shiranui, Counterattack

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::TRAIT:: Charas.
[A] **BOND/"Noel** Shirogane, Together Towards the Future" or "Noel Shirogane, Brain Exercise" [(1)]

Hololive - 3rd Gen | HOL/W104-029 T: None

L1
C0

Flare Shiranui, Counterattack

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::TRAIT:: Charas.
[A] **BOND/"Noel** Shirogane, Together Towards the Future" or "Noel Shirogane, Brain Exercise" [(1)]

Hololive - 3rd Gen | HOL/W104-029S T: None

L1
C0

Iroha Kazama, One-on-One

[C] During your turn, your other Chara in the Front Row Center Slot 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 Chara in your WR and return it to your hand.

Hololive - Holo X | HOL/W104-030 T: Soul

L1
C0

Iroha Kazama, One-on-One

[C] During your turn, your other Chara in the Front Row Center Slot 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 Chara in your WR and return it to your hand.

Hololive - Holo X | HOL/W104-030S T: Soul

L1
C0

Korone Inugami, Searching for Treasure Chest

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Hololive:: Chara, you may draw a card. If so, discard a card from your hand to the WR.

Hololive - Gamers | HOL/W104-031 T: None

L1
C0

Korone Inugami, Searching for Treasure Chest

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Hololive:: Charas.
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Hololive:: Chara, you may draw a card. If so, discard a card from your hand to the WR.

Hololive - Gamers | HOL/W104-031S T: None

L1
C0

Matsuri Natsuiro, Are You Well!

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Matsuri Natsuiro, Are You Well!" in your WR and return it to your hand.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - 1st Gen | HOL/W104-032 T: Soul

L2
C1

Matsuri Natsuiro, Are You Well!

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Matsuri Natsuiro, Are You Well!" in your WR and return it to your hand.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - 1st Gen | HOL/W104-032S T: Soul

L2
C1

Koyori Hakui, Fruits of Research

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

Hololive - Holo X | HOL/W104-033 T: Soul

L2
C1

Koyori Hakui, Fruits of Research

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

Hololive - Holo X | HOL/W104-033S T: Soul

L2
C1

Kanata Amane, Everything in the World Breaks Easily
 [A] When this attacks, this gains +X Pow for the turn.
 X = 1000 times # of your other ::Hololive:: Charas.
 [A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your ::Hololive:: Charas and this, then Stand and Swap them.

Hololive - 4th Gen | HOL/W104-035 T: Soul

L2
C1

#Secret Society holoX
If you have 2 or fewer ::Holo X:: Charas, you cannot play this from your hand.
Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.
Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

HOL/W104-036S T: None

L1
C1

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

HOL/W104-037SSP T: Choice

Two Arms Full of Happiness
[C] All your Charas gain +1000 Pow and +1 Soul.

HOL/W104-039 T: Choice

Mio Ookami, Relaxing at the Beach

[A] When this is placed from hand to the Stage, look at up to 2 cards from the top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.

[A] ([1] Discard a card from your hand to the WR) When this is placed from hand to the Stage or when this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 :Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - Gamers | HOL/W104-040 T: None

LO
CO

IRyS, Relaxing Moment

[A] When your Chara's Trigger Check reveals a card with a Soul Trigger Icon, choose 1 of your ::Hololive:: 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, choose up to 1 Chara in your WR and return it to your hand.

Hololive - English Project HOPE | HOL/W104-041 T: None

L0
C0

IRyS, Relaxing Moment

[A] When your Chara's Trigger Check reveals a card with a Soul Trigger icon, choose 1 of your ::Hololive:: 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, choose up to 1 Chara in your WR and return it to your hand.

Hololive - English Project HOPE | HOL/W104-041S T: None

L0
C0

IRyS, Relaxing Moment

[A] When your Chara's Trigger Check reveals a card with a Soul Trigger icon, choose 1 of your ::Hololive:: 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, choose up to 1 Chara in your WR and return it to your hand.

Hololive - English Project HOPE | HOL/W104-041SSP T: None

L0
C0

Towa Tokoyami, Dressed in White

[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 your hand to the WR] When this attacks, if "Waking Up Together" is in the CZ, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of bottom of the LB, put the bottom 3 cards of your Opp.'s LB in the WR, deal X Damage to your Opp., and this gains +1000 Pow for the turn. X = # of Level 0 or lower cards among them. (Climax cards are considered Level 0 for this effect. DC can occur)

Hololive - 4th Gen | HOL/W104-042 T: Soul

L3
C2

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Towa Tokoyami, Dressed in White

[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 your hand to the WR] When this attacks, if "Waking Up Together" is in the CZ, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of bottom of the LB, put the bottom 3 cards of your Opp.'s LB in the WR, deal X Damage to your Opp., and this gains +1000 Pow for the turn. X = # of Level 0 or lower cards among them. (Climax cards are considered Level 0 for this effect. DC can occur)

Hololive - 4th Gen | HOL/W104-042S T: Soul

L3
C2

Towa Tokoyami, Dressed in White

[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 your hand to the WR] When this attacks, if "Waking Up Together" is in the CZ, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of bottom of the LB, put the bottom 3 cards of your Opp.'s LB in the WR, deal X Damage to your Opp., and this gains +1000 Pow for the turn. X = # of Level 0 or lower cards among them. (Climax cards are considered Level 0 for this effect. DC can occur)

Hololive - 4th Gen | HOL/W104-042SSP T: Soul

L3
C2

Sora Tokino, Spring Skys, Dancing Cherry Blossom

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.
[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Hololive - 0th Gen | HOL/W104-043 T: None

L0
C0

Hololive Production Vol. 2 Booster Pack

Sora Tokino, Spring Skys, Dancing Cherry Blossom

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.
[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Hololive - 0th Gen | HOL/W104-043S T: None

L0
C0

Sora Tokino, Spring Skys, Dancing Cherry Blossom

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, put a card from your hand in your Clock.
[A] When this is placed from hand to the Stage, if there is 1 or fewer Chara in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Hololive - 0th Gen | HOL/W104-043SSP T: None

L0
C0

Ceres Fauna, A Step Towards the Future

[C] All your other ::Hololive:: Charas gain +500 Pow.
[A] **CX COMBO** [Put a "Keeper of the Nature" from your CZ in the WR] At the start of your Encore Step, may pay. If so, look at up to 4 cards from top of your LB and search for up to either 1 ::Hololive:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Hololive - English Council | HOL/W104-044 T: None

L0
C0

Ceres Fauna, A Step Towards the Future

[C] All your other ::Hololive:: Charas gain +500 Pow.
[A] **CX COMBO** [Put a "Keeper of the Nature" from your CZ in the WR] At the start of your Encore Step, may pay. If so, look at up to 4 cards from top of your LB and search for up to either 1 ::Hololive:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Hololive - English Council | HOL/W104-044S T:

L0
C0

Ceres Fauna, A Step Towards the Future

[C] All your other ::Hololive:: Charas gain +500 Pow.
[A] **CX COMBO** [Put a "Keeper of the Nature" from your CZ in the WR] At the start of your Encore Step, may pay. If so, look at up to 4 cards from top of your LB and search for up to either 1 ::Hololive:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

Hololive - English Council | HOL/W104-044SP T: None

L0
C0

Okayu Nekomata, Visiting Your Place...!

[A] When you play an Event, you may put this in your Stock.
[S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Hololive - Gamers | HOL/W104-045 T: None

L0
C0

Okayu Nekomata, Visiting Your Place...!

[A] When you play an Event, you may put this in your Stock.
[S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Hololive - Gamers | HOL/W104-045S T: None

L0
C0

Okayu Nekomata, Visiting Your Place...!

[A] When you play an Event, you may put this in your Stock.
[S] [Rest this] Choose 1 of your ::Hololive:: Charas, and that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Hololive - Gamers | HOL/W104-045SSP T: None

L0
C0

Hakos Baelz, A Step Towards the Future

[C] During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.
[A] **CX COMBO** When "Thankchul" is placed in your CZ, if you have 2 or more other ::Hololive:: Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this does not Reverse." "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Hololive - English Council | HOL/W104-046 T: None

L1
C0

Hakos Baelz, A Step Towards the Future

[C] During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.
[A] **CX COMBO** When "Thankchul" is placed in your CZ, if you have 2 or more other ::Hololive:: Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this does not Reverse." "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Hololive - English Council | HOL/W104-046S T:

L1
C0

Hakos Baelz, A Step Towards the Future

[C] During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.
[A] **CX COMBO** When "Thankchul" is placed in your CZ, if you have 2 or more other ::Hololive:: Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this does not Reverse." "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Hololive - English Council | HOL/W104-046SP T: None

L1
C0

Akirose, Flower Field and Dancer

[C] If you don't have another ::Hololive:: Chara, this doesn't Stand during your Stand Phase.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."

