

[C] All your other "Megumi Fujishima, Identity" gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".  
[A] **BOND/"Megumi Fujishima, Identity"** [Discard a card from your hand to the WR]

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

[C] All your other "Megumi Fujishima, Identity" gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] **BOND/"Megumi Fujishima, Identity"** [Discard a card from your hand to the WR]

**LO**  
**CO**

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

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

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

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

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

**LO**  
**CO**

[C] If all your Charas are ::Music::, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

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

[C] If all your Charas are ::Music::, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

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

[C] If all your Charas are ::Music::, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Music:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

**LO**  
**CO**

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

$$\frac{L_0}{C_0}$$

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

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

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

**LO**  
**CO**

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

[A] **CX COMBO** When this attacks, if "Fortune Movie" is in the CX Zone and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

**L1**  
**C0**

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

[A] **CX COMBO** When this attacks, if "Fortune Movie" is in the CX Zone and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

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

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

[A] **CX COMBO** When this attacks, if "Fortune Movie" is in the CX Zone and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Music:: Chara in your LB and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

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

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

[A] **CX COMBO** When this attacks, if "Fortune Movie" is in the CX Zone and you have another **Music**: Chara, put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower **Music**: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

**L1**  
**C0**

--No Text--

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

--No Text--

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

[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas.  
[A] When this is placed from hand to the Stage, you may choose 1 ::Music:: Chara in your Clock and put it on the bottom of your LB.

**L3**  
**C2**

Megumi Fujishima, Rainbow Chiffon

[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas.  
[A] When this is placed from hand to the Stage, you may choose 1 ::Music:: Chara in your Clock and put it on the bottom of your LB.

Music - Mira-Cra Park! | LHS/W122-T07R T: Soul

L3  
C2

Megumi Fujishima, Rainbow Chiffon

[C] During battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas.  
[A] When this is placed from hand to the Stage, you may choose 1 ::Music:: Chara in your Clock and put it on the bottom of your LB.

Music - Mira-Cra Park! | LHS/W122-T07SP T: Soul

L3  
C2

Ginko Momose, Rainbow Chiffon

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

Music - Cerise Bouquet | LHS/W122-T08 T: Soul

L3  
C2

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Ginko Momose, Rainbow Chiffon

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

Music - Cerise Bouquet | LHS/W122-T08R T: Soul

L3  
C2

Ginko Momose, Rainbow Chiffon

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

Music - Cerise Bouquet | LHS/W122-T08SP T: Soul

L3  
C2

Private Hasunosora Girls' High School

Search your LB from up to 1 CX, reveal it, put it in your hand, and shuffle your LB.

LHS/W122-T09 T: None

L1  
C1

Love Live Hasunosora / Link Live Love Live Trial Deck

Private Hasunosora Girls' High School

Search your LB from up to 1 CX, reveal it, put it in your hand, and shuffle your LB.

LHS/W122-T09R T: None

L1  
C1

Fortune Movie

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

LHS/W122-T10 T: Choice

Fortune Movie

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

LHS/W122-T10R T: Choice

Kaho Hinoshita, Reflection in the mirror

[S] [(1) Put this Standing card in the WR] If you are Level 2 or higher, choose a Level 2 or higher Chara in your WR and return it to your hand.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

Music - Cerise Bouquet | LHS/W122-T11 T: None

L0  
C0

Kaho Hinoshita, Reflection in the mirror

[S] [(1) Put this Standing card in the WR] If you are Level 2 or higher, choose a Level 2 or higher Chara in your WR and return it to your hand.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card.

Music - Cerise Bouquet | LHS/W122-T11R T: None

L0  
C0

Tsuzuri Yugiri, Rainbow Chiffon

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

Music - DOLLCHESTRA | LHS/W122-T12 T: None

L0  
C0

Tsuzuri Yugiri, Rainbow Chiffon

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

Music - DOLLCHESTRA | LHS/W122-T12R T: None

L0  
C0

Tsuzuri Yugiri, Rainbow Chiffon

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

Music - DOLLCHESTRA | LHS/W122-T12SP T:

L0  
C0

Sayaka Murano, Sparkly Spot

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

Music - DOLLCHESTRA | LHS/W122-T13 T: Soul

L1  
C1

Sayaka Murano, Sparkly Spot

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

Music - DOLLCHESTRA | LHS/W122-T13R T: Soul

L1  
C1

Kosuzu Kachimachi, Rainbow Chiffon

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] ENCORE [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - DOLLCHESTRA | LHS/W122-T14 T: None

L1  
C1

Kosuzu Kachimachi, Rainbow Chiffon

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] ENCORE [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - DOLLCHESTRA | LHS/W122-T14R T: None

L1  
C1

