

[A] When your Chara's Trigger Check reveals a CX, choose 1 of your ♪Music♪ Charas, and that Chara gains +1500 Pow for the turn.

[S] **BRAINSTORM** ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand. If "Kozue Otomune, Dream Believers" is placed in your WR via this effect, choose up to 1 "Kozue Otomune, Dream Believers" in your WR and put it on the bottom of your Stock.

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

[A] When your Chara's Trigger Check reveals a CX, choose 1 of your :Music: Charas, and that Chara gains +1500 Pow for the turn.

[S] BRAINSTORM ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand. If "Kozue Otomune, Dream Believers" is placed in your WR via this effect, choose up to 1 "Kozue Otomune, Dream Believers" in your WR and put it on the bottom of your Stock.

LO
CO

[A] When your Chara's Trigger Check reveals a CX, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

[S] **BRAINSTORM** ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand. If "Kozue Otomune, Dream Believers" is placed in your WR via this effect, choose up to 1 "Kozue Otomune, Dream Believers" in your WR and put it on the bottom of your Stock.

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

[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 CX, 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.

L1
C0

[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 CX, 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.

L1
C0

[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 CX, 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.

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

[A] When this is placed from hand to the Stage or via the effect of [S] of "Kaho! Hinoshita, Dakishimeru Hanabira" to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Power for the turn.

[A] **CX COMBO** When this attacks, if "Suisai Sekai" is in the CX Zone, choose 1 of the following 3 effects and perform it. "Your Opp. puts all of their Stock in the WR, and you put up to 1 card from top of their LB in their Stock." "At the end of this card's attack, choose up to 1 Reversed Chara Opposite this and put it in Clock." "[Discard 2 cards from your hand to the WR] may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage or via the effect of [S] of "Kahou Hinoshita, Dakishimeru Hanabira" to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Power for the turn.

[A] **CX COMBO** When this attacks, if "Suisai Sekai" is in the CX Zone, choose 1 of the following 3 effects and perform it. "Your Opp. puts all of their Stock in the WR, and you put 1 card from top of their LB in their Stock." "At the end of this card's attack, choose up to 1 Reversed Chara Opposite this and put it in Clock." "[Discard 2 cards from your hand to the WR] may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage or via the effect of [S] of "Kaho Hinoishi, Dakishimure Hanabira" 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] **CX COMBO** When this attacks, if "Suisai Sekai" is in the CX Zone, choose 1 of the following 3 effects and perform it. "Your Opp. puts all of their Stock in the WR, then you send 1 card from top of their LB in their Stock." "At the end of this card's attack, choose up to 1 Reversed Chara Opposite this and put it in Clock." "[Discard 2 cards from your hand to the WR] may pay. If so, deal 4 Damage to your Opp..'' (DC can occur)

L3
C2

[A] [(3) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the bottom 6 cards of your Opp.'s LB in the WR, and deal 1 Damage to your Opp. X times. X = # of CX among those cards. (DC can occur)

L3
C2

[A] [(3) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the bottom 6 cards of your Opp.'s LB in the WR, and deal 1 Damage to your Opp. X times. X = # of CX among those cards. (DC can occur)

L3
C2

[A] [(3) Discard a card from your hand to the WR] When this attacks, may pay. If so, put the bottom 6 cards of your Opp's LB in the WR, and deal 1 Damage to your Opp. X times. X = # of CX among those cards. (DC can occur)

L3
C2

[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 :Cense Bouquet: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

[S] [2] Put this in the WR] If you as Level 3 or higher, choose a "Kozue Otomune, School Idol Project" in your WR and put it in the Slot this was in.

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

[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 «Crisse Bouquet»: Chars in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

[S] [2] Put this in the WR] If you are Level 3 or higher, choose a «Kozue Otomune, School Idol Project» in your WR and put it in the Slot this was in.

LO
CO

[C] If there is a CX with a Choice Trigger Icon in your CX Zone, this card gains a Choice Trigger in all Zones.

[A] When this becomes Reversed, if all your Charas are ::Music:: and the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

[A] When this becomes Reversed, if all your Charas are ::Music:: and the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

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

[A] **CX COMBO** [Put an "Akou Haruka" from your CX Zone in the WR] At the start of your Encore Step, if you have 2 or more other ::Cerise Bouquet:: Charas, may pay. If so, look at up to 3 cards from top of your LB and search for up to 2 ::Cerise Bouquet:: Charas, reveal them, put them in your hand, and put the rest in the WR.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, perform Trigger Check twice during this attack's Trigger Step. After the 2 Trigger Checks are made, put the top card of your Stock in the WR."

LO
CO

[A] **CX Combo** [Put an "Aoku Haruka" from your CX Zone in the WR] At the start of your Encore Step, if you have 2 or more other :Cerise Bouquet: Charas, may pay. If so, look up to 3 cards from top of your LB and search for up to 2 :Cerise Bouquet: Charas, reveal them, put them in your hand, and put the rest in the WR. [S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. [A] When this attacks, perform Trigger Check twice during this attack's Trigger Step. After the 2 Trigger Checks are made, put the top card of your Stock in the WR.*

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

Kaho Hinoshita, Aoku Haruka

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with "Kaho" in name, you may move this to an empty Slot in the Front Row. If it's a Chara with "Kozue" in name, you may return this to your hand. If it's a Chara with "Ginko" in name, you may put this in your Stock.

Music - Cerise Bouquet | LHS/W122-008 T: None

L0
C0

Kaho Hinoshita, Aoku Haruka

[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with "Kaho" in name, you may move this to an empty Slot in the Front Row. If it's a Chara with "Kozue" in name, you may return this to your hand. If it's a Chara with "Ginko" in name, you may put this in your Stock.

Music - Cerise Bouquet | LHS/W122-008S T: None

L0
C0

Megumi Fujishima, School Idol Project

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.

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

[S] [Put this in your Stock] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Mira-Cra Park! | LHS/W122-009 T: Soul

L2
C2

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Megumi Fujishima, School Idol Project

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.

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

[S] [Put this in your Stock] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Mira-Cra Park! | LHS/W122-009S T: Soul

L2
C2

Megumi Fujishima, School Idol Project

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.

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

[S] [Put this in your Stock] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - Mira-Cra Park! | LHS/W122-009SP T: Soul

L2
C2

Kozue Otomune, School Idol Project

[C] All your other "Kaho Hinoshita, Dream Believers" gain +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.

[A] When this is placed from hand to the Stage or via effect of [S] of "Kozue Otomune" to the Stage, choose up to 1 Chara in your hand whose Level is lower than or equal to your Level, put it in any Slot on the Stage, and that Chara gains +2000 Pow for the turn.

