

A New "Live" That Will Come True With You
[C] All your Charas gain +1000 Pow and +1 Soul.

LSF/W109-048 T: Treasure

A New "Live" That Will Come True With You
[C] All your Charas gain +1000 Pow and +1 Soul.

LSF/W109-048R T: Treasure

Honoka Kousaka, Sing Together
[C] During your turn, this gains +1000 Pow.
[A] CX COMBO [Return this to hand] When "A New "Live" That Will Come True With You" is placed to your CZ, if this is in your Front Row and you have another ::Music:: Chara, may pay. If so, choose a Level 0 or lower ::Music:: Chara in your WR, place it to the Slot this was in, and for the turn, that Chara gains +500 Pow.

Music | SIL/W109-035 T: None

L0
C0

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Honoka Kousaka, Sing Together
[C] During your turn, this gains +1000 Pow.
[A] CX COMBO [Return this to hand] When "A New "Live" That Will Come True With You" is placed to your CZ, if this is in your Front Row and you have another ::Music:: Chara, may pay. If so, choose a Level 0 or lower ::Music:: Chara in your WR, place it to the Slot this was in, and for the turn, that Chara gains +500 Pow.

Music | SIL/W109-035S T: None

L0
C0

Eli Ayase, Student Council Room at Dusk
[C] If "Honoka Kousaka, Sing Together" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, for the turn this gains +3000 Pow, and until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is placed from the Stage to the WR, you may return this to hand."
[A] CX COMBO When this attacks, if "Before You Know It, It's Dusk" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Music | SIL/W109-036 T: Soul

L3
C2

Eli Ayase, Student Council Room at Dusk
[C] If "Honoka Kousaka, Sing Together" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, for the turn this gains +3000 Pow, and until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is placed from the Stage to the WR, you may return this to hand."
[A] CX COMBO When this attacks, if "Before You Know It, It's Dusk" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Music | SIL/W109-036SP T: Soul

L3
C2

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Nozomi Toujou, Light Pours In
[C] ASSIST All of your Level 0 or lower Charas in front of this gain +500 Pow.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | SIL/W109-037 T: None

L0
C0

Nozomi Toujou, Light Pours In
[C] ASSIST All of your Level 0 or lower Charas in front of this gain +500 Pow.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | SIL/W109-037SP T: None

L0
C0

Nico Yazawa, Thanking Lecture
[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)
[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.

Music | SIL/W109-038 T: None

L0
C0

Nico Yazawa, Thanking Lecture
[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)
[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.

Music | SIL/W109-038SP T: None

L0
C0

Nico Yazawa, Everybody's Nico Nii
[A] When this card's Damage is Cancelled, you may choose a Level 0 or lower Opp.'s Chara and place it in their WR.

Music | SIL/W109-042 T: None

L1
C0

Nico Yazawa, Everybody's Nico Nii
[A] When this card's Damage is Cancelled, you may choose a Level 0 or lower Opp.'s Chara and place it in their WR.

Music | SIL/W109-042S T: None

L1
C0

Nozomi Toujou, Let's Attack
[A] When this card becomes Reversed in Battle, reveal the top card of your LB. If that card is a Level 0 or lower Chara, you may return this to hand. (Put the revealed card back)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music | SIL/W109-043 T: Soul

L1
C1

Nozomi Toujou, Let's Attack
[A] When this card becomes Reversed in Battle, reveal the top card of your LB. If that card is a Level 0 or lower Chara, you may return this to hand. (Put the revealed card back)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music | SIL/W109-043S T: Soul

L1
C1

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

Music | SIL/W109-044 T: Soul

L2
C1

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

Music | SIL/W109-044S T: Soul

L2
C1

Eli Ayase, Let's Cheer~
[A] When this is placed from hand to Stage, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music | SIL/W109-045 T: None

L0
C0

Eli Ayase, Let's Cheer~
[A] When this is placed from hand to Stage, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music | SIL/W109-045S T: None

L0
C0

Nozomi Toujou, Power of Fortune-telling

[A] [Place 1 other of your ::Music:: Charas from Stage to the WR] When this card attacks, if you have another ::Music:: Chara, may pay. If so, reveal the top card of your LB. If the revealed card is Level 1 or lower, place it in your hand. (Otherwise put it back)

Music | SIL/W109-046 T: None

L0
C0

Nozomi Toujou, Power of Fortune-telling

[A] [Place 1 other of your ::Music:: Charas from Stage to the WR] When this card attacks, if you have another ::Music:: Chara, may pay. If so, reveal the top card of your LB. If the revealed card is Level 1 or lower, place it in your hand. (Otherwise put it back)

Music | SIL/W109-046S T: None

L0
C0

Nico Yazawa, Train Your Mind and Body

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, place the top 2 cards of your LB in your WR and Deal X Damage to your Opp.. X equals the number of Level 0 or lower Charas amongst those cards. (DC can occur)

Music | SIL/W109-047 T: Soul

L3
C2

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Nico Yazawa, Train Your Mind and Body

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, place the top 2 cards of your LB in your WR and Deal X Damage to your Opp.. X equals the number of Level 0 or lower Charas amongst those cards. (DC can occur)

Music | SIL/W109-047S T: Soul

L3
C2

Before You Know It, It's Dusk

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

SIL/W109-049 T: Treasure

Before You Know It, It's Dusk

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

SIL/W109-049R T: Treasure

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Honoka Kousaka, Cherry Blossom at Full Bloom

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of the Levels of the cards in your Level equals 9 or more, choose 1 of the following 2 and perform it. "Place up to 1 card from the top of your Clock to your WR, and for this turn this gains +2500 Pow." "Choose up to 1 Climax from your WR and return it to your hand."
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Music | SIL/W109-053 T: Soul

L3
C2

Honoka Kousaka, Cherry Blossom at Full Bloom

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of the Levels of the cards in your Level equals 9 or more, choose 1 of the following 2 and perform it. "Place up to 1 card from the top of your Clock to your WR, and for this turn this gains +2500 Pow." "Choose up to 1 Climax from your WR and return it to your hand."
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Music | SIL/W109-053SEC T: Soul

L3
C2

Honoka Kousaka, Cherry Blossom at Full Bloom

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of the Levels of the cards in your Level equals 9 or more, choose 1 of the following 2 and perform it. "Place up to 1 card from the top of your Clock to your WR, and for this turn this gains +2500 Pow." "Choose up to 1 Climax from your WR and return it to your hand."
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Music:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Music | SIL/W109-053SP T: Soul

L3
C2

Umi Sonoda, Emptying Her Mind

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] [Discard a card from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 card from among them, add it to your hand, and put the remaining cards in the WR."
[A] [Clock] **SHIFT Level 0**

Music | SIL/W109-061 T: None

L1
C0

Umi Sonoda, Emptying Her Mind

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow and the following ability. "[A] [Discard a card from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 card from among them, add it to your hand, and put the remaining cards in the WR."
[A] [Clock] **SHIFT Level 0**

Music | SIL/W109-061SP T: None

L1
C0

Kotori Minami, Welcome~

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If all your Charas are ::Music::, this gains +1000 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 | SIL/W109-067 T: Soul

L3
C2

Kotori Minami, Welcome~

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] If all your Charas are ::Music::, this gains +1000 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 | SIL/W109-067SP T: Soul

L3
C2

Honoka Kousaka, Miracle Live!

