

Mio Honda

[C] Chara Opposite this cannot move to another Slot.
[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.

Music | IMC/W41-001 T: None

L0
C0

Mio Honda

[C] Chara Opposite this cannot move to another Slot.
[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.

Music | IMC/W41-001SP T: None

L0
C0

Miria Akagi

[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.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | IMC/W41-002 T: None

L0
C0

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

Miria Akagi

[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.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | IMC/W41-002SP T: None

L0
C0

Rika Jougasaki

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

Music - Gal | IMC/W41-003 T: None

L0
C0

Rika Jougasaki

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

Music - Gal | IMC/W41-003SP T: None

L0
C0

Idolm@ster Cinderella Girls Booster Pack

Kirari Moroboshi

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Music - Happy-Happy | IMC/W41-004 T: Soul

L3
C2

Kirari Moroboshi

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Music - Happy-Happy | IMC/W41-004SP T: Soul

L3
C2

Mika Jougasaki

[C] For each Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a "TOKIMEKI Escalate" from your hand to the WR] At the start of your Climax Phase, if there are no Markers under this, may pay. If so, search your LB for up to 3 Level 0 or lower Charas, reveal them, and put them face-down under this as Markers in any order you choose, and shuffle your LB.

Music - Gal | IMC/W41-005 T: Soul

L3
C2

Mika Jougasaki

[C] For each Marker under this, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a "TOKIMEKI Escalate" from your hand to the WR] At the start of your Climax Phase, if there are no Markers under this, may pay. If so, search your LB for up to 3 Level 0 or lower Charas, reveal them, and put them face-down under this as Markers in any order you choose, and shuffle your LB.

Music - Gal | IMC/W41-005SP T: Soul

L3
C2

Yuki, Team KBYD

[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.
[S] [Rest 2 of your ::Music:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Sports | IMC/W41-006 T: None

L0
C0

Airi Totoki

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Music | IMC/W41-007 T: None

L0
C0

Mio, new generations

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Rest 1 of your Standing ::Music:: Charas] When this attacks, if "Dekitate Evo! Revol! Generations!" is in the C2 and you have other "Uzuki, new generations" and "Rin, new generations" in the Front Row, may pay. If so, for the turn, your Charas do not Reverse, and your Opp. cannot play Events or **BACKUP** from hand.

Music | IMC/W41-008 T: None

L1
C0

Mio, new generations

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Rest 1 of your Standing ::Music:: Charas] When this attacks, if "Dekitate Evo! Revol! Generations!" is in the C2 and you have other "Uzuki, new generations" and "Rin, new generations" in the Front Row, may pay. If so, for the turn, your Charas do not Reverse, and your Opp. cannot play Events or **BACKUP** from hand.

Music | IMC/W41-008SR T: None

L1
C0

Mika, Reliable Senior

[C] If you have other "Rika, Loves Big Sister", this gains +2000 Pow.

Music - Gal | IMC/W41-009 T: None

L1
C0

Mika, Reliable Senior

[C] If you have other "Rika, Loves Big Sister", this gains +2000 Pow.

Music - Gal | IMC/W41-009SR T: None

L1
C0

Happy-Happy Kirari

[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul.

Music - Happy-Happy | IMC/W41-010 T: Soul

L2
C1

Happy-Happy Kirari

[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul.

Music - Happy-Happy | IMC/W41-010SR T: Soul

L2
C1

Miria, Decoration

[A] [(2) Send this to Memory] When "LET'S GO HAPPY!!" is placed in your CZ, may pay. If so, search your LB for up to 1 "Rika, Decoration" and put it in the Slot this was in, and shuffle your LB.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music | IMC/W41-011 T: Soul

L2
C1

Miria, Decoration

[A] [(2) Send this to Memory] When "LET'S GO HAPPY!!" is placed in your CZ, may pay. If so, search your LB for up to 1 "Rika, Decoration" and put it in the Slot this was in, and shuffle your LB.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music | IMC/W41-011SR T: Soul

L2
C1

Rika, Decoration

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] When the Battle Opp. of this becomes Reversed, if "LET'S GO HAPPY!!" is in your CZ, choose up to 1 card in your WR and return it to your LB, and shuffle your LB.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Gal | IMC/W41-012 T: Soul

L3
C2

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

Rika, Decoration

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] When the Battle Opp. of this becomes Reversed, if "LET'S GO HAPPY!!" is in your CZ, choose up to 1 card in your WR and return it to your LB, and shuffle your LB.
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Music - Gal | IMC/W41-012SR T: Soul

L3
C2

Syoko Hoshi

[C] For each Marker under this, this gains +2000 Pow.
[S] [Rest this] Put the top card of your LB under this as Marker.