Music - Cerise Bouquet | LHS/W122-010 T: Soul

L3
C2

Love Live Hasunosora / Link Live Love Live Booster Pack

Kozue Otomune, School Idol Project

[C] All your other "Kaho Hinoshita, Dream Believers" gain +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.

[A] When this is placed from hand to the Stage or via effect of [S] of "Kozue Otomune" to the Stage, choose up to 1 Chara in your hand whose Level is lower than or equal to your Level, put it in any Slot on the Stage, and that Chara gains +2000 Pow for the turn.

Music - Cerise Bouquet | LHS/W122-010S T: Soul

L3
C2

Kozue Otomune, School Idol Project

[C] All your other "Kaho Hinoshita, Dream Believers" gain +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.

[A] When this is placed from hand to the Stage or via effect of [S] of "Kozue Otomune" to the Stage, choose up to 1 Chara in your hand whose Level is lower than or equal to your Level, put it in any Slot on the Stage, and that Chara gains +2000 Pow for the turn.

Music - Cerise Bouquet | LHS/W122-010SP T: Soul

L3
C2

Ginko Momose, School Idol Project

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

[C] For each of your other ::Music:: Charas in the Back Row, 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 - Cerise Bouquet | LHS/W122-011 T: Soul

L3
C2

Ginko Momose, School Idol Project

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

[C] For each of your other ::Music:: Charas in the Back Row, 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 - Cerise Bouquet | LHS/W122-011S T: Soul

L3
C2

Ginko Momose, School Idol Project

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

[C] For each of your other ::Music:: Charas in the Back Row, 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 - Cerise Bouquet | LHS/W122-011SP T: Soul

L3
C2

Megumi Fujishima, PASSION!!!!!!

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 ::Mira-Cra Park!:: Chara, put it in the WR, and shuffle your LB."

[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Music - Mira-Cra Park! | LHS/W122-012 T: None

L0
C0

Megumi Fujishima, PASSION!!!!!!

[A] When this is placed from hand to the Stage, you may perform the following action. "Search your LB for up to 1 ::Mira-Cra Park!:: Chara, put it in the WR, and shuffle your LB."

[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Music - Mira-Cra Park! | LHS/W122-012S T: None

L0
C0

Ginko Momose, PASSION!!!!!!

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Cerise Bouquet | LHS/W122-013 T: None

L0
C0

Ginko Momose, PASSION!!!!!!

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Cerise Bouquet | LHS/W122-013S T: None

L0
C0

Rurino Osawa, Dakishimeru Hanabira

[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, draw a card.

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

Music - Mira-Cra Park! | LHS/W122-014 T: None

L0
C0

Rurino Osawa, Dakishimeru Hanabira

[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, draw a card.

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

Music - Mira-Cra Park! | LHS/W122-014S T: None

L0
C0

Hime Anyoji, Miracreation / Miyabi

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."

[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 - Mira-Cra Park! | LHS/W122-015 T: None

L0
C0

Hime Anyoji, Miracreation / Miyabi

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."

[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 - Mira-Cra Park! | LHS/W122-015S T: None

L0

C0

Kaho Hinoshita, Formal Ball of Trails

[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 ::Cerise Bouquet:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +4500 Pow for the turn.

Music - Cerise Bouquet | LHS/W122-016 T: None

L1

C0

Kaho Hinoshita, Formal Ball of Trails

[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 ::Cerise Bouquet:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +4500 Pow for the turn.

Music - Cerise Bouquet | LHS/W122-016S T: None

L1

C0

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Kozue Otomune, Holiday Holiday

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Holiday Holiday" is in your CX Zone and you have 2 or more other ::Music:: Charas, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, shuffle your LB, 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 in any order, and put the rest in the WR.

Music - Cerise Bouquet | LHS/W122-017 T: Soul

L1

C0

Kozue Otomune, Holiday Holiday

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Holiday Holiday" is in your CX Zone and you have 2 or more other ::Music:: Charas, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, shuffle your LB, 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 in any order, and put the rest in the WR.

Music - Cerise Bouquet | LHS/W122-017S T: Soul

L1

C0

Rurino Osawa, Orihime Papyrus

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, choose a "Hime Anyoji, Miracreation / Miyabi" in your WR and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-018 T: None

L1

C1

Love Live Hasunosora / Link Live Love Live Booster Pack

Rurino Osawa, Orihime Papyrus

[C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, choose a "Hime Anyoji, Miracreation / Miyabi" in your WR and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-018S T: None

L1

C1

Kaho Hinoshita, Orihime Papyrus

[A] [(2)] Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

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

Music - Cerise Bouquet | LHS/W122-019 T: Soul

L2

C1

Kaho Hinoshita, Orihime Papyrus

[A] [(2)] Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

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

Music - Cerise Bouquet | LHS/W122-019S T: Soul

L2

C1

Kozue Otomune, 365 Days

[C] During your turn, for each of your other ::Music:: Charas, this gains +1500 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, choose 1 of your Opp.'s Charas and send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from Memory in any Slot on their Stage.

Music - Cerise Bouquet | LHS/W122-020 T: Soul

L2

C1

Kozue Otomune, 365 Days

[C] During your turn, for each of your other ::Music:: Charas, this gains +1500 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, choose 1 of your Opp.'s Charas and send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from Memory in any Slot on their Stage.

Music - Cerise Bouquet | LHS/W122-020S T: Soul

L2

C1

Ginko Momose, Bloom the smile,Bloom the dream!

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

Music - Cerise Bouquet | LHS/W122-021 T: Soul

L2

C1

Ginko Momose, Bloom the smile,Bloom the dream!

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] When this is placed from hand to the Stage, if there are 6 or fewer cards in your LB, you may return all cards in your WR to your LB. If so, shuffle your LB.

Music - Cerise Bouquet | LHS/W122-021S T: Soul

L2

C1

Kaho Hinoshita, Dakishimeru Hanabira

[S] [(2) Put this in the WR] If you ae Level 3 or higher, choose an "Kaho Hinoshita, Dream Believers" in your WR and put it in the Slot this was in.

Music - Cerise Bouquet | LHS/W122-022 T: Soul

L0

C0

Kaho Hinoshita, Dakishimeru Hanabira

[S] [(2) Put this in the WR] If you ae Level 3 or higher, choose an "Kaho Hinoshita, Dream Believers" in your WR and put it in the Slot this was in.

Music - Cerise Bouquet | LHS/W122-022S T: Soul

L0

C0

Kozue Otomune, Greenhouse Lattice

[S] [Put another Chara from your Stage in the WR, 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 shuffle your LB.

Music - Cerise Bouquet | LHS/W122-023 T: None

L0

C0

Kozue Otomune, Greenhouse Lattice

[S] [Put another Chara from your Stage in the WR, 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 shuffle your LB.

