

Hiori Kazano, White Wings

[C] All of your other "Mano Sakuragi, 283Pro Newbie" gain the following ability. "[A] At the Beginning of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row." [A] BOND/"Mano Sakuragi, 283Pro Newbie" [(1)]

Music - Illumination Stars | ISC/S81-T001 T: None

L0
C0

Meguru Hachimiya, Sparkle Illumination

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot. [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 - Illumination Stars | ISC/S81-T002 T: None

L0
C0

Meguru Hachimiya, Sparkle Illumination

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot. [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 - Illumination Stars | ISC/S81-T002R T: None

L0
C0

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Hiori Kazanom 283Pro Newbie

[A] CX COMBO When this attacks, if "Illumination Stars" is in the CZ and you have another ::Music:: Chara, look at up to 4 cards from top of your LB, search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Illumination Stars | ISC/S81-T003 T: None

L1
C0

Meguru Hachimiya, Beyond the Blue Sky

[C] For each of your other ::Music:: Charas, this gains +1000 Pow. [A] ENCORE [Discard a Chara from your hand to the WR]

Music - Illumination Stars | ISC/S81-T004 T: Soul

L2
C2

Illumination Stars

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

ISC/S81-T005 T: Choice

Idolmaster Shiny Colors Trial Deck

Meguru Hachimiya, White Wings

[C] ASSIST All your Charas in front of this gain +500 Pow. [A] EXPERIENCE [(1)] When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 3 or higher, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Illumination Stars | ISC/S81-T006 T: None

L0
C0

Mano Sakuragi, Sparkle Illumination

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

Music - Illumination Stars | ISC/S81-T007 T: None

L0
C0

Mano Sakuragi, Sparkle Illumination

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

Music - Illumination Stars | ISC/S81-T007S T: None

L0
C0

Mano Sakuragi, Sparkle Illumination

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

Music - Illumination Stars | ISC/S81-T007SP T: None

L0
C0

Meguru Hachimiya, 283Pro Newbie

[C] All your other "Hiori Kazano, 283Pro Newbie" 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, draw up to 1 card.

Music - Illumination Stars | ISC/S81-T008 T: None

L0
C0

Mano Sakuragi, Beyond the Blue Sky

[C] If this is in the Front Row, all your ::Music:: Charas gain +1500 Pow. [A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "Every Day on the Station Line" is in your CZ and you have a Chara with "Hiori" in name and a Chara with "Meguru" in name, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Illumination Stars | ISC/S81-T009 T: Soul

L3
C2

Every Day on the Station Line

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

ISC/S81-T010 T: Salvage

Every Day on the Station Line

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

ISC/S81-T010R T: Salvage

Every Day on the Station Line

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

ISC/S81-T010S T: Salvage

Mano Sakuragi, 283Pro Newbie

--No Text--

Music - Illumination Stars | ISC/S81-T011 T: None

L0
C0

Mano Sakuragi, White Wings

[C] EXPERIENCE If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1500 Pow and "[A] ENCORE Discard a Chara from hand to the WR]".

Music - Illumination Stars | ISC/S81-T012 T: None

L1
C1

Hiori Kazano, Beyond the Blue Sky

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara. [C] EXPERIENCE If the sum of the Levels of cards in your Level Zone is 3 or higher, this card gains the following ability. "[S] [Rest this] Choose 1 of your Charas, and until the next end of your Opp.'s turn that Chara gains +1000 Pow."

Music - Illumination Stars | ISC/S81-T013 T: Soul

L2
C1

Hiori Kazano, Sparkle Illumination

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas in the Front Row Center Slot and this, Stand and Swap them, and this gains +1000 Pow for the turn.

Music - Illumination Stars | ISC/S81-T014 T: Soul

L3
C2

Hiori Kazano, Sparkle Illumination

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas in the Front Row Center Slot and this, Stand and Swap them, and this gains +1000 Pow for the turn.