Hololive - 1st Gen | HOL/W104-047 T: None

L1
C0

Akirose, Flower Field and Dancer

[C] If you don't have another ::Hololive:: Chara, this doesn't Stand during your Stand Phase.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."

Hololive - 1st Gen | HOL/W104-047S T: None

L1

C0

Akirose, Flower Field and Dancer

[C] If you don't have another ::Hololive:: Chara, this doesn't Stand during your Stand Phase.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] [(1)] When the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand."

Hololive - 1st Gen | HOL/W104-047SSP T: None

L1

C0

Fubuki Shirakami, With You in the Field of Red

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Shirakami's Secret Base" is in the C2, may pay. If so, deal 2 Damage to your Opp., choose up to 2 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB. (DC can occur)

Hololive - 1st Gen - Gamers | HOL/W104-048 T: Soul

L3

C2

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Fubuki Shirakami, With You in the Field of Red

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Shirakami's Secret Base" is in the C2, may pay. If so, deal 2 Damage to your Opp., choose up to 2 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB. (DC can occur)

Hololive - 1st Gen - Gamers | HOL/W104-048S T: Soul

L3

C2

Fubuki Shirakami, With You in the Field of Red

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Shirakami's Secret Base" is in the C2, may pay. If so, deal 2 Damage to your Opp., choose up to 2 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB. (DC can occur)

Hololive - 1st Gen - Gamers | HOL/W104-048SSP T: Soul

L3

C2

Luna Himemori, Embarrassed Princess

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
[C] This gets -3 Level while on the Stage. Chara Opposite this cannot Side Attack.
[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.

Hololive - 4th Gen | HOL/W104-049 T: Soul

L3

C2

Hololive Production Vol. 2 Booster Pack

Luna Himemori, Embarrassed Princess

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
[C] This gets -3 Level while on the Stage. Chara Opposite this cannot Side Attack.
[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.

Hololive - 4th Gen | HOL/W104-049S T: Soul

L3

C2

Luna Himemori, Embarrassed Princess

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
[C] This gets -3 Level while on the Stage. Chara Opposite this cannot Side Attack.
[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.

Hololive - 4th Gen | HOL/W104-049SSP T: Soul

L3

C2

Luna Himemori, A Step Towards the Future

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X 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. X = # of your other ::Hololive:: Charas.

Hololive - 4th Gen | HOL/W104-050 T: None

L0

C0

Luna Himemori, A Step Towards the Future

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X 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. X = # of your other ::Hololive:: Charas.

Hololive - 4th Gen | HOL/W104-050S T: None

L0

C0

Luna Himemori, A Step Towards the Future

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X 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. X = # of your other ::Hololive:: Charas.

Hololive - 4th Gen | HOL/W104-050SP T: None

L0

C0

Okayu Nekomata, A Step Towards the Future

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] This ability activates up to once per turn. When you play an Event, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Hololive - Gamers | HOL/W104-051 T: None

L1

C0

Okayu Nekomata, A Step Towards the Future

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] This ability activates up to once per turn. When you play an Event, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Hololive - Gamers | HOL/W104-051S T: None

L1

C0

Okayu Nekomata, A Step Towards the Future

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] This ability activates up to once per turn. When you play an Event, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."

Hololive - Gamers | HOL/W104-051SP T: None

L1

C0

Sora Tokino, A Step Towards the Future

[C] During your turn, for each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] When your Opp.'s Climax card is placed in the C2, you may put this in your Stock.

Hololive - 0th Gen | HOL/W104-052 T: None

L1

C0

Sora Tokino, A Step Towards the Future

[C] During your turn, for each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] When your Opp.'s Climax card is placed in the C2, you may put this in your Stock.

Hololive - 0th Gen | HOL/W104-052S T: None

L1

C0

Sora Tokino, A Step Towards the Future

[C] During your turn, for each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] When your Opp.'s Climax card is placed in the C2, you may put this in your Stock.

Hololive - 0th Gen | HOL/W104-052SP T: None

L1

C0

Mio Ookami, A Step Towards the Future

[C] During your turn, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Hololive:: Charas, you may choose a ::Hololive:: Chara in your WR and put it in your Stock.
[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Hololive - Gamers | HOL/W104-053 T: None

L1

C1

Mio Ookami, A Step Towards the Future

[C] During your turn, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Hololive:: Charas, you may choose a ::Hololive:: Chara in your WR and put it in your Stock.

[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Hololive - Gamers | HOL/W104-053S T: None

L1
C1

Mio Ookami, A Step Towards the Future

[C] During your turn, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Hololive:: Charas, you may choose a ::Hololive:: Chara in your WR and put it in your Stock.

[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Hololive - Gamers | HOL/W104-053SP T: None

L1
C1

Towa Tokoyami, A Step Towards the Future

[C] All your other ::Hololive:: Charas gain +1000 Pow.

[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and put it face-down under this as Marker.

[A] [Discard a ::Hololive:: Chara from your hand to the WR, put a Marker from under this in the WR] At the start of your Attack Phase, may pay. If so, choose 1 of your "Aqua Minato, A Step Towards the Future", and that Chara gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

Hololive - 4th Gen | HOL/W104-054 T: Soul

L2
C1

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Towa Tokoyami, A Step Towards the Future

[C] All your other ::Hololive:: Charas gain +1000 Pow.

[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and put it face-down under this as Marker.

[A] [Discard a ::Hololive:: Chara from your hand to the WR, put a Marker from under this in the WR] At the start of your Attack Phase, may pay. If so, choose 1 of your "Aqua Minato, A Step Towards the Future", and that Chara gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

Hololive - 4th Gen | HOL/W104-054S T: Soul

L2
C1

Towa Tokoyami, A Step Towards the Future

[C] All your other ::Hololive:: Charas gain +1000 Pow.

[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and put it face-down under this as Marker.

[A] [Discard a ::Hololive:: Chara from your hand to the WR, put a Marker from under this in the WR] At the start of your Attack Phase, may pay. If so, choose 1 of your "Aqua Minato, A Step Towards the Future", and that Chara gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

Hololive - 4th Gen | HOL/W104-054SP T: Soul

L2
C1

Fubuki Shirakami, A Step Towards the Future

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 1st Gen - Gamers | HOL/W104-055 T: Soul

L2
C1

Hololive Production Vol. 2 Booster Pack

Fubuki Shirakami, A Step Towards the Future

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 1st Gen - Gamers | HOL/W104-055S T: Soul

L2
C1

Fubuki Shirakami, A Step Towards the Future

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Hololive - 1st Gen - Gamers | HOL/W104-055SP T: Soul

L2
C1

Akirose, A Step Towards the Future

[C] For each of your other "Akirose, A Step Towards the Future" in the Front Row, this gains +2000 Pow.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Hololive - 1st Gen | HOL/W104-056 T: Soul

L2
C1

Akirose, A Step Towards the Future

[C] For each of your other "Akirose, A Step Towards the Future" in the Front Row, this gains +2000 Pow.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Hololive - 1st Gen | HOL/W104-056S T: Soul

L2
C1

Akirose, A Step Towards the Future

[C] For each of your other "Akirose, A Step Towards the Future" in the Front Row, this gains +2000 Pow.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Hololive - 1st Gen | HOL/W104-056SP T: Soul

L2
C1

Towa Tokoyami, Manner Lecturer

[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Hololive - 4th Gen | HOL/W104-057 T: None

L0
C0

Towa Tokoyami, Manner Lecturer

[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

Hololive - 4th Gen | HOL/W104-057S T: None

L0
C0

Fubuki Shirakami, Vampire Hunter

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and this gains ::Gold Color:: for the turn. If it's not a Climax card, this gains ::Red Color:: for the turn.

Hololive - 1st Gen - Gamers | HOL/W104-058 T:

L0
C0

Fubuki Shirakami, Vampire Hunter

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and this gains ::Gold Color:: for the turn. If it's not a Climax card, this gains ::Red Color:: for the turn.

Hololive - 1st Gen - Gamers | HOL/W104-058S T: None

L0
C0

Akirose, Using Her Wealth

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of ::Hololive:: Charas among those cards.

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

Hololive - 1st Gen | HOL/W104-059 T: None

L0
C0

Akirose, Using Her Wealth

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of ::Hololive:: Charas among those cards.

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

Hololive - 1st Gen | HOL/W104-059S T: None

L0
C0

Mio Ookami, Fishing for the Pond's Lord

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

Hololive - Gamers | HOL/W104-060 T: None

L1
C0

Mio Ookami, Fishing for the Pond's Lord

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

Hololive - Gamers | HOL/W104-060S T: None

L1C0

Luna Himemori, Hide-and-Seek

[C] This gets -1 Level while on the Stage.
[C] During your turn, this gains +4000 Pow.