Music - Cerise Bouquet | LHS/W122-023S T: None

L0

C0

Megumi Fujishima, Secret Christmas

[A] When you use the **BACKUP** of this, all Charas in battle gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."

[S] [Counter] **BACKUP 0, Level 1** [Discard this card from your hand to the WR]

Music - Mira-Cra Park! | LHS/W122-024 T: None

L1

C0

Megumi Fujishima, Secret Christmas

[A] When you use the **BACKUP** of this, all Charas in battle gain the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may put this Rested in the Slot this was in."
[S] [Counter] **BACKUP 0, Level 1** [Discard this card from your hand to the WR]

Music - Mira-Cra Park! | LHS/W122-024S T: None

L1
C0

Kaho Hinoshita, Greenhouse Lattice

[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] 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.

Music - Cerise Bouquet | LHS/W122-025 T: Soul

L1
C1

Kaho Hinoshita, Greenhouse Lattice

[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] 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.

Music - Cerise Bouquet | LHS/W122-025S T: Soul

L1
C1

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Hime Anyoji, Blue Storm Carp Stream

[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 - Mira-Cra Park! | LHS/W122-026 T: Soul

L2
C1

Hime Anyoji, Blue Storm Carp Stream

[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 - Mira-Cra Park! | LHS/W122-026S T: Soul

L2
C1

Rurino Osawa, Spring Breeze Swing

[A] When this attacks, put the top 2 cards of your LB in the WR, look at up to X cards from top of your Opp.'s LB, choose up to X of them and put them on top of your Opp.'s LB in any order, and put the rest in the WR. X = sum of # of Soul Trigger Icons among cards put in the WR via this effect.
[A] **CX COMBO** When this attacks, if "Kokon Tozai" is in the CX Zone and you have 2 or more other ::Music:: Charas, choose up to 1 CX in your CX Zone or WR, return it to your LB, and shuffle your LB.

Music - Mira-Cra Park! | LHS/W122-027 T: Soul

L3
C2

Love Live Hasunosora / Link Live Love Live Booster Pack

Rurino Osawa, Spring Breeze Swing

[A] When this attacks, put the top 2 cards of your LB in the WR, look at up to X cards from top of your Opp.'s LB, choose up to X of them and put them on top of your Opp.'s LB in any order, and put the rest in the WR. X = sum of # of Soul Trigger Icons among cards put in the WR via this effect.
[A] **CX COMBO** When this attacks, if "Kokon Tozai" is in the CX Zone and you have 2 or more other ::Music:: Charas, choose up to 1 CX in your CX Zone or WR, return it to your LB, and shuffle your LB.

Music - Mira-Cra Park! | LHS/W122-027S T: Soul

L3
C2

Kaho Hinoshita, Inviting Spring -Food-

[Counter] If you don't have a ::Music:: Chara, you cannot play this from your hand.

BRAINSTORM 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)

LHS/W122-028 T: None

L1
C0

Kaho Hinoshita, Inviting Spring -Food-

[Counter] If you don't have a ::Music:: Chara, you cannot play this from your hand.

BRAINSTORM 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)

LHS/W122-028S T: None

L1
C0

Suisai Sekai

[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/W122-029 T: Choice

Suisai Sekai

[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/W122-029EX T: Choice

Suisai Sekai

[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/W122-029R T: Choice

Suisai Sekai

[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/W122-029SIR T: Choice

Aoku Haruka

[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/W122-030 T: Choice

Aoku Haruka

[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/W122-030R T: Choice

Holiday Holiday

[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/W122-031 T: Choice

Holiday Holiday

[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/W122-031R T: Choice

Kokon Tozai

[A] When this is placed from hand to the CX Zone, choose up to 1 Level 1 or lower Chara in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

LHS/W122-032 T: 2 Soul

Kokon Tozai

[A] When this is placed from hand to the CX Zone, choose up to 1 Level 1 or lower Chara in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

Music - Mira-Cra Park! | LHS/W122-032R T: 2 Soul

Rurino Osawa, Dream Believers

[A] [Put the top card of your Stock in the WR OR Put the top card of your LB in your Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Mira-Cra Park! | LHS/W122-033 T: None

Rurino Osawa, Dream Believers

[A] [Put the top card of your Stock in the WR OR Put the top card of your LB in your Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Mira-Cra Park! | LHS/W122-033EX T: None

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Rurino Osawa, Dream Believers

[A] [Put the top card of your Stock in the WR OR Put the top card of your LB in your Clock] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Music - Mira-Cra Park! | LHS/W122-033S T: None

Megumi Fujishima, Dream Believers

[A] When this is placed via effect of Standby Trigger Icon or effect of [S] of "Megumi Fujishima, 365 Days" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a ::Music:: Chara from your hand to the WR] When this attacks, if "Do! Do! Do!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 3 Damage to your Opp., look at up to 2 cards from top of your LB and put them on top of your LB in any order. (DC can occur)

Music - Mira-Cra Park! | LHS/W122-034 T: Soul

Megumi Fujishima, Dream Believers

[A] When this is placed via effect of Standby Trigger Icon or effect of [S] of "Megumi Fujishima, 365 Days" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a ::Music:: Chara from your hand to the WR] When this attacks, if "Do! Do! Do!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 3 Damage to your Opp., look at up to 2 cards from top of your LB and put them on top of your LB in any order. (DC can occur)

Music - Mira-Cra Park! | LHS/W122-034EX T: Soul

Love Live Hasunosora / Link Live Love Live Booster Pack

Megumi Fujishima, Dream Believers

[A] When this is placed via effect of Standby Trigger Icon or effect of [S] of "Megumi Fujishima, 365 Days" to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO** [(1) Discard a ::Music:: Chara from your hand to the WR] When this attacks, if "Do! Do! Do!" is in the CX Zone and you have 2 or more other ::Music:: Charas, may pay. If so, deal 3 Damage to your Opp., look at up to 2 cards from top of your LB and put them on top of your LB in any order. (DC can occur)

Music - Mira-Cra Park! | LHS/W122-034S T: Soul

Tsuzuri Yugiri, Dream Believers

[A] [Put another ::Music:: Chara from your 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.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Tragic Drops" is in the CX Zone, may pay. If so, this gains +1500 Pow for the turn, and put the bottom 3 cards of your Opp.'s LB in the WR. If there are no CX among them, deal 1 Damage to your Opp. 4 times. (DC can occur)

Music - DOLLCHESTRA | LHS/W122-035 T: Soul

Tsuzuri Yugiri, Dream Believers

[A] [Put another ::Music:: Chara from your 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.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Tragic Drops" is in the CX Zone, may pay. If so, this gains +1500 Pow for the turn, and put the bottom 3 cards of your Opp.'s LB in the WR. If there are no CX among them, deal 1 Damage to your Opp. 4 times. (DC can occur)