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** [Put a "Shining in the Spring" from your CZ in the WR] At the start of your Climax Phase, if you have another ::Music:: Chara, may pay. If so, Stand this, and this gains +2000 Pow until the next end of your Opp.'s turn.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, put the top card of your Clock in the WR.

Music | SIL/W109-068 T: Soul

L3
C2

Honoka Kousaka, Miracle Live!

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** [Put a "Shining in the Spring" from your CZ in the WR] At the start of your Climax Phase, if you have another ::Music:: Chara, may pay. If so, Stand this, and this gains +2000 Pow until the next end of your Opp.'s turn.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, put the top card of your Clock in the WR.

Music | SIL/W109-068OFR T: Soul

L3
C2

Kotori Minami, Heart-Shaped Sign

[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Music | SIL/W109-071 T: None

L1
C0

Kotori Minami, Heart-Shaped Sign

[A] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, you may put the top card of your LB in your Stock.

Music | SIL/W109-071S T: None

L1
C0

Umi Sonoda, Lady's Smile

[C] All your other ::Music:: Charas gain +1000 Pow.
[A] [Clock] **ALARM** [(1) Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music | SIL/W109-074 T: Soul

L2
C1

Umi Sonoda, Lady's Smile

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

[A] [Clock] **ALARM** [(1) Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music | SIL/W109-074S T: Soul

L2C1

Umi Sonoda, Neatly in White Clothing

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

[A] [(1) 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 | SIL/W109-084 T: None

L0C0

Umi Sonoda, Neatly in White Clothing

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.

[A] [(1) 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 | SIL/W109-084S T: None

L0C0

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Honoka Kousaka, I'll Do the Overhead Smash

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +3000 Pow.

[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music | SIL/W109-085 T: None

L1C0

Honoka Kousaka, I'll Do the Overhead Smash

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +3000 Pow.

[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

Music | SIL/W109-085S T: None

L1C0

Kotori Minami, Dashing Through the Court

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

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

Music | SIL/W109-090 T: Soul

L2C2

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Kotori Minami, Dashing Through the Court

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

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

Music | SIL/W109-090S T: Soul

L2C2

Shining in the Spring

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

SIL/W109-095 T: Soul Standby

Shining in the Spring

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

SIL/W109-095R T: Soul Standby

Maki Nishikino, Shyness Through the Smartphone

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

[A] **CX COMBO** When this attacks, if "I'm Not Quite..." is in the CZ and all your Charas are ::Music::, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Music | SIL/W109-097 T: None

L1C0

Maki Nishikino, Shyness Through the Smartphone

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +1000 Pow.

[A] **CX COMBO** When this attacks, if "I'm Not Quite..." is in the CZ and all your Charas are ::Music::, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains +1000 Pow for the turn.

Music | SIL/W109-097SP T: None

L1C0

Hanayo Koizumi, Thoughts of Myu's

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4000 Pow.

[A] [Rest another of your Standing ::Music:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and Swap them, choose up to 1 of your Charas, and that Chara gets +1 Level for the turn.

Music | SIL/W109-103 T: None

L1C0

Hanayo Koizumi, Thoughts of Myu's

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +4000 Pow.

[A] [Rest another of your Standing ::Music:: Charas] When this is placed from hand to the Stage, may pay. If so, choose a card in your Level Zone and a card in your WR and Swap them, choose up to 1 of your Charas, and that Chara gets +1 Level for the turn.

Music | SIL/W109-103SP T: None

L1C0

Rin Hoshizora, Shining on the Rooftop

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5, 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] [Clock] **SHIFT Level 0**

Music | SIL/W109-107 T: None

L2C1

Rin Hoshizora, Shining on the Rooftop

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5, 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] [Clock] **SHIFT Level 0**

Music | SIL/W109-107SP T: None

L2C1

Hanayo Koizumi, Shyness

[C] All your other ::Music:: Charas gain +500 Pow.

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

Music | SIL/W109-110 T: None

L0C0

Hanayo Koizumi, Shyness

[C] All your other ::Music:: Charas gain +500 Pow.

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

Music | SIL/W109-110S T: None

L0C0

Rin Hoshizora, Trying for Her Best Time

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and search for up to 1 Chara with either **ALARM** or **SHIFT**, 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, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music | SIL/W109-112 T: None

L0C0

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and search for up to 1 Chara with either **ALARM** or **SHIFT**, 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, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

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

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

[S] **EXPERIENCE** [Rest this] If the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

L2
C1

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

[S] **EXPERIENCE** [Rest this] If the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

L2
C1

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

[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

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

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

[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

LO
CO

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 0 or lower, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 0 or lower, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

[A] **EXPERIENCE** [(2) Discard a ::Music:: Chara from your hand to the WR] This ability activates up to once per turn. When this attacks, if the sum of Levels of cards in your Level Zone is 9 or higher, may pay. If so, this gains +3500 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may Stand this."

L3
C2

[A] **EXPERIENCE** [(2) Discard a ::Music:: Chara from your hand to the WR] This ability activates up to once per turn. When this attacks, if the sum of Levels of cards in your Level Zone is 9 or higher, may pay. If so, this gains +3500 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may Stand this."

L3
C2

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

—

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

1-

[A] [Put another...Music: Chara from your Stage to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

[A] **CX COMBO** [(2)] When this attacks, if "Chasing My Dream Live" is in the CZ, may pay. If so, this gains the following ability for the turn. "[A] This activates up to once per turn. When the Damage dealt by this is Canceled, deal 2 Damage to your Opp., choose 1 of your other your Charas, and that Chara gains this ability for the turn." (DC can occur)

L3
C2

[A] [Put another ::Music:: Chara from your Stage to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

[A] **CX COMBO** [(2)] When this attacks, if "Chasing My Dream Live" is in the CZ, may pay. If so, this gains the following ability for the turn. "[A] This activates up to once per turn. When the Damage dealt by this is Canceled, deal 2 Damage to your Opp., choose 1 of your other your Charas, and that Chara gains this ability for the turn." (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of ::Music:: Charas among those cards.

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

L1
C0

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 2000 times # of ::Music:: Charas among those cards.
[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

L1
C0

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.

[A] **CLOCK ALARM** [(1) Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, search your LB for up to 1 :Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

L3
C2

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.

[A] **CLOCK ALARM** [(1) Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

L3
C2

[S] [(1) Put this in the WR] 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.

LO	
CO	

[S] [(1) Put this in the WR] 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.

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

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

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

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

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

LO
CO

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

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] [Rest this] Choose a card in your Level Zone and a ::Music:: Chara in your WR and Swap them.

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

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

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] [Rest this] Choose a card in your Level Zone and a **::Music::** Chara in your WR and Swap them.