Hololive - 4th Gen | HOL/W104-061 T: None

L1C0

Luna Himemori, Hide-and-Seek

[C] This gets -1 Level while on the Stage.
[C] During your turn, this gains +4000 Pow.

Hololive - 4th Gen | HOL/W104-061S T: None

L1C0

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Sora Tokino, Senpai's Pressure

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

Hololive - 0th Gen | HOL/W104-062 T: None

L1C0

Sora Tokino, Senpai's Pressure

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way -1.

Hololive - 0th Gen | HOL/W104-062S T: None

L1C0

Okayu Nekomata, Riceball Bartender

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB in the WR. X = # of your ::Hololive:: Charas.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - Gamers | HOL/W104-063 T: Soul

L2C1

Hololive Production Vol. 2 Booster Pack

Okayu Nekomata, Riceball Bartender

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB in the WR. X = # of your ::Hololive:: Charas.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - Gamers | HOL/W104-063S T: Soul

L2C1

IRyS, A Step Towards the Future

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::TRAIT:: Charas.
[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may choose a ::Hololive:: Chara in your WR and put it in your Stock.

Hololive - English Project HOPE | HOL/W104-064 T: Soul

L2C1

IRyS, A Step Towards the Future

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::TRAIT:: Charas.
[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may choose a ::Hololive:: Chara in your WR and put it in your Stock.

Hololive - English Project HOPE | HOL/W104-064S T: Soul

L2C1

IRyS, A Step Towards the Future

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::TRAIT:: Charas.
[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may choose a ::Hololive:: Chara in your WR and put it in your Stock.

Hololive - English Project HOPE | HOL/W104-064SP T: Soul

L2C1

Waking Up Together

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

HOL/W104-065 T: Treasure

Waking Up Together

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

HOL/W104-065R T: Treasure

Keeper of the Nature

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

HOL/W104-066 T: Treasure

Keeper of the Nature

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

HOL/W104-066R T: Treasure

Keeper of the Nature

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

HOL/W104-066SSP T: Treasure

Thankchu!

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

HOL/W104-067 T: Treasure

Thankchu!

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

HOL/W104-067R T: Treasure

Thankchu!

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

HOL/W104-067SSP T: Treasure

Shirakami's Secret Base

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

HOL/W104-068 T: Treasure

Shirakami's Secret Base

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

HOL/W104-068R T: Treasure

Polka Omaru, Encore for Two

[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 Charas, and that Chara gains +1500 Pow for the turn.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/W104-069 T: None

L0
C0

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Polka Omaru, Encore for Two

[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 Charas, and that Chara gains +1500 Pow for the turn.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/W104-069S T: None

L0
C0

Polka Omaru, Encore for Two

[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 Charas, and that Chara gains +1500 Pow for the turn.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/W104-069SSP T: None

L0
C0

Chloe Sakamata, A Step Towards the Future

[A] When this attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.
[A] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand] When this attacks, if "Beach Reserved for Two" is in the CZ and all your Charas are ::Hololive::, may pay. If so, choose up to 1 ::Hololive: Chara in your WR and return it to your hand, and reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Hololive - Holo X | HOL/W104-070 T: None

L1
C0

Hololive Production Vol. 2 Booster Pack

Chloe Sakamata, A Step Towards the Future

[A] When this attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.
[A] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand] When this attacks, if "Beach Reserved for Two" is in the CZ and all your Charas are ::Hololive::, may pay. If so, choose up to 1 ::Hololive: Chara in your WR and return it to your hand, and reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Hololive - Holo X | HOL/W104-070S T: None

L1
C0

Chloe Sakamata, A Step Towards the Future

[A] When this attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.
[A] **RESONANCE** [Reveal a "Laplus Darkness, A Step Towards the Future" from your hand] When this attacks, if "Beach Reserved for Two" is in the CZ and all your Charas are ::Hololive::, may pay. If so, choose up to 1 ::Hololive: Chara in your WR and return it to your hand, and reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Hololive - Holo X | HOL/W104-070SP T: None

L1
C0

Ayame Nakiri, Oni Pop

[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, if you have another ::Hololive:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "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." "You may put the top card of your Clock in the WR."

Hololive - 2nd Gen | HOL/W104-071 T: Soul

L3
C2

Ayame Nakiri, Oni Pop

[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, if you have another ::Hololive:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "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." "You may put the top card of your Clock in the WR."

Hololive - 2nd Gen | HOL/W104-071S T: Soul

L3
C2

Ayame Nakiri, Oni Pop

[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, if you have another ::Hololive:: Chara, this gains +2000 Pow until the next end of your Opp.'s turn.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "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." "You may put the top card of your Clock in the WR."

Hololive - 2nd Gen | HOL/W104-071SSP T: Soul

L3
C2

Kureiji Ollie, A Step Towards the Future

[A] When this is placed from hand to the Stage or placed by the effect of the **CX COMBO** of "Kureiji Ollie, A Step Towards the Future" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a ::Hololive: Chara from your hand to the WR] If this is in the WR, at the start of your Attack Phase "On the Other Hand, In Another World..." is in the CZ, you are Level 2 or higher, and all your Charas are ::Hololive::, may pay. If so, put this in any Slot on the Stage.

Hololive - Indonesia 2nd | HOL/W104-072 T: Soul

L3
C2

Kureiji Ollie, A Step Towards the Future

[A] When this is placed from hand to the Stage or placed by the effect of the **CX COMBO** of "Kureiji Ollie, A Step Towards the Future" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a ::Hololive: Chara from your hand to the WR] If this is in the WR, at the start of your Attack Phase "On the Other Hand, In Another World..." is in the CZ, you are Level 2 or higher, and all your Charas are ::Hololive::, may pay. If so, put this in any Slot on the Stage.

Hololive - Indonesia 2nd | HOL/W104-072S T: Soul

L3
C2

Kureiji Ollie, A Step Towards the Future

[A] When this is placed from hand to the Stage or placed by the effect of the **CX COMBO** of "Kureiji Ollie, A Step Towards the Future" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a ::Hololive: Chara from your hand to the WR] If this is in the WR, at the start of your Attack Phase "On the Other Hand, In Another World..." is in the CZ, you are Level 2 or higher, and all your Charas are ::Hololive::, may pay. If so, put this in any Slot on the Stage.

Hololive - Indonesia 2nd | HOL/W104-072SP T: Soul

L3
C2

Roboco-san, Sweet Girlfriend

[A] [Discard a card from your hand to the WR] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Hololive - 0th Gen | HOL/W104-073 T: None

L0
C0

Roboco-san, Sweet Girlfriend

[A] [Discard a card from your hand to the WR] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Hololive - 0th Gen | HOL/W104-073S T: None

L0
C0

Roboco-san, Sweet Girlfriend

[A] [Discard a card from your hand to the WR] When this attacks, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
[A] [(1) At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Hololive - 0th Gen | HOL/W104-073SSP T: None

L0
C0

Pavolia Reine, Time Just for the Two...

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Hololive - Indonesia 2nd | HOL/W104-074 T: None

L0
C0

Miko Sakura, Barely Awake Eyes

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this becomes Reversed in battle, you may return this to your hand.
[A] When this becomes Reversed in battle, if you have another ::Hololive:: Chara and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Chara.

Hololive - 0th Gen | HOL/W104-080S T: Soul

L3
C2

Miko Sakura, Barely Awake Eyes

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this becomes Reversed in battle, you may return this to your hand.
[A] When this becomes Reversed in battle, if you have another ::Hololive:: Chara and the Level of the Battle Opp. of this is 3 or lower, you may Reverse that Chara.

Hololive - 0th Gen | HOL/W104-080SSP T: Soul

L3
C2

Marine Houshou, After Playing at the Beach...

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.
[A] [Put another ::Hololive:: Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at the top card from top of your LB and search for up to 1 Level 1 or higher Chara, reveal it, put it in your hand, put the rest in the WR, and put up to 1 card from top of your Clock in the WR. (Climax cards are considered to be Level 0 for this effect)

Hololive - 3rd Gen | HOL/W104-081 T: Soul

L3
C2

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Marine Houshou, After Playing at the Beach...

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.
[A] [Put another ::Hololive:: Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at the top card from top of your LB and search for up to 1 Level 1 or higher Chara, reveal it, put it in your hand, put the rest in the WR, and put up to 1 card from top of your Clock in the WR. (Climax cards are considered to be Level 0 for this effect)

Hololive - 3rd Gen | HOL/W104-081S T: Soul

L3
C2

Marine Houshou, After Playing at the Beach...

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.
[A] [Put another ::Hololive:: Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at the top card from top of your LB and search for up to 1 Level 1 or higher Chara, reveal it, put it in your hand, put the rest in the WR, and put up to 1 card from top of your Clock in the WR. (Climax cards are considered to be Level 0 for this effect)

Hololive - 3rd Gen | HOL/W104-081SSP T: Soul

L3
C2

AZKi, Seaside Town with You

[C] All your other ::Hololive:: Charas gain +1500 Pow.
[A] [Discard 2 cards from your hand to the WR] At the start of your Encore Step, if this is in the Front Row and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 1 Damage to your Opp., look at the top card of your LB and put it either on top of the LB or in the WR, and this gains +1000 Pow until the next end of your Opp.'s turn.