Music - Mushroom | IMC/W41-013 T: None

L0
C0

Mio, Step Forward Again

[A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.
[A] When this attacks, if "Fan Letter" is in the CZ, you may choose 1 of your other Rested Charas and return it to your hand.

Music | IMC/W41-014 T: None

L0
C0

Idolm@ster Cinderella Girls Booster Pack

Mika, Throwing a Kiss

[S] [Rest 2 of your ::Music:: Charas] Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Music - Gal | IMC/W41-015 T: None

L0
C0

Aiko Takamori

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn, and at the end of the turn, Send this to Memory.

Music - Camera | IMC/W41-016 T: None

L0
C0

Nana Abe

[C] During your turn, this gets -1 Level while on the Stage.
[A] When this becomes Reversed in battle, put the top card of your Stock in the WR. If so, put this in your Stock.

Music - Usamin | IMC/W41-017 T: None

L0
C0

Rika, Loves Big Sister

[C] During your turn, all your other YELLOW Charas gain +1000 Pow.
[A] **BOND/"Mika, Reliable Senior"** [(1)]

Music - Gal | IMC/W41-018 T: None

L1
C0

Miria, Everyone Camping Together

[A] [(1)] At the start of your Opp.'s Attack Phase, if all your Charas are ::Music::, may pay. If so, move this to an empty Slot in the Back Row.

Music | IMC/W41-019 T: None

L1
C0

Kirari, Uneasy Feeling

[C] During your turn, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Happy-Happy | IMC/W41-020 T: None

L1
C1

Mio, Popular in Class

[C] If the Level of the Chara Opposite this is 3 or higher, this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music | IMC/W41-021 T: Soul

L2
C2

Kirari, Decoration

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When "LET'S GO HAPPY!!" is placed in your CZ, you may put the top card of your LB under this as Marker.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of Markers under this.

Music - Happy-Happy | IMC/W41-022 T: None

L0
C0

Producer, Bad with Smiling?

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

Music | IMC/W41-023 T: None

L0
C0

Miria, My First Star

[C] During your turn, this gains +1000 Pow.
[A] When this attacks, choose up to 2 of your ::Music:: Charas, and they gain +500 Pow for the turn.

Music | IMC/W41-024 T: None

L0
C0

Sanae Katagiri

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put this in your Stock. (Put the revealed card back where it was)

Music - Police | IMC/W41-025 T: None

L0
C0

Yuki Himekawa

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, put this in your WR. (Put the revealed card back where it was)

Music - Sports | IMC/W41-026 T: None

L1
C0

Mio in Summer Uniform
--No Text--

Music | IMC/W41-029 T: None

Rika, Matching Live T-Shirts
 [C] If you have 3 or fewer Charas, you cannot play this from hand.

Music - Gal | IMC/W41-032 T: Soul

L2
C1

Energy Drink

Choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if this is in the Front Row Center Slot, you may Stand this Chara."

IMC/W41-035 T: None

L2

C4

LET'S GO HAPPY!!
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-036S T: Soul Bounce

Dekitate Evo! Revo! Generation!
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-037S T: Soul Bounce

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

IMC/W41-039 T: 2 Soul

Fan Letter

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

IMC/W41-039R T: 2 Soul

Chihiro Senkawa

[A] When your other ::Music:: Chara is placed from hand to the Stage, that Chara gains +500 Pow and ::Drink:: for the turn.
[S] [(2) Rest this] Draw a card.

Music | IMC/W41-040 T: None

Kanako Mimura

[C] Your other Chara in the Front Row Center Slot gains +500 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.

Music - Sweets | IMC/W41-041 T: None

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

Kanako Mimura

[C] Your other Chara in the Front Row Center Slot gains +500 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.