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

[A] When this attacks, if the number of colors among cards in your WR is 3 or more, you may put the top card of your LB in your Stock.

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

[A] When this attacks, if the number of colors among cards in your WR is 3 or more, you may put the top card of your LB in your Stock.

L2
C1

[C] If there is another "Shizuku Osaka, Heroine in Blue" in your Front Row, this gains +2000 Pow.

[A] [Discard a :Music: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Shizuku Osaka, Heroine in Blue", put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn.

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

[C] If there is another "Shizuku Osaka, Heroine in Blue" in your Front Row this gains +2000 Pow.

[A] [Discard a ::Music: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Shizuku Osaka, Heroine in Blue", put it in any Slot on the Stage, and then Chara gains +1000 Pow for the turn.

LO
CO

[C] If there is another "Kasumi Nakasu, Kanaria Kasumin" in your Front Row, this gains +2000 Pow.

[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Kasumi Nakasu, Kanaria Kasumin", put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn.

L0
C0

[A] [Discard a :Music: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Kasumi Nakasu, Kanaria Kasumin", put it in any Slot on the Stage, and that Chara gains +1000 Pow for the turn.

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

[A] When this is placed from hand to the Stage, if the number of colors among cards in your WR is 2 or more, choose 1 of your ::Music:: Charas and that Chara gains +2000 Pow for the turn.

[A] [Put this in the WR] When your other ::Music:: Chara is Front Attacked, you may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

L1
C0

[A] When this is placed from hand to the Stage, if the number of colors among cards in your WR is 2 or more, choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

[A] [Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.

L1
C0

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

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

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

L2
C1

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

Chasing My Dream Live

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

SIN/W109-031R T: Choice

Ayumu Uehara, Rabbit on Easter~

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[C] **EXPERIENCE** If "Yuu Takasaki, Dream I Want to Make Come True" is in your Level Zone, this gains +3000 Pow.

Music | SIN/W109-039 T: None

Ayumu Uehara, Rabbit on Easter~

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[C] **EXPERIENCE** If "Yuu Takasaki, Dream I Want to Make Come True" is in your Level Zone, this gains +3000 Pow.

Music | SIN/W109-039S T: None

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Ayumu Uehara, I'm by Your Side

[A] When this attacks, if you have 2 or more other ::Music:: Charas, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and this gains +2000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Page Shared by the Two of Us" is in the CZ and you have another ::Music:: Chara, put the top 3 cards of your LB in the Waiting Roo, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = # of colors among cards put in the WR via this effect.

Music | SIN/W109-051 T: None

Ayumu Uehara, I'm by Your Side

[A] When this attacks, if you have 2 or more other ::Music:: Charas, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and this gains +2000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Page Shared by the Two of Us" is in the CZ and you have another ::Music:: Chara, put the top 3 cards of your LB in the Waiting Roo, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = # of colors among cards put in the WR via this effect.

Music | SIN/W109-051SEC T: None

Ayumu Uehara, I'm by Your Side

[A] When this attacks, if you have 2 or more other ::Music:: Charas, look at up to 2 cards from top of your LB, put them on top of your LB in any order, and this gains +2000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Page Shared by the Two of Us" is in the CZ and you have another ::Music:: Chara, put the top 3 cards of your LB in the Waiting Roo, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = # of colors among cards put in the WR via this effect.

Music | SIN/W109-051SP T: None

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Yuu Takasaki, Dream I Want to Make Come True

[A] If all your Charas are ::Music::, this gains +2000 Pow and the following ability.
[A] [(1) Put this in your Clock] When this becomes Reversed in battle, may pay. If so, look at up to 3 cards from the top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] **EXPERIENCE** If this is in your Level Zone, at the start of your MP, you may choose 1 ::Music:: Chara in your WR and this and Swap them.

Music | SIN/W109-055 T: None

Yuu Takasaki, Dream I Want to Make Come True

[C] If all your Charas are ::Music::, this gains +2000 Pow and the following ability.
[A] [(1) Put this in your Clock] When this becomes Reversed in battle, may pay. If so, look at up to 3 cards from the top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] **EXPERIENCE** If this is in your Level Zone, at the start of your MP, you may choose 1 ::Music:: Chara in your WR and this and Swap them.

Music | SIN/W109-055S T: None

Ai Miyashita, Change of Pace

[A] [(1) Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music:: Chara from your WR and return it to your hand, look up to 2 cards from the top of your LB and put them on top of your LB in any order.
[S] [Put this in the WR] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Soul for the turn.

Music | SIN/W109-059 T: None

Ai Miyashita, Change of Pace

[A] [(1) Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music:: Chara from your WR and return it to your hand, look up to 2 cards from the top of your LB and put them on top of your LB in any order.
[S] [Put this in the WR] Choose 1 of your ::Music:: Charas, and that Chara gains +1 Soul for the turn.

Music | SIN/W109-059SP T: None

Setsuna Yuki, Want to Say Her Love!

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.
[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.

Music | SIN/W109-060 T: None

Setsuna Yuki, Want to Say Her Love!

[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +500 Pow until the next end of your Opp.'s turn.
[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.

Music | SIN/W109-060SP T: None

Ayumu Uehara, Miracle Love~

[A] When this attacks, if you have another BLUE Chara, this gains +1500 Pow for the turn.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | SIN/W109-063 T: None

Ayumu Uehara, Miracle Love~

[A] When this attacks, if you have another BLUE Chara, this gains +1500 Pow for the turn.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | SIN/W109-063OFR T: None

Lanzhu Zhong, Rival and Friend

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] You cannot play Events or **BACKUP** from hand.
[A] **CX COMBO** [Put a "Because I Love It So Much" from your CZ in the WR] At the start of your Encore Step, may pay. If so, this gains +4500 Pow and the following 2 abilities until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects." "[C] **BODYGUARD**"

Music | SIN/W109-066 T: Soul

Lanzhu Zhong, Rival and Friend

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[C] You cannot play Events or **BACKUP** from hand.
[A] **CX COMBO** [Put a "Because I Love It So Much" from your CZ in the WR] At the start of your Encore Step, may pay. If so, this gains +4500 Pow and the following 2 abilities until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects." "[C] **BODYGUARD**"

Music | SIN/W109-066SP T: Soul

Ai Miyashita, Midsummer Sun

[C] When this attacks, if the Level of the Chara Opposite this is 3 or higher and the number of colors among cards in your WR is 2 or more, this gains +7000 Pow and +1 Soul for the turn.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may Swap a Chara in your WR with this.

Music | SIN/W109-075 T: Soul

Ai Miyashita, Midsummer Sun

[C] When this attacks, if the Level of the Chara Opposite this is 3 or higher and the number of colors among cards in your WR is 2 or more, this gains +7000 Pow and +1 Soul for the turn.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your MP, you may Swap a Chara in your WR with this.