Hololive - 0th Gen | HOL/W104-082 T: Soul

L3
C2

Hololive Production Vol. 2 Booster Pack

AZKi, Seaside Town with You

[C] All your other ::Hololive:: Charas gain +1500 Pow.
[A] [Discard 2 cards from your hand to the WR] At the start of your Encore Step, if this is in the Front Row and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 1 Damage to your Opp., look at the top card of your LB and put it either on top of the LB or in the WR, and this gains +1000 Pow until the next end of your Opp.'s turn.

Hololive - 0th Gen | HOL/W104-082S T: Soul

L3
C2

AZKi, Seaside Town with You

[C] All your other ::Hololive:: Charas gain +1500 Pow.
[A] [Discard 2 cards from your hand to the WR] At the start of your Encore Step, if this is in the Front Row and either your Opp. has no Charas in their Front Row or all of your Opp.'s Front Row Charas are Reversed, may pay. If so, deal 1 Damage to your Opp., look at the top card of your LB and put it either on top of the LB or in the WR, and this gains +1000 Pow until the next end of your Opp.'s turn.

Hololive - 0th Gen | HOL/W104-082SSP T: Soul

L3
C2

Ayame Nakiri, A Step Towards the Future

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Hololive - 2nd Gen | HOL/W104-083 T: None

L0
C0

Ayame Nakiri, A Step Towards the Future

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Hololive - 2nd Gen | HOL/W104-083S T: None

L0
C0

Ayame Nakiri, A Step Towards the Future

[A] When this is placed from hand to the Stage, you may choose a card in your Level Zone and a card in your WR and Swap them.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Hololive - 2nd Gen | HOL/W104-083SP T: None

L0
C0

Choco Yuzuki, A Step Towards the Future

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::2nd Gen:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 2nd Gen | HOL/W104-084 T: None

L0
C0

Choco Yuzuki, A Step Towards the Future

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::2nd Gen:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 2nd Gen | HOL/W104-084S T: None

L0
C0

Choco Yuzuki, A Step Towards the Future

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::2nd Gen:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 2nd Gen | HOL/W104-084SP T: None

L0
C0

Chloe Sakamata, Preaching

[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Lapetus Darkness, A Step Towards the Future" or "Lui Takane, Waiting Out Rain and Sharing an Umbrella", reveal it, put it in your hand, and shuffle your LB.

Hololive - Holo X | HOL/W104-085 T: None

L0
C0

Chloe Sakamata, Preaching

[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Lapetus Darkness, A Step Towards the Future" or "Lui Takane, Waiting Out Rain and Sharing an Umbrella", reveal it, put it in your hand, and shuffle your LB.

Hololive - Holo X | HOL/W104-085S T: None

L0
C0

AZKi, A Step Towards the Future

[A] When this is placed from hand to the Stage, choose 1 of your other ::TRAIT:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [Return this to your hand, put a "REPEAT THIS LIFE WITH U" from your CZ in the WR] When "REPEAT THIS LIFE WITH U" is placed in your CZ, 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 - 0th Gen | HOL/W104-086 T: None

L0
C0

AZKi, A Step Towards the Future

[A] When this is placed from hand to the Stage, choose 1 of your other ::TRAIT:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [Return this to your hand, put a "REPEAT THIS LIFE WITH U" from your CZ in the WR] When "REPEAT THIS LIFE WITH U" is placed in your CZ, 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 - 0th Gen | HOL/W104-086S T: None

L0
C0

AZKi, A Step Towards the Future

[A] When this is placed from hand to the Stage, choose 1 of your other ::TRAIT:: Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [Return this to your hand, put a "REPEAT THIS LIFE WITH U" from your CZ in the WR] When "REPEAT THIS LIFE WITH U" is placed in your CZ, 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 - 0th Gen | HOL/W104-086SP T: None

L0
C0

Haato Akai, A Step Towards the Future

[C] If there's a Marker under this, this gains +5000 Pow and +1 Soul.
[A] When this is placed from hand to the Stage, you may choose a "Haato Akai, A Step Towards the Future" in your WR and put it face-up under this as Marker.

Hololive - 1st Gen | HOL/W104-087 T: None

L1
C0

Haato Akai, A Step Towards the Future

[C] If there's a Marker under this, this gains +5000 Pow and +1 Soul.
[A] When this is placed from hand to the Stage, you may choose a "Haato Akai, A Step Towards the Future" in your WR and put it face-up under this as Marker.

Hololive - 1st Gen | HOL/W104-087S T: None

L1
C0

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Haato Akai, A Step Towards the Future

[C] If there's a Marker under this, this gains +5000 Pow and +1 Soul.
[A] When this is placed from hand to the Stage, you may choose a "Haato Akai, A Step Towards the Future" in your WR and put it face-up under this as Marker.

Hololive - 1st Gen | HOL/W104-087SP T: None

L1
C0

Pavolia Reine, A Step Towards the Future

[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 Cost 0 or lower Chara in your WR and put it in any Slot on the Stage.
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - Indonesia 2nd | HOL/W104-088 T: None

L1
C0

Pavolia Reine, A Step Towards the Future

[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 Cost 0 or lower Chara in your WR and put it in any Slot on the Stage.
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - Indonesia 2nd | HOL/W104-088S T: None

L1
C0

Hololive Production Vol. 2 Booster Pack

Pavolia Reine, A Step Towards the Future

[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 Cost 0 or lower Chara in your WR and put it in any Slot on the Stage.
[A] When this attacks, choose 1 of your other ::Hololive:: Charas, and that Chara gains +1000 Pow for the turn.

Hololive - Indonesia 2nd | HOL/W104-088SP T:

L1
C0

Miko Sakura, A Step Towards the Future

[A] [(2)] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.
[A] When this attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.

Hololive - 0th Gen | HOL/W104-089 T: None

L1
C0

Miko Sakura, A Step Towards the Future

[A] [(2)] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.
[A] When this attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.

Hololive - 0th Gen | HOL/W104-089S T: None

L1
C0

Miko Sakura, A Step Towards the Future

[A] [(2)] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.
[A] When this attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.

Hololive - 0th Gen | HOL/W104-089SP T: None

L1
C0

Marine Houshou, A Step Towards the Future

[A] [Put 1 of your other ::TRAIT:: 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 3th Gen", put it in your hand. (Otherwise put it back where it was)
[A] When this attacks, if all your Charas are ::Hololive::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Hololive - 3rd Gen | HOL/W104-090 T: None

L1
C0

Marine Houshou, A Step Towards the Future

[A] [Put 1 of your other ::TRAIT:: 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 3th Gen", put it in your hand. (Otherwise put it back where it was)
[A] When this attacks, if all your Charas are ::Hololive::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Hololive - 3rd Gen | HOL/W104-090S T: None

L1
C0

Marine Houshou, A Step Towards the Future

[A] [Put 1 of your other ::TRAIT:: 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 3th Gen", put it in your hand. (Otherwise put it back where it was)
[A] When this attacks, if all your Charas are ::Hololive::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Hololive - 3rd Gen | HOL/W104-090SP T: None

L1
C0

Polka Omaru, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.
[A] **CX COMBO RECOLLECTION** When this attacks, if "One Gelato" is in the CZ, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand, and this gains +1000 ower for the turn. X = # of cards with different card name in your Memory.

Hololive - 5th Gen | HOL/W104-091 T: None

L1
C1

Polka Omaru, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.
[A] **CX COMBO RECOLLECTION** When this attacks, if "One Gelato" is in the CZ, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand, and this gains +1000 ower for the turn. X = # of cards with different card name in your Memory.

Hololive - 5th Gen | HOL/W104-091S T: None

L1
C1

Polka Omaru, A Step Towards the Future

[C] If you have 2 or more other ::Hololive:: Charas, this gains +2000 Pow.
[A] **CX COMBO RECOLLECTION** When this attacks, if "One Gelato" is in the CZ, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand, and this gains +1000 ower for the turn. X = # of cards with different card name in your Memory.

Hololive - 5th Gen | HOL/W104-091SP T: None

L1
C1

Lui Takane, A Step Towards the Future

[A] [(2)] Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - Holo X | HOL/W104-092 T: Soul

L2
C1

Lui Takane, A Step Towards the Future

[A] [(2)] Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Hololive - Holo X | HOL/W104-092S T: Soul

L2
C1

Lui Takane, A Step Towards the Future

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Holive - Holo X | HOL/W104-092SP T: Soul

L2
C1

Roboco-san, A Step Towards the Future

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Rest this] At the start of your Attack Phase, if this is Standing, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB." This does not Stand during your next Stand Phase.

