

### Shizuku Osaka, Now! To the Sea

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | LNJ/W85-001 T: None

L0  
CO

### Shizuku Osaka, Now! To the Sea

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, this gains +2000 Pow for the turn. (Put the revealed card back where it was)  
[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Music | LNJ/W85-001SSP T: None

L0  
CO

### Kasumi Nakasu, Make Your Heart Bloom

[A] [(1) Put a ::Music:: Chara from your WR to the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Music | LNJ/W85-002 T: None

L0  
CO

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### Kasumi Nakasu, Make Your Heart Bloom

[A] [(1) Put a ::Music:: Chara from your WR to the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, show it to your Opp., put it in your hand, and shuffle your LB.

Music | LNJ/W85-002SSP T: None

L0  
CO

### Shioriko Mifune, Let's Get Started

[A] When your Climax is placed in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 500 times # of your ::Music:: Charas.  
[A] CX COMBO At the beginning of your Encore Step, if "Shioriko Mifune, Sudden Visitor" is in your CZ, this is in your Front Row, you have 2 or more other ::Music:: Charas, and if there is either no Chara or a Reversed Chara across from this, you may choose a Chara in your WR and return it to your hand.

Music | LNJ/W85-003 T: None

L1  
CO

### Shioriko Mifune, Let's Get Started

[A] When your Climax is placed in the CZ, this gains +X Pow until the next end of your Opp.'s turn. X = 500 times # of your ::Music:: Charas.  
[A] CX COMBO At the beginning of your Encore Step, if "Shioriko Mifune, Sudden Visitor" is in your CZ, this is in your Front Row, you have 2 or more other ::Music:: Charas, and if there is either no Chara or a Reversed Chara across from this, you may choose a Chara in your WR and return it to your hand.

Music | LNJ/W85-003SSP T: None

L1  
CO

## Love Live Nijigasaki School Idol Club feat. School Idol Festival All Stars Booster Pack

### Rina Tennoji, Thoughts I Want to Convey

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp., X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)  
[A] CX COMBO RECOLLECTION [(1) Discard 2 cards from hand to the WR] This ability activates up to once per turn. At the end of this card's Attack, if "Rina Tennoji, Rainbow Rose" is in your CZ and you have 2 or more "Rina Tennoji, Connected Melody" in Memory, may pay. If so, Stand this.

Music | LNJ/W85-004 T: Soul

L3  
C2

### Rina Tennoji, Thoughts I Want to Convey

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp., X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)  
[A] CX COMBO RECOLLECTION [(1) Discard 2 cards from hand to the WR] This ability activates up to once per turn. At the end of this card's Attack, if "Rina Tennoji, Rainbow Rose" is in your CZ and you have 2 or more "Rina Tennoji, Connected Melody" in Memory, may pay. If so, Stand this.

Music | LNJ/W85-004SSP T: Soul

L3  
C2

### Kasumi Nakasu, Milky Honey

[C] RECOLLECTION If you have "Kasumi Nakasu, Milky Honey" in your Memory, the name of this card in your hand is considered the same as all cards on your Stage with "Kasumi" in name.  
[A] CX COMBO At the beginning of your Encore Step, if there are 2 or fewer cards in your Memory, you may Send this to Memory.  
[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 | LNJ/W85-005 T: None

L0  
CO

### Kasumi Nakasu, Milky Honey

[C] RECOLLECTION If you have "Kasumi Nakasu, Milky Honey" in your Memory, the name of this card in your hand is considered the same as all cards on your Stage with "Kasumi" in name.  
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.  
[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 | LNJ/W85-005SP T: None

L0  
CO

### Shizuku Osaka, Glittering Melody

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so choose a Chara with CHANGE from your WR and return it to hand.

Music | LNJ/W85-006 T: None

L0  
CO

### Shizuku Osaka, Glittering Melody

[C] If you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] [Discard a ::Music:: Chara from hand to the WR] When this is placed from hand to the Stage, may pay. If so choose a Chara with CHANGE from your WR and return it to hand.

