

**Koyori Hakui, Summer Splash Party!**

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.  
 [A] [(1) Put a ::Hololive:: Chara from your WR on the bottom of the Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Hololive:: Charas, reveal them, put the in your hand, and put the rest in the WR.

Hololive - Holo X | HOL/WE44-01 T: None

LO  
CO

**Koyori Hakui, Summer Splash Party!**

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.  
 [A] [(1) Put a ::Hololive:: Chara from your WR on the bottom of the Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Hololive:: Charas, reveal them, put the in your hand, and put the rest in the WR.

Hololive - Holo X | HOL/WE44-01HLP T: None

LO  
CO

**Koyori Hakui, Summer Splash Party!**

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.  
 [A] [(1) Put a ::Hololive:: Chara from your WR on the bottom of the Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from the top of your LB and search for up to 2 ::Hololive:: Charas, reveal them, put the in your hand, and put the rest in the WR.

Hololive - Holo X | HOL/WE44-01SP T: None

LO  
CO

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**Kanata Amane, Summer Splash Party!**

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Hololive - 4th Gen | HOL/WE44-02 T: None

LO  
CO

**Kanata Amane, Summer Splash Party!**

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Hololive - 4th Gen | HOL/WE44-02HLP T: None

LO  
CO

**Kanata Amane, Summer Splash Party!**

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.  
 [A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Hololive - 4th Gen | HOL/WE44-02SP T: None

LO  
CO

### Hololive Summer Collection Premium Booster

**Lapulus Darkness, Summer Splash Party!**

[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 "NAME", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - Holo X | HOL/WE44-03 T: None

LO  
CO

**Lapulus Darkness, Summer Splash Party!**

[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 "NAME", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - Holo X | HOL/WE44-03HLP T: None

LO  
CO

**Lapulus Darkness, Summer Splash Party!**

[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 "NAME", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - Holo X | HOL/WE44-03SP T: None

LO  
CO

**Calliope Mori, Summer Splash Party!**

[A] **ACCELERATION** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, choose a card in your hand and put it in the WR, and shuffle your LB.

Hololive - English Myth | HOL/WE44-04 T: None

LO  
CO

**Calliope Mori, Summer Splash Party!**

[A] **ACCELERATION** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, choose a card in your hand and put it in the WR, and shuffle your LB.

Hololive - English Myth | HOL/WE44-04HLP T: None

LO  
CO

**Calliope Mori, Summer Splash Party!**

[A] **ACCELERATION** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, if this is in the Front Row, may pay. If so, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, choose a card in your hand and put it in the WR, and shuffle your LB.

Hololive - English Myth | HOL/WE44-04SP T: None

LO  
CO

**Flare Shiranui, Summer Splash Party!**

[C] You cannot play Events or **BACKUP** from hand.  
 [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Hololive - 3rd Gen | HOL/WE44-05 T: None

LO  
CO

**Flare Shiranui, Summer Splash Party!**

[C] You cannot play Events or **BACKUP** from hand.  
 [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Hololive - 3rd Gen | HOL/WE44-05HLP T: None

LO  
CO

**Flare Shiranui, Summer Splash Party!**

[C] You cannot play Events or **BACKUP** from hand.  
 [A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Hololive - 3rd Gen | HOL/WE44-05SP T: None

LO  
CO

**Kiara Takanashi, Summer Splash Party!**

[A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] When you use the **BACKUP** of this, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Hololive:: Chara, put it in your hand, put the rest in the WR, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Hololive - English Myth | HOL/WE44-06 T: None

L1  
CO

**Kiara Takanashi, Summer Splash Party!**

[A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] When you use the **BACKUP** of this, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Hololive:: Chara, put it in your hand, put the rest in the WR, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Hololive - English Myth | HOL/WE44-06HLP T: None

L1  
CO

**Kiara Takanashi, Summer Splash Party!**

[A] **ACCELERATE** [Put a ::Hololive:: Chara from your WR on the bottom of your Clock] When you use the **BACKUP** of this, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Hololive:: Chara, put it in your hand, put the rest in the WR, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Hololive - English Myth | HOL/WE44-06SP T: None

L1  
CO

**Matsuri Natsuiro, Summer Splash Party!**  
 [C] All your other :Hololive: Charas gain +500 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, search your LB for up to 1 "Matsuri Natsuiro", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Rest this] Choose 1 of your "Matsuri Natsuiro", and that Chara gets +1000 Pow and +1 Soul for the turn.

*Hololive - 1st Gen | HOL/WE44-07 T: None*

L1  
C0

**Matsuri Natsuiro, Summer Splash Party!**  
 [C] All your other :Hololive: Charas gain +500 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, search your LB for up to 1 "Matsuri Natsuiro", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Rest this] Choose 1 of your "Matsuri Natsuiro", and that Chara gets +1000 Pow and +1 Soul for the turn.

*Hololive - 1st Gen | HOL/WE44-07HLP T: None*

L1  
C0

**Matsuri Natsuiro, Summer Splash Party!**  
 [C] All your other :Hololive: Charas gain +500 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, search your LB for up to 1 "Matsuri Natsuiro", reveal it, put it in your hand, and shuffle your LB.  
 [S] [Rest this] Choose 1 of your "Matsuri Natsuiro", and that Chara gets +1000 Pow and +1 Soul for the turn.