Holive - 0th Gen | HOL/W104-093 T: Soul

L2
C1

Roboco-san, A Step Towards the Future

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Rest this] At the start of your Attack Phase, if this is Standing, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB." This does not Stand during your next Stand Phase.

Holive - 0th Gen | HOL/W104-093S T: Soul

L2
C1

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Roboco-san, A Step Towards the Future

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Rest this] At the start of your Attack Phase, if this is Standing, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB." This does not Stand during your next Stand Phase.

Holive - 0th Gen | HOL/W104-093SP T: Soul

L2
C1

Nene Momosuzu, A Step Towards the Future

[A] **CHANGE** [(1) Discard a card from your hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose up to 1 "Nene Momosuzu, Together Towards the Future" in your WR and put it in the Slot this was in. (This doesn't trigger if this isn't on the Stage at the star of the Climax Phase.)

Holive - 5th Gen | HOL/W104-094 T: Soul

L2
C2

Nene Momosuzu, A Step Towards the Future

[A] **CHANGE** [(1) Discard a card from your hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose up to 1 "Nene Momosuzu, Together Towards the Future" in your WR and put it in the Slot this was in. (This doesn't trigger if this isn't on the Stage at the star of the Climax Phase.)

Holive - 5th Gen | HOL/W104-094S T: Soul

L2
C2

Holive Production Vol. 2 Booster Pack

Nene Momosuzu, A Step Towards the Future

[A] **CHANGE** [(1) Discard a card from your hand to the WR, Send this to Memory] At the start of your Climax Phase, may pay. If so, choose up to 1 "Nene Momosuzu, Together Towards the Future" in your WR and put it in the Slot this was in. (This doesn't trigger if this isn't on the Stage at the star of the Climax Phase.)

Holive - 5th Gen | HOL/W104-094SP T: Soul

L2
C2

Haato Akai, Spider Tamer

[A] When this is placed from hand to the Stage or from the Stage to the WR, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the end of the next turn. "[C] This cannot move to another Slot."

Holive - 1st Gen | HOL/W104-095 T: None

L0
C0

Haato Akai, Spider Tamer

[A] When this is placed from hand to the Stage or from the Stage to the WR, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the end of the next turn. "[C] This cannot move to another Slot."

Holive - 1st Gen | HOL/W104-095S T: None

L0
C0

Nene Momosuzu, NeneRose

[A] [Put a "Lamy Yukihana, Street Lights and Winter Town" from your Memory face-up under this as Marker] When this attacks, may pay. If so, this gains +1000 Pow and +2 Soul for the turn.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Holive - 5th Gen | HOL/W104-096 T: None

L0
C0

Nene Momosuzu, NeneRose

[A] [Put a "Lamy Yukihana, Street Lights and Winter Town" from your Memory face-up under this as Marker] When this attacks, may pay. If so, this gains +1000 Pow and +2 Soul for the turn.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Holive - 5th Gen | HOL/W104-096S T: None

L0
C0

Polka Omaru, All Humans Are Sushi

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Polka Omaru, All Humans Are Sushi" in your WR and Send it to Memory.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::5th Gen:: Chara or "Holive 5th Gen" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Holive - 5th Gen | HOL/W104-097 T: None

L0
C0

Polka Omaru, All Humans Are Sushi

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Polka Omaru, All Humans Are Sushi" in your WR and Send it to Memory.
[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::5th Gen:: Chara or "Holive 5th Gen" among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Holive - 5th Gen | HOL/W104-097S T: None

L0
C0

Miko Sakura, Fishing for the Pond's Lord

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Holive:: Chara, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Holive - 0th Gen | HOL/W104-098 T: None

L0
C0

Miko Sakura, Fishing for the Pond's Lord

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."
[A] When the Battle Opp. of this becomes Reversed, if you have another ::Holive:: Chara, you may choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Holive - 0th Gen | HOL/W104-098S T: None

L0
C0

Ayame Nakiri, Aniki

[C] **EXPERIENCE** If there's a BLUE card in your Level Zone, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Ayame Nakiri, Aniki", put it in any Slot on the Stage, and shuffle your LB.

Holive - 2nd Gen | HOL/W104-099 T: None

L1
C0

Ayame Nakiri, Aniki

[C] **EXPERIENCE** If there's a BLUE card in your Level Zone, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Ayame Nakiri, Aniki", put it in any Slot on the Stage, and shuffle your LB.

Holive - 2nd Gen | HOL/W104-099S T: None

L1
C0

Roboco-san, I'll Be Your Opponent!

[C] During your turn, this gains +2000 Pow.
[A] [(1) Put this in the WR] When your other ::Holive:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Holive - 0th Gen | HOL/W104-100 T: None

L1
C0

Roboco-san, I'll Be Your Opponent!

[C] During your turn, this gains +2000 Pow.
[A] [(1) Put this in the WR] When your other ::Hololive:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Hololive - 0th Gen | HOL/W104-100S T: None

L1

C0

Lui Takane, Method of Success

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] When this attacks, if you have 2 or more other ::Hololive:: Charas, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Hololive - Holo X | HOL/W104-101 T: None

L1

C0

Lui Takane, Method of Success

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.
[A] When this attacks, if you have 2 or more other ::Hololive:: Charas, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR.

Hololive - Holo X | HOL/W104-101S T: None

L1

C0

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Choco Yuzuki, Unrivaed Physician

[A] When you use the **BACKUP** of this, choose a card in your Level Zone and a Climax card in your WR and Swap them.
[S] [Counter] **BACKUP 4000, Level 1** [(1) Discard this card from your hand to the WR]

Hololive - 2nd Gen | HOL/W104-102 T: Soul

L1

C1

Choco Yuzuki, Unrivaed Physician

[A] When you use the **BACKUP** of this, choose a card in your Level Zone and a Climax card in your WR and Swap them.
[S] [Counter] **BACKUP 4000, Level 1** [(1) Discard this card from your hand to the WR]

Hololive - 2nd Gen | HOL/W104-102S T: Soul

L1

C1

Chloe Sakamata, Apology Press Conference

[C] If you have another "Marine Houshou, Apology Press Conference" in the Front Row, this gains +4000 Pow.
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Marine Houshou, Apology Press Conference" in your WR and put it in any Slot on the Stage.

Hololive - Holo X | HOL/W104-103 T: Soul

L2

C1

Hololive Production Vol. 2 Booster Pack

Chloe Sakamata, Apology Press Conference

[C] If you have another "Marine Houshou, Apology Press Conference" in the Front Row, this gains +4000 Pow.
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Marine Houshou, Apology Press Conference" in your WR and put it in any Slot on the Stage.

Hololive - Holo X | HOL/W104-103S T: Soul

L2

C1

Marine Houshou, Apology Press Conference

[C] If you have another "Chloe Sakamata, Apology Press Conference" in the Front Row, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] During your Opp.'s turn, when this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara."
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Chloe Sakamata, Apology Press Conference" and this, then Stand and Swap them.

Hololive - 3rd Gen | HOL/W104-104 T: Soul

L2

C1

Marine Houshou, Apology Press Conference

[C] If you have another "Chloe Sakamata, Apology Press Conference" in the Front Row, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] During your Opp.'s turn, when this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara."
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Chloe Sakamata, Apology Press Conference" and this, then Stand and Swap them.

Hololive - 3rd Gen | HOL/W104-104S T: Soul

L2

C1

Anya Melfissa, A Step Towards the Future

[C] During your turn, if you have 4 or more other ::Hololive:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from 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, search your LB for up to 1 Climax card with Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Hololive - Indonesia 2nd | HOL/W104-105 T: Soul

L2

C1

Anya Melfissa, A Step Towards the Future

[C] During your turn, if you have 4 or more other ::Hololive:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from 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, search your LB for up to 1 Climax card with Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Hololive - Indonesia 2nd | HOL/W104-105S T: Soul

L2

C1

Anya Melfissa, A Step Towards the Future

[C] During your turn, if you have 4 or more other ::Hololive:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from 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, search your LB for up to 1 Climax card with Comeback Trigger Icon, reveal it, put it in your hand, and shuffle your LB.

Hololive - Indonesia 2nd | HOL/W104-105SP T: Soul

L2

C1

Beach Reserved for Two

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

HOL/W104-106 T: Salvage

Beach Reserved for Two

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

HOL/W104-106R T: Salvage

Beach Reserved for Two

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

HOL/W104-106SSP T: Salvage

On the Other Hand, In Another World...

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

HOL/W104-107 T: Salvage

On the Other Hand, In Another World...

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

HOL/W104-107R T: Salvage

On the Other Hand, In Another World...