Music - DOLLCHESTRA | LHS/W122-035EX T: Soul

Tsuzuri Yugiri, Dream Believers

[A] [Put another ::Music:: Chara from your 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.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Tragic Drops" is in the CX Zone, may pay. If so, this gains +1500 Pow for the turn, and put the bottom 3 cards of your Opp.'s LB in the WR. If there are no CX among them, deal 1 Damage to your Opp. 4 times. (DC can occur)

Music - DOLLCHESTRA | LHS/W122-035S T: Soul

Sayaka Murano, Ladybug

[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 "Tsuzuri Yugiri, Dream Believers", reveal it, put it in your hand, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-036 T: None

Sayaka Murano, Ladybug

[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 "Tsuzuri Yugiri, Dream Believers", reveal it, put it in your hand, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-036S T: None

Hime Anyoji, Miracreation

[A] **CX COMBO** [Return this to your hand] When "Miracreation" is placed in your CX Zone, may pay. If so, search your LB for up to 2 ::Music:: Charas, put them in the WR, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Mira-Cra Park! | LHS/W122-037 T: None

Hime Anyoji, Miracreation

[A] **CX COMBO** [Return this to your hand] When "Miracreation" is placed in your CX Zone, may pay. If so, search your LB for up to 2 ::Music:: Charas, put them in the WR, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Mira-Cra Park! | LHS/W122-037S T: None

Hime Anyoji, School Idol Project

[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[A] [Discard a card from your hand to the WR] When this attacks, if there are no CX cards in your CX Zone, may pay. If so, 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, and put the rest in the WR.

Music - Mira-Cra Park! | LHS/W122-038 T: None

Hime Anyoji, School Idol Project

[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[A] [Discard a card from your hand to the WR] When this attacks, if there are no CX cards in your CX Zone, may pay. If so, 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, and put the rest in the WR.

Music - Mira-Cra Park! | LHS/W122-038S T: None

Hime Anyoji, School Idol Project

[A] When this attacks, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[A] [Discard a card from your hand to the WR] When this attacks, if there are no CX cards in your CX Zone, may pay. If so, 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, and put the rest in the WR.

Music - Mira-Cra Park! | LHS/W122-038SP T: None

Tsuzuri Yugiri, School Idol Project

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **RESONANCE** [(1) Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-039 T: None

Tsuzuri Yugiri, School Idol Project

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **RESONANCE** [(1) Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-039S T: None

L1
C0

Tsuzuri Yugiri, School Idol Project

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **RESONANCE** [(1) Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-039SP T:

L1
C0

Megumi Fujishima, Miracreation

[A] When your card with a Soul Trigger Icon is triggered, choose up to 1 of your attacking Charas, and that Chara gains +3000 Pow and gets -1 Soul for the turn.
[A] When your CX with 2 Soul Trigger Icons is triggered, if you have no other "Megumi Fujishima, Miracreation", choose up to 1 of your attacking Charas, and that Chara gets -2 Soul for the turn. If you chose a Chara this way, choose a ::Mira-Cra Park!:: Chara in your WR and put it on the bottom of your Stock.
[S] [(2) Rest this] Search your LB for up to 1 ::Mira-Cra Park!:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mira-Cra Park! | LHS/W122-040 T: Soul

L1
C1

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Megumi Fujishima, Miracreation

[A] When your card with a Soul Trigger Icon is triggered, choose up to 1 of your attacking Charas, and that Chara gains +3000 Pow and gets -1 Soul for the turn.
[A] When your CX with 2 Soul Trigger Icons is triggered, if you have no other "Megumi Fujishima, Miracreation", choose up to 1 of your attacking Charas, and that Chara gets -2 Soul for the turn. If you chose a Chara this way, choose a ::Mira-Cra Park!:: Chara in your WR and put it on the bottom of your Stock.
[S] [(2) Rest this] Search your LB for up to 1 ::Mira-Cra Park!:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mira-Cra Park! | LHS/W122-040S T: Soul

L1
C1

Megumi Fujishima, Setsubun -Allure-

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, choose up to 1 "Rurino Osawa, Orihime Papyrus" in your WR and put it Rested in the Slot this was in.

Music - Mira-Cra Park! | LHS/W122-041 T: Soul

L2
C2

Megumi Fujishima, Setsubun -Allure-

[C] For each of your other ::Music:: Charas, this gains +1000 Pow.

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, choose up to 1 "Rurino Osawa, Orihime Papyrus" in your WR and put it Rested in the Slot this was in.

Music - Mira-Cra Park! | LHS/W122-041S T: Soul

L2
C2

Love Live Hasunosora / Link Live Love Live Booster Pack

Rurino Osawa, Miracreation

[A] [Put a CX from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, and at the start of your Opp.'s Encore Step, put this in the WR.

Music - Mira-Cra Park! | LHS/W122-042 T: Soul

L2
C2

Rurino Osawa, Miracreation

[A] [Put a CX from your CX Zone in the WR] At the start of your Attack Phase, may pay. If so, Stand this, and at the start of your Opp.'s Encore Step, put this in the WR.

Music - Mira-Cra Park! | LHS/W122-042S T: Soul

L2
C2

Rurino Osawa, School Idol Project

[C] All your other ::Music:: Charas gain +1500 Pow.
[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.
[S] [(2) Discard a card from your hand to the WR, Rest this] Choose a card in your Clock and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-043 T: Soul

L3
C2

Rurino Osawa, School Idol Project

[C] All your other ::Music:: Charas gain +1500 Pow.
[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.
[S] [(2) Discard a card from your hand to the WR, Rest this] Choose a card in your Clock and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-043S T: Soul

L3
C2

Rurino Osawa, School Idol Project

[C] All your other ::Music:: Charas gain +1500 Pow.
[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.
[S] [(2) Discard a card from your hand to the WR, Rest this] Choose a card in your Clock and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-043SP T: Soul

L3
C2

Megumi Fujishima, 365 Days

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.
[S] [Put this in the WR] If you are Level 3 or higher, choose 1 "Megumi Fujishima, Dream Believers" in your hand and put in the Slot this was in.

Music - Mira-Cra Park! | LHS/W122-044 T: None

L0
C0

Megumi Fujishima, 365 Days

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.
[S] [Put this in the WR] If you are Level 3 or higher, choose 1 "Megumi Fujishima, Dream Believers" in your hand and put in the Slot this was in.

Music - Mira-Cra Park! | LHS/W122-044S T: None

L0
C0

Hime Anyoji, PASSION!!!!!!

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-045 T: None

L0
C0

Hime Anyoji, PASSION!!!!!!

