

Chiyuki Kuwayama, Happy I Scream

[C] If you have 2 or more other Charas with either "Amana", "Tenka", and/or "Chiyuki" in name, this gains +2000 Pow.
[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Tenka Osaki, Bath Time Mood" from your hand] 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 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Alstroemeria | ISC/S110-001 T: None

L0
C0

Chiyuki Kuwayama, Happy I Scream

[C] If you have 2 or more other Charas with either "Amana", "Tenka", and/or "Chiyuki" in name, this gains +2000 Pow.
[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Tenka Osaki, Bath Time Mood" from your hand] 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 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Alstroemeria | ISC/S110-001SSP T: None

L0
C0

Amana Osaki, Promise Petal

[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO** When "Cherry Jelly" is placed in your CZ, if this is in the Front Row, choose up to 1 ::Music:: Chara in your WR and return it to your hand, and this gains the following ability for the turn. "[A] **RESONANCE** [Reveal a "Tenka Osaki, Bath Time Mood" from your hand] When this attacks, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn."

Music - Alstroemeria | ISC/S110-002 T: Soul

L1
C0

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Amana Osaki, Promise Petal

[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO** When "Cherry Jelly" is placed in your CZ, if this is in the Front Row, choose up to 1 ::Music:: Chara in your WR and return it to your hand, and this gains the following ability for the turn. "[A] **RESONANCE** [Reveal a "Tenka Osaki, Bath Time Mood" from your hand] When this attacks, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn."

Music - Alstroemeria | ISC/S110-002SSP T: Soul

L1
C0

Luca Ikaruga, Noisy Rush

[C] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Footprints of the Wands" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +2000 Pow until the next end of your Opp.'s turn. (DC can occur)
[A] **EXPERIENCE** [(1)] When the Battle Opp. of this becomes Reversed, if there are 3 face-down cards in your Level Zone, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - CoMETIK | ISC/S110-003 T: Soul

L3
C2

Luca Ikaruga, Noisy Rush

[C] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Footprints of the Wands" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +2000 Pow until the next end of your Opp.'s turn. (DC can occur)
[A] **EXPERIENCE** [(1)] When the Battle Opp. of this becomes Reversed, if there are 3 face-down cards in your Level Zone, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - CoMETIK | ISC/S110-003OFR T: Soul

L3
C2

Idolmaster Shiny Colors Shine More! Booster Pack

Luca Ikaruga, Noisy Rush

[C] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Footprints of the Wands" is in the CZ, may pay. If so, deal 2 Damage to your Opp., and this gains +2000 Pow until the next end of your Opp.'s turn. (DC can occur)
[A] **EXPERIENCE** [(1)] When the Battle Opp. of this becomes Reversed, if there are 3 face-down cards in your Level Zone, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - CoMETIK | ISC/S110-003SSP T: Soul

L3
C2

Meguru Hachimiya, Twilight Swag

[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] **EXPERIENCE** [(2) Discard a card from your hand to the WR] When this attacks, if there are 3 or more colors among cards in your Level Zone and you have 3 or more other Charas, may pay. If so, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp. twice." "Deal 3 Damage to your Opp.." (DC can occur)

Music - Illumination Stars | ISC/S110-004 T: Soul

L3
C2

Meguru Hachimiya, Twilight Swag

[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] **EXPERIENCE** [(2) Discard a card from your hand to the WR] When this attacks, if there are 3 or more colors among cards in your Level Zone and you have 3 or more other Charas, may pay. If so, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp. twice." "Deal 3 Damage to your Opp.." (DC can occur)

Music - Illumination Stars | ISC/S110-004OFR T: Soul

L3
C2

Meguru Hachimiya, Twilight Swag

[C] If all your Charas are ::Music::, this gains +1000 Pow.
[A] **EXPERIENCE** [(2) Discard a card from your hand to the WR] When this attacks, if there are 3 or more colors among cards in your Level Zone and you have 3 or more other Charas, may pay. If so, choose 1 of the following 2 effects and perform it. "Deal 1 Damage to your Opp. twice." "Deal 3 Damage to your Opp.." (DC can occur)

Music - Illumination Stars | ISC/S110-004SSP T: Soul

L3
C2

Luca Ikaruga, broken shout

[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 put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music - CoMETIK | ISC/S110-005 T: None

L0
C0

Luca Ikaruga, broken shout

[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 put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Music - CoMETIK | ISC/S110-005SP T: None

L0
C0

Juri Saijo, Street-Corner Runway

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Houkago Climax Girls | ISC/S110-006 T: None

L0
C0

Juri Saijo, Street-Corner Runway

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Houkago Climax Girls | ISC/S110-006SP T: None

L0
C0

Rinze Morino, Light Blue Feelings

[C] If you have 2 or more other ::Music:: Charas, this gains +3000 Pow.

[A] When your Climax card is placed in the CZ, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - Houkago Climax Girls | ISC/S110-007 T: Soul

L1
C0

Rinze Morino, Light Blue Feelings

[C] If you have 2 or more other ::Music:: Charas, this gains +3000 Pow.

[A] When your Climax card is placed in the CZ, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - Houkago Climax Girls | ISC/S110-007SP T: Soul

L1
C0

Tenka Osaki, Bath Time Mood

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Alstroemeria | ISC/S110-008 T: Soul

L1
C0

Tenka Osaki, Bath Time Mood

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Alstroemeria | ISC/S110-008SSP T: Soul

L1
C0

Juri Saijo, Elegance of White

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Houkago Climax Girls | ISC/S110-018 T: None

L0
C0

Juri Saijo, Elegance of White

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Houkago Climax Girls | ISC/S110-018WIR T: None

L0
C0

Kaho Komiya, Run! Run!! Dog Run!

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Houkago Climax Girls | ISC/S110-019 T: None

L0
C0

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Kaho Komiya, Run! Run!! Dog Run!

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Houkago Climax Girls | ISC/S110-019WIR T: None

L0
C0

Chiyoko Sonoda, Cheeks Fall Forecast

[A] [Discard 2 cards from your hand to 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 Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music - Houkago Climax Girls | ISC/S110-020 T: None

L1
C0

Chiyoko Sonoda, Cheeks Fall Forecast

[A] [Discard 2 cards from your hand to 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 Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music - Houkago Climax Girls | ISC/S110-020WIR T: None

L1
C0

Idolmaster Shiny Colors Shine More! Booster Pack

Luca Ikaruga, voc-ation

[A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - CoMETIK | ISC/S110-021 T: Soul

L1
C1

Luca Ikaruga, voc-ation

[A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - CoMETIK | ISC/S110-021WIR T: Soul

L1
C1

Natsuha Arisugawa, Arranged Shopping

[C] For each of your other ::Music:: Charas, this gains +1500 Pow.
[A] When your Climax card is placed in the CZ, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S110-022 T: Soul

L2
C1

Natsuha Arisugawa, Arranged Shopping

[C] For each of your other ::Music:: Charas, this gains +1500 Pow.
[A] When your Climax card is placed in the CZ, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S110-022WIR T: Soul

L2
C1

Meguru Hachimiya, Happiness Connect

[C] Chara in the Slot to the left of this gains +1000 Pow.
[C] **EXPERIENCE** If there are 2 or more colors among cards in your Level Zone, this gains +3000 Pow.