Music - Illumination Stars | ISC/S81-T014R T: Soul

L3
C2

283 Production

[Counter] Choose and perform 1 of the following 2 effects.
"Choose 1 of your ::Music:: Charas, and for the turn that Chara gains +2000 Pow."
"Look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR."

ISC/S81-T015 T: None

L2
C0

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Kogane Tsukioka, White Wings

[C] During your turn, all your other "Sakuya Shirase, 283Pro Newbie" gain +2000 Pow.
[A] **BOND**/"Sakuya Shirase, 283Pro Newbie" [Put the top card of your LB in your Clock]

Music - L'Antica | ISC/S81-T016 T: None

L0
C0

Mamimi Tanaka, White Wings

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[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, draw up to 1 card.

Music - L'Antica | ISC/S81-T017 T: None

L0
C0

Kiriko Yukoku, 283Pro Newbie

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] When your other ::Music:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Music - L'Antica | ISC/S81-T018 T: None

L0
C0

Idolmaster Shiny Colors Trial Deck

Yuika Mitsumine, White Wings

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - L'Antica | ISC/S81-T019 T: None

L0
C0

Sakuya Shirase, White Wings

[C] This cannot Side Attack.

Music - L'Antica | ISC/S81-T020 T: None

L0
C0

Kiriko Yukoku, White Wings

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music - L'Antica | ISC/S81-T021 T: None

L1
C0

Mamimi Tanaka, 283Pro Newbie

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - L'Antica | ISC/S81-T022 T: None

L1
C0

Kogane Tsukioka, 283Pro Newbie

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] **CX COMBO** [(1)] When this attacks, if "What's This Story?" is in the CZ, may pay. If so, all your other Charas gain the following ability for the turn. "[A] When this Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to hand."

Music - L'Antica | ISC/S81-T023 T: None

L1
C0

Yuika Mitsumine, 283Pro Newbie

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

Music - L'Antica | ISC/S81-T024 T: None

L1
C0

Sakuya Shirase, 283Pro Newbie

--No Text--

Music - L'Antica | ISC/S81-T025 T: None

L1
C0

What's This Story?

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

ISC/S81-T026 T: Salvage

What's This Story?

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

ISC/S81-T026R T: Salvage

What's This Story?

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

ISC/S81-T026S T: Salvage

Kiriko Yukoku, Symphonic Steam

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music - L'Antica | ISC/S81-T027 T: None

L0
C0

Kiriko Yukoku, Symphonic Steam

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music - L'Antica | ISC/S81-T027R T: None

L0
C0

[A] At the start of your Climax Phase, choose 1 of your
::Music:: Charas, and that Chara gains +1000 Pow for the
turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards
of your LB and put them in the WR. For each Climax card
revealed this way, draw up to 1 card.

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

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::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.
[A] [Clock] **SHIFT Level 0**

LO
CO

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::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.
[A] [Clock] **SHIFT Level 0**

L0
C0

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::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.

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

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

LO
CO

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

L1
C0

L1
C0

L2
C1

L2
C2

L3
C2

L3
C2

L3
C2

L3
C2

L2
C1

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

[S] [(1)] Draw a card, and discard a card from your hand to the WR.

[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, draw up to 1 card.

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

LO
CO

[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

L1
C0

[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

L1
C0

[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

L1
C0

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
 [A] **CX COMBO** When "Houkaga Climax Girls" is placed to your CZ, you may choose a ::Music:: Chara in your WR and place it to Stock.

L2
C1

[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 "After the Rain, My Hero" is in your CZ, draw up to 1 card, and put up to 1 card from top of your LB in your Stock.

L2
C2

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

[A] **CX COMBO** [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, if "After the Rain, My Hero" is in your CZ, may pay. If so, Stand this.

L3
C2

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] When your Climax is placed to your CZ, for the turn this gains +3000 Pow.

L3
C2

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] When your Climax is placed to your CZ, for the turn this gains +3000 Pow.