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

HOL/W104-107SSP T: Salvage

REPEAT THIS LIFE WITH U

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

HOL/W104-108 T: Soul Standby

REPEAT THIS LIFE WITH U

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

HOL/W104-108R T: Soul Standby

One Gelato

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

HOL/W104-109 T: Soul Standby

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One Gelato

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

HOL/W104-109R T: Soul Standby

Lamy Yukihana, Street Lights and Winter Town

[A] When this attacks, if all your Charas are :Hololive:, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Put a :Hololive: Chara from your WR on the bottom of your Clock. Send this to Memory] When this becomes Reversed in battle, if all your Charas are :Hololive:, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/W104-110 T: None

L0
C0

Lamy Yukihana, Street Lights and Winter Town

[A] When this attacks, if all your Charas are :Hololive:, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Put a :Hololive: Chara from your WR on the bottom of your Clock. Send this to Memory] When this becomes Reversed in battle, if all your Charas are :Hololive:, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/W104-110S T: None

L0
C0

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Lamy Yukihana, Street Lights and Winter Town

[A] When this attacks, if all your Charas are :Hololive:, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Put a :Hololive: Chara from your WR on the bottom of your Clock. Send this to Memory] When this becomes Reversed in battle, if all your Charas are :Hololive:, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/W104-110SSP T: None

L0
C0

Moona Hoshinova, Date on Birthday

[A] [Discard a card from your hand to the WR] When your Climax card is placed in the CZ, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
[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 - Indonesia 1st | HOL/W104-111 T: None

L0
C0

Moona Hoshinova, Date on Birthday

[A] [Discard a card from your hand to the WR] When your Climax card is placed in the CZ, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
[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 - Indonesia 1st | HOL/W104-111S T: None

L0
C0

Moona Hoshinova, Date on Birthday

[A] [Discard a card from your hand to the WR] When your Climax card is placed in the CZ, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)
[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 - Indonesia 1st | HOL/W104-111SSP T:

L0
C0

Shion Murasaki, Cat-Ear Mode

[C] All your Opp.'s Charas gain "[A] ENCORE [(2)]".
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Hololive - 2nd Gen | HOL/W104-112 T: None

L0
C0

Shion Murasaki, Cat-Ear Mode

[C] All your Opp.'s Charas gain "[A] ENCORE [(2)]".
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Hololive - 2nd Gen | HOL/W104-112S T: None

L0
C0

Shion Murasaki, Cat-Ear Mode

[C] All your Opp.'s Charas gain "[A] ENCORE [(2)]".
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Hololive - 2nd Gen | HOL/W104-112SSP T: None

L0
C0

Gawr Gura, A Step Towards the Future

[C] If all your Charas are :Hololive:, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to the WR] When this attacks, if "Midsummer Sun" is in the CZ and there are 6 or fewer cards in your hand, may pay. If so, deal 2 Damage to your Opp., and perform the following action twice. "Put the top card of your LB in the WR. If it has a Soul Trigger Icon, deal 1 Damage to your Opp.." (DC can occur)

Hololive - English Myth | HOL/W104-113 T: Soul

L3
C2

Gawr Gura, A Step Towards the Future

[C] If all your Charas are :Hololive:, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to the WR] When this attacks, if "Midsummer Sun" is in the CZ and there are 6 or fewer cards in your hand, may pay. If so, deal 2 Damage to your Opp., and perform the following action twice. "Put the top card of your LB in the WR. If it has a Soul Trigger Icon, deal 1 Damage to your Opp.." (DC can occur)

Hololive - English Myth | HOL/W104-113S T: Soul

L3
C2

Gawr Gura, A Step Towards the Future

[C] If all your Charas are :Hololive:, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to the WR] When this attacks, if "Midsummer Sun" is in the CZ and there are 6 or fewer cards in your hand, may pay. If so, deal 2 Damage to your Opp., and perform the following action twice. "Put the top card of your LB in the WR. If it has a Soul Trigger Icon, deal 1 Damage to your Opp.." (DC can occur)

Hololive - English Myth | HOL/W104-113SP T: Soul

L3
C2

Ayunda Risu, A Step 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 At the start of your Attack Phase, if "Magic Lesson" is in the CZ and you have another :Hololive: Chara, this gains 1 of the following 2 abilities of your choice for the turn. "A] When this attacks, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 :Hololive: Chara in your WR and put it in your Stock." "A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Hololive - Indonesia 1st | HOL/W104-114 T: Soul

L3
C2

Ayunda Risu, A Step 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 At the start of your Attack Phase, if "Magic Lesson" is in the CZ and you have another :Hololive: Chara, this gains 1 of the following 2 abilities of your choice for the turn. "A] When this attacks, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 :Hololive: Chara in your WR and put it in your Stock." "A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock."

Hololive - Indonesia 1st | HOL/W104-114S T: Soul

L3
C2

Ayunda Risu, A Step 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** At the start of your Attack Phase, if "Magic Lesson" is in the CZ and you have another :Hololive:: Chara, this gains 1 of the following 2 abilities of your choice for the turn. [A] When this attacks, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 :Hololive:: Chara in your WR and put it in your Stock. [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock.*

Hololive - Indonesia 1st | HOL/W104-114SP T: Soul

L3

C2

Pekora Usada, Wild Rabbit's Day Off
 [A] [(1)] At the start of your MP, may pay. If so, reveal the top 3 cards of your LB, and shuffle your LB. If there's a Climax card among them, put up to 2 cards from top of your LB in your Stock.
 [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 - 3rd Gen | HOL/W104-115 T: None

L0
C0

Pekora Usada, Wild Rabbit's Day Off
 [A] [(1)] At the start of your MP, may pay. If so, reveal the top 3 cards of your LB, and shuffle your LB. If there's a Climax card among them, put up to 2 cards from top of your LB in your Stock.
 [S] **BRAINSTORM** [(1)] Rest this [(1)] 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 - 3rd Gen | HOL/W104-115S T: None

L0
C0

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Pekora Usada, Wild Rabbit's Day Off
 [A] ([1]) At the start of your MP, may pay. If so, reveal the top 3 cards of your LB, and shuffle your LB. If there's a Climax card among them, put up to 2 cards from top of your LB in your Stock.
 [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 - 3rd Gen | HOL/W104-115SSP T: None

L0
C0

Ina'nis Ninomae, Takogram with Ina

[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] [(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 - English Myth | HOL/W104-116 T: Soul

L0

C0

Ina'nis Ninomae, Takogram with Ina

[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] [(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 - English Myth | HOL/W104-116S T: Soul

L0
C0

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Ina'nis Ninomae, Takogram with Ina

[A] When this is placed from hand to the Stage, look up at 2 cards from top of your LB and put them on top of your LB in any order.

[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 - English Myth | HOL/W104-116SSP T: Soul

L0
C0

Noel Shirogane, Mixed Bathing with You

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a -Hololive- Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Hololive - 3rd Gen | HOL/W104-117 T: None

L0
C0

Noel Shirogane, Mixed Bathing with You
 (C) If there's a Marker under this, this gains +1 Level and +1500 Pow.
 (A) When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Hollive:, Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)
 (A) At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Hololive - 3rd Gen | HOL/W104-117S T: None

L0

C0

Noel Shirogane, Mixed Bathing with You
 [C] If there's a Marker under this, this gains +1 Level and +1500 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a :Hololive: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Hololive - 3rd Gen | HOL/W104-117SSP T: None

L0
C0

Ouro Kronii, Putting Pillows Near Each Other
[C] During your turn, if all your Charas are ::Hololive::, this gains +1 Level and +1500 Pow.
[A] [(1) Put this in the WR] When your other ::Hololive:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Hololive - English Council | HOL/W104-118 T: None

L0

C0

Ouro Kronii, Putting Pillows Near Each Other
 [C] During your turn, if all your Charas are
 ::Hololive::, this gains +1 Level and +1500 Pow.
 [A] [(1) Put this in the WR] When your other
 ::Hololive:: Chara is Front Attacked, may pay. If so,
 return that Chara to your hand.

Hololive - English Council | HOL/W104-118S T:

LO
 CO

Ouro Kronii, Putting Pillows Near Each Other
[C] During your turn, if all your Charas are
::Hololive::, this gains +1 Level and +1500 Pow.
[A] [(1) Put this in the WR] When your other
::Hololive:: Chara is Front Attacked, may pay. If so,
return that Chara to your hand.

Hololive - English Council | HOL/W104-118SSP T: None

Aqua Minato, Pastel Wrapper

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. "X" = 500 times # of your -Hololive: Charas.

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] ([1]) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Hololive - 2nd Gen | HOL/W104-119 T: None

L1

C0

Aqua Minato, Pastel Wrapper

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ♀:Hololive: Charas.