Music | SIN/W109-075S T: Soul

Setsuna Yuki, Egg Found~

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.;" (DC can occur)

Music | SIN/W109-077 T: Soul

L3
C2

Setsuna Yuki, Egg Found~

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.;" (DC can occur)

Music | SIN/W109-077S T: Soul

L3
C2

Lanzhu Zhong, Fruit Sandwich

[A] When this attacks, if you have another ::Music:: Chara and the number of colors among cards in your WR is 2 or more, this gains +1 Soul for the turn.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered to be Level 0 for this effect. DC can occur)

Music | SIN/W109-078 T: Soul

L3
C2

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Lanzhu Zhong, Fruit Sandwich

[A] When this attacks, if you have another ::Music:: Chara and the number of colors among cards in your WR is 2 or more, this gains +1 Soul for the turn.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered to be Level 0 for this effect. DC can occur)

Music | SIN/W109-078S T: Soul

L3
C2

Ayumu Uehara, Flower Blooming in the Night Sky

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.

Music | SIN/W109-080 T: None

L0
C0

Ayumu Uehara, Flower Blooming in the Night Sky

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.

Music | SIN/W109-080S T: None

L0
C0

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Lanzhu Zhong, Light Footworks

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

Music | SIN/W109-082 T: None

L0
C0

Lanzhu Zhong, Light Footworks

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

Music | SIN/W109-082S T: None

L0
C0

Setsuna Yuki, Shining Under the Sun

[A] When this attacks, if the number of colors among cards in your WR is 2 or more, this gains +1500 Pow for the turn.
[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | SIN/W109-086 T: None

L1
C0

Setsuna Yuki, Shining Under the Sun

[A] When this attacks, if the number of colors among cards in your WR is 2 or more, this gains +1500 Pow for the turn.
[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | SIN/W109-086S T: None

L1
C0

Ai Miyashita, Happy Easter

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[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 | SIN/W109-087 T: Soul

L1
C1

Ai Miyashita, Happy Easter

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[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 | SIN/W109-087S T: Soul

L1
C1

Page Shared by the Two of Us

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

SIN/W109-091 T: Salvage

Page Shared by the Two of Us

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

SIN/W109-091R T: Salvage

Because I Love It So Much

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

SIN/W109-094 T: Salvage

Because I Love It So Much

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

SIN/W109-094R T: Salvage

Karin Asaka, Pursuit of Quality

[C] EXPERIENCE If "Yuu Takasaki, Dream I Want to Make Come True" is in your Level Zone, this gets +1 Level in your hand.
[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | SIN/W109-098 T: Soul

L3
C2

Karin Asaka, Pursuit of Quality

[C] EXPERIENCE If "Yuu Takasaki, Dream I Want to Make Come True" is in your Level Zone, this gets +1 Level in your hand.
[C] If you have 2 or more other ::Music:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]".
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | SIN/W109-098SP T: Soul

L3
C2

Kanata Konoe, Sisters Table

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

Music | SIN/W109-101 T: None

L0
C0

Kanata Konoe, Sisters Table

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

Music | SIN/W109-101SP T: None

L0
C0

Mia Taylor, Working Hard on Songwriting

[C] Your Climax cards can be played from hand without meeting the color requirement.
[A] [(1) When a Climax card is placed in your CZ, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | SIN/W109-102 T: None

L0
C0

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Mia Taylor, Working Hard on Songwriting

[C] Your Climax cards can be played from hand without meeting the color requirement.
[A] [(1) When a Climax card is placed in your CZ, may pay. If so, look at up to 4 cards from the top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | SIN/W109-102SP T: None

L0
C0

Emma Verde, Gentle Day with Sunlight Through the

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **EXPERIENCE** [(2)] When this attacks, if there's a YELLOW card and a RED card in your Leel Zone and you have another ::Music:: Chara, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, and put the rest in the WR.

Music | SIN/W109-109 T: Soul

L3
C2

Emma Verde, Gentle Day with Sunlight Through the

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **EXPERIENCE** [(2)] When this attacks, if there's a YELLOW card and a RED card in your Leel Zone and you have another ::Music:: Chara, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, and put the rest in the WR.

Music | SIN/W109-109SP T: Soul

L3
C2

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Emma Verde, Found a Cute Egg

[C] **ASSIST EXPERIENCE** All of your cards in front of this gain +X Pow. X = # of different colors among the cards in your Level Zone times 500.
[S] [(1) Rest this] 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)

Music | SIN/W109-111 T: None

L0
C0

Emma Verde, Found a Cute Egg

[C] **ASSIST EXPERIENCE** All of your cards in front of this gain +X Pow. X = # of different colors among the cards in your Level Zone times 500.
[S] [(1) Rest this] 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)

Music | SIN/W109-111S T: None

L0
C0

Karin Asaka, Sometimes Cutely

[A] When this is placed from hand to the Stage, if you have another YELLOW Chara, this gains +2000 Pow for the turn.
[A] When this is placed from hand to the Stage, if you have another RED Chara, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB, and put the rest in the WR.

Music | SIN/W109-113 T: None

L0
C0

Karin Asaka, Sometimes Cutely

[A] When this is placed from hand to the Stage, if you have another YELLOW Chara, this gains +2000 Pow for the turn.
[A] When this is placed from hand to the Stage, if you have another RED Chara, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB, and put the rest in the WR.

Music | SIN/W109-113S T: None

L0
C0

Mia Taylor, Trying on Yukata

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] [Put 1 of your other ::Music:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Music | SIN/W109-120 T: Soul

L3
C2

Mia Taylor, Trying on Yukata

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.
[A] [Put 1 of your other ::Music:: Charas from the Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR.
[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of your LB in any order.

Music | SIN/W109-120S T: Soul

L3
C2

Kanata Konoe, To the Dream World Even in Summer

[C] During your turn, all your other "Karin Asaka, Pursuit of Quality" and "Emma Verde, Under the Summer Sunlight Through the Leaves" gain +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.]
[S] [(1) Rest this] Choose 1 "Emma Verde, Under the Summer Sunlight Through the Leaves" in your WR and put it in any Slot on the Stage.

Music | SIN/W109-126 T: None

L1
C0

Kanata Konoe, To the Dream World Even in Summer

[C] During your turn, all your other "Karin Asaka, Pursuit of Quality" and "Emma Verde, Under the Summer Sunlight Through the Leaves" gain +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.]
[S] [(1) Rest this] Choose 1 "Emma Verde, Under the Summer Sunlight Through the Leaves" in your WR and put it in any Slot on the Stage.

Music | SIN/W109-126S T: None

L1
C0

Emma Verde, Under the Summer Sunlight Through the

[C] If all your Charas are ::Music::, this gains +2000 Pow.

[S] [Rest 1 of your other ::Music:: Charas] Choose a card in your Level Zone and a ::Music:: Chara in your WR and Swap them.

Music | SIN/W109-127 T: None

L1
C0

Emma Verde, Under the Summer Sunlight Through the

[C] If all your Charas are ::Music::, this gains +2000 Pow.
[S] [Rest 1 of your other ::Music:: Charas] Choose a card in your Level Zone and a ::Music:: Chara in your WR and Swap them.

Music | SIN/W109-127S T: None

L1
C0

Mia Taylor, Where Are Those Eggs?