Music - Illumination Stars | ISC/S110-023 T: Soul

L2
C1

Meguru Hachimiya, Happiness Connect

[C] Chara in the Slot to the left of this gains +1000 Pow.
[C] **EXPERIENCE** If there are 2 or more colors among cards in your Level Zone, this gains +3000 Pow.

Music - Illumination Stars | ISC/S110-023WIR T: Soul

L2
C1

Rinze Morino, Elegance of White

[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.
[A] [(2)] When this attacks, reveal the top card of your LB. If it's either a ::Music:: Chara or "Chibi After School Climax Girls", may pay. If so, put the top card of your Clock in the WR. (Put the revealed card back where it was)

Music - Houkago Climax Girls | ISC/S110-024 T: Soul

L3
C2

Rinze Morino, Elegance of White

[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.
[A] [(2)] When this attacks, reveal the top card of your LB. If it's either a ::Music:: Chara or "Chibi After School Climax Girls", may pay. If so, put the top card of your Clock in the WR. (Put the revealed card back where it was)

Music - Houkago Climax Girls | ISC/S110-024WIR T: Soul

L3
C2

Cherry Jelly

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

ISC/S110-025 T: Choice

Cherry Jelly

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

ISC/S110-025R T: Choice

Footprints of the Wands

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

ISC/S110-026 T: Choice

Footprints of the Wands

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

ISC/S110-026R T: Choice

Enjoy Your Meal - Climax

[C] All your Charas gain +1000 Pow and +1 Soul.
([Shot Icon]: For the turn, when the next damage dealt by the attacking Chara that triggered this card is cancelled, deal 1 damage to your Opp.)

ISC/S110-027 T: Soul Shot

Enjoy Your Meal - Climax

[C] All your Charas gain +1000 Pow and +1 Soul.
([Shot Icon]: For the turn, when the next damage dealt by the attacking Chara that triggered this card is cancelled, deal 1 damage to your Opp.)

ISC/S110-027R T: Soul Shot

Kaho Komiya, Daily Issue With You!

[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, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Music:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Houkago Climax Girls | ISC/S110-028 T: None

L0
C0

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Kaho Komiya, Daily Issue With You!

[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, you may reveal up to 3 cards from top of your LB. If you reveal 1 or more card this way, choose up to 1 ::Music:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Houkago Climax Girls | ISC/S110-028SSP T: None

L0
C0

Asahi Serizawa, Housekeeping!

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Autumn Harvest Delivery" is in your Climax Zonne, perform the following action twice. "Reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand." (Otherwise put it back where it was)

Music - Straylight | ISC/S110-029 T: None

L1
C0

Asahi Serizawa, Housekeeping!

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Autumn Harvest Delivery" is in your Climax Zonne, perform the following action twice. "Reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand." (Otherwise put it back where it was)

Music - Straylight | ISC/S110-029SSP T: None

L1
C0

Idolmaster Shiny Colors Shine More! Booster Pack

Natsuha Arisugawa, cheer+

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your Climax card is placed in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of your ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S110-030 T: Soul

L3
C2

Natsuha Arisugawa, cheer+

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your Climax card is placed in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 1000 times # of your ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S110-030SSP T: Soul

L3
C2

Nichika Nanakusa, Low Tea

[C] If there is a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage or via the effect of **CX COMBO** of "Mikoto Aketa, CONTRAIL" to the Stage, choose up to 1 "Mikoto Aketa, CONTRAIL" in your WR, put it face-up under this as Marker, choose up to 1 ::Music:: Chara in your WR and return it to your hand.
[A] **CX COMBO** ([2] Discard a card from your hand to the WR) When this attacks, if "Minor Second, First Line" is in the CZ and there's a Marker under this, may pay. If so, deal 4 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)

Music - SHHis | ISC/S110-031 T: Soul

L3
C2

Nichika Nanakusa, Low Tea

[C] If there is a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage or via the effect of **CX COMBO** of "Mikoto Aketa, CONTRAIL" to the Stage, choose up to 1 "Mikoto Aketa, CONTRAIL" in your WR, put it face-up under this as Marker, choose up to 1 ::Music:: Chara in your WR and return it to your hand.
[A] **CX COMBO** ([2] Discard a card from your hand to the WR) When this attacks, if "Minor Second, First Line" is in the CZ and there's a Marker under this, may pay. If so, deal 4 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)

Music - SHHis | ISC/S110-031OFR T: Soul

L3
C2

Nichika Nanakusa, Low Tea

[C] If there is a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage or via the effect of **CX COMBO** of "Mikoto Aketa, CONTRAIL" to the Stage, choose up to 1 "Mikoto Aketa, CONTRAIL" in your WR, put it face-up under this as Marker, choose up to 1 ::Music:: Chara in your WR and return it to your hand.
[A] **CX COMBO** ([2] Discard a card from your hand to the WR) When this attacks, if "Minor Second, First Line" is in the CZ and there's a Marker under this, may pay. If so, deal 4 Damage to your Opp., and this gains +2000 Pow for the turn. (DC can occur)

Music - SHHis | ISC/S110-031SSP T: Soul

L3
C2

Rinze Morino, Coming to My Senses

[C] If you have another "Juri Saijo, Street-Corner Runway", all your other "Kaho Komiya, Sound of Waves at the Seashore" and "Chiyoiko Sonoda, Pretty Sweet" and "Juri Saijo, Autumn's Sketch" and "Natsuha Arisugawa, cheer+" gain +1000 Pow.
[A] When your Climax card with a Treasure Trigger Icon is triggered, you may draw a card. If so, discard a card from your hand to the WR.
[S] [Rest 2 of your Charas] Choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music - Houkago Climax Girls | ISC/S110-032 T: None

L0
C0

Rinze Morino, Coming to My Senses

[C] If you have another "Juri Saijo, Street-Corner Runway", all your other "Kaho Komiya, Sound of Waves at the Seashore" and "Chiyoiko Sonoda, Pretty Sweet" and "Juri Saijo, Autumn's Sketch" and "Natsuha Arisugawa, cheer+" gain +1000 Pow.
[A] When your Climax card with a Treasure Trigger Icon is triggered, you may draw a card. If so, discard a card from your hand to the WR.
[S] [Rest 2 of your Charas] Choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music - Houkago Climax Girls | ISC/S110-032SSP T: None