Music | LNJ/W85-006S T: None

L0  
CO

### Shioriko Mifune, Looking for a Dream

[A] When this is placed from the hand to the Stage, choose one of your Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be Reversed by Opp.'s Charas [A] effects."  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W85-007 T: None

L0  
CO

### Shioriko Mifune, Looking for a Dream

[A] When this is placed from the hand to the Stage, choose one of your Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be Reversed by Opp.'s Charas [A] effects."  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W85-007SP T: None

L0  
CO

### Shioriko Mifune, I Will Not Betray My Efforts!

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

Music | LNJ/W85-008 T: None

L0  
CO

### Shioriko Mifune, I Will Not Betray My Efforts!

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

Music | LNJ/W85-008S T: None

L0  
CO

### Rina Tennoji, Connected Melody

[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Rina Tennoji, Connected Melody" in your WR and send it to Memory.  
[S] [(2) Put this Standing into Memory] If you have 2 or more other ::Music:: Charas, look at up to 3 cards from the top of your LB, choose up to 1 from among them, put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W85-009 T: None

L0  
CO

### Rina Tennoji, Connected Melody

[A] When this is placed from hand to the Stage, if you have 2 or less cards in Memory, you may choose a "Rina Tennoji, Connected Melody" in your WR and send it to Memory.  
[S] [(2) Put this Standing into Memory] If you have 2 or more other ::Music:: Charas, look at up to 3 cards from the top of your LB, choose up to 1 from among them, put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W85-009SP T: None

L0  
CO

**Rina Tennoji, Rhythm to Play**

[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.  
 [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 | LNJ/W85-010 T: None

L0  
C0

**Rina Tennoji, Rhythm to Play**

[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.  
 [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 | LNJ/W85-010S T: None

L0  
C0

**Kasumi Nakasu, Kasumin March**

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
 [A] CX COMBO [(1) Put this in the WR] At the beginning of your Encore Step, if "Kasumi Nakasu, Rainbow Rose" is in your CZ, this is in the Front Row, and you have 2 or more other :Music:: Charas, may pay. If so, choose a :Music:: Chara in your WR, return it to your hand, choose up to 1 Level 3 or lower Chara in your hand and place it in the Slot this was in.

Music | LNJ/W85-011 T: Soul

L2  
C1

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**Kasumi Nakasu, Kasumin March**

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
 [A] CX COMBO [(1) Put this in the WR] At the beginning of your Encore Step, if "Kasumi Nakasu, Rainbow Rose" is in your CZ, this is in the Front Row, and you have 2 or more other :Music:: Charas, may pay. If so, choose a :Music:: Chara in your WR, return it to your hand, choose up to 1 Level 3 or lower Chara in your hand and place it in the Slot this was in.

Music | LNJ/W85-011S T: Soul

L2  
C1

**Shizuku Osaka, Blue Drop**

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] If you have 2 or more other :Music:: Charas, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, if you have 2 or more other :Music:: Charas, until the next end of your Opp.'s turn, this gains the following ability. "[C] The card Opposite this gets -2 Soul."

Music | LNJ/W85-012 T: Soul

L3  
C2

**Shizuku Osaka, Blue Drop**

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] If you have 2 or more other :Music:: Charas, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, if you have 2 or more other :Music:: Charas, until the next end of your Opp.'s turn, this gains the following ability. "[C] The card Opposite this gets -2 Soul."

Music | LNJ/W85-012SP T: Soul

L3  
C2

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**Shizuku Osaka, Bear Smile**

[C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] CX COMBO When "Shizuku Osaka, Rainbow Rose" is placed to your CZ, if you have 2 or more other :Music:: Charas, you may choose a Level 0 or lower :Music:: Chara in your WR and place it to any Slot on your Stage.  
 [S] [(2) Rest this] Search your LB for up to 1 :Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W85-013 T: None

L0  
C0

**Shizuku Osaka, Bear Smile**

[C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] CX COMBO When "Shizuku Osaka, Rainbow Rose" is placed to your CZ, if you have 2 or more other :Music:: Charas, you may choose a Level 0 or lower :Music:: Chara in your WR and place it to any Slot on your Stage.  
 [S] [(2) Rest this] Search your LB for up to 1 :Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W85-013S T: None

L0  
C0

**Kasumi Nakasu, I'll Make a Fool of You**

[A] When this goes from the Stage to the WR, look at up to the top 4 cards of your LB, choose up to 1 YELLOW Climax, reveal it to your Opp., add it to your hand, and put the remaining cards in the WR. If you added a card to your hand, choose 1 card from your hand and discard it to the WR.  
 [A] RESONANCE [Reveal a "Kasumi Nakasu, I'll Make a Fool of You" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Music | LNJ/W85-014 T: None

L0  
C0

**Kasumi Nakasu, I'll Make a Fool of You**

[A] When this goes from the Stage to the WR, look at up to the top 4 cards of your LB, choose up to 1 YELLOW Climax, reveal it to your Opp., add it to your hand, and put the remaining cards in the WR. If you added a card to your hand, choose 1 card from your hand and discard it to the WR.  
 [A] RESONANCE [Reveal a "Kasumi Nakasu, I'll Make a Fool of You" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow and +1 Soul for the turn.