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When this attacks, if "Creating a Melody" is in the CZ and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gain the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, choose up to 1 ::Music:: Chara in your WR and put it in your Stock, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music | SIN/W109-128 T: None

L1
C0

Mia Taylor, Where Are Those Eggs?

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When this attacks, if "Creating a Melody" is in the CZ and you have another ::Music:: Chara, choose 1 of your Charas, and that Chara gain the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, choose up to 1 ::Music:: Chara in your WR and put it in your Stock, and reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music | SIN/W109-128S T: None

L1
C0

Karin Asaka, Scented Summer fan

[A] When you use the **BACKUP** of this, if all your Charas are ::Music::, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music | SIN/W109-129 T: Soul

L1
C1

Karin Asaka, Scented Summer fan

[A] When you use the **BACKUP** of this, if all your Charas are ::Music::, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music | SIN/W109-129S T: Soul

L1
C1

Kanata Konoe, Rabbit's the Guide

[A] When this attacks, choose 1 of your ::TRAIT:: Charas, and that Chara gains +3000 Pow for the turn.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | SIN/W109-132 T: Soul

L2
C1

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Kanata Konoe, Rabbit's the Guide

[A] When this attacks, choose 1 of your ::TRAIT:: Charas, and that Chara gains +3000 Pow for the turn.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | SIN/W109-132S T: Soul

L2
C1

Creating a Melody

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

SIN/W109-138 T: Soul Gate

Creating a Melody

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

SIN/W109-138R T: Soul Gate

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Natsumi Onitsuka, Sweet and Sour V-Sign

[C] You cannot play Events or **BACKUP** from hand.

Music | SIP/W109-012 T: None

L0
C0

Natsumi Onitsuka, Sweet and Sour V-Sign

[C] You cannot play Events or **BACKUP** from hand.

Music | SIP/W109-012S T: None

L0
C0

Kanon Shibuya, Want to Get to Harajuku

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This cannot be chosen by Opp.'s effects."

Music | SIP/W109-013 T: None

L1
C0

Kanon Shibuya, Want to Get to Harajuku

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This cannot be chosen by Opp.'s effects."

Music | SIP/W109-013S T: None

L1
C0

Mei Yoneme, Dressed Up Coolly

[C] During your turn, if you have 4 or more other ::Music:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving, your Opp. cannot play Events or **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | SIP/W109-018 T: Soul

L3
C2

Mei Yoneme, Dressed Up Coolly

[C] During your turn, if you have 4 or more other ::Music:: Charas, this gains +5000 Pow and the following ability. "[C] During battles involving, your Opp. cannot play Events or **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music | SIP/W109-018S T: Soul

L3
C2

Kinako Sakurakoji, Collab with Girly

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose 1 of them and put it in your hand, and put the rest on top of your LB in any order.
[A] **CX COMBO** [(1)] This ability activates up to once per turn. When this attacks, if "Refreshing Urban Scenery" is in the CZ, may pay. If so, reveal the top card of your LB. If it's a ::Music:: Chara, Stand this. (Put the revealed card back where it was)

Music | SIP/W109-019 T: Soul

L3
C2

Kinako Sakurakoji, Collab with Girly

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose 1 of them and put it in your hand, and put the rest on top of your LB in any order.
[A] **CX COMBO** [(1)] This ability activates up to once per turn. When this attacks, if "Refreshing Urban Scenery" is in the CZ, may pay. If so, reveal the top card of your LB. If it's a ::Music:: Chara, Stand this. (Put the revealed card back where it was)

Music | SIP/W109-019S T: Soul

L3
C2

Keke Tang, Finish with Love~

[C] During your turn, this gains +2000 Pow.
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | SIP/W109-020 T: None

L0
C0

Keke Tang, Finish with Love~

[C] During your turn, this gains +2000 Pow.
[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | SIP/W109-020S T: None

L0
C0

Shiki Wakana, Even Just One Piece Looks Great

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 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.

Music | SIP/W109-021 T: None

L0
C0

Shiki Wakana, Even Just One Piece Looks Great

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 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.

Music | SIP/W109-021S T: None

L0
C0

Chisato Arashi, Light Greetings~
[A] When this attacks, if you have another RED Chara, this gains +1500 Pow for the turn.
[A] When this attacks, if you have another BLUE Chara, look at up to 3 cards from top of your LB and put them on top of the LB in any order.

Music | SIP/W109-025 T: None

L1
C0

Chisato Arashi, Light Greetings~
[A] When this attacks, if you have another RED Chara, this gains +1500 Pow for the turn.
[A] When this attacks, if you have another BLUE Chara, look at up to 3 cards from top of your LB and put them on top of the LB in any order.

Music | SIP/W109-025S T: None

L1
C0

Sumire Heanna, Going with Platform Shoes
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.
[A] [Clock] **SHIFT Level 0**

Music | SIP/W109-028 T: None

L1
C0

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Sumire Heanna, Going with Platform Shoes
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.
[A] [Clock] **SHIFT Level 0**

Music | SIP/W109-028S T: None

L1
C0

Ren Hazuki, Sporty Coordination
[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 | SIP/W109-029 T: Soul

L2
C1

Ren Hazuki, Sporty Coordination
[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 | SIP/W109-029S T: Soul

L2
C1

Love Live! School Idol Festival 2 Miracle Live Booster Pack

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

SIP/W109-034 T: Choice

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

SIP/W109-034R T: Choice

Kanon Shibuya, Sing at My Place
[C] You may play this from your hand without meeting the color requirement.
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +6000 Pow for the turn.
[A] [Discard a card from your hand to your WR] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."

Music | SIP/W109-041 T: Soul

L2
C1

Kanon Shibuya, Sing at My Place
[C] You may play this from your hand without meeting the color requirement.
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +6000 Pow for the turn.
[A] [Discard a card from your hand to your WR] When the Battle Opp. of this becomes Reversed, if there is a Climax card in your CZ, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."

Music | SIP/W109-041S T: Soul

L2
C1

Kanon Shibuya, With Thoughts in My Heart
[C] Your Climax cards can be played from hand without meeting the color requirement.
[A] [Discard a card from your hand to the WR] When your Climax card is placed in the CZ, may pay. If so, draw a card.
[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 | SIP/W109-050 T: None

L0
C0

Kanon Shibuya, With Thoughts in My Heart
[C] Your Climax cards can be played from hand without meeting the color requirement.
[A] [Discard a card from your hand to the WR] When your Climax is placed in the CZ, may pay. If so, draw a card.
[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 | SIP/W109-050SEC T: None

L0
C0

Kanon Shibuya, With Thoughts in My Heart
[C] Your Climax cards can be played from hand without meeting the color requirement.
[A] [Discard a card from your hand to the WR] When your Climax is placed in the CZ, may pay. If so, draw a card.
[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 | SIP/W109-050SP T: None

L0
C0

Sumire Heanna, Arms Full
[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, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] When Damage dealt by this is Cancelled, if you have 3 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music | SIP/W109-052 T: Soul

L3
C2

Sumire Heanna, Arms Full
[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, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] When Damage dealt by this is Cancelled, if you have 3 or more other ::Music:: Charas, you may choose a ::Music:: Chara in your WR and put it in your Stock.