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.
[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.

Music - Mira-Cra Park! | LHS/W122-045S T: None

L0
C0

Tsuzuri Yugiri, Autumn Country Road

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Music:: Chara whose Level is equal to or lower than your Level and put it Rested in any Slot on the Stage, and shuffle your LB.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your CX Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB and put them on top of your LB in any order."

Music - DOLLCHESTRA | LHS/W122-046 T: None

L0
C0

Tsuzuri Yugiri, Autumn Country Road

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Cost 0 or lower ::Music:: Chara whose Level is equal to or lower than your Level and put it Rested in any Slot on the Stage, and shuffle your LB.
[A] [Clock] **ALARM** If this is on top of the Clock, at the start of your CX Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB and put them on top of your LB in any order."

Music - DOLLCHESTRA | LHS/W122-046S T: None

L0
C0

Kosuzu Kachimachi, PASSION!!!!!!

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap those CX, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-047 T: None

L0
C0

Kosuzu Kachimachi, PASSION!!!!!!

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap those CX, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-047S T: None

L0
C0

Sayaka Murano, Orihime Papyrus

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.
[A] When your other ::Music:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music - DOLLCHESTRA | LHS/W122-048 T: None

L1
C0

Sayaka Murano, Orihime Papyrus

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.
[A] When your other ::Music:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music - DOLLCHESTRA | LHS/W122-048S T: None

L1
C0

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Megumi Fujishima, Dakishimeru Hanabira

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **CX COMBO** [Put a "Dakishimeru Hanabira" from your CX Zone in the WR] at the end of this card's attack, if you have 2 or more other ::Music:: Charas, may pay. If so, look at up to 4 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 - Mira-Cra Park! | LHS/W122-049 T: None

L1
C0

Megumi Fujishima, Dakishimeru Hanabira

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.
[A] **CX COMBO** [Put a "Dakishimeru Hanabira" from your CX Zone in the WR] at the end of this card's attack, if you have 2 or more other ::Music:: Charas, may pay. If so, look at up to 4 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 - Mira-Cra Park! | LHS/W122-049S T: None

L1
C0

Rurino Osawa, Hakuchu A la mode

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.
[A] [(1)] At the start of your Attack Phase, may pay. If so, look at up to 2 cards from top of your LB and put them on top of the LB in any order, choose 1 of your Charas with "Megumi" in name and Stand it.
[A] **CX COMBO** [Put a "Hakuchu A la mode" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, look at up to 6 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Mira-Cra Park! | LHS/W122-050 T: Soul

L1
C1

Love Live Hasunosora / Link Live Love Live Booster Pack

Rurino Osawa, Hakuchu A la mode

[C] During your turn, all your other ::Music:: Charas gain +1000 Pow.
[A] [(1)] At the start of your Attack Phase, may pay. If so, look at up to 2 cards from top of your LB and put them on top of the LB in any order, choose 1 of your Charas with "Megumi" in name and Stand it.
[A] **CX COMBO** [Put a "Hakuchu A la mode" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, look at up to 6 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Mira-Cra Park! | LHS/W122-050S T: Soul

L1
C1

Tsuzuri Yugiri, PASSION!!!!!!

[A] When you use the **BACKUP** of this, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[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."
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - DOLLCHESTRA | LHS/W122-051 T: Soul

L2
C1

Tsuzuri Yugiri, PASSION!!!!!!

[A] When you use the **BACKUP** of this, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[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."
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - DOLLCHESTRA | LHS/W122-051S T: Soul

L2
C1

Sayaka Murano, Dakishimeru Hanabira

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - DOLLCHESTRA | LHS/W122-052 T: Soul

L2
C1

Sayaka Murano, Dakishimeru Hanabira

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Music - DOLLCHESTRA | LHS/W122-052S T: Soul

L2
C1

Hime Anyoji, Bloom the smile,Bloom the dream!

[C] If you or your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "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." "You may put the top card of your Clock in the WR."

Music - Mira-Cra Park! | LHS/W122-053 T: Soul

L3
C2

Hime Anyoji, Bloom the smile,Bloom the dream!

[C] If you or your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "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." "You may put the top card of your Clock in the WR."

Music - Mira-Cra Park! | LHS/W122-053S T: Soul

L3
C2

Sayaka Murano, Greenhouse Lattice

[C] If you have another "Tsuzuri Yugiri, Greenhouse Lattice" in the Front Row, this gains +3000 Pow, and all your other "Tsuzuri Yugiri, Greenhouse Lattice" and this gain ::Berito Box:: and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Tsuzuri Yugiri, Greenhouse Lattice", put it in any Slot on the Stage, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-054 T: None

L0
C0

Sayaka Murano, Greenhouse Lattice

[C] If you have another "Tsuzuri Yugiri, Greenhouse Lattice" in the Front Row, this gains +3000 Pow, and all your other "Tsuzuri Yugiri, Greenhouse Lattice" and this gain ::Berito Box:: and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Tsuzuri Yugiri, Greenhouse Lattice", put it in any Slot on the Stage, and shuffle your LB.

Music - DOLLCHESTRA | LHS/W122-054S T: None

L0
C0

Rurino Osawa, Formal Ball of Eternity

[S] [Rest this] Look at up to X cards from top of your LB, choose up to X of them and put them on top of your LB in any order, and put the rest in the WR. X = Your Level.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 1500 times your Level.

Music - Mira-Cra Park! | LHS/W122-055 T: None

L0
C0

Rurino Osawa, Formal Ball of Eternity

[S] [Rest this] Look at up to X cards from top of your LB, choose up to X of them and put them on top of your LB in any order, and put the rest in the WR. X = Your Level.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 1500 times your Level.

Music - Mira-Cra Park! | LHS/W122-055S T: None

L0
C0

Rurino Osawa, Greenhouse Lattice

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mira-Cra Park! | LHS/W122-056 T: Soul

L0
C0

Rurino Osawa, Greenhouse Lattice

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mira-Cra Park! | LHS/W122-056S T: Soul

L0C0

Hime Anyoji, Greenhouse Lattice

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.

[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.

Music - Mira-Cra Park! | LHS/W122-057 T: None

L0C0

Hime Anyoji, Greenhouse Lattice

[A] When this is placed from hand to the Stage, look at the top card of your LB, and put it either on top or bottom of the LB or in the WR.

[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.