Music | LNJ/W85-014S T: None

L0  
C0

**Rina Tennoji**

[C] All your other :Music:: Charas gain +500 Pow.  
 [S] [(1) Put the top card of your LB in your Clock, Rest this] Search your LB for a Chara with an ability with "RECOLLECTION", show it to your Opp., put it in your hand, and shuffle your LB.

Music | LNJ/W85-015 T: None

L0  
C0

**Rina Tennoji, Doki Doki Nyan Nyan**

[C] RECOLLECTION During your turn, if "Rina Tennoji, Connected Melody" is in your Memory, this gains +1 Level and +1500 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Rina Tennoji, Doki Doki Nyan Nyan" in your Memory and put it in any Slot on the Stage.

Music | LNJ/W85-016 T: None

L1  
C0

**Rina Tennoji, Doki Doki Nyan Nyan**

[C] RECOLLECTION During your turn, if "Rina Tennoji, Connected Melody" is in your Memory, this gains +1 Level and +1500 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, you may Send this to Memory. If so, at the start of your next Draw Phase, choose an "Rina Tennoji, Doki Doki Nyan Nyan" in your Memory and put it in any Slot on the Stage.

Music | LNJ/W85-016S T: None

L1  
C0

**Shizuku Osaka**

[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.  
 [A] CHANGE [Put this in the WR] At the beginning of your Encore Step, if this is in your Front Row, may pay. If so, choose up to 1 :Music:: Chara from your WR to Stock, choose up to 1 "Shizuku Osaka, A Certain Light" in your WR and place it to the Slot this was in.

Music | LNJ/W85-017 T: Soul

L1  
C1

**Shioriko Mifune, Heartfelt Words?**

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

Music | LNJ/W85-018 T: Soul

L2  
C1

**Shioriko Mifune, Heartfelt Words?**

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

Music | LNJ/W85-018S T: Soul

L2  
C1

**Shioriko Mifune**

[A] When this is placed from hand to the Stage, if you have 4 or more other :Music:: Charas, you may put the top card of your LB in your Stock.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] When this attacks, if you have 2 or more other :Music:: Charas, choose 1 of your Charas and for the turn that Chara gains +2000 Pow.

Music | LNJ/W85-019 T: Soul

L3  
C2

**Kasumi Nakasu**

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.  
 [A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other :Music:: Charas.  
 [A] RESONANCE [Discard a card from hand to the WR, reveal a "Kasumi Nakasu" from your hand] When the Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock into your WR.

Music | LNJ/W85-020 T: Soul

L3  
C2

**Shioriko Mifune, Good Luck**  
 [A] [Discard a card from hand to the WR] When your other "Ayumu Uehara, Steps Taken" and this is in the Front Row, may pay. If so, choose a Climax with a Standby Trigger Icon from your WR, return it to your LB, and Shuffle your LB.

Music | LNJ/W85-021 T: None

L0  
C0

**Rina Tennoji, I Want to Connect with Everyone**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.  
 [A] When the Battle Opp. of this becomes Reversed, choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music | LNJ/W85-022 T: None

L0  
C0

**Shizuku Nakasu, A Certain Light**  
 [A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]  
 [S] [(1) Put this in the WR] Choose a "Shizuku Osaka" in your WR and place it to the Slot this was in.