Music | SIP/W109-052SP T: Soul

L3
C2

Chisato Arashi, Senpai's Step
[A] At the start of your Climax Phase, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, and that Chara gains +500 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, 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."

Music | SIP/W109-056 T: None

L0
C0

Chisato Arashi, Senpai's Step
[A] At the start of your Climax Phase, reveal the top card of your LB. If it's a ::Music:: Chara, choose 1 of your Charas, and that Chara gains +500 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, 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."

Music | SIP/W109-056SP T: None

L0
C0

Mei Yoneme, Right Before Completion
[A] At the start of your Climax Phase, if this is Rested, Send this to Memory. If so, at the start of your next Draw Phase, choose a "Mei Yoneme, Right Before Completion" in your Memory and put it in any Slot on the Stage.
[S] [(1) Rest this] Choose 1 of your ::Music:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose 1 Chara in your WR and return it to your hand."

Music | SIP/W109-058 T: None

L0
C0

Mei Yoneme, Right Before Completion
[A] At the start of your Climax Phase, if this is Rested, Send this to Memory. If so, at the start of your next Draw Phase, choose a "Mei Yoneme, Right Before Completion" in your Memory and put it in any Slot on the Stage.
[S] [(1) Rest this] Choose 1 of your ::Music:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose 1 Chara in your WR and return it to your hand."

Music | SIP/W109-058SP T: None

L0
C0

Kanon Shibuya, Miracle Live~
[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[A] **CX COMBO** When "Our Compounding Singing Voices" is placed in your CZ, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.

Music | SIP/W109-065 T: Soul

L2
C1

Kanon Shibuya, Miracle Live~
[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
[A] **CX COMBO** When "Our Compounding Singing Voices" is placed in your CZ, if this is in the Front Row, you may choose 1 of your other ::Music:: Charas and Stand it.

Music | SIP/W109-065OFR T: Soul

L2
C1

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Natsumi Onitsuka, OniNatsu Live!
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a ::Music:: Chara from your hand to the WR] During your turn, when the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Music:: Charas, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."

Music | SIP/W109-069 T: Soul

L3
C2

Natsumi Onitsuka, OniNatsu Live!
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a ::Music:: Chara from your hand to the WR] During your turn, when the Battle Opp. of this becomes Reversed, if you have 2 or more other ::Music:: Charas, may pay. If so, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -2 Soul."

Music | SIP/W109-069SP T: Soul

L3
C2

Mei Yoneme, Party at Home
[A] When your other ::Music:: Chara attacks, this gains +1000 Pow for the turn.
[S] [(1) Put this in the WR] If you are Level 2 or higher, choose a "Shiki Wakana, Science Classroom After School" in your WR and place it to the Slot this Chara was in.

Music | SIP/W109-070 T: None

L1
C0

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Mei Yoneme, Party at Home
[A] When your other ::Music:: Chara attacks, this gains +1000 Pow for the turn.
[S] [(1) Put this in the WR] If you are Level 2 or higher, choose a "Shiki Wakana, Science Classroom After School" in your WR and place it to the Slot this Chara was in.

Music | SIP/W109-070S T: None

L1
C0

Natsuki Onitsuka, Heart-Pounding Home
[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 | SIP/W109-073 T: None

L1
C1

Natsuki Onitsuka, Heart-Pounding Home
[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 | SIP/W109-073S T: None

L1
C1

Sumire Heanna, Cheers at Home~
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot be returned to hand or be sent to Memory."

Music | SIP/W109-083 T: None

L0
C0

Sumire Heanna, Cheers at Home~
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This cannot return to hand or be Sent to Memory."

Music | SIP/W109-083S T: None

L0
C0

Chisato Arashi, Surprise at Home
[C] During your turn, if all your Charas are ::Music::, this gains +6000 Pow.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music | SIP/W109-089 T: Soul

L2
C1

Chisato Arashi, Surprise at Home
[C] During your turn, if all your Charas are ::Music::, this gains +6000 Pow.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music | SIP/W109-089S T: Soul

L2
C1

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

SIP/W109-093 T: Soul Standby

L0
C0

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

SIP/W109-093R T: Soul Standby

L2
C1

Keke Tang, Outfit Stylist
[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, you may put the bottom card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Turning Image into Shape!" is in the CZ, may pay. If so, deal 2 Damage to your Opp., your Opp. reveals the top 3 cards of their LB and shuffles their LB. If at least 1 Climax card was revealed this way, deal 2 Damage to your Opp.. (DC can occur)

Music | SIP/W109-099 T: Soul

L3
C2

Keke Tang, Outfit Stylist
[A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, you may put the bottom card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard 2 cards from your hand to the WR] When this attacks, if "Turning Image into Shape!" is in the CZ, may pay. If so, deal 2 Damage to your Opp., your Opp. reveals the top 3 cards of their LB and shuffles their LB. If at least 1 Climax card was revealed this way, deal 2 Damage to your Opp.. (DC can occur)

Music | SIP/W109-099SP T: Soul

L3
C2

Ren Hazuki, The Yuigaoka Left Behind by Her Mother
[C] During your turn, this gains +1000 Pow.
[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 "Ren Hazuki, The Yuigaoka Left Behind by Her Mother" in your Memory and put it in any Slot on the Stage.

Music | SIP/W109-104 T: None

L1
C0

Ren Hazuki, The Yuigaoka Left Behind by Her Mother

[C] During your turn, this gains +1000 Pow.
[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 "Ren Hazuki, The Yuigaoka Left Behind by Her Mother" in your Memory and put it in any Slot on the Stage.

Music | SIP/W109-104SP T: None

L1
C0

Kinako Sakurakoji, 230 Meters Above Sea Level

[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] When this attacks, if the number of colors among cards in your WR is 2 or more, this gains +1500 Pow for the turn.

Music | SIP/W109-105 T: None

L1
C0

Kinako Sakurakoji, 230 Meters Above Sea Level

[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] When this attacks, if the number of colors among cards in your WR is 2 or more, this gains +1500 Pow for the turn.

Music | SIP/W109-105SP T: None

L1
C0

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Shiki Wakana, Science Classroom After School

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +4000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "More Than Anything. Anything." is in the CZ, look at up to 2 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music | SIP/W109-106 T: Soul

L2
C1

Shiki Wakana, Science Classroom After School

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +4000 Pow for the turn.
[A] **CX COMBO** When this attacks, if "More Than Anything. Anything." is in the CZ, look at up to 2 cards from top of your LB and search for up to 2 ::Music:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Music | SIP/W109-106SP T: Soul

L2
C1

Ren Hazuki, Decorating at Home

[C] During your turn, if there's 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's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Music | SIP/W109-114 T: None

L0
C0

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Ren Hazuki, Decorating at Home

[C] During your turn, if there's 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's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)
[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to another Slot."