L0
C0

Nichika Nanakusa, Oh Night, Don't Cover Up The

[C] If there's a Marker under this, this gains +2500 Pow and the following ability.
[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, you may put it face-up under this as Marker. (Otherwise put it back where it was)

Music - SHHis | ISC/S110-033 T: None

L0
C0

Nichika Nanakusa, Oh Night, Don't Cover Up The

[C] If there's a Marker under this, this gains +2500 Pow and the following ability.
[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, you may put it face-up under this as Marker. (Otherwise put it back where it was)

Music - SHHis | ISC/S110-033SP T: None

L0
C0

Hinana Ichikawa, DE-SIGN

[A] ([1] Discard a Climax card from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Hinana Ichikawa, DE-SIGN" in your Memory and put it in any Slot on the Stage.

Music - Noctchill | ISC/S110-034 T: None

L0
C0

Hinana Ichikawa, DE-SIGN

[A] ([1] Discard a Climax card from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.
[A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Hinana Ichikawa, DE-SIGN" in your Memory and put it in any Slot on the Stage.

Music - Noctchill | ISC/S110-034SSP T: None

L0
C0

Juri Saijo, Autumn's Sketch

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Music - Houkago Climax Girls | ISC/S110-035 T: None

L1
C0

Natsuha Arisugawa, Elegance of White

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Music:: Charas.
[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music - Houkago Climax Girls | ISC/S110-044WIR T: None

L1C0

Fuyuko Mayuzumi, Greedy

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fuyuko Mayuzumi, The Fuyukoism" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S110-045 T: None

L1C0

Fuyuko Mayuzumi, Greedy

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fuyuko Mayuzumi, The Fuyukoism" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S110-045WIR T: None

L1C0

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Koito Fukumaru, Love Rough Rabbits

[C] RECOLLECTION If there are 2 or more cards in your Memory, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - Noctchill | ISC/S110-046 T: None

L1C0

Koito Fukumaru, Love Rough Rabbits

[C] RECOLLECTION If there are 2 or more cards in your Memory, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - Noctchill | ISC/S110-046WIR T: None

L1C0

Chiyoko Sonoda, Elegance of White

[A] When your Climax card is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

Music - Houkago Climax Girls | ISC/S110-047 T: None

L1C0

Idolmaster Shiny Colors Shine More! Booster Pack

Chiyoko Sonoda, Elegance of White

[A] When your Climax card is placed in the CZ, this gains +1000 Pow and the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

Music - Houkago Climax Girls | ISC/S110-047WIR T: None

L1C0

Juri Saijo, Ready to Go

[C] All your other ::Music:: Charas gain +1000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Music - Houkago Climax Girls | ISC/S110-048 T: Soul

L2C1

Juri Saijo, Ready to Go

[C] All your other ::Music:: Charas gain +1000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Music - Houkago Climax Girls | ISC/S110-048WIR T: Soul

L2C1

Rinze Morino, Sigh of Relief

[A] When this is placed from your hand to the Stage, look at up to 4 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Houkago Climax Girls | ISC/S110-049 T: Soul

L2C1

Rinze Morino, Sigh of Relief

[A] When this is placed from your hand to the Stage, look at up to 4 cards from top of your LB and search for up to 1 Climax card, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music - Houkago Climax Girls | ISC/S110-049WIR T: Soul

L2C1

Koito Fukumaru, 10 Yen

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow for the turn.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music - Noctchill | ISC/S110-050 T: None

L0C0

Koito Fukumaru, 10 Yen

[A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow for the turn.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music - Noctchill | ISC/S110-050WIR T: None

L0C0

Madoka Higuchi, One Day

[A] [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 "Toru Asakura, 10, Lights", reveal it, put it in your hand, and shuffle your LB.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Music:: Charas and return it to your hand.

Music - Noctchill | ISC/S110-051 T: None

L0C0

Madoka Higuchi, One Day

[A] [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 "Toru Asakura, 10, Lights", reveal it, put it in your hand, and shuffle your LB.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Music:: Charas and return it to your hand.

Music - Noctchill | ISC/S110-051WIR T: None

L0C0

Toru Asakura, Love Rough Rabbits

[C] All your other ::Music:: Charas gain +500 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 the top card of your Opp.'s Clock in the WR. If you do, put that Chara in Clock."

Music - Noctchill | ISC/S110-052 T: None

L0C0

Toru Asakura, Love Rough Rabbits

[C] All your other ::Music:: Charas gain +500 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 the top card of your Opp.'s Clock in the WR. If you do, put that Chara in Clock."

Music - Noctchill | ISC/S110-052WIR T: None

L0C0

Hinana Ichikawa, Love Rough Rabbits

[C] During your turn, this gains +1000 Pow.
[A] CX COMBO When this attacks, if "THE WORLD" is in the CZ and you have 2 or more other ::Music:: Charas, look at up to 3 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 +1000 Pow for the turn.

Music - Noctchill | ISC/S110-053 T: None

L0C0

Hinana Ichikawa, Love Rough Rabbits

[C] During your turn, this gains +1000 Pow.
[A] **CX COMBO** When this attacks, if "THE WORLD" is in the CZ and you have 2 or more other ::Music:: Charas, look at up to 3 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 +1000 Pow for the turn.

Music - Noctchill | ISC/S110-053WIR T: None

L0C0

Nichika Nanakusa, Setup Crazy

[C] If there's a Marker under this, this gains the following ability." [C] If the Chara Opposite this is YELLOW or RED, this gains +4500 Pow."
[A] When this is placed from hand to the Stage or via the effect of [A] of "Mikoto Aketa, Setup Crazy" to the Stage, you may choose 1 "Mikoto Aketa, Setup Crazy" in your WR and put it face-up under this as Marker.
[A] [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Mikoto Aketa, Setup Crazy" in your WR and put in the Slot this was in. (This does not activate if this isn't on the Stage at the start of Climax Phase)

Music - SHHis | ISC/S110-054 T: None

L1C0

Nichika Nanakusa, Setup Crazy

[C] If there's a Marker under this, this gains the following ability." [C] If the Chara Opposite this is YELLOW or RED, this gains +4500 Pow."
[A] When this is placed from hand to the Stage or via the effect of [A] of "Mikoto Aketa, Setup Crazy" to the Stage, you may choose 1 "Mikoto Aketa, Setup Crazy" in your WR and put it face-up under this as Marker.
[A] [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Mikoto Aketa, Setup Crazy" in your WR and put in the Slot this was in. (This does not activate if this isn't on the Stage at the start of Climax Phase)

Music - SHHis | ISC/S110-054WIR T: None

L1C0

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Mei Izumi, Freeside JK

[A] This ability activates up to once per turn. When you use **CHANGE**, this gains +1500 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 LB in your Stock."