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] ([1]) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Hololive - 2nd Gen | HOL/W104-119S T: None

L1

C0

Aqua Minato, Pastel Wrapper

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

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] ([1]) When the Trigger Check of this reveals a Climax card, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Hololive - 2nd Gen | HOL/W104-119SSP T: None

L1

C0

Mumei Nanashi, A Step Towards the Future

[A] When this attacks, if you have another ::Hololive:: Chara, this gains +1500 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Hill at Twilight" is in the CZ and all your Charas are ::Hololive::, look at the top card of your LB and search for up to 1 ::Hololive:: Chara or Event, reveal it, put it in your hand, put the rest in the WR, choose up to 1 ::Hololive:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Hololive - English Council | HOL/W104-120 T: None

L1
C0

Mumei Nanashi, A Step Towards the Future

[A] When this attacks, if you have another ::Holive::: Chara, this gains +1500 Pow for the turn.

[A] **CX COMBO** When this attacks, if "Hill at Twilight" is in the CZ and all your Charas are ::Holive:::, look at the top card of your LB and search for up to 1 ::Holive::: Chara or Event, reveal it, put it in your hand, put the rest in the WR, choose up to 1 ::Holive::: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Holive - English Council | HOL/W104-120S T:

L1
C0

Mumei Nanashi, A Step Towards the Future
[A] When this attacks, if you have another ::Hololive:: Chara, this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Hill at Twilight" is in the CZ and all your Charas are ::Hololive::, look at the top card of your LB and search for up to 1 ::Hololive:: Chara or Event, reveal it, put it in your hand, put the rest n the WR, choose up to 1 ::Hololive:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Hololive - English Council | HOL/W104-120SP T: None

L1
C0

Botan Shishiro, Lion in the Back Alley
[S] [Counter] **BACKUP 2000, Level 1** [(1) Send this card from hand to Memory]

Hololive - 5th Gen | HOL/W104-121 T: Soul

L1
C1

Botan Shishiro, Lion in the Back Alley
[S] [Counter] **BACKUP 2000, Level 1** [(1) Send this card from hand to Memory]

Hololive - 5th Gen | HOL/W104-121S T: Soul

L1
C1

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Botan Shishiro, Lion in the Back Alley
[S] [Counter] **BACKUP 2000, Level 1** [(1) Send this card from hand to Memory]

Hololive - 5th Gen | HOL/W104-121SSP T: Soul

L1
C1

Airani Iofifteen, At My Place...
[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, choose 1 of your ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Level of that Chara.
[S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Hololive - Indonesia 1st | HOL/W104-122 T: Soul

L1
C1

Airani Iofifteen, At My Place...
[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, choose 1 of your ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Level of that Chara.
[S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Hololive - Indonesia 1st | HOL/W104-122S T: Soul

L1
C1

Hololive Production Vol. 2 Booster Pack

Airani Iofifteen, At My Place...
[C] **ASSIST** All your ::Hololive:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Climax Phase, choose 1 of your ::Hololive:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Level of that Chara.
[S] [Rest this] Choose another Chara, and that Chara gains +1 Level until the next end of your Opp.'s turn.

Hololive - Indonesia 1st | HOL/W104-122SSP T: Soul

L1
C1

Suisei Hoshimachi, STELLA into the GALAXY
[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 "COMET" is in the CZ and this is in the Front Row, choose 1 of the following 2 effects and perform it. "You may Send all your Opp.'s Charas to Memory. If so, put those Charas in separate Slots on the Stage." "This gains the following ability for the turn. [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Hololive - 0th Gen | HOL/W104-123 T: Soul

L3
C2

Suisei Hoshimachi, STELLA into the GALAXY
[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 "COMET" is in the CZ and this is in the Front Row, choose 1 of the following 2 effects and perform it. "You may Send all your Opp.'s Charas to Memory. If so, put those Charas in separate Slots on the Stage." "This gains the following ability for the turn. [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Hololive - 0th Gen | HOL/W104-123S T: Soul

L3
C2

Suisei Hoshimachi, STELLA into the GALAXY
[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 "COMET" is in the CZ and this is in the Front Row, choose 1 of the following 2 effects and perform it. "You may Send all your Opp.'s Charas to Memory. If so, put those Charas in separate Slots on the Stage." "This gains the following ability for the turn. [A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Hololive - 0th Gen | HOL/W104-123SSP T: Soul

L3
C2

Lamy Yukihana, A Step Towards the Future
[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, draw a card.

Hololive - 5th Gen | HOL/W104-124 T: None

L0
C0

Lamy Yukihana, A Step Towards the Future
[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, draw a card.

Hololive - 5th Gen | HOL/W104-124S T: None

L0
C0

Lamy Yukihana, A Step Towards the Future
[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, draw a card.

Hololive - 5th Gen | HOL/W104-124SP T: None

L0
C0

Ouro Kronii, A Step Towards the Future
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.
[A] [Clock] **SHIFT Level 0**

Hololive - English Council | HOL/W104-125 T: None

L0
C0

Ouro Kronii, A Step Towards the Future
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.
[A] [Clock] **SHIFT Level 0**

Hololive - English Council | HOL/W104-125S T:

L0
C0

Ouro Kronii, A Step Towards the Future
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.
[A] [Clock] **SHIFT Level 0**

Hololive - English Council | HOL/W104-125SP T: None

L0
C0

Noel Shirogane, A Step Towards the Future
[A] [Discard a Climax card from your hand to the WR, put another Chara from your Stage 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 this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Hololive - 3rd Gen | HOL/W104-126 T: None

L1
C0

Noel Shirogane, A Step Towards the Future
[A] [Discard a Climax card from your hand to the WR, put another Chara from your Stage 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 this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Hololive - 3rd Gen | HOL/W104-126S T: None

L1
C0

Noel Shirogane, A Step Towards the Future

[A] [Discard a Climax card from your hand to the WR, put another Chara from your Stage 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 this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Hololive - 3rd Gen | HOL/W104-126SP T: None

L1
C0

Moona Hoshinova, A Step Towards the Future

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Hololive - Indonesia 1st | HOL/W104-127 T: None

L1
C0

Moona Hoshinova, A Step Towards the Future

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Hololive - Indonesia 1st | HOL/W104-127S T: None

L1
C0

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Moona Hoshinova, A Step Towards the Future

[A] When this is placed from hand to the Stage, if you have another ::Hololive:: Chara, this gains +2000 Pow for the turn.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Hololive - Indonesia 1st | HOL/W104-127SP T: None

L1
C0

Shion Murasaki, A Step Towards the Future

[C] **ASSIST** All your ::2nd Gen:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Choose a card in your Level Zone and a ::2nd Gen:: Chara in your WR and Swap them.

Hololive - 2nd Gen | HOL/W104-128 T: Soul

L1
C1

Shion Murasaki, A Step Towards the Future

[C] **ASSIST** All your ::2nd Gen:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Choose a card in your Level Zone and a ::2nd Gen:: Chara in your WR and Swap them.

Hololive - 2nd Gen | HOL/W104-128S T: Soul

L1
C1

Hololive Production Vol. 2 Booster Pack**Shion Murasaki, A Step Towards the Future**

[C] **ASSIST** All your ::2nd Gen:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Rest this] Choose a card in your Level Zone and a ::2nd Gen:: Chara in your WR and Swap them.

Hololive - 2nd Gen | HOL/W104-128SP T: Soul

L1
C1

Botan Shishiro, A Step Towards the Future

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Climax card among them, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] When this becomes Reversed in battle, Send this to Memory.
[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 - 5th Gen | HOL/W104-129 T: Soul

L2
C1

Botan Shishiro, A Step Towards the Future

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Climax card among them, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] When this becomes Reversed in battle, Send this to Memory.
[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 - 5th Gen | HOL/W104-129S T: Soul

L2
C1

Botan Shishiro, A Step Towards the Future

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Climax card among them, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] When this becomes Reversed in battle, Send this to Memory.
[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 - 5th Gen | HOL/W104-129SP T: Soul

L2
C1

Pekora Usada, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and put it face-down under this as Marker.
[A] During your turn, when this card with a Marker under this is placed from the Stage to the WR, if you have another ::Hololive:: Chara, you may put this Rested in the Slot this was in.

Hololive - 3rd Gen | HOL/W104-130 T: Soul

L2
C1

Pekora Usada, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and put it face-down under this as Marker.
[A] During your turn, when this card with a Marker under this is placed from the Stage to the WR, if you have another ::Hololive:: Chara, you may put this Rested in the Slot this was in.

Hololive - 3rd Gen | HOL/W104-130S T: Soul

L2
C1

Pekora Usada, A Step Towards the Future

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.
[A] When this is placed from hand to the Stage, you may choose a ::Hololive:: Chara in your WR and put it face-down under this as Marker.
[A] During your turn, when this card with a Marker under this is placed from the Stage to the WR, if you have another ::Hololive:: Chara, you may put this Rested in the Slot this was in.