*Hololive - 1st Gen | HOL/WE44-07SP T: None*

L1  
C0

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**Korone Inugami, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
 [A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Korone Inugami, A Step Towards the Future" in your WR and send it to Memory.  
 [A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

*Hololive - Gamers | HOL/WE44-08 T: None*

L1  
C0

**Korone Inugami, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
 [A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Korone Inugami, A Step Towards the Future" in your WR and send it to Memory.  
 [A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

*Hololive - Gamers | HOL/WE44-08HLP T: None*

L1  
C0

**Korone Inugami, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
 [A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose a "Korone Inugami, A Step Towards the Future" in your WR and send it to Memory.  
 [A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

*Hololive - Gamers | HOL/WE44-08SP T: None*

L1  
C0

Hololive Summer Collection Premium Booster

**Watame Tsunomaki, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, choose 1 of your :Hololive: Charas, and that Chara gains +3000 Pow for the turn.  
 [A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Watame Tsunomaki, Together Towards the Future" in your WR and put it in the Slot this was in.

*Hololive - 4th Gen | HOL/WE44-09 T: None*

L1  
C0

**Watame Tsunomaki, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, choose 1 of your :Hololive: Charas, and that Chara gains +3000 Pow for the turn.  
 [A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Watame Tsunomaki, Together Towards the Future" in your WR and put it in the Slot this was in.

*Hololive - 4th Gen | HOL/WE44-09HLP T: None*

L1  
C0

**Watame Tsunomaki, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, choose 1 of your :Hololive: Charas, and that Chara gains +3000 Pow for the turn.  
 [A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Watame Tsunomaki, Together Towards the Future" in your WR and put it in the Slot this was in.

*Hololive - 4th Gen | HOL/WE44-09SP T: None*

L1  
C0

**Subaru Oozora, Summer Splash Party!**  
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When your Climax card with a Choice Trigger Icon is triggered, you may draw a card. If so, discard a card from your hand to the WR.  
 [S] [Discard a "Subaru Oozora, Summer Memories" from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

*Hololive - 2nd Gen | HOL/WE44-10 T: Soul*

L2  
C1

**Subaru Oozora, Summer Splash Party!**  
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When your Climax card with a Choice Trigger Icon is triggered, you may draw a card. If so, discard a card from your hand to the WR.  
 [S] [Discard a "Subaru Oozora, Summer Memories" from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

*Hololive - 2nd Gen | HOL/WE44-10HLP T: Soul*

L2  
C1

**Subaru Oozora, Summer Splash Party!**  
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When your Climax card with a Choice Trigger Icon is triggered, you may draw a card. If so, discard a card from your hand to the WR.  
 [S] [Discard a "Subaru Oozora, Summer Memories" from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

*Hololive - 2nd Gen | HOL/WE44-10SP T: Soul*

L2  
C1

**Iroha Kazama, Summer Splash Party!**  
 [C] If you have 4 or more :Hololive: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] When this is placed from hand to the Stage, if you have another :Hololive: Chara, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. [C] This cannot be chosen as target of Opp.'s effects."

*Hololive - Holo X | HOL/WE44-11 T: Soul*

L3  
C2

**Iroha Kazama, Summer Splash Party!**  
 [C] If you have 4 or more :Hololive: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] When this is placed from hand to the Stage, if you have another :Hololive: Chara, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. [C] This cannot be chosen as target of Opp.'s effects."

*Hololive - Holo X | HOL/WE44-11HLP T: Soul*

L3  
C2

**Iroha Kazama, Summer Splash Party!**  
 [C] If you have 4 or more :Hololive: Charas, this gets -1 Level while in your hand.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] When this is placed from hand to the Stage, if you have another :Hololive: Chara, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. [C] This cannot be chosen as target of Opp.'s effects."

*Hololive - Holo X | HOL/WE44-11SP T: Soul*

L3  
C2

**Amelia Watson, Summer Splash Party!**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are :Hololive:, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

*Hololive - English Myth | HOL/WE44-12 T: Soul*

L3  
C2

**Amelia Watson, Summer Splash Party!**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are :Hololive:, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

*Hololive - English Myth | HOL/WE44-12HLP T: Soul*

L3  
C2

**Amelia Watson, Summer Splash Party!**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are :Hololive:, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

*Hololive - English Myth | HOL/WE44-12SP T: Soul*

L3  
C2

**Mio Ookami, Summer Splash Party!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = # of "Mio Ookami, Summer Festival and Candy Apples" in your WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Hololive - Gamers | HOL/WE44-13 T: None

LO  
CO

**Mio Ookami, Summer Splash Party!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = # of "Mio Ookami, Summer Festival and Candy Apples" in your WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Hololive - Gamers | HOL/WE44-13HLP T: None

LO  
CO

**Mio Ookami, Summer Splash Party!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = # of "Mio Ookami, Summer Festival and Candy Apples" in your WR.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Hololive - Gamers | HOL/WE44-13SP T: None

LO  
CO

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**Aki Rosenthal, Summer Splash Party!**  
 [C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 "AkiRose, Which Should I Choose?" in your hand and put it in the Slot this was in."  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 1st Gen | HOL/WE44-14 T: None

LO  
CO

**Aki Rosenthal, Summer Splash Party!**  
 [C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 "AkiRose, Which Should I Choose?" in your hand and put it in the Slot this was in."  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 1st Gen | HOL/WE44-14HLP T: None

LO  
CO

**Aki Rosenthal, Summer Splash Party!**  
 [C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 "AkiRose, Which Should I Choose?" in your hand and put it in the Slot this was in."  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.