Music - Straylight | ISC/S110-055 T: None

L1C0

Mei Izumi, Freeside JK

[A] This ability activates up to once per turn. When you use **CHANGE**, this gains +1500 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 LB in your Stock."

Music - Straylight | ISC/S110-055WIR T: None

L1C0

Autumn Harvest Delivery

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-056 T: Treasure

Idolmaster Shiny Colors Shine More! Booster Pack

Autumn Harvest Delivery

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-056R T: Treasure

Minor Second, First Line

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-057 T: Treasure

Minor Second, First Line

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-057R T: Treasure

Grown Make Up!

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-058 T: Treasure

Grown Make Up!

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-058R T: Treasure

THE WORLD

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-059 T: Treasure

THE WORLD

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

ISC/S110-059R T: Treasure

Mikoto Aketa, DIVA

[A] When this is placed front hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - SHHis | ISC/S110-060 T: None

L0C0

Mikoto Aketa, DIVA

[A] When this is placed front hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - SHHis | ISC/S110-060OFR T: None

L0C0

Mikoto Aketa, DIVA

[A] When this is placed front hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Music:: Chara in your WR and return it to your hand.

Music - SHHis | ISC/S110-060SSP T: None

L0C0

Mano Sakuragi, interStellar-Stella

[C] **EXPERIENCE** If you have a YELLOW card in your Level Zone, this gains +3000 Pow.
[A] **CX COMBO** At the start of your Climax Phase, if "Cheers to the Transient Stones" is in the CZ, this is in the Front Row, and you have another ::Music:: Chara, choose 1 of the following 2 effects and perform it. "You may choose a ::Music:: Chara in your WR and put it in your Stock." "Put a Climax card from your CZ in the WR] may pay. If so, choose 1 of your other ::Music:: Charas and Stand it."

Music - Illumination Stars | ISC/S110-061 T: None

L1C0

Mano Sakuragi, interStellar-Stella

[C] **EXPERIENCE** If you have a YELLOW card in your Level Zone, this gains +3000 Pow.
[A] **CX COMBO** At the start of your Climax Phase, if "Cheers to the Transient Stones" is in the CZ, this is in the Front Row, and you have another ::Music:: Chara, choose 1 of the following 2 effects and perform it. "You may choose a ::Music:: Chara in your WR and put it in your Stock." "Put a Climax card from your CZ in the WR] may pay. If so, choose 1 of your other ::Music:: Charas and Stand it."

Music - Illumination Stars | ISC/S110-061OFR T: None

L1C0

Mano Sakuragi, interStellar-Stella

[C] **EXPERIENCE** If you have a YELLOW card in your Level Zone, this gains +3000 Pow.

[A] **CX COMBO** At the start of your Climax Phase, if "Cheers to the Transient Stones" is in the CZ, this is in the Front Row, and you have another ::Music:: Chara, choose 1 of the following 2 effects and perform it. "You may choose a ::Music:: Chara in your WR and put it in your Stock." "Put a Climax card from your CZ in the WR] may pay. If so, choose 1 of your other ::Music:: Charas and Stand it."

Music - Illumination Stars | ISC/S110-061SSP T: None

L1C0

Mei Izumi, Now I'm Unstoppable

[C] If you have 2 of more other ::Music:: Charas, this gains +1500 Pow and the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] [Put another Chara from your Stage in the WR] When your Climax card is placed in the CZ, may pay. If so, reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)

Music - Straylight | ISC/S110-062 T: Soul

L2C2

Mei Izumi, Now I'm Unstoppable

[C] If you have 2 of more other ::Music:: Charas, this gains +1500 Pow and the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] [Put another Chara from your Stage in the WR] When your Climax card is placed in the CZ, may pay. If so, reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, put it in your hand. (Otherwise put it back where it was)

Music - Straylight | ISC/S110-062SSP T: Soul

L2C2

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Kiriko Yukoku, Over and Over Again

[C] If you have 3 or more other Charas, this gains +2000 Pow.

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

[A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR] When this attacks, if "Twinkling Star Girl" is in the CZ and you have another Chara with either **ALARM** or **SHIFT**, deal 1 Damage to your Opp., and may pay. If the cost is paid, deal 3 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Music - L'Antica | ISC/S110-063 T: Soul

L3C2

Kiriko Yukoku, Over and Over Again

[C] If you have 3 or more other Charas, this gains +2000 Pow.

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

[A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR] When this attacks, if "Twinkling Star Girl" is in the CZ and you have another Chara with either **ALARM** or **SHIFT**, deal 1 Damage to your Opp., and may pay. If the cost is paid, deal 3 Damage to your Opp., and this gains +1000 Pow for the turn. (DC can occur)

Music - L'Antica | ISC/S110-063SSP T: Soul

L3C2

Haruki Ikuta, Hopeland

[C] Your Charas with either "Luca", "Hana", or "Haruki" in name, as well as your Climax cards, can be played from hand without fulfilling color requirements.

[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 - CoMETIK | ISC/S110-064 T: None

L0C0

Idolmaster Shiny Colors Shine More! Booster Pack

Haruki Ikuta, Hopeland

[C] Your Charas with either "Luca", "Hana", or "Haruki" in name, as well as your Climax cards, can be played from hand without fulfilling color requirements.

[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 - CoMETIK | ISC/S110-064OFR T: None

L0C0

Haruki Ikuta, Hopeland

[C] Your Charas with either "Luca", "Hana", or "Haruki" in name, as well as your Climax cards, can be played from hand without fulfilling color requirements.

[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 - CoMETIK | ISC/S110-064SSP T: None

L0C0

Haruki Ikuta, Today's Must-Buy

[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 1 Level 1 or lower ::Music:: Chara in your WR and put it in any Slot on the Stage.

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

Music - CoMETIK | ISC/S110-065 T: None

L1C0

Haruki Ikuta, Today's Must-Buy

[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 1 Level 1 or lower ::Music:: Chara in your WR and put it in any Slot on the Stage.