Music - Mira-Cra Park! | LHS/W122-057S T: None

L0C0

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Megumi Fujishima, Winter Present

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

[A] **BOND/"Rurino Osawa, Dream Believers"** "Rurino Osawa, Hakuchu A la mode" [Discard a ::Mira-Cra Park!:: Chara from your hand to the WR]

Music - Mira-Cra Park! | LHS/W122-058 T: None

L0C0

Megumi Fujishima, Winter Present

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

[A] **BOND/"Rurino Osawa, Dream Believers"** "Rurino Osawa, Hakuchu A la mode" [Discard a ::Mira-Cra Park!:: Chara from your hand to the WR]

Music - Mira-Cra Park! | LHS/W122-058S T: None

L0C0

Tsuzuri Yugiri, Greenhouse Lattice

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a CX, put this in your Stock.

Music - DOLLCHESTRA | LHS/W122-059 T: None

L0C0

Love Live Hasunosora / Link Live Love Live Booster Pack

Tsuzuri Yugiri, Greenhouse Lattice

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a CX, put this in your Stock.

Music - DOLLCHESTRA | LHS/W122-059S T: None

L0C0

Hime Anyoji, Identity

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

Music - Mira-Cra Park! | LHS/W122-060 T: Soul

L1C0

Hime Anyoji, Identity

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

Music - Mira-Cra Park! | LHS/W122-060S T: Soul

L1C0

Kosuzu Kachimachi, Blue Storm Carp Stream

[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +4000 Pow and +1 Soul for the turn.

[A] **RESONANCE** [Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] At the start of your CX Phase, may pay. If so, this gains +4000 Pow for the turn.

Music - DOLLCHESTRA | LHS/W122-061 T: None

L1C0

Kosuzu Kachimachi, Blue Storm Carp Stream

[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +4000 Pow and +1 Soul for the turn.

[A] **RESONANCE** [Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] At the start of your CX Phase, may pay. If so, this gains +4000 Pow for the turn.

Music - DOLLCHESTRA | LHS/W122-061S T: None

L1C0

Megumi Fujishima, Greenhouse Lattice

[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 - Mira-Cra Park! | LHS/W122-062 T: None

L1C1

Megumi Fujishima, Greenhouse Lattice

[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 - Mira-Cra Park! | LHS/W122-062S T: None

L1C1

Kosuzu Kachimachi, Sparkly Spot

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

[S] **RESONANCE** [Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand, Rest this] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Music - DOLLCHESTRA | LHS/W122-063 T: Soul

L2C1

Kosuzu Kachimachi, Sparkly Spot

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

[S] **RESONANCE** [Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand, Rest this] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Music - DOLLCHESTRA | LHS/W122-063S T: Soul

L2C1

Rurino Osawa, Inviting Spring -Music-

[Counter] **BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. If there's a CX among them, choose 1 of your Opp.'s Charas in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal damage to players."

LHS/W122-064 T: None

L2C2

Rurino Osawa, Inviting Spring -Music-

[Counter] **BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. If there's a CX among them, choose 1 of your Opp.'s Charas in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal damage to players."

LHS/W122-064S T: None

L2C2

Do! Do! Do!

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

[(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

LHS/W122-065 T: Soul Standby

Do! Do! Do!

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

LHS/W122-065EX T: Soul Standby

Do! Do! Do!

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

LHS/W122-065R T: Soul Standby

Tragic Drops

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

LHS/W122-066 T: Salvage

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Tragic Drops

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

LHS/W122-066R T: Salvage

Miracreation

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

LHS/W122-067 T: Soul Standby

Miracreation

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

LHS/W122-067R T: Soul Standby

Love Live Hasunosora / Link Live Love Live Booster Pack

Dakishimeru Hanabira

[A] When this is placed from hand to the CX Zone, choose up to 1 Level 1 or lower Chara in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

LHS/W122-068 T: 2 Soul

Dakishimeru Hanabira

[A] When this is placed from hand to the CX Zone, choose up to 1 Level 1 or lower Chara in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

LHS/W122-068R T: 2 Soul

Hakuchu A la mode

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

LHS/W122-069 T: Soul Standby

Hakuchu A la mode

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

LHS/W122-069R T: Soul Standby

Kaho Hinoshita, School Idol Project

[A] When this is placed from hand to the Stage, if you have another :Music:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Cerise Bouquet | LHS/W122-070 T: None

Kaho Hinoshita, School Idol Project

[A] When this is placed from hand to the Stage, if you have another :Music:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Cerise Bouquet | LHS/W122-070S T: None

Kaho Hinoshita, School Idol Project

[A] When this is placed from hand to the Stage, if you have another :Music:: Chara, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Cerise Bouquet | LHS/W122-070SP T: None

Sayaka Murano, Dream Believers

[C] During your turn, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "AWOKE" is in the CX Zone and you have 2 or more other :Music:: Charas, put up to 3 cards from top 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, and this gains +500 Pow for the turn. X = # of :Music:: Charas put in the WR via this effect.

Music - DOLLCHESTRA | LHS/W122-071 T: Soul

Sayaka Murano, Dream Believers

[C] During your turn, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "AWOKE" is in the CX Zone and you have 2 or more other :Music:: Charas, put up to 3 cards from top 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, and this gains +500 Pow for the turn. X = # of :Music:: Charas put in the WR via this effect.

Music - DOLLCHESTRA | LHS/W122-071EX T: Soul

Sayaka Murano, Dream Believers

[C] During your turn, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "AWOKE" is in the CX Zone and you have 2 or more other :Music:: Charas, put up to 3 cards from top 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, and this gains +500 Pow for the turn. X = # of :Music:: Charas put in the WR via this effect.

Music - DOLLCHESTRA | LHS/W122-071S T: Soul

Kosuzu Kachimachi, Dream Believers

[C] If you have 4 or more :Music:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to the stage, if you have 2 or more other :Music:: Charas, this gains +3000 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.

Music - DOLLCHESTRA | LHS/W122-072 T: Soul

Kosuzu Kachimachi, Dream Believers

[C] If you have 4 or more :Music:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to the stage, if you have 2 or more other :Music:: Charas, this gains +3000 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.

Music - DOLLCHESTRA | LHS/W122-072EX T: Soul

[C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] When this is placed form hand to the stage, if you have 2 or more other ::Music:: Charas, this gains +3000 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."

L3
C2

[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. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

LO
CO

[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. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

[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. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

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

[A] **RESONANCE** (Reveal a "Tsuzuri Yugi, Dream Believers" from your hand) At the start of your CX Phase, you may pay. If so, choose 1 of the following 2 effects and perform it. "If you are Level 1 or lower, choose 1 of your other **DOLLCESTRA**: Charas, and that Chara gains +1000 Pow for the turn." "If you are Level 2 or higher, choose 1 of your other **DOLLCESTRA**: Charas, and that Chara gains +1000 Pow until the next end of your Opp's turn."

[S] **BRAINSTORM** (1) (Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 **DOLLCESTRA**: Chara in your WR and return it to your hand.