Hololive - 1st Gen | HOL/WE44-14SP T: None

LO  
CO

Hololive Summer Collection Premium Booster

**Okayu Nekomata, Summer Splash Party!**  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.  
 [A] [Discard a "#Hololive Gamers" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Chara in your WR and return it to your hand.

Hololive - Gamers | HOL/WE44-15 T: None

LO  
CO

**Okayu Nekomata, Summer Splash Party!**  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.  
 [A] [Discard a "#Hololive Gamers" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Chara in your WR and return it to your hand.

Hololive - Gamers | HOL/WE44-15HLP T: None

LO  
CO

**Okayu Nekomata, Summer Splash Party!**  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Hololive:: Chara in your WR and return it to your hand.  
 [A] [Discard a "#Hololive Gamers" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Chara in your WR and return it to your hand.

Hololive - Gamers | HOL/WE44-15SP T: None

LO  
CO

**Luna Himemori, Summer Splash Party!**  
 [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 and/or "#Hololive 4th Gen" among those cards.  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Luna Himemori, Motivated to Dress Up" in your WR and put it Rested in any Slot on the Stage.

Hololive - 4th Gen | HOL/WE44-16 T: None

LO  
CO

**Luna Himemori, Summer Splash Party!**  
 [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 and/or "#Hololive 4th Gen" among those cards.  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Luna Himemori, Motivated to Dress Up" in your WR and put it Rested in any Slot on the Stage.

Hololive - 4th Gen | HOL/WE44-16HLP T: None

LO  
CO

**Luna Himemori, Summer Splash Party!**  
 [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 and/or "#Hololive 4th Gen" among those cards.  
 [A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a "Luna Himemori, Motivated to Dress Up" in your WR and put it Rested in any Slot on the Stage.

Hololive - 4th Gen | HOL/WE44-16SP T: None

LO  
CO

**Kobo Kanaeru, Summer Splash Party!**  
 [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 Chara in your WR and return it to your hand.  
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Hololive - Indonesia 3rd | HOL/WE44-17 T: None

LO  
CO

**Kobo Kanaeru, Summer Splash Party!**  
 [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 Chara in your WR and return it to your hand.  
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Hololive - Indonesia 3rd | HOL/WE44-17HLP T: None

LO  
CO

**Kobo Kanaeru, Summer Splash Party!**  
 [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 Chara in your WR and return it to your hand.  
 [A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Hololive - Indonesia 3rd | HOL/WE44-17SP T: None

LO  
CO

**Ceres Fauna, Summer Splash Party!**  
 [C] If you have another "Ceres Fauna, A Step Towards the Future", this gains +4000 Pow.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Hololive - English Promise | HOL/WE44-18 T: None

L1  
CO

**Ceres Fauna, Summer Splash Party!**  
 [C] If you have another "Ceres Fauna, A Step Towards the Future", this gains +4000 Pow.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Hololive - English Promise | HOL/WE44-18HLP T: None

L1  
CO

**Ceres Fauna, Summer Splash Party!**  
 [C] If you have another "Ceres Fauna, A Step Towards the Future", this gains +4000 Pow.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Hololive - English Promise | HOL/WE44-18SP T: None

L1  
CO

**Fubuki Shirakami, Summer Splash Party!**  
 [A] **CX COMBO** [Discard a "Fox's Potential" or "Shirakami's Secret Base" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Fox's Potential" or "Shirakami's Secret Base" in your WR and return it to your hand.

*Hololive - 1st Gen - Gamers | HOL/WE44-19 T: None*

L1  
C0

**Fubuki Shirakami, Summer Splash Party!**  
 [A] **CX COMBO** [Discard a "Fox's Potential" or "Shirakami's Secret Base" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Fox's Potential" or "Shirakami's Secret Base" in your WR and return it to your hand.

*Hololive - 1st Gen - Gamers | HOL/WE44-19HLP T: None*

L1  
C0

**Fubuki Shirakami, Summer Splash Party!**  
 [A] **CX COMBO** [Discard a "Fox's Potential" or "Shirakami's Secret Base" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Fox's Potential" or "Shirakami's Secret Base" in your WR and return it to your hand.

*Hololive - 1st Gen - Gamers | HOL/WE44-19SP T: None*

L1  
C0

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**Towa Tokoyami, Summer Splash Party!**  
 [A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
 [A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

*Hololive - 4th Gen | HOL/WE44-20 T: None*

L1  
C0

**Towa Tokoyami, Summer Splash Party!**  
 [A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
 [A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

*Hololive - 4th Gen | HOL/WE44-20HLP T: None*

L1  
C0

**Towa Tokoyami, Summer Splash Party!**  
 [A] When your Climax card with a Treasure Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
 [A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.

*Hololive - 4th Gen | HOL/WE44-20SP T: None*

L1  
C0

**Hololive Summer Collection Premium Booster**

**Vestia Zeta, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [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.

*Hololive - Indonesia 3rd | HOL/WE44-21 T: None*

L1  
C0

**Vestia Zeta, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [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.

*Hololive - Indonesia 3rd | HOL/WE44-21HLP T: None*

L1  
C0

**Vestia Zeta, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [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.