Music - Sweets | IMC/W41-041SP T: None

Uzuki Shimamura

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, Rest this.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row with an Opp.'s Chara Opposite it.

Music | IMC/W41-042 T: None

Uzuki Shimamura

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Climax card among them, Rest this.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row with an Opp.'s Chara Opposite it.

Music | IMC/W41-042SP T: None

Idolm@ster Cinderella Girls Booster Pack

Anzu Futaba

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] For each of your other ::Music:: 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.

Music - Candy | IMC/W41-043 T: Soul

Anzu Futaba

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] For each of your other ::Music:: 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.

Music - Candy | IMC/W41-043SP T: Soul

Miku Maekawa

[A] When this is placed from hand to the Stage or via the effect of [S] ability of "Miku, Our Lyrics" to the Stage, choose up to 1 "Over!!" in your WR and return it to your hand, and this gains +1000 Pow for the turn.
[A] [(1)] When this attacks, if "Over!!" is in the CZ, may pay. If so, put the top 2 cards of your LB in the WR. If there is at least 1 RED card among them, deal 1 Damage to your Opp.. If there is at least 1 BLUE card among them, this gains +2000 Pow and the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul." (DC can occur)

Music - Cat-Character | IMC/W41-044 T: Soul

Miku Maekawa

[A] When this is placed from hand to the Stage or via the effect of [S] ability of "Miku, Our Lyrics" to the Stage, choose up to 1 "Over!!" in your WR and return it to your hand, and this gains +1000 Pow for the turn.
[A] [(1)] When this attacks, if "Over!!" is in the CZ, may pay. If so, put the top 2 cards of your LB in the WR. If there is at least 1 RED card among them, deal 1 Damage to your Opp.. If there is at least 1 BLUE card among them, this gains +2000 Pow and the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -1 Soul." (DC can occur)

Music - Cat-Character | IMC/W41-044SP T: Soul

Chieri Ogata

[C] If you have 3 or more other RED Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] When "Happy x2 Days" is placed in your CZ, if this is in your Front Row, choose up to 2 of your RED Charas, and those Charas gain +4000 Pow and the following ability for the turn. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."

Music - Clover | IMC/W41-045 T: Soul

Chieri Ogata

[C] If you have 3 or more other RED Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] When "Happy x2 Days" is placed in your CZ, if this is in your Front Row, choose up to 2 of your RED Charas, and those Charas gain +4000 Pow and the following ability for the turn. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."

Music - Clover | IMC/W41-045SP T: Soul

Sae Kobayakawa

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

Music - Yukata | IMC/W41-046 T: None

Anzu, Promotion Mode

[A] [(1)] When this attacks, if "Results of Full Pow" is in the CZ, may pay. If so, all your other Charas gain 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."

Music - Candy | IMC/W41-047 T: None

Anzu, Promotion Mode

[A] [(1)] When this attacks, if "Results of Full Pow" is in the CZ, may pay. If so, all your other Charas gain 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."

Music - Candy | IMC/W41-047SR T: None

Chieri, CANDY ISLAND

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Clover | IMC/W41-048 T: None

Chieri, CANDY ISLAND

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Clover | IMC/W41-048SR T: None

Sachiko Koshimizu

[C] This gains +1 Level.
[A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

Music - Cute | IMC/W41-049 T: None

Kanako, CANDY ISLAND

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When "Happy x2 Days" is placed in your CZ, 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 choose a card in your Opp.'s WR and put it on top of the LB."

Music - Sweets | IMC/W41-050 T: Soul

L2
C1

Kanako, CANDY ISLAND

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When "Happy x2 Days" is placed in your CZ, 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 choose a card in your Opp.'s WR and put it on top of the LB."

Music - Sweets | IMC/W41-050SR T: Soul

L2
C1

Miku, Our Lyrics

[A] **BOND/"Riina, Our Lyrics"** [Discard a card from your hand to the WR]
[S] [(1) Send a "Riina, Our Lyrics" and this from the Stage to Memory] Choose a "Miku Maekawa" in your WR and put it in the Slot this was in.