LO
CO

[A] **RESONANCE** (Reveal a "Tsuuzuri" yugiri, Dream Believers" from your hand) At the start of your CX Phase, may pay, if so, choose 1 of the following 2 effects and perform it. If you are Level 1 or lower, choose 1 of your other cards. :DOLLCESTRA: Charas, and that Chara gains +1000 Pow for the turn." If you are Level 2 or higher, choose 1 of the following 2 effects. :DOLLCESTRA: Charas, and that Chara gains +2000 Pow until the next end of your Opp. turn.

[S] **BRAINSTORM** ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 card. :DOLLCESTRA: Chara in your WR and return it to your hand.

L0
C0

[A] **RESONANCE** (Reveal a "Tsuzuri Yugiri, Dream Believers" from your hand) At the start of your CX Phase, may pay. If so, choose 1 of the following 2 effects and perform it. "If you are Level 1 or lower, choose 1 of your other :DOLLCHESTRA: Charas, and that Chara gains +1000 Pow for the turn." "If you are Level 2 or higher, choose 1 of your other :DOLLCHESTRA: Charas, and that Chara gains +1000 Pow until the next end of your Opp's turn." **BRAINS** (If it is your turn, reveal 1 of your LB and put them in the WR. For each CX revealed this way, choose up to 1 :DOLLCHESTRA: Chara in your WR and return it to your hand.

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

[S] [Discard a CX with Comeback Trigger Icon from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and return it to their hand.

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

L1
C0

[S] [Discard a CX with Comeback Trigger Icon from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and return it to their hand.

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

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

[C] During your turn, this gains +5000 Pow.
 [A] **CX COMBO** When this attacks, if "Ladybug" is in the CX Zone and you have 2 or more other :Music: Charas, look at up to 4 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.

L2
C1

[A] **CX COMBO** When this attacks, if "Ladybug" is in the CX Zone and you have 2 or more other :Music: Charas, look at up to 4 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.

L2
C1

[A] This ability activate up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, if there are 5 or fewer cards in your hand, you may deal 2 Damage to your Opp.. (DC can occur)

L3
C2

[A] This ability activate up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, if there are 5 or fewer cards in your hand, you may deal 2 Damage to your Opp.. (DC can occur)

L3
C2

[A] ([3]) When this attacks, 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 in any order, put the rest in the WR, 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 in any order, and put the rest in the WR.

L3	
C2	

(A) [Put another ::Music:: Chara from your Stage in the WR] When this is placed from hand to the Stage, if all your Charas are ::Music::, may pay. If so, choose a card in your Clock and return it to your hand.

[A] ([3]) When this attacks, 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 in any order, put the rest in the WR, 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 in any order, and put the rest in the WR.

L3
C2

[A] When this is placed from hand to the Stage, you may put the top 4 cards of your Opp.'s LB in the WR.

[A] When this is placed from hand to the Stage, you may perform the following effect. "Your Opp. chooses a CX in their WR, returns all cards other than the chosen card from their WR to their LB, and shuffle your LB."

L3
C2

[A] When this is placed from hand to the Stage, you may put the top 4 cards of your Opp.'s LB in the WR.

[A] When this is placed from hand to the Stage, you may perform the following effect. "Your Opp. chooses a CX in their WR, returns all cards other than the chosen card from their WR to their LB, and shuffle your LB."

L3
C2

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.
 [A] [(1)] Return this to your hand] At the start of your CX Phase, if you are Level 3 or higher, may pay. If so, choose up to 1 "Tsuzuri Yugiri, Dream Believers" in your hand and put it in the Slot this was in.

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

Tsuzuri Yugiri, 365 Days

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.
[A] [(1)] Return this to your hand! At the start of your CX Phase, if you are Level 3 or higher, may pay. If so, choose up to 1 "Tsuzuri Yugiri, Dream Believers" in your hand and put it in the Slot this was in.

Music - DOLLCHESTRA | LHS/W122-080S T: None

L0

C0

Ginko Momose, Aoku Haruka / Hana

[C] If you have no other Charas, this gains +2 Level and +3000 Pow.
[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. (CX are considered to be Level 0 for this effect)

Music - Cerise Bouquet | LHS/W122-081 T: None

L0

C0

Ginko Momose, Aoku Haruka / Hana

[C] If you have no other Charas, this gains +2 Level and +3000 Pow.
[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. (CX are considered to be Level 0 for this effect)

Music - Cerise Bouquet | LHS/W122-081S T: None

L0

C0

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Kozue Otomune, PASSION!!!!!!

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.
[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 - Cerise Bouquet | LHS/W122-082 T: None

L0

C0

Kozue Otomune, PASSION!!!!!!

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.
[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 - Cerise Bouquet | LHS/W122-082S T: None

L0

C0

Kosuzu Kachimachi, Bloom the smile,Bloom the dream!

[A] When your CX is placed in the CX Zone, this gains +3000 Pow for the turn.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - DOLLCHESTRA | LHS/W122-083 T: None

L1

C0

Love Live Hasunosora / Link Live Love Live Booster Pack

Kosuzu Kachimachi, Bloom the smile,Bloom the dream!

[A] When your CX is placed in the CX Zone, this gains +3000 Pow for the turn.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Music - DOLLCHESTRA | LHS/W122-083S T: None

L1

C0

Kosuzu Kachimachi, Ladybug / Rei

[C] For each Marker under this, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Music - DOLLCHESTRA | LHS/W122-084 T: None

L1

C1

Kosuzu Kachimachi, Ladybug / Rei

[C] For each Marker under this, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Music - DOLLCHESTRA | LHS/W122-084S T: None

L1

C1

Kosuzu Kachimachi, Greenhouse Lattice

[A] When this becomes Reversed, 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] **JALARM** If this is on top of the Clock, at the start of your CX Phase, choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB and search for up to 1 ::Music:: Chara or an Event, reveal it, put it in your hand, and put the rest in the WR."

Music - DOLLCHESTRA | LHS/W122-085 T: None

L0

C0

Kosuzu Kachimachi, Greenhouse Lattice

[A] When this becomes Reversed, 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] **JALARM** If this is on top of the Clock, at the start of your CX 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 - DOLLCHESTRA | LHS/W122-085S T: None

L0

C0

Tsuzuri Yugiri, Mirage Voyage

[A] When your CX is placed in the CX Zone, choose up to 1 of your other ::DOLLCHESTRA:: Charas, and that Chara gains +2000 Pow for the turn.
[A] **CX COMBO** When "Mirage Voyage" is placed in your CX Zone, if you have 2 or more other ::Music:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB and search for up to 1 ::Music:: Chara or an Event, reveal it, put it in your hand, and put the rest in the WR."