Hololive - 3rd Gen | HOL/W104-130SP T: Soul

L2
C1

Suisei Hoshimachi, A Step Towards the Future

[C] During your turn, for each of your other ::TRAIT:: Charas, this gains +1500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose either a "Towa Tokoyami, A Step Towards the Future" or "Aqua Minato, A Step Towards the Future" in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other ::Hololive:: Charas and return it to your hand.

Hololive - 0th Gen | HOL/W104-131 T: Soul

L2
C1

Suisei Hoshimachi, A Step Towards the Future

[C] During your turn, for each of your other ::TRAIT:: Charas, this gains +1500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose either a "Towa Tokoyami, A Step Towards the Future" or "Aqua Minato, A Step Towards the Future" in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other ::Hololive:: Charas and return it to your hand.

Hololive - 0th Gen | HOL/W104-131S T: Soul

L2
C1

Suisei Hoshimachi, A Step Towards the Future

[C] During your turn, for each of your other ::TRAIT:: Charas, this gains +1500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose either a "Towa Tokoyami, A Step Towards the Future" or "Aqua Minato, A Step Towards the Future" in your WR and return it to your hand.
[A] [(1) Discard a card from your hand to the WR, return this to your hand] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other ::Hololive:: Charas and return it to your hand.

Hololive - 0th Gen | HOL/W104-131SP T: Soul

L2
C1

Aqua Minato, A Step Towards the Future

[C] If you have a "Towa Tokoyami, A Step Towards the Future" and a "Suisei Hoshimachi, A Step Towards the Future", this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] [(1) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When your Chara in the Front Row Center Slot attacks, may pay. If so, reveal the top card of your LB. If it's a ::Hololive:: Chara, Stand this. (Put the revealed card back where it was)

Hololive - 2nd Gen | HOL/W104-132 T: Soul

L3
C2

Aqua Minato, A Step Towards the Future

[C] If you have a "Towa Tokoyami, A Step Towards the Future" and a "Suisei Hoshimachi, A Step Towards the Future", this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
[A] [(1) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When your Chara in the Front Row Center Slot attacks, may pay. If so, reveal the top card of your LB. If it's a ::Hololive:: Chara, Stand this. (Put the revealed card back where it was)

Hololive - 2nd Gen | HOL/W104-132S T: Soul

L3
C2

[C] If you have a "Towa Tokoyami, A Step Towards the Future" and a "Suisei Hochimachi, A Step Towards the Future", this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.
 [A] (1) Discard 2 cards from your hand to the WR) This ability activates up to once per turn. When your Chara in the Front Row Center Slot activates, may pay. If so, reveal the top card of your LB. If it's a :Hollow:: Chara, Stand this. (Put the revealed card back where it was.)

L3
C2

[A] EXPERIENCE When this is placed from the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, look at up to 2 cards from top of your LB, choose up to 1 card and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

LO
CO

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 2 or higher, look at up to 2 cards from top of your LB, choose up to 1 card and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

LO
CO

[A] When the Battle Opp. of this becomes Reversed, choose a :Hollowee:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

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

[C] If you are Level 2 or higher, this card gains the following ability. "[S] [(1) Discard a card from your hand to the WR, put this card in the WR] Choose up to 1 'Ayuda Risu, A Step Towards the Future' in your hand and put it in the Slot this was in."

[C] During your turn, if all your Charas are :Hololive:, this gains +1 Level and +3500 Pow.

[A] When the Battle Opp. of this becomes Reversed, choose a :Hololive: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

LO
CO

C) If you are Level 2 or higher, this card gains the following ability: "[S] (1) Discard a card from your hand to the WR, put this card in the WR Choose up to 1 Ayuda Risa. A Step Towards the Future" in your hand and put it in the Slot this was "s".

C) During your turn, if all your Chars are :Hololive:, this gains +1 Level and +3500 Pow.

[A] When the Battl Opp. of this becomes Reversed, choose a :Hololive: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

LO
CO

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[A] **CX COMBO** (1) Put this in the WR! When "COMET" is placed in your CZ, if you are Level 2 or higher, may pay. If so, choose up to 1 "Suisei Hoshimachi, STELLA into the GALAXY" in your hand and put it in the Slot this was in.

$$\frac{L_0}{C_0}$$

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

[A] **CX COMBO** (1) Put this in the WR! When "COMET" is placed in your CZ, if you are Level 2 or higher, may pay. If so, choose up to 1 "Suisei Hoshimichi, STELLA into the GALAXY" in your hand and put it in the Slot this was in.

LO
CO

[A] When this is placed from hand to the Stage, if there are 4 or fewer cards in your Memory, you may choose a ::5th Gen:: Chara in your WR and a card in your Memory and Swap them.

[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 ::Hollive:: Chara in your WR and return it to your hand, choose 1 of your other ::Hollive:: Charas, and that Chara gains +1000 Pow for the turn.

LO
CO

[A] When this is placed from hand to the Stage, if there are 4 or fewer cards in your Memory, you may choose a ::5th Gen:: Chara in your WR and a card in your Memory and Swap them.

[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.

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

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

L1
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] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

L1
C0

[C] During your Opp.'s turn, for each of your other
::Hololive:: Charas in the Back Row, this gains +1000
Pow.

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

L1
C0

[C] During your Opp.'s turn, for each of your other
 ::Hololive:: Charas in the Back Row, this gains +1000
 Pow.

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

L1
C0

During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.
[A] ACCELERATE [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Hololive:: Chara in your WR and return it to your hand."

L1
C0

[C] During your turn, if all your Charas are ::Hololive::, this gains +2000 Pow.
 [A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Hololive:: Chara in your WR and return it to your hand."

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

[C] During your turn all your Charas are ::Hololive::, this gains +2000 Pow.
 [A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, look at the top card of your LB and put it either on top or bottom of the LB, and this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Hololive:: Chara in your WR and return it to your hand."

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

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

[A] **RECOLLECTION** When this attacks, if there are 2 or more cards with different names in your Memory, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

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

Lamy Yukihana, Small Changes

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.
[A] **RECOLLECTION** When this attacks, if there are 2 or more cards with different names in your Memory, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

Hololive - 5th Gen | HOL/W104-140S T: None

L1
C1

Noel Shirogane, Brain Exercise

[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, you may choose the bottom card of your Clock and a ::Hololive:: Chara in your WR and Swap them.
[A] **BOND/"Flare** Shiranui, #Shiranue" or "Flare Shiranui, Elvish Tea Party" [Discard a card from your hand to the WR]

Hololive - 3rd Gen | HOL/W104-141 T: Soul

L2
C1

Noel Shirogane, Brain Exercise

[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, you may choose the bottom card of your Clock and a ::Hololive:: Chara in your WR and Swap them.
[A] **BOND/"Flare** Shiranui, #Shiranue" or "Flare Shiranui, Elvish Tea Party" [Discard a card from your hand to the WR]

Hololive - 3rd Gen | HOL/W104-141S T: Soul

L2
C1

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Midsummer Sun

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

HOL/W104-142 T: Soul Gate

Midsummer Sun

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

HOL/W104-142R T: Soul Gate

Midsummer Sun

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

HOL/W104-142SSP T: Soul Gate

Hololive Production Vol. 2 Booster Pack

Magic Lesson

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

HOL/W104-143 T: Soul Gate

Magic Lesson

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

HOL/W104-143R T: Soul Gate

Magic Lesson

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

HOL/W104-143SSP T: Soul Gate

Hill at Twilight

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

HOL/W104-144 T: Soul Gate

Hill at Twilight

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

HOL/W104-144R T: Soul Gate

Hill at Twilight

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

HOL/W104-144SSP T: Soul Gate

COMET

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

HOL/W104-145 T: Soul Gate

COMET

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

HOL/W104-145R T: Soul Gate

Sun, Shining Bright

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

HOL/W104-146 T: Choice

Two Arms Full of Happiness

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

HOL/W104-147 T: Choice

Your Mori.

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

HOL/W104-148 T: Choice

Shirakami's Secret Base

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

HOL/W104-149 T: Treasure

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

HOL/W104-150 T: Treasure

Keeper of the Nature
[C] All your Charas gain +1000 Pow and +1 Soul.

HOL/W104-151 T: Treasure

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

HOL/W104-152 T: Treasure

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REPEAT THIS LIFE WITH U
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

HOL/W104-153 T: Soul Standby

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

HOL/W104-154 T: Soul Standby

Beach Reserved for Two
[C] All your Charas gain +1000 Pow and +1 Soul.

HOL/W104-155 T: Salvage

Hololive Production Vol. 2 Booster Pack

On the Other Hand, In Another World...
[C] All your Charas gain +1000 Pow and +1 Soul.

HOL/W104-156 T: Salvage

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

HOL/W104-157 T: Soul Gate

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

HOL/W104-158 T: Soul Gate

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

HOL/W104-159 T: Soul Gate

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

HOL/W104-160 T: Soul Gate