Music - Cat-Character | IMC/W41-051 T: Soul

L2
C1

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

Miku, Our Lyrics

[A] **BOND/"Riina, Our Lyrics"** [Discard a card from your hand to the WR]
[S] [(1) Send a "Riina, Our Lyrics" and this from the Stage to Memory] Choose a "Miku Maekawa" in your WR and put it in the Slot this was in.

Music - Cat-Character | IMC/W41-051SR T: Soul

L2
C1

Uzuki, new generations

[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] [(3) Discard a ::Music:: Chara from your hand to the WR] When this attacks, if "Dekitate Evo! Revol! Generation!" is in the CZ and you have other "Mio, new generations" and "Rin, new generations" in the Front Row, may pay. If so, deal 3 Damage to your Opp.. If this Damage is Cancelled, put up to 3 cards from top of your Clock in the WR. (DC can occur)

Music | IMC/W41-052 T: Soul

L3
C2

Uzuki, new generations

[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] [(3) Discard a ::Music:: Chara from your hand to the WR] When this attacks, if "Dekitate Evo! Revol! Generation!" is in the CZ and you have other "Mio, new generations" and "Rin, new generations" in the Front Row, may pay. If so, deal 3 Damage to your Opp.. If this Damage is Cancelled, put up to 3 cards from top of your Clock in the WR. (DC can occur)

Music | IMC/W41-052SR T: Soul

L3
C2

Idolm@ster Cinderella Girls Booster Pack

Miho Kohinata

[A] [Rest 1 of your other Standing ::Music:: Charas and this] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

Music | IMC/W41-053 T: None

L0
C0

Kanako, My First Star

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

Music - Sweets | IMC/W41-054 T: None

L1
C0

Uzuki, Full of Smiles

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Music | IMC/W41-055 T: None

L1
C0

Miku, Going on Strike!

[A] When "Longing for Stage" is placed in your CZ, if this is in the Front Row, you may choose a Level 0 or lower Chara in your WR and put it in any Slot on the Stage.

Music - Cat-Character | IMC/W41-056 T: None

L1
C0

Chieri, My First Star

[C] If you have 2 or fewer ::Music:: Charas, you cannot play this from your hand.

Music - Clover | IMC/W41-057 T: None

L1
C0

Mayu Sakuma

[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]

Music | IMC/W41-058 T: Soul

L2
C1

Uzuki, My First Star

[A] When your other RED Chara attacks, this gains +1000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "Star!!" is in your CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Music | IMC/W41-059 T: Soul

L2
C1

Anzu, CANDY ISLAND

[A] When this is placed from hand to the Stage, if you have other "Kanako, CANDY ISLAND" and "Chieri, CANDY ISLAND", you may put the top card of your LB in your Stock.
[A] When this is placed from hand to the Stage, if there are 3 or more "Happy x2 Days" in your WR, you may put the top card of your LB in your Stock.

Music - Candy | IMC/W41-060 T: Soul

L2
C2

Anzu, Relaxing Time

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1 Level and +1000 Pow for the turn. This does not Stand during your next Stand Phase.

Music - Candy | IMC/W41-061 T: None

L0
C0

Producer, Working

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

Music | IMC/W41-062 T: None

L0
C0

Kanako, Marshmallow Catch

[A] When this becomes Reversed in battle, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - Sweets | IMC/W41-063 T: None

L0
C0

* (Asterisk) Miku

[C] During your turn, if this is in your Front Row Center Slot, this gains +2000 Pow.

Music - Cat-Character | IMC/W41-064 T: None

L0
C0

Sachiko, Team KBYD
 [C] **ASSIST** All your ::Music:: Charas in front of this gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
 [A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Cute | IMC/W41-066 T: Soul

L1
C1

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

Chieri, Everyone Camping Together
 --No Text--

Music - Clover | IMC/W41-069 T: Soul

L2
C1

Idolm@ster Cinderella Girls Booster Pack

Happy x2 Days
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-072 T: Salvage

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

IMC/W41-073 T: 2 Soul

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

IMC/W41-074 T: Salvage

Longing for Stage

[C] All your Charas gain +2 Soul.