*Hololive - Indonesia 3rd | HOL/WE44-21SP T: None*

L1  
C0

**IRyS, Summer Splash Party!**  
 [C] If your other "IRyS, Relaxing Moment" is in the Back Row, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]."  
 [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, put the rest in the WR, and this gains +2000 Pow for the turn.

*Hololive - English Promise | HOL/WE44-22 T: None*

L1  
C1

**IRyS, Summer Splash Party!**  
 [C] If your other "IRyS, Relaxing Moment" is in the Back Row, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]."  
 [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, put the rest in the WR, and this gains +2000 Pow for the turn.

*Hololive - English Promise | HOL/WE44-22HLP T: None*

L1  
C1

**IRyS, Summer Splash Party!**  
 [C] If your other "IRyS, Relaxing Moment" is in the Back Row, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]."  
 [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, put the rest in the WR, and this gains +2000 Pow for the turn.

*Hololive - English Promise | HOL/WE44-22SP T: None*

L1  
C1

**Sora Tokino, Summer Splash Party!**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Hololive - 0th Gen | HOL/WE44-23 T: Soul*

L2  
C1

**Sora Tokino, Summer Splash Party!**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Hololive - 0th Gen | HOL/WE44-23HLP T: Soul*

L2  
C1

**Sora Tokino, Summer Splash Party!**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

*Hololive - 0th Gen | HOL/WE44-23SP T: Soul*

L2  
C1

**Kaela Kovalskia, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Hololive:: Charas.  
 [A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

*Hololive - Indonesia 3rd | HOL/WE44-24 T: Soul*

L3  
C2

**Kaela Kovalskia, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Hololive:: Charas.  
 [A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

*Hololive - Indonesia 3rd | HOL/WE44-24HLP T: Soul*

L3  
C2

**Kaela Kovalskia, Summer Splash Party!**  
 [A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Hololive:: Charas.  
 [A] [(1) Discard 2 cards from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp., and choose up to 1 card in your Opp.'s WR and put it on top of the LB. (DC can occur)

*Hololive - Indonesia 3rd | HOL/WE44-24SP T: Soul*

L3  
C2

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

Holive - English Promise | HOL/WE44-25 T: Soul

L3  
C2

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

Holive - English Promise | HOL/WE44-25HLP T: Soul

L3  
C2

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

Holive - English Promise | HOL/WE44-25SP T: Soul

L3  
C2

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**Marine Houshou, Summer Splash Party!**  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Holive - 3rd Gen | HOL/WE44-26 T: None

L0  
C0

**Marine Houshou, Summer Splash Party!**  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Holive - 3rd Gen | HOL/WE44-26HLP T: None

L0  
C0

**Marine Houshou, Summer Splash Party!**  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Holive - 3rd Gen | HOL/WE44-26SP T: None

L0  
C0

Holive Summer Collection Premium Booster

**Chloe Sakamata, Summer Splash Party!**  
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.  
[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 Chara in your WR and return it to your hand.

Holive - Holo X | HOL/WE44-27 T: None

L0  
C0

**Chloe Sakamata, Summer Splash Party!**  
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.  
[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 Chara in your WR and return it to your hand.

Holive - Holo X | HOL/WE44-27HLP T: None

L0  
C0

**Chloe Sakamata, Summer Splash Party!**  
[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.  
[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 Chara in your WR and return it to your hand.

Holive - Holo X | HOL/WE44-27SP T: None

L0  
C0

**Kureiji Ollie, Summer Splash Party!**  
[A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Holive - Indonesia 2nd | HOL/WE44-28 T: None

L0  
C0

**Kureiji Ollie, Summer Splash Party!**  
[A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Holive - Indonesia 2nd | HOL/WE44-28HLP T:

L0  
C0

**Kureiji Ollie, Summer Splash Party!**  
[A] When this attacks, choose 1 of your ::Hololive:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Holive - Indonesia 2nd | HOL/WE44-28SP T: None

L0  
C0

**Roboco-san, Summer Splash Party!**  
[C] If this is on the Stage, this is also considered to have "Roboco-san, Proud of Herself" as the name.  
[C] All your other "Roboco-san, Leave It to Me!" gain +500 Pow and "[A] ENCORE [Discard a ::Hololive:: Chara from your hand to the WR]"  
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Holive - 0th Gen | HOL/WE44-29 T: None

L0  
C0

**Roboco-san, Summer Splash Party!**  
[C] If this is on the Stage, this is also considered to have "Roboco-san, Proud of Herself" as the name.  
[C] All your other "Roboco-san, Leave It to Me!" gain +500 Pow and "[A] ENCORE [Discard a ::Hololive:: Chara from your hand to the WR]"  
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Holive - 0th Gen | HOL/WE44-29HLP T: None

L0  
C0

**Roboco-san, Summer Splash Party!**  
[C] If this is on the Stage, this is also considered to have "Roboco-san, Proud of Herself" as the name.  
[C] All your other "Roboco-san, Leave It to Me!" gain +500 Pow and "[A] ENCORE [Discard a ::Hololive:: Chara from your hand to the WR]"  
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Hololive:: Chara, reveal it, put it in your hand, and shuffle your LB.