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

Music - CoMETIK | ISC/S110-065SP T: None

L1C0

Meguru Hachimiya, At the Whims of Late Summer

[C] **EXPERIENCE** If there's a YELLOW card in your Level Zone, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 4 or higher, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Illumination Stars | ISC/S110-066 T: None

L1C0

Meguru Hachimiya, At the Whims of Late Summer

[C] **EXPERIENCE** If there's a YELLOW card in your Level Zone, this gains +2000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 4 or higher, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Illumination Stars | ISC/S110-066SP T: None

L1C0

Amana Osaki, Secret Sweets

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

[S] **RESONANCE** [(1) Reveal a "Tenka Osaki, Bath Time Mood" from your hand, Rest this] Look at up to 3 cards from the top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Alstroemeria | ISC/S110-067 T: Soul

L1C1

Amana Osaki, Secret Sweets

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

[S] **RESONANCE** [(1) Reveal a "Tenka Osaki, Bath Time Mood" from your hand, Rest this] Look at up to 3 cards from the top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Alstroemeria | ISC/S110-067SP T: Soul

L1C1

Tenka Osaki, I DOLL

[C] If you have another "Amana Osaki, Secret Sweets" and "Chiuyki Kuwayama, Summer Honey Season", all your Charas gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[C] **ASSIST** All your ::Music:: 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, may pay. If so, put the top card of your Clock in your Stock.

Music - Alstroemeria | ISC/S110-068 T: Soul

L3C2

Tenka Osaki, I DOLL

[C] If you have another "Amana Osaki, Secret Sweets" and "Chiuyki Kuwayama, Summer Honey Season", all your Charas gain the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[C] **ASSIST** All your ::Music:: 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, may pay. If so, put the top card of your Clock in your Stock.

Music - Alstroemeria | ISC/S110-068SP T: Soul

L3C2

Fuyuko Mayuzumi, ONSTAGE?

[C] If you have 3 or more other Charas, 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] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "IF" is in your CZ and you have 3 or more other Charas, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Straylight | ISC/S110-069 T: Soul

L3C2

Fuyuko Mayuzumi, ONSTAGE?

[C] If you have 3 or more other Charas, 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] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "IF" is in your CZ and you have 3 or more other Charas, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Straylight | ISC/S110-069SSP T: Soul

L3C2

[C] If there's a Marker under this, this gains +1000 Pow and the following ability.
 [C] During battles involving this, your Opp. cannot play **BACKUP** from hand."
 [A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, choose up to 1 "Nichika Nanakusa, Low Tea" in your WR and put it face-up under this as Marker.
 [A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] At the end of this card's attack, if "Minor Second, First Line" is in the CZ, may pay, if so, choose 1 "Nichika Nanakusa, Low Tea" Marker of this and this and Swap them.

L3
C2

[C] If there's a Marker under this, this gains +1000 Pow and the following ability.
 [C] During battles involving this, your Opp. cannot play **BACKUP** from hand."
 [A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, choose up to 1 "Nichika Nanakusa, Low Tea" in your WR and put it face-up under this as Marker.
 [A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] At the end of this card's attack, if "Minor Second, First Line" is in the CZ, may pay. If so, choose 1 "Nichika Nanakusa, Low Tea" Marker of this and this and Swap them.

L3
C2

[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Charas and return it to their hand.

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the bottom 3 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

[A] [Clock] **SHIFT Level 0**

L3
C2

[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Charas and return it to their hand.
 [A] ([1] Discard a card from your hand to the WR) When this attacks, may pay. If so, put the bottom 3 cards of your Opp.'s LB in their WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)
 [A] [Clock] **SHIFT Level 0**

L3
C2

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

LO
CO

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

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

[C] Your other **Music**: Chara in the Front Row Center Slot gains +1500 Pow.

[A] ([1] Turn a face-up card in your Level Zone face-down) When your Level-Up, if you have another **Music**: Chara, may pay. If so, choose a **Music**: Chara in your WR and return it to your hand.

L0

C0

[C] Your other **Music**: Chara in the Front Row Center Slot gains +1500 Pow.

[A] [(1) Turn a face-up card in your Level Zone face-down] When your Level-Up, if you have another **Music**: Chara, may pay. If so, choose a **Music**: Chara in your WR and return it to your hand.

LO
CO

[C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

[C] If this is in the Front Row Center Slot, all your other Level 0 and lower Charas gain +1000 Pow.

L0
C0

[C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

[C] If this is in the Front Row Center Slot, all your other Level 0 and lower Charas gain +1000 Pow.

LO
CO

[C] If there is a Marker under this, this gains +2000 Powl.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a **♣:Music**: Chara, you may put it face-up under this as a Marker. (Otherwise put it back where it was).
 [A] When **♣:MB**: discard a card from your hand to the WR. When "A" is placed in your CZ, if you have another **♣:Music**: Chara, may pay. If so, choose up to 2 of your Charas with Markers, and those Charas gain the following ability for the turn.
 [A] When this attacks, look at up to 3 cards from top of your LB and search for up to 1 **♣:Music**: Chara, reveal it, put it in your hand, and put the rest in the WR."

LO
CO

[C] If there is a Marker under this, this gains +2000 Pow.
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is a :Musicic: Chara, you may put it face-up under this as Marker. (Otherwise put it back where it was).
 [A] C2: BBO Discard a card from your hand to the WR) When "A" is placed in your C2, if you have another :Musicic: Chara, may pay. If so, choose up to 2 of your Charas with Markers, and those Charas gain the following ability for the turn.
 [A] When this attacks, look at up to 3 cards from top of your LB and search for up to 1 :Musicic: Chara, reveal it, put it in your hand, and put the rest in the WR."

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

[C] All of your Opp.'s Charas gain "[A] **ENCORE** (2)".
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

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

[C] All of your Opp.'s Charas gain "[A] **ENCORE** (2)".

[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

LO
CO

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow and the following ability. "[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

[A] [Clock] **SHIFT Level 0**

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

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] [Clock] **SHIFT Level 0**

L1
C0

[C] If this is in the Back Row and you have another "Kiriko Yukoku, Fishes and Happy Wishes" in the Back Row, "Kogane Tsukioka, Our Love is a Love Knot" and "Kiriko Yukoku, Over and Over Again" get -1 Level while in your hand.

[A] [Clock] **SHIFT Level 0**

L1
C0

[C] If this is in the Back Row and you have another "Kiriko Yukoku, Fishes and Happy Wishes" in the Back Row, "Kogane Tsukioka, Our Love is a Love Knot" and "Kiriko Yukoku, Over and Over Again" get -1 Level while in your hand.

[A] [Clock] **SHIFT** [Level]

L1
C0

Chiyuki Kuwayama, Holding Onto Eternity

[A] **RESONANCE** [Reveal a "Tenka Osaki, Bath Time Mood" from your hand] At the start of your Climax Phase, may pay. If so, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."