L3
C2

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

L3
C2

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

L3
C2

Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

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

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

1-

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

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

—

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[S] ([1]) Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

LO
CO

[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

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

[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

[A] When this attacks, if you have 1 or fewer other Charas, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row.

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

[C] Your other Front Row Center Chara with 'Kaho', 'Chiyoiko', 'Juri', 'Rinze', or 'Natsuha' in name gains +1000 Pow.

[A] **CX COMBO** When 'Houkago Climax Girls' is placed in your CZ, choose 1 of your other Charas, and that Chara gains the following ability for the turn. [A] When the Battle Opp, of this becomes Reverse, look up to 4 cards from the top of your LB, choose up to 1 ::Music:: Charas from among them, show it to your Opp., put it in your hand, and discard the remaining cards to the WR.

LO
CO

[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.

L0
C0

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

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

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

L1
C0

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

L1
C0

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

L1
C0

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[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.

L1
C0

--No Text--

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

[C] If this is in your Front Row Center Slot, this gains +2000 Pow and +1 Soul.

L2
C1

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

1

[A] **BOND**/"Amana Oosaki, 283Pro Newbie" [Discard a card from your hand to the WR]
[A] **RESONANCE** [Reveal an "Amana Oosaki, 283Pro Newbie" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

L0
C0

[C] During your turn, your other Chara in the Front Row Center Slot gains +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, draw up to 1 card.

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

--No Text--

LO
CO

[C] During your turn, this gains +1000 Pow.
Music:: Charas, and that Chara gains +1500 Pow for the turn.

L1
C0

[A] **CX COMBO** When this attacks, if "Still... I Haven't Slept..." is in the CZ, reveal the top card of your LB. If it's a :Music:: Chara, put it in your hand. (Otherwise put it back where it was)

[A] **RESONANCE** [Reveal a "Tenka Oosaki, Beyond the Blue Sky" in your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

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

[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

L2
C1

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

Still... I Haven't Slept...

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

Alstroemeria | ISC/S81-T068R T: Choice

Still... I Haven't Slept...

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

Alstroemeria | ISC/S81-T068S T: Choice

Chiyuki Kuwayama, Beyond the Blue Sky

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Tenka Oosaki, Beyond the Blue Sky", reveal it, put it in your hand, and shuffle your LB.

Music - Alstroemeria | ISC/S81-T069 T: None

L0
C0

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Amana Oosaki, Wishful Lily

[C] If your Opp. has 3 or fewer Charas, this gains +1000 Pow.

[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 - Alstroemeria | ISC/S81-T070 T: None

L0
C0

Amana Oosaki, Wishful Lily

[C] If your Opp. has 3 or fewer Charas, this gains +1000 Pow.

[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 - Alstroemeria | ISC/S81-T070S T: None

L0
C0

Amana Oosaki, Wishful Lily

[C] If your Opp. has 3 or fewer Charas, this gains +1000 Pow.

[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 - Alstroemeria | ISC/S81-T070SP T: None

L0
C0

Idolmaster Shiny Colors Trial Deck

Tenka Oosaki, Wishful Lily

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

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

Music - Alstroemeria | ISC/S81-T071 T: None

L1
C1

Tenka Oosaki, Wishful Lily

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.

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

Music - Alstroemeria | ISC/S81-T071R T: None

L1
C1

Chiyuki Kuwayama, Wishful Lily

[C] For each other ::Music:: Chara in your Back Row this gains +2000 Pow.

Music - Alstroemeria | ISC/S81-T072 T: Soul

L2
C2

Chiyuki Kuwayama, Wishful Lily

[C] For each other ::Music:: Chara in your Back Row this gains +2000 Pow.

Music - Alstroemeria | ISC/S81-T072R T: Soul

L2
C2

Amana Oosaki, Beyond the Blue Sky

[C] If you have 3 or less cards in Clock, this gains +3000 Pow.

[C] Chara Opposite gets -1 Soul.

[A] **CX COMBO** When "Alstroemeria" is placed in your CZ, if this is in your Front Row, you may put the top card of your Clock in the WR.