Holive - 0th Gen | HOL/WE44-29SP T: None

L0  
C0

**Ayame Nakiri, Summer Splash Party!**  
[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 "Ayame Nakiri, Ayame's One Year", reveal it, put it in your hand, and shuffle your LB.  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose an "Ayame Nakiri, Ayame's One Year" in your WR and put it Rested in any Slot on the Stage.

Holive - 2nd Gen | HOL/WE44-30 T: None

L0  
C0

**Ayame Nakiri, Summer Splash Party!**  
[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 "Ayame Nakiri, Ayame's One Year", reveal it, put it in your hand, and shuffle your LB.  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose an "Ayame Nakiri, Ayame's One Year" in your WR and put it Rested in any Slot on the Stage.

Holive - 2nd Gen | HOL/WE44-30HLP T: None

L0  
C0

**Ayame Nakiri, Summer Splash Party!**  
[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 "Ayame Nakiri, Ayame's One Year", reveal it, put it in your hand, and shuffle your LB.  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose an "Ayame Nakiri, Ayame's One Year" in your WR and put it Rested in any Slot on the Stage.

Holive - 2nd Gen | HOL/WE44-30SP T: None

L0  
C0

**Miko Sakura, Summer Splash Party!**

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.  
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Hololive - 0th Gen | HOL/WE44-31 T: None

L0  
C0

**Miko Sakura, Summer Splash Party!**

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.  
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Hololive - 0th Gen | HOL/WE44-31HLP T: None

L0  
C0

**Miko Sakura, Summer Splash Party!**

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.  
[A] [Discard a ::Hololive:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Hololive - 0th Gen | HOL/WE44-31SP T: None

L0  
C0

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**Anya Melfissa, Summer Splash Party!**

[A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Hololive - Indonesia 2nd | HOL/WE44-32 T: None

L1  
C0

**Anya Melfissa, Summer Splash Party!**

[A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Hololive - Indonesia 2nd | HOL/WE44-32HLP T:

L1  
C0

**Anya Melfissa, Summer Splash Party!**

[A] When your Climax card with a Comeback Trigger Icon is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Hololive - Indonesia 2nd | HOL/WE44-32SP T: None

L1  
C0

**Hololive Summer Collection Premium Booster**

**Haato Akai, Summer Splash Party!**

[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1)] Discard a card from your hand to the WR] Choose up to 1 'Haato Akai' in your hand and put it in the Slot this was in."  
[C] ASSIST All your ::Hololive:: Charas in front of this gain +1000 Pow.  
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Hololive - 1st Gen | HOL/WE44-33 T: Soul

L1  
C1

**Haato Akai, Summer Splash Party!**

[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1)] Discard a card from your hand to the WR] Choose up to 1 'Haato Akai' in your hand and put it in the Slot this was in."  
[C] ASSIST All your ::Hololive:: Charas in front of this gain +1000 Pow.  
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Hololive - 1st Gen | HOL/WE44-33HLP T: Soul

L1  
C1

**Haato Akai, Summer Splash Party!**

[C] If you are Level 2 or higher, this gains the following ability. "[S] [(1)] Discard a card from your hand to the WR] Choose up to 1 'Haato Akai' in your hand and put it in the Slot this was in."  
[C] ASSIST All your ::Hololive:: Charas in front of this gain +1000 Pow.  
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Hololive - 1st Gen | HOL/WE44-33SP T: Soul

L1  
C1

**AZKi, Summer Splash Party!**

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.  
[C] All your other ::Hololive:: Charas gain +500 Pow.

Hololive - 0th Gen | HOL/WE44-34 T: None

L1  
C1

**AZKi, Summer Splash Party!**

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.  
[C] All your other ::Hololive:: Charas gain +500 Pow.

Hololive - 0th Gen | HOL/WE44-34HLP T: None

L1  
C1

**AZKi, Summer Splash Party!**

[C] For each of your other ::Hololive:: Charas in the Back Row, this gains +1000 Pow.  
[C] All your other ::Hololive:: Charas gain +500 Pow.

Hololive - 0th Gen | HOL/WE44-34SP T: None

L1  
C1

**Polka Omaru, Summer Splash Party!**

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] CX COMBO [(2) Discard a card from your hand to the WR] If you have another "Polka Omaru, In Charge of Red", choose a "Downpour of Sunlight" in your WR and return it to your hand.

Hololive - 5th Gen | HOL/WE44-35 T: Soul

L2  
C1

**Polka Omaru, Summer Splash Party!**

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] CX COMBO [(2) Discard a card from your hand to the WR] If you have another "Polka Omaru, In Charge of Red", choose a "Downpour of Sunlight" in your WR and return it to your hand.

Hololive - 5th Gen | HOL/WE44-35HLP T: Soul

L2  
C1

**Polka Omaru, Summer Splash Party!**

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] CX COMBO [(2) Discard a card from your hand to the WR] If you have another "Polka Omaru, In Charge of Red", choose a "Downpour of Sunlight" in your WR and return it to your hand.