Music - Alstroemeria | ISC/S110-079 T: None

L1
C0

Chiyuki Kuwayama, Holding Onto Eternity

[A] **RESONANCE** [Reveal a "Tenka Osaki, Bath Time Mood" from your hand] At the start of your Climax Phase, may pay. If so, choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."

Music - Alstroemeria | ISC/S110-079WIR T: None

L1
C0

Mamimi Tanaka, Reflection Themepark

[C] All your other Charas with either **ALARM** and/or **ALARM** gain +1000 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 Send that Chara to Memory.

Music - L'Antica | ISC/S110-080 T: Soul

L1
C1

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Mamimi Tanaka, Reflection Themepark

[C] All your other Charas with either **ALARM** and/or **ALARM** gain +1000 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 Send that Chara to Memory.

Music - L'Antica | ISC/S110-080WIR T: Soul

L1
C1

Mano Sakuragi, Shiny Pivot Hinge

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +4000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

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

Music - Illumination Stars | ISC/S110-081 T: Soul

L2
C2

Mano Sakuragi, Shiny Pivot Hinge

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +4000 Pow and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

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

Music - Illumination Stars | ISC/S110-081WIR T: Soul

L2
C2

Idolmaster Shiny Colors Shine More! Booster Pack

Yuika Mitsumine, Reflection Themepark

[C] [Clock] **ALARM** If this is on top of your Clock, you are Level 2 or higher, and you have 4 or more ::Music:: Charas, this gains the following ability. "[S] [(2)] Discard a card from your hand to the WR] Put this card in any Slot on the Stage, and put the top card of your LB in your Clock."

[A] When this is placed from hand to the Stage or via effect of [S] of "Yuika Mitsumine, Reflection Themepark" to the Stage, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - L'Antica | ISC/S110-082 T: Soul

L3
C2

Yuika Mitsumine, Reflection Themepark

[C] [Clock] **ALARM** If this is on top of your Clock, you are Level 2 or higher, and you have 4 or more ::Music:: Charas, this gains the following ability. "[S] [(2)] Discard a card from your hand to the WR] Put this card in any Slot on the Stage, and put the top card of your LB in your Clock."

[A] When this is placed from hand to the Stage or via effect of [S] of "Yuika Mitsumine, Reflection Themepark" to the Stage, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - L'Antica | ISC/S110-082WIR T: Soul

L3
C2

Asahi Serizawa, Confirmation is Required

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

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

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

Music - Straylight | ISC/S110-083 T: Soul

L3
C2

Asahi Serizawa, Confirmation is Required

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

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

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

Music - Straylight | ISC/S110-083WIR T: Soul

L3
C2

Yuika Mitsumine, Puppet Talk

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your Charas with either **ALARM** or **SHIFT**, and that Chara gains +3000 Pow for the turn.

Music - L'Antica | ISC/S110-084 T: None

L0
C0

Yuika Mitsumine, Puppet Talk

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your Charas with either **ALARM** or **SHIFT**, and that Chara gains +3000 Pow for the turn.

Music - L'Antica | ISC/S110-084WIR T: None

L0
C0

Fuyuko Mayuzumi, Freeside JK

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

[A] When you use **CHANGE**, you may draw a card. If so, discard a card from your hand to the WR.

Music - Straylight | ISC/S110-085 T: None

L0
C0

Fuyuko Mayuzumi, Freeside JK

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

[A] When you use **CHANGE**, you may draw a card. If so, discard a card from your hand to the WR.

Music - Straylight | ISC/S110-085WIR T: None

L0
C0

Amana Osaki, Hello, Dolphin

[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] **RESONANCE** [Reveal a "Tenka Osaki, Bath Time Mood" from your hand] At the start of your Opp's Attack Phase, may pay. If so, move this to an empty Slot in the Front Row.

Music - Alstroemeria | ISC/S110-086 T: None

L0
C0

Amana Osaki, Hello, Dolphin

[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] **RESONANCE** [Reveal a "Tenka Osaki, Bath Time Mood" from your hand] At the start of your Opp's Attack Phase, may pay. If so, move this to an empty Slot in the Front Row.

Music - Alstroemeria | ISC/S110-086WIR T: None

L0
C0

Mikoto Aketa, Setup Crazy

[C] If there's a Marker under this, this gains the following ability. "[C] If the Chara Opposite this is GREEN or BLUE, this gains +4500 Pow."

[C] If there's a Marker under this, this gains the following ability.

[A] When this is placed from hand to the Stage or via the effect of [A] of "Nichika Nanakusa, Setup Crazy" to the Stage, you may choose 1 "Nichika Nanakusa, Setup Crazy" in your WR and put it face-up under this as Marker.

[A] [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Nichika Nanakusa, Setup Crazy" in your WR and put in the Slot this was in. (This does not activate if this isn't on the Stage at the start of Climax Phase)

Music - SHHis | ISC/S110-087 T: None

L1
C0

Mikoto Aketa, Setup Crazy

[C] If there's a Marker under this, this gains the following ability. "[C] If the Chara Opposite this is GREEN or BLUE, this gains +4500 Pow."

[C] If there's a Marker under this, this gains the following ability.

[A] When this is placed from hand to the Stage or via the effect of [A] of "Nichika Nanakusa, Setup Crazy" to the Stage, you may choose 1 "Nichika Nanakusa, Setup Crazy" in your WR and put it face-up under this as Marker.

[A] [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Nichika Nanakusa, Setup Crazy" in your WR and put in the Slot this was in. (This does not activate if this isn't on the Stage at the start of Climax Phase)

Music - SHHis | ISC/S110-087WIR T: None

L1
C0

A
[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

ISC/S110-097 T: Salvage

A
[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

ISC/S110-097R T: Salvage

Cutely! with us
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

ISC/S110-098 T: Soul Standby

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Cutely! with us
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

ISC/S110-098R T: Soul Standby

Koito Fukumaru, Sepia Solitude
[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow and the following ability. "[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 there are 2 or fewer cards in your Memory, you may send this to Memory.

Music - Noctchill | ISC/S110-099 T: None

L0
C0

Koito Fukumaru, Sepia Solitude
[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow and the following ability. "[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 there are 2 or fewer cards in your Memory, you may send this to Memory.