Music - Alstroemeria | ISC/S81-T073 T: Soul

L3
C2

Tenka Oosaki, Beyond the Blue Sky

[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 it in your Stock. (Otherwise put it back where it was)

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

Music - Alstroemeria | ISC/S81-T074 T: Soul

L3
C2

283 Production

[Counter] Choose 1 of your Opp.'s Charas, and that Chara gets -3 Soul for the turn.

ISC/S81-T075 T: None

L2
C3

Alstroemeria

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

ISC/S81-T076 T: Salvage

Mei Izumi, White Wings

[A] **BOND**"Asahi Serizawa, 283Pro Newbie" [(1)]

[A] **CHANGE** [Discard a card from hand to the WR, put this in the WR] At the beginning of your Climax Phase, may pay. If so, choose a "Mei Izumi, Beyond the Blue Sky" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-T077 T: None

L0
C0

Asahi Serizawa, White Wings

[A] **CX COMBO** When this attacks, if "Straylight" is in your CZ and you have another ::Music:: Chara, look at up to 3 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the rest of the cards in the WR.

[A] **CHANGE** [Put this in Clock] At the start of your Climax Phase, may pay. If so, choose a "Asahi Serizawa, Neon Light Romancer" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-T078 T: None

L0
C0

Asahi Serizawa, 283Pro Newbie

--No Text--

Music - Straylight | ISC/S81-T079 T: None

L0
C0

Mei Izumi, Beyond the Blue Sky

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Music - Straylight | ISC/S81-T080 T: None

L1
C0

Fuyuko Mayuzumi, White Wings

[C] All your other ::Music:: Charas gain +1000 Pow.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose a "Fuyuko Mayuzumi, Neon Light Romancer" in your WR and put it in the Slot this was in.

Music - Straylight | ISC/S81-T081 T: Soul

L2
C1

Fuyuko Mayuzumi, Neon Light Romancer

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via the effects of **CHANGE** to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and place it to Stock.

Music - Straylight | ISC/S81-T082 T: Soul

L2
C1

Fuyuko Mayuzumi, Neon Light Romancer

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via the effects of **CHANGE** to the Stage, if you have 4 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and place it to Stock.

Music - Straylight | ISC/S81-T082R T: Soul

L2
C1

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Straylight

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

Straylight | ISC/S81-T083 T: Treasure

Fuyuko Mayuzumi, 283Pro Newbie

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [(2) Rest this] Choose a ::Music:: Chara in your WR and return it to your hand.

Music - Straylight | ISC/S81-T084 T: None

L0
C0

Mei Izumi, 283Pro Newbie

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[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, draw up to 1 card.

Music - Straylight | ISC/S81-T085 T: None

L0
C0

Idolmaster Shiny Colors Trial Deck

Asahi Serizawa, Neon Light Romancer

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.
Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Straylight | ISC/S81-T086 T: None

L1
C0

Asahi Serizawa, Neon Light Romancer

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.
Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Straylight | ISC/S81-T086S T: None

L1
C0

Asahi Serizawa, Neon Light Romancer

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.
Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Music - Straylight | ISC/S81-T086SP T: None

L1
C0

Duyuko Mayuzumi, Beyond the Blue Sky

[A] When your other ::Music:: Chara attacks, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Straylight | ISC/S81-T087 T: None

L1
C1

Mei Izumi, Neon Light Romancer

[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 - Straylight | ISC/S81-T088 T: Soul

L3
C2

Mei Izumi, Neon Light Romancer

[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 - Straylight | ISC/S81-T088R T: Soul

L3
C2

Asahi Serizawa, Beyond the Blue Sky

[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] CX COMBO [(2) Discard a card from hand to the WR] When this attacks, if "Rain, Snow, Clear Skies" is in your CZ, may pay. If so, Deal 2 Damage to your Opp., and for the turn this gains +4000 Pow. (DC can occur)

Music - Straylight | ISC/S81-T089 T: Soul

L3
C2

283 Production

[Counter] If you don't have an ::Music:: Chara, you cannot play this from your hand.
Choose 1 of your Charas, and for the turn that Chara gains the following ability. "[C] This cannot Reverse."