Hololive - 5th Gen | HOL/WE44-35SP T: Soul

L2  
C1

**Lui Takane, Summer Splash Party!**

[C] During your turn, if you have another "Lui Takane, Waiting Out Rain and Sharing an Umbrella", this gains +6000 Pow.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Hololive - Holo X | HOL/WE44-36 T: Soul

L2  
C1

**Lui Takane, Summer Splash Party!**

[C] During your turn, if you have another "Lui Takane, Waiting Out Rain and Sharing an Umbrella", this gains +6000 Pow.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Hololive - Holo X | HOL/WE44-36HLP T: Soul

L2  
C1

**Lui Takane, Summer Splash Party!**

[C] During your turn, if you have another "Lui Takane, Waiting Out Rain and Sharing an Umbrella", this gains +6000 Pow.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Hololive - Holo X | HOL/WE44-36SP T: Soul

L2  
C1

**Nene Momosuzu, Summer Splash Party!**

[C] All your other ::Hololive:: Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

*Hololive - 5th Gen | HOL/WE44-37 T: Soul*

L3  
C2

**Nene Momosuzu, Summer Splash Party!**

[C] All your other ::Hololive:: Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

*Hololive - 5th Gen | HOL/WE44-37HLP T: Soul*

L3  
C2

**Nene Momosuzu, Summer Splash Party!**

[C] All your other ::Hololive:: Charas gain +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

*Hololive - 5th Gen | HOL/WE44-37SP T: Soul*

L3  
C2

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**Pavolia Reine, Summer Splash Party!**

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

*Hololive - Indonesia 2nd | HOL/WE44-38 T: Soul*

L3  
C2

**Pavolia Reine, Summer Splash Party!**

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

*Hololive - Indonesia 2nd | HOL/WE44-38HLP T: Soul*

L3  
C2

**Pavolia Reine, Summer Splash Party!**

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hololive:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)

*Hololive - Indonesia 2nd | HOL/WE44-38SP T: Soul*

L3  
C2

**Hololive Summer Collection Premium Booster**

**Choco Yuzuki, Summer Splash Party!**

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] [(3) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., look at the top card of your LB, and put it either on top or bottom of your LB. (DC can occur)

*Hololive - 2nd Gen | HOL/WE44-39 T: Soul*

L3  
C2

**Choco Yuzuki, Summer Splash Party!**

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] [(3) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., look at the top card of your LB, and put it either on top or bottom of your LB. (DC can occur)

*Hololive - 2nd Gen | HOL/WE44-39HLP T: Soul*

L3  
C2

**Choco Yuzuki, Summer Splash Party!**

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.  
[A] [(3) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., look at the top card of your LB, and put it either on top or bottom of your LB. (DC can occur)

*Hololive - 2nd Gen | HOL/WE44-39SP T: Soul*

L3  
C2

**Shion Murasaki, Summer Splash Party!**

[C] All of your other "Aqua Minato, Together Towards the Future" gain +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."  
[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 "Aqua Minato, Together Towards the Future" or "Shion Murasaki, #ShionNoKakimono", reveal it, put it in your hand, and shuffle your LB.

*Hololive - 2nd Gen | HOL/WE44-40 T: None*

L0  
C0

**Shion Murasaki, Summer Splash Party!**

[C] All of your other "Aqua Minato, Together Towards the Future" gain +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."  
[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 "Aqua Minato, Together Towards the Future" or "Shion Murasaki, #ShionNoKakimono", reveal it, put it in your hand, and shuffle your LB.

*Hololive - 2nd Gen | HOL/WE44-40HLP T: None*

L0  
C0

**Shion Murasaki, Summer Splash Party!**

[C] All of your other "Aqua Minato, Together Towards the Future" gain +1500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."  
[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 "Aqua Minato, Together Towards the Future" or "Shion Murasaki, #ShionNoKakimono", reveal it, put it in your hand, and shuffle your LB.

*Hololive - 2nd Gen | HOL/WE44-40SP T: None*

L0  
C0

**Gawr Gura, Summer Splash Party!**

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.  
[A] [(2)] When this is placed from 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 - English Myth | HOL/WE44-41 T: None*

L0  
C0

**Gawr Gura, Summer Splash Party!**

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.  
[A] [(2)] When this is placed from 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 - English Myth | HOL/WE44-41HLP T: None*

L0  
C0

**Gawr Gura, Summer Splash Party!**

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, you may choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.  
[A] [(2)] When this is placed from 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 - English Myth | HOL/WE44-41SP T: None*

L0  
C0

**Ouro Kronii, Summer Splash Party!**

[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 attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.

*Hololive - English Promise | HOL/WE44-42 T: None*

L1  
C0

**Ouro Kronii, Summer Splash Party!**

[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 attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.

*Hololive - English Promise | HOL/WE44-42HLP T: None*

L1  
C0

**Ouro Kronii, Summer Splash Party!**

[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 attacks, if you have another ::Hololive:: Chara, this gains +3000 Pow for the turn.

*Hololive - English Promise | HOL/WE44-42SP T: None*

L1  
C0

**Pekora Usada, Summer Splash Party!**

[A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = # of "Pekora Usada, Together Towards the Future" in your WR.

Hololive - 3rd Gen | HOL/WE44-43 T: None

L1  
C0

**Pekora Usada, Summer Splash Party!**

[A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = # of "Pekora Usada, Together Towards the Future" in your WR.

Hololive - 3rd Gen | HOL/WE44-43HLP T: None

L1  
C0

**Pekora Usada, Summer Splash Party!**

[A] [Discard a card from your hand to the WR] When this is placed from hand to this Stage, may pay. If so, choose a Level X or lower ::Hololive:: Chara in your WR and return it to your hand. X = # of "Pekora Usada, Together Towards the Future" in your WR.