Music - Noctchill | ISC/S110-099SSP T: None

L0
C0

Idolmaster Shiny Colors Shine More! Booster Pack

Kogane Tsukioka, With You, When the Moon is Full
[A] [Put a ::Music:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, if the top card of your Clock is a card with either **ALARM** or **SHIFT**, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S110-100 T: None

L1
C0

Kogane Tsukioka, With You, When the Moon is Full
[A] [Put a ::Music:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, if the top card of your Clock is a card with either **ALARM** or **SHIFT**, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] [Clock] **SHIFT Level 0**

Music - L'Antica | ISC/S110-100SSP T: None

L1
C0

Toru Asakura, What Color Is The Night?
[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 RECOLLECTION** [(3) Discard a card from your hand to the WR] When this attacks, if "floodat" is in the CZ, you have 4 or more other ::Music:: Charas, and there are 4 or more cards in your Memory, may pay. If so, perform the following action 3 times. "Deal 1 Damage to your Opp.;" (DC can occur)

Music - Noctchill | ISC/S110-101 T: Soul

L3
C2

Toru Asakura, What Color Is The Night?
[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 RECOLLECTION** [(3) Discard a card from your hand to the WR] When this attacks, if "floodat" is in the CZ, you have 4 or more other ::Music:: Charas, and there are 4 or more cards in your Memory, may pay. If so, perform the following action 3 times. "Deal 1 Damage to your Opp.;" (DC can occur)

Music - Noctchill | ISC/S110-101SSP T: Soul

L3
C2

Koito Fukumaru, Do You Want to Tie our Omikujis?
[C] During your turn, if you have another Chara with "Toru" in name or "Madoka Higuchi, Merry", all your other Charas with either "Madoka" or "Hinana" in name gain +1000 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, search your LB for up to 1 ::TRAIT:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noctchill | ISC/S110-102 T: None

L0
C0

Koito Fukumaru, Do You Want to Tie our Omikujis?
[C] During your turn, if you have another Chara with "Toru" in name or "Madoka Higuchi, Merry", all your other Charas with either "Madoka" or "Hinana" in name gain +1000 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, search your LB for up to 1 ::TRAIT:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Noctchill | ISC/S110-102SP T: None

L0
C0

Sakuya Shirase, Gentle Fluttering Bonds
[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either **ALARM** or **SHIFT**, reveal it, put it in your hand, and shuffle your LB.
[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.

Music - L'Antica | ISC/S110-103 T: None

L0
C0

Sakuya Shirase, Gentle Fluttering Bonds
[A] [Put a card from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either **ALARM** or **SHIFT**, reveal it, put it in your hand, and shuffle your LB.
[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.

Music - L'Antica | ISC/S110-103SSP T: None

L0
C0

Kiriko Yukoku, Fishes and Happy Wishes
[A] [Clock] **SHIFT Level 0**
[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 ::Music:: Chara in your WR and return it to your hand.

Music - L'Antica | ISC/S110-104 T: None

L0
C0

Kiriko Yukoku, Fishes and Happy Wishes
[A] [Clock] **SHIFT Level 0**
[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 ::Music:: Chara in your WR and return it to your hand.

Music - L'Antica | ISC/S110-104SP T: None

L0
C0

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

Music - L'Antica | ISC/S110-105 T: None

L0
C0

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

Music - L'Antica | ISC/S110-105SP T: None

L0
C0

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, if there is 1 or fewer card in your Memory, you may choose a Character in your WR with either "Toru", "Madoka", "Koito", or "Hinana" in name and send it to Memory.

L1
C0

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, if there is 1 or fewer card in your Memory, you may choose a Character in your WR with either "Toru", "Madoka", "Koito", or "Hinana" in name and send it to Memory.

L1
C0

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Colorless Idols" is in your CZ, draw up to 2 cards, and discard a card from your hand to the WR.

L1
C0

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. [A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn. [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Colorless Idols" is in your CZ, draw up to 2 cards, and discard a card from your hand to the WR.

L1
C0

[A] At the start of your Climax Phase, if the top card of your Clock is a card with either **ALARM** or **SHIFT**, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

L1
C0

either **ALARM** or **SHIFT**, this gains +1500 Pow and the following ability until the next end of your Opp.'s turn. "[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock." (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was).

L1
C0

[C] All your other "Luca Ikaruga, Noisy Rush" gain +1000 Pow.
 [C] If you have another "Haruki Ikuta, Hopeland", all your other ::Music:: Charas gain +X Pow. X = 500 times Level of that Chara.
 [S] [Discard a card from your hand to the WR, turn a face-up card in your Level Zone face-down, Rest this] Choose a ::Music:: Chara in your WR and return it to your hand.

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

[C] All your other "Luca Ikaruga, Noisy Rush" gain +1000 Pow.
 [C] If you have another "Haruki Ikuta, Hopeland", all your other ::Music:: Charas gain +X Pow. X = 500 times Level of that Chara.
 [S] [Discard a card from your hand to the WR, turn a face-up card in your Level Zone face-down, Rest this] Choose a ::Music:: Chara in your WR and return it to your hand.

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

[C] All your other "Luca Ikaruga, Noisy Rush" gain +1000 Pow.
 [C] If you have another "Haruki Ikuta, Hopeland", all your other ::Music:: Charas gain +X Pow. X = 500 times Level of that Chara.
 [S] [Discard a card from your hand to the WR, turn a face-up card in your Level Zone face-down, Rest this] Choose a ::Music:: Chara in your WR and return it to your hand.

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

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your Charas, and all your Charas with the same name as that Chara gains the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

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

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your Charas, and all your Charas with the same name as that Chara gains the following ability for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn."

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

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains 4000 Pow.

[A] **CX COMBO** When this attacks, if "princeprincess" is in the CZ and you have 3 or more other Charas, choose up to 1 ::Music:: Chara in your WR and return it to your hand, choose up to 1 ::Music:: Chara in your WR and put it in your Stock.

[A] [Clock] **SHIFT Level 0**

L2
C1

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +4000 Pow.
 [A] **CX COMBO** When this attacks, if "princeprincess" is in the CZ and you have 3 or more other Charas, choose up to 1 ::Music:: Chara in your WR and return it to your hand, choose up to 1 ::Music:: Chara in your WR and put it in your Stock.
 [A] [Clock] **SHIFT Level 0**

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

[S] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains "[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 1000 times Level of that Chara."

[A] When this is placed from hand to the Stage, you may choose a ::Music:: Chara in your WR and return it to your hand.

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

L3
C2

[S] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains "[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 1000 times Level of that Chara".

[A] When this is placed from hand to the Stage, you may choose a ::Music:: Chara in your WR and return it to your hand.

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

L3
C2

[C] All your other :Music: Charas gain +1500 Pow.
 [A] [Clock] **SHIFT Level 0**
 [S] [Discard a card from your hand to the WR, Rest this] Reveal the top card of your LB, and choose a Level X or lower Chara in your WR and return it to your hand. X = the Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

L3
C2

[C] All your other :Music: Charas gain +1500 Pow.
 [A] [Clock] **SHIFT Level 0**
 [S] [Discard a card from your hand to the WR, Rest this] Reveal the top card of your LB, and choose a Level X or lower Chara in your WR and return it to your hand. X = the Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

L3
C2

[C] If you have 4 or more **Music**: Charas, this gets -1 Level while in your hand.