Music | LNJ/W85-023 T: None

L1  
C0

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**Shioriko Mifune, My Seriousness**  
 [C] For each of your other ::Music:: Charas, this gains +500 Pow.  
 [A] [Return 2 Charas from your WR to your LB, shuffle your LB] When this is placed from hand to the stage, may pay. If so, for the turn, this can Side Attack without Soul penalty.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | LNJ/W85-024 T: None

L1  
C0

**Kasumi Nakasu, Don't Look Away!**  
 [A] [(1) Discard 2 cards from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw up to 1 card, search your LB for up to 1 ::Music:: Chara, show it to your Opp., put it in your hand, and shuffle your LB.  
 [A] **RESONANCE** [Reveal a "Kasumi Nakasu, Don't Look Away!" in your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Music | LNJ/W85-025 T: None

L1  
C0

**Rina Tennoji, Negotiator Rina!**  
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.  
 [A] When the Battle Opp. of this becomes Reversed, if you have another ::Music:: Chara you may draw a card. If so, choose a card in your hand and discard it to the WR.

Music | LNJ/W85-026 T: None

L1  
C0

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**Kasumi Nakasu, Naughty Little Devil**  
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.  
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Music | LNJ/W85-027 T: Soul

L1  
C1

**Kasumi Nakasu, Homepage Launched!**  
 [C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] **RESONANCE** [(1) Reveal a "Kasumi Nakasu, Homepage Launched!" from your hand to your Opp., Rest this] Look at up to 3 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Music | LNJ/W85-028 T: Soul

L1  
C1

**Shioriko Mifune, Reunion with the Past**  
 [C] **ASSIST** All your Charas in front of this gain +1000 Pow.  
 [A] **CX COMBO** [(1) When "Confiding, In You" is placed to your CZ, may pay. If so, choose up to 1 ::Music:: Chara in your WR, return it to your hand, and for the turn all of your other "Ayumu Uehara, It's Fun With Lots of Sounds" gain +1000 Pow and the following ability. [A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.]

Music | LNJ/W85-029 T: Soul

L2  
C1

**Shioriko Mifune, Awareness of a Kouhai**  
 [C] During your Opp.'s turn, for each of your other ::Music:: Charas, this gains +1500 Pow.  
 [S] [Put this in the WR] Choose a ::Music:: Chara in your WR and return it to your hand.  
 [S] [Put this in the WR] Choose a "Shizuku Osaka, I'm Excited" in your WR and place it to the Slot this was in.

Music | LNJ/W85-030 T: Soul

L2  
C1

**Shizuku Osaka, I'm Excited**  
 [C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, if you have another ::Music:: Chara you may draw a card. If so, choose a card in your hand and discard it to the WR.  
 [A] **CHANGE** [Put this in the WR] At the beginning of your Encore Step, if this is in your Front Row, may pay, if so, choose an "Shizuku Osaka, Awareness of a Kouhai" from your WR and place it to the Slot this was in.

Music | LNJ/W85-031 T: Soul

L2  
C1

**Rina Tennoji, Connection Through the Board**  
 [C] If there are 5 or more Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.  
 [C] **RECOLLECTION** If you have 2 or more ::Music:: Charas, and 2 or more "Rina Tennoji, Connected Melody" in Memory, this gains +1500 Pow and "[C] **BODYGUARD**".

Music | LNJ/W85-032 T: Soul

L2  
C1

**Nijigasaki High First Years**  
 If you don't have a ::Music:: Chara, you cannot play this from hand.  
 You may discard a ::Music:: Chara from hand to the WR. If so, choose a Climax card in your WR and return it to your hand.

LNJ/W85-033 T: None

L1  
C0

**The Place Where You Are**  
 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.

LNJ/W85-034 T: None

L1  
C0

**To the Dream Main Stage!**  
 Your Opp. chooses 2 Climaxes in their WR, returns all other cards in their WR to their LB, Shuffles their LB, choose 1 of your Charas, and for the turn that Chara gains +5000 Pow.

LNJ/W85-035 T: None

L3  
C2

**Shioriko Mifune, Sudden Visitor**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-036 T: Choice

**Shioriko Mifune, Sudden Visitor**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-036R T: Choice

**Rina Tennoji, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-037 T: Choice

**Rina Tennoji, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-037R T: Choice

**Kasumi Nakasu, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-038 T: Soul Bounce

**Kasumi Nakasu, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-038R T: Soul Bounce

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**Shizuku Osaka, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-039 T: Soul Shot

**Shizuku Osaka, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-039R T: Soul Shot

**Ayumu Uehara, Creamy Berry**  
 [A] When a Climax is placed to your CZ, you may look at up to 2 cards from the top of your LB, and place them back on top of your LB in any order.  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | LNJ/W85-040 T: None