Music - DOLLCHESTRA | LHS/W122-086 T: None

L0

C0

Tsuzuri Yugiri, Mirage Voyage

[A] When your CX is placed in the CX Zone, choose up to 1 of your other ::DOLLCHESTRA:: Charas, and that Chara gains +2000 Pow for the turn.
[A] **CX COMBO** When "Mirage Voyage" is placed in your CX Zone, if you have 2 or more other ::Music:: Charas, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB and search for up to 1 ::Music:: Chara or an Event, reveal it, put it in your hand, and put the rest in the WR."

Music - DOLLCHESTRA | LHS/W122-086S T: None

L0

C0

Sayaka Murano, Formal Ball of Truth

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::DOLLCHESTRA:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - DOLLCHESTRA | LHS/W122-087 T: None

L0

C0

Sayaka Murano, Formal Ball of Truth

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Tsuzuri Yugiri, Dream Believers" from your hand] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::DOLLCHESTRA:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - DOLLCHESTRA | LHS/W122-087S T: None

L0

C0

Kozue Otomune, Dakishimeru Hanabira

[A] **CX COMBO** When this attacks, this gains +X Pow for the turn. X = 1000 times total # of CX with Choice Trigger Icon and "Genyou Yakou" between your CX Zone and WR.

Music - Cerise Bouquet | LHS/W122-088 T: None

L1

C0

Kozue Otomune, Dakishimeru Hanabira

[A] **CX COMBO** When this attacks, this gains +X Pow for the turn. X = 1000 times total # of CX with Choice Trigger Icon and "Genyou Yakou" between your CX Zone and WR.

Music - Cerise Bouquet | LHS/W122-088S T: None

L1

C0

Kaho Hinoshita, Spring Breeze Swing

[A] This ability activates up to once per turn. When you use an [S] ability, if you have another ::Music:: Chara, this gains +2500 Pow for the turn, and you may put the top 3 cards of your LB in the WR.
[A] [Clock] **ALARM** [Discard a ::Music:: Chara from your hand to the WR] If this is on top of your Clock, at the start of your CX Phase, may pay. If so, draw a card.

Music - Cerise Bouquet | LHS/W122-089 T: None

L1

C0

Kaho Hinoshita, Spring Breeze Swing

[A] This ability activates up to once per turn. When you use an [S] ability, if you have another ::Music:: Chara, this gains +2500 Pow for the turn, and you may put the top 3 cards of your LB in the WR.
[A] [Clock] **ALARM** [Discard a ::Music:: Chara from your hand to the WR] If this is on top of your Clock, at the start of your CX Phase, may pay. If so, draw a card.

Music - Cerise Bouquet | LHS/W122-089S T: None

L1
C0

Ginko Momose, Reflection in the mirror

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, this gains +X Pow for the turn. X = 500 times total # of CX with Choice Trigger Icon between your CX Zone and WR."

Music - Cerise Bouquet | LHS/W122-090 T: Soul

L1
C1

Ginko Momose, Reflection in the mirror

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, this gains +X Pow for the turn. X = 500 times total # of CX with Choice Trigger Icon between your CX Zone and WR."

Music - Cerise Bouquet | LHS/W122-090S T: Soul

L1
C1

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Ginko Momose, Blue Storm Carp Stream

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

Music - Cerise Bouquet | LHS/W122-091 T: None

L1
C1

Ginko Momose, Blue Storm Carp Stream

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

Music - Cerise Bouquet | LHS/W122-091S T: None

L1
C1

Sayaka Murano, Spring Breeze Swing

[A] [(1) Discard a CX with Choice Trigger Icon from your hand to the WR] When you used the **BACKUP** of this, if all your Charas are ::Music::, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -3 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - DOLLCHESTRA | LHS/W122-092 T: Soul

L2
C1

Love Live Hasunosora / Link Live Love Live Booster Pack

Sayaka Murano, Spring Breeze Swing

[A] [(1) Discard a CX with Choice Trigger Icon from your hand to the WR] When you used the **BACKUP** of this, if all your Charas are ::Music::, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -3 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - DOLLCHESTRA | LHS/W122-092S T: Soul

L2
C1

Tsuzuri Yugiri, Dakishimeru Hanabira

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this higher than the Level of your Opp., you may put that Chara on the bottom of the LB."

Music - DOLLCHESTRA | LHS/W122-093 T: Soul

L2
C1

Tsuzuri Yugiri, Dakishimeru Hanabira

[A] When this is placed from hand to the Stage, choose up to 2 of your Charas, and those Charas gain the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this higher than the Level of your Opp., you may put that Chara on the bottom of the LB."

Music - DOLLCHESTRA | LHS/W122-093S T: Soul

L2
C1

Ginko Momose, Greenhouse Lattice

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Music - Cerise Bouquet | LHS/W122-094 T: Soul

L2
C1

Ginko Momose, Greenhouse Lattice

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow and +2 Soul for the turn.

Music - Cerise Bouquet | LHS/W122-094S T: Soul

L2
C1

Kozue Otomune, Genyou Yakou

[A] **CX COMBO** [(4) Discard 3 cards from your hand to the WR] When this attacks, if "Genyou Yakou" is in the CX Zone, may pay. If so, deal 7 Damage to your Opp. 3 times. (DC can occur)

Music - Cerise Bouquet | LHS/W122-095 T: Soul

L3
C2

Kozue Otomune, Genyou Yakou

[A] **CX COMBO** [(4) Discard 3 cards from your hand to the WR] When this attacks, if "Genyou Yakou" is in the CX Zone, may pay. If so, deal 7 Damage to your Opp. 3 times. (DC can occur)

Music - Cerise Bouquet | LHS/W122-095S T: Soul

L3
C2

Sayaka Murano, Inviting Spring -Dance-

If you don't have a ::Music:: Chara, you cannot play this from your hand. Choose up to 2 Chara in your Opp.'s Front Row and return them to their hand.

LHS/W122-096 T: None

L2
C1

Sayaka Murano, Inviting Spring -Dance-

If you don't have a ::Music:: Chara, you cannot play this from your hand. Choose up to 2 Chara in your Opp.'s Front Row and return them to their hand.

LHS/W122-096S T: None

L2
C1

AWOKE

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

LHS/W122-097 T: Soul Gate

AWOKE

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

LHS/W122-097EX T: Soul Gate

AWOKE

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

LHS/W122-097R T: Soul Gate

Ladybug

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

LHS/W122-098 T: Soul Gate

Ladybug

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

LHS/W122-098R T: Soul Gate

Mirage Voyage

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

LHS/W122-099 T: Soul Gate

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Mirage Voyage

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

LHS/W122-099R T: Soul Gate

Genyou Yakou

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

LHS/W122-100 T: Soul Gate

Genyou Yakou

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

LHS/W122-100R T: Soul Gate

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