ISC/S81-T090 T: None

L1
C1

Rain, Snow, Clear Skies

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

ISC/S81-T091 T: Salvage

Rain, Snow, Clear Skies

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

ISC/S81-T091R T: Salvage

Rain, Snow, Clear Skies

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

ISC/S81-T091S T: Salvage

Madoka Higuchi, Beyond the Blue Sky

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your hand. (Otherwise put it back where it was)

Music - Noctchill | ISC/S81-T092 T: None

L0
C0

Madoka Higuchi, 283Pro Newbie
 [A] **BOND/Tooru** Asakura, 283Pro Newbie"
 [Discard a card from your hand to the WR]
 [S] [(+)] Choose 1 of your Music Charas, and for
 the turn that Chara gains +2000 Pow. At the end
 of the turn, send that Chara to Memory.

Music - Noctchill | ISC/S81-T095 T: None

LO
CO

Hinana Ichikawa, Beyond the Blue Sky
 [C] All your other ::Music:: Charas gain +1000 Pow.
 [S] [Rest this] Look at the top card of your LB and put
 it either on top or bottom of the LB.

Koito Fukumaru, White Wings
 [S] [(1) Discard a Climax card from your hand to the WR)
 Choose a Chara in your WR and return it to your hand.
 [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, draw up to 1 card.

Hinana Ichikawa, Clear Marine Calm
 [A] [(1) Discard a card from your hand to WR, Send this to Memory] When this becomes Reversed in battle, 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 - Noctchill | ISC/S81-T103 T: None

LO
CO

Tooru Asakura, White Wings
 [C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "How A UFO" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Music - Noctchill | ISC/S81-T105 T: None

L1
C0

Madoka Higuchi, Clear Marine Calm
 [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, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music - Noctchill | ISC/S81-T107R T: Soul

Tooru Asakura, Clear Marine Calm
 [C] **RECOLLECTION** If there are 2 or more ::Music:: Charas in your Memory, this gains +1000 Pow.
 [A] ([2] Discard 2 ::Music:: Charas from hand to the WR)
 This ability activates up to once per turn. During the turn this was placed, when your Front Row Center Chara attacks, may pay. If so, Stand this.

Music - Noctchill | ISC/S81-T108 T: Soul

L3
C2

Tooru Asakura, Clear Marine Calm
 [C] **RECOLLECTION** If there are 2 or more ::Music:: Charas in your Memory, this gains +1000 Pow.
 [A] [(2) Discard 2 ::Music:: Charas from hand to the WR] This ability activates up to once per turn. During the turn this was placed, when your Front Row Center Chara attacks, may pay. If so, Stand this.

Music - Noctchill | ISC/S81-T108S T: Soul

L3
C2

Tooru Asakura, Clear Marine Calm
 [C] **RECOLLECTION** If there are 2 or more ::Music:: Charas in your Memory, this gains +1000 Pow.
 [A] [(2) Discard 2 ::Music:: Charas from hand to the WR] This ability activates up to once per turn. During the turn this was placed, when your Front Row Center Chara attacks, may pay. If so, Stand this.

Music - Noctchill | ISC/S81-T108SP T: Soul

L3
C2

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283 Production

[Counter] Choose 1 of your ::Music:: Charas, and for the turn, that Chara gains +3500 Pow. If you have 2 of less cards in Memory, you may choose a Chara with "White Wings" or "283Pro Newbie" in name in your WR and send it to Memory.

ISC/S81-T109 T: None

L2
C1

How A UFO

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

ISC/S81-T110 T: Soul Gate

How A UFO

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

ISC/S81-T110RRR T: Soul Gate

Idolmaster Shiny Colors Trial Deck

How A UFO

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

ISC/S81-T110S T: Soul Gate

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