Hololive - 3rd Gen | HOL/WE44-43SP T: None

L1  
C0

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**Suisei Hoshimachi, Summer Splash Party!**

[S] [(1) Put this in the WR] Choose 1 "Suisei Hoshimachi, To the Shining Stage" in your WR and put it in the Slot this was in, and that Chara gains +X Pow for the turn. X = 1000 times # of your ::Hololive:: Charas.

Hololive - 0th Gen | HOL/WE44-44 T: None

L1  
C0

**Suisei Hoshimachi, Summer Splash Party!**

[S] [(1) Put this in the WR] Choose 1 "Suisei Hoshimachi, To the Shining Stage" in your WR and put it in the Slot this was in, and that Chara gains +X Pow for the turn. X = 1000 times # of your ::Hololive:: Charas.

Hololive - 0th Gen | HOL/WE44-44HLP T: None

L1  
C0

**Suisei Hoshimachi, Summer Splash Party!**

[S] [(1) Put this in the WR] Choose 1 "Suisei Hoshimachi, To the Shining Stage" in your WR and put it in the Slot this was in, and that Chara gains +X Pow for the turn. X = 1000 times # of your ::Hololive:: Charas.

Hololive - 0th Gen | HOL/WE44-44SP T: None

L1  
C0

**Hololive Summer Collection Premium Booster**

**Botan Shishiro, Summer Splash Party!**

[C] **RECOLLECTION** During your turn, if there is at least 1 card in your Memory, this gains +1500 Pow.  
[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 - 5th Gen | HOL/WE44-45 T: None

L1  
C0

**Botan Shishiro, Summer Splash Party!**

[C] **RECOLLECTION** During your turn, if there is at least 1 card in your Memory, this gains +1500 Pow.  
[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 - 5th Gen | HOL/WE44-45HLP T: None

L1  
C0

**Botan Shishiro, Summer Splash Party!**

[C] **RECOLLECTION** During your turn, if there is at least 1 card in your Memory, this gains +1500 Pow.  
[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 - 5th Gen | HOL/WE44-45SP T: None

L1  
C0

**Moona Hoshinova, Summer Splash Party!**

[C] All your other ::Hololive:: Charas gain +1000 Pow.  
[S] [Rest this] 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 the bottom of the LB."

Hololive - Indonesia 1st | HOL/WE44-46 T: Soul

L2  
C1

**Moona Hoshinova, Summer Splash Party!**

[C] All your other ::Hololive:: Charas gain +1000 Pow.  
[S] [Rest this] 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 the bottom of the LB."

Hololive - Indonesia 1st | HOL/WE44-46HLP T: Soul

L2  
C1

**Moona Hoshinova, Summer Splash Party!**

[C] All your other ::Hololive:: Charas gain +1000 Pow.  
[S] [Rest this] 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 the bottom of the LB."

Hololive - Indonesia 1st | HOL/WE44-46SP T: Soul

L2  
C1

**Ayunda Risu, Summer Splash Party!**

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another "Ayunda Risu, A Step Towards the Future", may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.  
[S] [Rest this] Choose 1 of your "Ayunda Risu, A Step Towards the Future", and that Chara gains +2000 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects."

Hololive - Indonesia 1st | HOL/WE44-47 T: Soul

L2  
C1

**Ayunda Risu, Summer Splash Party!**

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another "Ayunda Risu, A Step Towards the Future", may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.  
[S] [Rest this] Choose 1 of your "Ayunda Risu, A Step Towards the Future", and that Chara gains +2000 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects."

Hololive - Indonesia 1st | HOL/WE44-47HLP T: Soul

L2  
C1

**Ayunda Risu, Summer Splash Party!**

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another "Ayunda Risu, A Step Towards the Future", may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.  
[S] [Rest this] Choose 1 of your "Ayunda Risu, A Step Towards the Future", and that Chara gains +2000 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects."

Hololive - Indonesia 1st | HOL/WE44-47SP T: Soul

L2  
C1

**Aqua Minato, Summer Splash Party!**

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] During your Climax Phase, when "Gaming on a Day Off" is placed in the CZ, if this is in the Front Row, may pay. If so, choose up to 1 "Aqua Minato, Together Towards the Future" in your hand and put it in any Slot on the Stage.  
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Hololive - 2nd Gen | HOL/WE44-48 T: Soul

L2  
C1

**Aqua Minato, Summer Splash Party!**

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] During your Climax Phase, when "Gaming on a Day Off" is placed in the CZ, if this is in the Front Row, may pay. If so, choose up to 1 "Aqua Minato, Together Towards the Future" in your hand and put it in any Slot on the Stage.  
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Hololive - 2nd Gen | HOL/WE44-48HLP T: Soul

L2  
C1

**Aqua Minato, Summer Splash Party!**

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] **CX COMBO** [(1) Discard a card from your hand to the WR] During your Climax Phase, when "Gaming on a Day Off" is placed in the CZ, if this is in the Front Row, may pay. If so, choose up to 1 "Aqua Minato, Together Towards the Future" in your hand and put it in any Slot on the Stage.  
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Hololive - 2nd Gen | HOL/WE44-48SP T: Soul

L2  
C1

### Aqua Minato, Summer Splash Party!

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Hololive - English Myth | HOL/WE44-49 T: Soul

L2  
C1

### Aqua Minato, Summer Splash Party!

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Hololive - English Myth | HOL/WE44-49HLP T: Soul

L2  
C1

### Aqua Minato, Summer Splash Party!

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)  
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Hololive - English Myth | HOL/WE44-49SP T: Soul

L2  
C1

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### Airani iofifteem, Summer Splash Party!