Music | SIP/W109-114S T: None

L0
C0

Shiki Wakana, Relaxing at Home

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Mei Yoneme, Party at Home", put it in any Slot on the Stage, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music | SIP/W109-116 T: None

L1
C0

Shiki Wakana, Relaxing at Home

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Mei Yoneme, Party at Home", put it in any Slot on the Stage, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music | SIP/W109-116S T: None

L1
C0

Keke Tang, Dressed Up at Home

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if you have another ::Music:: Chara and the number of colors among cards in your WR is 2 or more, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow until the next of your Opp.'s turn.

Music | SIP/W109-117 T: None

L1
C0

Keke Tang, Dressed Up at Home

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if you have another ::Music:: Chara and the number of colors among cards in your WR is 2 or more, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow until the next of your Opp.'s turn.

Music | SIP/W109-117S T: None

L1
C0

Kinako Sakurakoji, Resting at Home

[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.
[A] [Clock] **ALARM** [(1)] Discard a Climax card from your hand to the WR} If this is on top of your Clock, at the start of your MP, may pay. If so, choose a Climax card in your WR and return it to your hand.

Music | SIP/W109-122 T: None

L0
C0

Kinako Sakurakoji, Resting at Home

[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.
[A] [Clock] **ALARM** [(1)] Discard a Climax card from your hand to the WR} If this is on top of your Clock, at the start of your MP, may pay. If so, choose a Climax card in your WR and return it to your hand.

Music | SIP/W109-122S T: None

L0
C0

Turning Image into "Shape"!

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

SIP/W109-135 T: Soul Gate

Turning Image into "Shape"!

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

SIP/W109-135R T: Soul Gate

More Than Anything. Anything.

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

SIP/W109-136 T: Soul Gate

More Than Anything. Anything.

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

SIP/W109-136R T: Soul Gate

Ruby Kurosawa, Overslept

[A] [(1)] Put a ::Music:: Chara from your WR on the bottom of your Clock} When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | SIS/W109-001 T: None

L0
C0

Ruby Kurosawa, Overslept

[A] [(1)] Put a ::Music:: Chara from your WR on the bottom of your Clock
When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | SIS/W109-001SP T: None

L0
C0

Yoshiko Tsushima, Fallen Angel Rock-Paper-Scissors

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow.
[A] **CX COMBO EXPERIENCE** At the start of your Encore Step, if "Dark Pow Unleashed" is in the CZ, this is in the Front Row, the sum of Levels of cards in your Level Zone is 2 or higher, and either there's no Chara Opposite this or the Chara Opposite this is Reversed, look at up to 5 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, and this gains +1500 Pow until the next end of your Opp.'s turn.

Music | SIS/W109-004 T: None

L1
C0

Yoshiko Tsushima, Fallen Angel Rock-Paper-Scissors

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow.
[A] **CX COMBO EXPERIENCE** At the start of your Encore Step, if "Dark Pow Unleashed" is in the CZ, this is in the Front Row, the sum of Levels of cards in your Level Zone is 2 or higher, and either there's no Chara Opposite this or the Chara Opposite this is Reversed, look at up to 5 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, and this gains +1500 Pow until the next end of your Opp.'s turn.

Music | SIS/W109-004SP T: None

L1
C0

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Hanamaru Kunikida, After Lunch

[A] [(1)] During your MP, when this is placed from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Hanamaru Kunikida, After Lunch", put it in any Slot on the Stage, and shuffle your LB.
[A] **CX COMBO** At the end of this card's attack, if "Amidst the Gentle Sunlight" is in the CZ and you have another ::Music:: Chara, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "[Z] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music | SIS/W109-006 T: Soul

L3
C2

Hanamaru Kunikida, After Lunch

[A] [(1)] During your MP, when this is placed from hand or LB to the Stage, may pay. If so, search your LB for up to 1 "Hanamaru Kunikida, After Lunch", put it in any Slot on the Stage, and shuffle your LB.
[A] **CX COMBO** At the end of this card's attack, if "Amidst the Gentle Sunlight" is in the CZ and you have another ::Music:: Chara, choose 1 of the following 2 effects and perform it. "You may put the top card of your Clock in the WR." "[Z] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Music | SIS/W109-006SP T: Soul

L3
C2

Yoshiko Tsushima, Dark Magic

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.
[A] When Damage Dealt by this is Cancelled, you may return this to your hand.

Music | SIS/W109-009 T: None

L0
C0

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Yoshiko Tsushima, Dark Magic

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.
[A] When Damage Dealt by this is Cancelled, you may return this to your hand.

Music | SIS/W109-009S T: None

L0
C0

Hanamaru Kunikida, Shaping Ball into Square

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | SIS/W109-010 T: None

L0
C0

Hanamaru Kunikida, Shaping Ball into Square

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | SIS/W109-010S T: None

L0
C0

Yoshiko Tsushima, Support From the Elite Fallen Angel

[C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 5 or higher, this gains +4500 Pow.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music | SIS/W109-015 T: Soul

L2
C1

Yoshiko Tsushima, Support From the Elite Fallen Angel

[C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 5 or higher, this gains +4500 Pow.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music | SIS/W109-015S T: Soul

L2
C1

Ruby Kurosawa, Ruby's Courage

[C] All your other ::Music:: Charas gain +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Clock] **ALARM** [(1)] Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Music | SIS/W109-017 T: Soul

L3
C2

Ruby Kurosawa, Ruby's Courage

[C] All your other ::Music:: Charas gain +1500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Clock] **ALARM** [(1)] Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Music | SIS/W109-017S T: Soul

L3
C2

Hanamaru Kunikida, Everyday's an Adventure

[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a ::Music:: Chara in your WR and Swap them.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Music:: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music | SIS/W109-024 T: None

L1
C0

Hanamaru Kunikida, Everyday's an Adventure

[C] During your turn, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a ::Music:: Chara in your WR and Swap them.
[A] [Clock] **ALARM** If this is on top of the Clock and you have 3 or more ::Music:: Charas, at the start of your Climax Phase, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music | SIS/W109-024S T: None

L1
C0

Ruby Kurosawa, Aiming to Become Cheer Girl

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music | SIS/W109-026 T: None

L1
C0

Ruby Kurosawa, Aiming to Become Cheer Girl

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 2 or higher, this gains +2000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music | SIS/W109-026S T: None

L1
C0

Dark Power Unleashed

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

SIS/W109-032 T: Choice

Dark Power Unleashed

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

SIS/W109-032R T: Choice

Amidst the Gentle Sunlight

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

SIS/W109-033 T: Choice

Amidst the Gentle Sunlight

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

SIS/W109-033R T: Choice

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Chika Takami, Koala's Slumber

[C] During your turn, this gains +1000 Pow.

[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.

Music | SIS/W109-040 T: None

L0
C0

Chika Takami, Koala's Slumber

[C] During your turn, this gains +1000 Pow.

[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.