IMC/W41-075R T: 2 Soul

Results of Full Power

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

IMC/W41-076 T: 2 Soul

Results of Full Power

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

IMC/W41-076R T: 2 Soul

Riina Tada

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Rock | IMC/W41-077 T: None

L0
C0

Riina Tada

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[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 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Rock | IMC/W41-077SP T: None

L0
C0

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

Rin Shibuya

[A] [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 4 cards from top of your LB and search for up to 1 BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Music | IMC/W41-078 T: None

L0
C0

Rin Shibuya

[A] [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 4 cards from top of your LB and search for up to 1 BLUE Chara, reveal it, put it in your hand, and put the rest in the WR.

Music | IMC/W41-078SP T: None

L0
C0

Minami Nitta

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "Everyone's Leader" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Sports | IMC/W41-079 T: None

L1
C0

Idolm@ster Cinderella Girls Booster Pack

Minami Nitta

[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "Everyone's Leader" is in your CZ, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Sports | IMC/W41-079SP T: None

L1
C0

Ranko Kanzaki

[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 attacks, if "-LEGNE- Sword of Hatred, Melody of Light" is in the CZ, put the top 5 cards of your LB in your WR, deal X Damage to your Opp., and this gains +2000 Pow for the turn. X is the number of Climax cards put in the WR this way. (DC can occur)

Music - Darkness | IMC/W41-080 T: Soul

L3
C2

Ranko Kanzaki

[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 attacks, if "-LEGNE- Sword of Hatred, Melody of Light" is in the CZ, put the top 5 cards of your LB in your WR, deal X Damage to your Opp., and this gains +2000 Pow for the turn. X is the number of Climax cards put in the WR this way. (DC can occur)

Music - Darkness | IMC/W41-080SP T: Soul

L3
C2

Anastasia

[C] If you have 3 or more other BLUE Charas, this gains +1000 Pow.
[A] [(2) Discard a card from your hand to the WR, put 1 of your other Charas from Stage to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 "Minami, My First Star" in your WR and put it in any Slot on the Stage.

Music - Star | IMC/W41-081 T: Soul

L3
C2

Anastasia

[C] If you have 3 or more other BLUE Charas, this gains +1000 Pow.
[A] [(2) Discard a card from your hand to the WR, put 1 of your other Charas from Stage to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 "Minami, My First Star" in your WR and put it in any Slot on the Stage.

Music - Star | IMC/W41-081SP T: Soul

L3
C2

Anastasia, My First Star

[C] All your other ::Music:: Charas gain +500 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music - Star | IMC/W41-082 T: None

L0
C0

* (Asterisk) Riina

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When "Over!!" is placed in your CZ, look at up to 3 cards from top of your LB and put them back on top of the LB in any order.

Music - Rock | IMC/W41-083 T: None

L1
C0

* (Asterisk) Riina

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When "Over!!" is placed in your CZ, look at up to 3 cards from top of your LB and put them back on top of the LB in any order.

Music - Rock | IMC/W41-083SR T: None

L1
C0

Rin, My First Star

[A] When the Battle Opp. of this becomes Reversed, if "Take a Step Forward" is in your CZ, this gains +1 Level and +5500 Pow until the next end of your Opp.'s turn.

Music | IMC/W41-084 T: None

L1
C0

Rin, My First Star

[A] When the Battle Opp. of this becomes Reversed, if "Take a Step Forward" is in your CZ, this gains +1 Level and +5500 Pow until the next end of your Opp.'s turn.

Music | IMC/W41-084SR T: None

L1
C0

Ranko, Fallen Angel of Darkness

[A] When this is placed from the WR to the Stage, if you have 2 or more other ::Music:: Charas, this gains +2500 Pow for the turn.
[A] [Put this in the WR] At the start of your Opp.'s Draw Phase, may pay. If so, choose a "Ranko, Pure White Angel" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Music - Darkness | IMC/W41-085 T: None

L1
C0

Ranko, Fallen Angel of Darkness

[A] When this is placed from the WR to the Stage, if you have 2 or more other ::Music:: Charas, this gains +2500 Pow for the turn.
[A] [Put this in the WR] At the start of your Opp.'s Draw Phase, may pay. If so, choose a "Ranko, Pure White Angel" in your WR and put it in the Slot this was in, and that Chara gains +2500 Pow for the turn.