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
 [C] For each of your other ::Hololive:: Charas in the Front Row, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, choose up to 1 ::Hololive:: Chara in your WR and put it in your Stock; choose up to 1 of your Opp.'s Charas and Send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from their Memory in any Slot on the Stage.

Hololive - Indonesia 1st | HOL/WE44-50 T: Soul

L3  
C2

### Airani iofifteem, Summer Splash Party!

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
 [C] For each of your other ::Hololive:: Charas in the Front Row, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, choose up to 1 ::Hololive:: Chara in your WR and put it in your Stock; choose up to 1 of your Opp.'s Charas and Send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from their Memory in any Slot on the Stage.

Hololive - Indonesia 1st | HOL/WE44-50HLP T: Soul

L3  
C2

### Airani iofifteem, Summer Splash Party!

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.  
 [C] For each of your other ::Hololive:: Charas in the Front Row, this gains +1500 Pow.  
 [A] When this is placed from hand to the Stage, choose up to 1 ::Hololive:: Chara in your WR and put it in your Stock; choose up to 1 of your Opp.'s Charas and Send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from their Memory in any Slot on the Stage.

Hololive - Indonesia 1st | HOL/WE44-50SP T: Soul

L3  
C2

## Hololive Summer Collection Premium Booster

### Mumei Nanashi, Summer Splash Party!

[C] For each of your other ::Hololive:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(3) Discard 2 cards from hand to the WR, put a "Hill at Twilight" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 3 cards from your Opp.'s WR, put them on top of their LB in any order, and deal 5 Damage to your Opp.. (DC can occur)

Hololive - English Promise | HOL/WE44-51 T: Soul

L3  
C2

### Mumei Nanashi, Summer Splash Party!

[C] For each of your other ::Hololive:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(3) Discard 2 cards from hand to the WR, put a "Hill at Twilight" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 3 cards from your Opp.'s WR, put them on top of their LB in any order, and deal 5 Damage to your Opp.. (DC can occur)

Hololive - English Promise | HOL/WE44-51HLP T: Soul

L3  
C2

### Mumei Nanashi, Summer Splash Party!

[C] For each of your other ::Hololive:: Charas, this gains +500 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(3) Discard 2 cards from hand to the WR, put a "Hill at Twilight" from your CZ in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 3 cards from your Opp.'s WR, put them on top of their LB in any order, and deal 5 Damage to your Opp.. (DC can occur)

Hololive - English Promise | HOL/WE44-51SP T: Soul

L3  
C2

### Lamy Yukihana, Summer Splash Party!

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
 [C] RECOLLECTION if there are 2 or more differently named cards in your Memory, this gains +1000 Pow.  
 [A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/WE44-52 T: Soul

L3  
C2

### Lamy Yukihana, Summer Splash Party!

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
 [C] RECOLLECTION if there are 2 or more differently named cards in your Memory, this gains +1000 Pow.  
 [A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/WE44-52HLP T: Soul

L3  
C2

### Lamy Yukihana, Summer Splash Party!

[C] If you have 4 or more ::Hololive:: Charas, this gets -1 Level while in your hand.  
 [C] RECOLLECTION if there are 2 or more differently named cards in your Memory, this gains +1000 Pow.  
 [A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB, choose up to 2 ::Hololive:: Charas from among them, show them to your Opp., put them in your hand, and put the rest in the WR.

Hololive - 5th Gen | HOL/WE44-52SP T: Soul

L3  
C2

### Noel Shirogane, Summer Splash Party!

[A] [Put another ::Hololive:: Chara from your Stage to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [(2) When this attacks, if "Together With Captain" is in the CZ and you have another ::Hololive:: Chara, may pay. If so, your Opp. puts 20 cards from top of their LB in the WR, you look at up to 2 cards of your Opp.'s LB, choose up to 1 of them and put it on the bottom of the LB, and put the rest on top of the LB in any order.

Hololive - 3rd Gen | HOL/WE44-53 T: Soul

L3  
C2

### Noel Shirogane, Summer Splash Party!

[A] [Put another ::Hololive:: Chara from your Stage to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [(2) When this attacks, if "Together With Captain" is in the CZ and you have another ::Hololive:: Chara, may pay. If so, your Opp. puts 20 cards from top of their LB in the WR, you look at up to 2 cards of your Opp.'s LB, choose up to 1 of them and put it on the bottom of the LB, and put the rest on top of the LB in any order.

Hololive - 3rd Gen | HOL/WE44-53HLP T: Soul

L3  
C2

### Noel Shirogane, Summer Splash Party!

[A] [Put another ::Hololive:: Chara from your Stage to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
 [A] CX COMBO [(2) When this attacks, if "Together With Captain" is in the CZ and you have another ::Hololive:: Chara, may pay. If so, your Opp. puts 20 cards from top of their LB in the WR, you look at up to 2 cards of your Opp.'s LB, choose up to 1 of them and put it on the bottom of the LB, and put the rest on top of the LB in any order.

Hololive - 3rd Gen | HOL/WE44-53SP T: Soul

L3  
C2