Music | SIS/W109-040S T: None

L0
C0

Chika Takami, Chatting After Practice

[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 EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Sea Shining at Twilight" is in the CZ and the sum of Levels of cards in your Level Zone is 9 or higher, may pay. If so, this gains +1500 Pow for the turn, and perform 1 of the following 2 effects. "Deal 1 Damage to your Opp., choose up to 3 cards from your Opp.'s WR, return them to the LB, and your Opp. shuffles that LB." "Deal 3 Damage to your Opp." (DC can occur)

Music | SIS/W109-054 T: Soul

L3
C2

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Chika Takami, Chatting After Practice

[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 EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Sea Shining at Twilight" is in the CZ and the sum of Levels of cards in your Level Zone is 9 or higher, may pay. If so, this gains +1500 Pow for the turn, and perform 1 of the following 2 effects. "Deal 1 Damage to your Opp., choose up to 3 cards from your Opp.'s WR, return them to the LB, and your Opp. shuffles that LB." "Deal 3 Damage to your Opp." (DC can occur)

Music | SIS/W109-054SEC T: Soul

L3
C2

Chika Takami, Chatting After Practice

[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 EXPERIENCE** [(1) Discard a card from your hand to the WR] When this attacks, if "Sea Shining at Twilight" is in the CZ and the sum of Levels of cards in your Level Zone is 9 or higher, may pay. If so, this gains +1500 Pow for the turn, and perform 1 of the following 2 effects. "Deal 1 Damage to your Opp., choose up to 3 cards from your Opp.'s WR, return them to the LB, and your Opp. shuffles that LB." "Deal 3 Damage to your Opp." (DC can occur)

Music | SIS/W109-054SP T: Soul

L3
C2

You Watanabe, Shining Sea Surface

[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 | SIS/W109-057 T: None

L0
C0

You Watanabe, Shining Sea Surface

[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 | SIS/W109-057SP T: None

L0
C0

Chika Takami, Miracle Live~

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

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

Music | SIS/W109-062 T: None

L1
C0

Chika Takami, Miracle Live~

[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

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

Music | SIS/W109-062OFR T: None

L1
C0

Riko Sakurauchi, Trio Melody

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music | SIS/W109-064 T: Soul

L2
C1

Riko Sakurauchi, Trio Melody

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music | SIS/W109-064SP T: Soul

L2
C1

Riko Sakurauchi, Time for Your Shots

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

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

[S] [(1) Put this in the WR] Choose a Chara in your WR and return it to your hand.

Music | SIS/W109-072 T: Soul

L1
C1

Riko Sakurauchi, Time for Your Shots

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

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

[S] [(1) Put this in the WR] Choose a Chara in your WR and return it to your hand.

Music | SIS/W109-072S T: Soul

L1
C1

Riko Sakurauchi, Show Partner

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

[C] During your turn, if you have another ::Music:: Chara, this gains +1000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory."

[A] When this is placed from hand to the Stage, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.

Music | SIS/W109-076S T: Soul

L3
C2

Riko Sakurauchi, Show Partner

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

[C] During your turn, if you have another ::Music:: Chara, this gains +1000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory."

[A] When this is placed from hand to the Stage, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.

Music | SIS/W109-076S T: Soul

L3
C2

You Watanabe, Approaching

[C] Chara Opposite this gets -1 Soul.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music | SIS/W109-079 T: Soul

L3
C2

You Watanabe, Approaching

[C] Chara Opposite this gets -1 Soul.
[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]

Music | SIS/W109-079S T: Soul

L3
C2

You Watanabe, You're the Culprit!

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [Rest this] Choose a card in your Level Zone and a ::Music:: Chara in your WR and Swap them.

Music | SIS/W109-081 T: None

L0
C0

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You Watanabe, You're the Culprit!

[C] All your other ::Music:: Charas gain +500 Pow.
[S] [Rest this] Choose a card in your Level Zone and a ::Music:: Chara in your WR and Swap them.

Music | SIS/W109-081S T: None

L0
C0

Chika Takami, Brushing Time!

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | SIS/W109-088 T: Soul

L2
C1

Chika Takami, Brushing Time!

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | SIS/W109-088S T: Soul

L2
C1

Love Live! School Idol Festival 2 Miracle Live Booster Pack

Sea Shining at Twilight

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

SIS/W109-092 T: Salvage

Sea Shining at Twilight

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

SIS/W109-092R T: Salvage

Dia Kurosawa, Big Sister's Daily Routine

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

Music | SIS/W109-096 T: None

L0
C0

Dia Kurosawa, Big Sister's Daily Routine

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

Music | SIS/W109-096SP T: None

L0
C0

Mari Ohara, Pretty Scenery

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains "[C] **ASSIST** During your turn, all your Charas in front of this gain +500 Pow."
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SIS/W109-100 T: None

L0
C0

Mari Ohara, Pretty Scenery

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains "[C] **ASSIST** During your turn, all your Charas in front of this gain +500 Pow."
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | SIS/W109-100SP T: None

L0
C0

Kanan Matsuura, Seabreeze Brushing Against the

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB. You may discard a card from your hand to the WR. If so, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage.
[A] [Clock] **ALARM** [Discard a Climax card from your hand to the WR] If this is on top of your 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 | SIS/W109-108 T: Soul

L3
C2

Kanan Matsuura, Seabreeze Brushing Against the

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB. You may discard a card from your hand to the WR. If so, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage.
[A] [Clock] **ALARM** [Discard a Climax card from your hand to the WR] If this is on top of your 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 | SIS/W109-108SP T: Soul

L3
C2

Kanan Matsuura, Enchanted by Nature

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Blue Sea Reflecting the Sky" is in the CZ and you have 2 or more other ::Music:: Charas, this gains +1500 Pow for the turn, and this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

Music | SIS/W109-115 T: None

L0
C0

Kanan Matsuura, Enchanted by Nature

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Blue Sea Reflecting the Sky" is in the CZ and you have 2 or more other ::Music:: Charas, this gains +1500 Pow for the turn, and this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, you may return this to your hand."

Music | SIS/W109-115S T: None

L0
C0

Mari Ohara, Heated Passion

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.
[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Music | SIS/W109-119 T: Soul

L2
C1

Mari Ohara, Heated Passion

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.
[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

Music | SIS/W109-119S T: Soul

L2
C1

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another ::Music:: Chara, may pay. If so, your Opp. puts the top 10 cards of their L R in the WR

L3
C2

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have another ::Music:: Chara, may pay. If so, your Opp. puts the top 10 cards of their L R in the WR

L3
C2

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

[A] [Clock] **ALARM** [(1) Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, 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.

L1
C0

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

[A] [Clock] **ALARM** (1) Discard a card from your hand to the WR] If this is on top of your Clock, at the start of your Climax Phase, may pay. If so, 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.

L1
C0

[C] This cannot Side Attack.
[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.

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

[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.

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

Kanan Matsuura, Trying Hard No Matter How Many Tries~
[C] EXPERIENCEE If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +3000 Pow and the following ability. "[C] All your other ::Music:: Charas gain +1000 Pow."

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

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +3000 Pow and the following ability. "[C] All your other ::Music:: Charas gain +1000 Pow."

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

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

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

SIS/W109-137R T: Soul Gate

[illegible]

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