Music - Darkness | IMC/W41-085SR T: None

L1
C0

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Ranko, Fallen Angel of Darkness" in your WR and put it in the Slot this was in. (This ability does not trigger if this isn't on Stage at the start of the Climax Phase)

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

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Ranko, Fallen Angel of Darkness" in your WR and put it in the Slot this was in. (This ability does not trigger if this isn't on Stage at the start of the Climax Phase)

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

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Anastasia" to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

L1
C0

[A] When this is placed from hand to the Stage or via the effect of [A] ability of "Anastasia" to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

L1
C0

[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 1500, Level 1** [(1) Discard this card from your hand to the WR]

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

[C] If this is in the Front Row Center Slot, for each of your other ::Music:: Charas, this gains +1000 Pow.
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.

L3
C2

[C] All your other ::Music:: Charas gain +500 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

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

[C] If there are 6 or more cards in your hand, this gains +1500 Pow.

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

[S] [(1) Rest this] Search your LB for up to 1 "Koume Shirasaka" and put it in any Slot on the Stage, shuffle your LB, and at the end of the turn, put that Chara in the WR.

LO
CO

[A] **ENCORE** [Put the top card of your LB in your Clock]

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

[C] All your other ::Music:: Charas gain +1000 Pow.
[A] [Put this in your WR] When your other Chara is placed from the Stage to the WR, if this is in your Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

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

[A] When this attacks, if "Dekitate Evo! Revo! Generation!" is in your CZ and you have other "Mio, new generations" and "Uzuki, new generations" in your Front Row, choose 1 of your Charas, and that Chara gains +5000 Pow until the next end of your Opp.'s turn.

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

[C] If you have 2 or more RED Charas and 2 or more BLUE Charas, this gets -1 Level while in your hand.

L2
C1

[A] [Put 1 of your Charas from the Stage to the WR] When this attacks, if "Memories" is in the CZ, may pay. If so, this gains +2000 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 Clock in the WR."

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

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

L2
C2

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, if you have 3 or more other :Music: Charas, may pay. If so, search your LB for up to 1 "Memories", reveal it, put it in your hand, and shuffle your LB.

[A] **BOND/"LOVE LAIKA** Minami" [(1)]

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

[C] During your Opp.'s turn, this gains +2000 Pow.

$$\frac{LO}{CO}$$

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

$$\frac{LO}{CO}$$

Aki Yamato
[C] If you have 1 or fewer other Charas, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Army | IMC/W41-101 T: None

L0
C0

Producer, Encountering Rin
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a Climax card in your WR and return it to your hand.

Music | IMC/W41-102 T: None

L0
C0

Ranko, Time of Awakening
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Music - Darkness | IMC/W41-103 T: None

L0
C0

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

Riina, Rock-ish Idol
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Music:: Chara, put it in your Clock. (Otherwise put it back where it was)

Music - Rock | IMC/W41-104 T: None

L0
C0

Rin, Stern Gaze
--No Text--

Music | IMC/W41-105 T: None

L1
C1

Minami as Leader
[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in your WR.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music - Sports | IMC/W41-106 T: Soul

L2
C1

Idolm@ster Cinderella Girls Booster Pack

Sealed Magical Tome
Draw up to 2 cards, and discard a card from your hand to the WR.
Choose 1 of your BLUE Charas, and that Chara gains +3000 Pow for the turn.

IMC/W41-107 T: None

L2
C1

Unfitting Pair
[Counter] If you have 2 or more RED Charas and 2 or more BLUE Charas, choose 1 of your Opp.'s Charas and Rest it.

IMC/W41-108 T: None

L2
C3

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

IMC/W41-109 T: 2 Soul

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

IMC/W41-109R T: 2 Soul

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

IMC/W41-109S T: 2 Soul

-LEGNE- Sword of Hatred, Melody of Light
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-110 T: Draw

-LEGNE- Sword of Hatred, Melody of Light
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-110R T: Draw

-LEGNE- Sword of Hatred, Melody of Light
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-110S T: Draw

Take a Step Forward
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

IMC/W41-111 T: 2 Soul

Take a Step Forward
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

IMC/W41-111R T: 2 Soul

Everyone's Leader
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-112 T: Soul Gate

Everyone's Leader
[C] All your Charas gain +1000 Pow and +1 Soul.

IMC/W41-112R T: Soul Gate