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and cannot be chosen as target of Opp.'s effects.

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

L3
C2

Mano Sakuragi, Bursting Smile

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and cannot be chosen as target of Opp.'s effects.

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

Music - Illumination Stars | ISC/S110-114SP T: Soul

L3C2

Hinana Ichikawa, LOG

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may choose a Chara in your Clock with either "Toru", "Madoka", "Koito", or "Hinana" in name and send it to Memory.

[A] **RECOLLECTION** [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Noctchill | ISC/S110-115 T: Soul

L3C2

Hinana Ichikawa, LOG

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may choose a Chara in your Clock with either "Toru", "Madoka", "Koito", or "Hinana" in name and send it to Memory.

[A] **RECOLLECTION** [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Noctchill | ISC/S110-115SP T: Soul

L3C2

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Hiori Kazano, Nights When I'm Not Alone

[A] **CX COMBO** [Put a Climax card from your CZ in the WR] When this attacks, may pay. If so, choose up to 1 "Looking Up, and Scooping the Stars" in your hand and put it in the CZ.

[A] **CX COMBO EXPERIENCE** When this attacks, if "Looking Up, and Scooping the Stars" is in the CZ and there is a YELLOW card and a RED card and a BLUE card in your Level Zone, deal 3 Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. (DC can occur)

Music - Illumination Stars | ISC/S110-116 T: Soul

L3C2

Hiori Kazano, Nights When I'm Not Alone

[A] **CX COMBO** [Put a Climax card from your CZ in the WR] When this attacks, may pay. If so, choose up to 1 "Looking Up, and Scooping the Stars" in your hand and put it in the CZ.

[A] **CX COMBO EXPERIENCE** When this attacks, if "Looking Up, and Scooping the Stars" is in the CZ and there is a YELLOW card and a RED card and a BLUE card in your Level Zone, deal 3 Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. (DC can occur)

Music - Illumination Stars | ISC/S110-116OFR T: Soul

L3C2

Hiori Kazano, Nights When I'm Not Alone

[A] **CX COMBO** [Put a Climax card from your CZ in the WR] When this attacks, may pay. If so, choose up to 1 "Looking Up, and Scooping the Stars" in your hand and put it in the CZ.

[A] **CX COMBO EXPERIENCE** When this attacks, if "Looking Up, and Scooping the Stars" is in the CZ and there is a YELLOW card and a RED card and a BLUE card in your Level Zone, deal 3 Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. (DC can occur)

Music - Illumination Stars | ISC/S110-116SSP T: Soul

L3C2

Idolmaster Shiny Colors Shine More! Booster Pack

Madoka Higuchi, Love Rough Rabbits

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

Music - Noctchill | ISC/S110-117 T: None

L0C0

Madoka Higuchi, Love Rough Rabbits

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

Music - Noctchill | ISC/S110-117WIR T: None

L0C0

Hinana Ichikawa, Ready To Go?

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

[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, perform the following action. "Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and discard a card from your hand to the WR."

Music - Noctchill | ISC/S110-118 T: None

L0C0

Hinana Ichikawa, Ready To Go?

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.

[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, perform the following action. "Search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and discard a card from your hand to the WR."

Music - Noctchill | ISC/S110-118WIR T: None

L0C0

Hana Suzuki, Pure White Range

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - CoMETIK | ISC/S110-119 T: None

L1C0

Hana Suzuki, Pure White Range

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - CoMETIK | ISC/S110-119WIR T: None

L1C0

Hana Suzuki, Cometiknaut

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

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

Music - CoMETIK | ISC/S110-120 T: None

L0C0

Hana Suzuki, Cometiknaut

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

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

Music - CoMETIK | ISC/S110-120WIR T: None

L0C0

Mamimi Tanaka, Dozy Day

[A] [Clock] **ALARM** [Discard a ::Music:: Chara from your hand to the WR] If this is on top of the Clock, at the start of your Climax Phase, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - L'Antica | ISC/S110-121 T: None

L0C0

Mamimi Tanaka, Dozy Day

[A] [Clock] **ALARM** [Discard a ::Music:: Chara from your hand to the WR] If this is on top of the Clock, at the start of your Climax Phase, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - L'Antica | ISC/S110-121WIR T: None

L0C0

Kiriko Yukoku, Reflection Themepark

[C] If you have another Chara with either **ALARM** or **SHIFT**, this gains +1 Level and +2500 Pow.

[A] When this becomes Reversed, put this on the bottom of your LB.

Music - L'Antica | ISC/S110-122 T: None

L1C0

Kiriko Yukoku, Reflection Themepark

[C] If you have another Chara with either **ALARM** or **SHIFT**, this gains +1 Level and +2500 Pow.

[A] When this becomes Reversed, put this on the bottom of your LB.

Music - L'Antica | ISC/S110-122WIR T: None

L1C0

Mano Sakuragi, Bytoday Restaurant

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

Music - Illumination Stars | ISC/S110-123 T: Soul

L2
C1

Mano Sakuragi, Bytoday Restaurant

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

Music - Illumination Stars | ISC/S110-123WIR T: Soul

L2
C1

Hiori Kazano, Putting My Soul Into One Stroke

[C] Chara in the Slot to the right of this gains +1000 Pow.
[A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if there is a YELLOW card and a RED card in your Level Zone, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand, and this gains +2000 Pow for the turn.

Music - Illumination Stars | ISC/S110-124 T: Soul

L2
C1

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Hiori Kazano, Putting My Soul Into One Stroke

[C] Chara in the Slot to the right of this gains +1000 Pow.
[A] **EXPERIENCE** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if there is a YELLOW card and a RED card in your Level Zone, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand, and this gains +2000 Pow for the turn.

Music - Illumination Stars | ISC/S110-124WIR T: Soul

L2
C1

flooat

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-125 T: Soul Gate

flooat

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-125R T: Soul Gate

Idolmaster Shiny Colors Shine More! Booster Pack

Colorless Idols

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-126 T: Soul Gate

Colorless Idols

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-126R T: Soul Gate

princexprincess

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-127 T: Soul Gate

princexprincess

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-127R T: Soul Gate

Looking Up, and Scooping the Stars

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-128 T: Soul Gate

Looking Up, and Scooping the Stars

[C] All your Charas gain +1000 Pow and +1 Soul.
[(Gate Icon): When this card is triggered, you may choose a climax card in your WR and return it to your hand)

ISC/S110-128R T: Soul Gate