L0  
C0

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**Ayumu Uehara, Creamy Berry**  
 [A] When a Climax is placed to your CZ, you may look at up to 2 cards from the top of your LB, and place them back on top of your LB in any order.  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Music | LNJ/W85-040SSP T: None

L0  
C0

**Ai Miyashita, Welcome to Ryugu Castle**  
 [C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music | LNJ/W85-041 T: Soul

L3  
C2

**Ai Miyashita, Welcome to Ryugu Castle**  
 [C] If you have 4 or more ::Music:: Charas, this gets -1 Level while in your hand.  
 [C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music | LNJ/W85-041SSP T: Soul

L3  
C2

**Setsuna Yuki, Emotional Power**  
 [C] If all your Charas are ::Music::, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(2) Discard a card from hand to the WR] At the beginning of the Encore Step, if "Setsuna Yuki, Rainbow Rose" is in your CZ and you have 6 or less cards in your hand, you may cost. If so, Deal 2 Damage to your Opp.. (DC can occur)

Music | LNJ/W85-042 T: Soul

L3  
C2

**Setsuna Yuki, Emotional Power**  
 [C] If all your Charas are ::Music::, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] CX COMBO [(2) Discard a card from hand to the WR] At the beginning of the Encore Step, if "Setsuna Yuki, Rainbow Rose" is in your CZ and you have 6 or less cards in your hand, you may cost. If so, Deal 2 Damage to your Opp.. (DC can occur)

Music | LNJ/W85-042SSP T: Soul

L3  
C2

**Setsuna Yuki, Passion Red!**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] [Return this to hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Music | LNJ/W85-043 T: None

L0  
C0

**Setsuna Yuki, Passion Red!**  
 [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.  
 [A] [Return this to hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Music | LNJ/W85-043SP T: None

L0  
C0

**Ai Miyashita, Going All Out!**  
 [C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] When your Chara Trigger Checks a card with a Soul Trigger Icon, choose 1 of your ::Music:: Charas and for the turn that Chara gains +2000 Pow.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | LNJ/W85-044 T: Soul

L1  
C0

**Ai Miyashita, Going All Out!**  
 [C] ASSIST All your Charas in front of this gain +500 Pow.  
 [A] When your Chara Trigger Checks a card with a Soul Trigger Icon, choose 1 of your ::Music:: Charas and for the turn that Chara gains +2000 Pow.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | LNJ/W85-044S T: Soul

L1  
C0

**Setsuna Yuki, Make a Powerful Sound!**  
 [A] ACCELERATE [Put the top card of your LB in your Clock] When you use the BACKUP of this, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow.  
 [S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Music | LNJ/W85-045 T: None

L1  
C0

**Setsuna Yuki, Make a Powerful Sound!**  
 [A] ACCELERATE [Put the top card of your LB in your Clock] When you use the BACKUP of this, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 ::Music:: Chara from among them, show it to your Opp., put it in your hand, put the remaining cards in the WR, choose 1 of your Battling Charas, and for the turn that Chara gains +1000 Pow.  
 [S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Music | LNJ/W85-045S T: None

L1  
C0

**Ayumu Uehara, Daily Progress**  
 [A] CX COMBO When this attacks, if "Ayumu Uehara, Rainbow Rose" is in the CZ and you have 2 or more other ::Music:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

Music | LNJ/W85-046 T: None

L1  
C0

**Ayumu Uehara, Daily Progress**  
 [A] **CX COMBO** When this attacks, if "Ayumu Uehara, Rainbow Rose" is in the CZ and you have 2 or more other ::Music:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.  
 Music | LNJ/W85-046SP T: None  
 L1  
 C0

**Ai Miyashita, Ai! Love! You!**  
 [C] For each of your other ::Music:: Charas, this gains +1000 Pow.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
 [A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]  
 Music | LNJ/W85-047 T: Soul  
 L2  
 C2

**Ai Miyashita, Ai! Love! You!**  
 [C] For each of your other ::Music:: Charas, this gains +1000 Pow.  
 [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
 [A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]  
 Music | LNJ/W85-047SP T: Soul  
 L2  
 C2

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**Ayumu Uehara, It's Fun With Lots of Sounds**  
 [C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 4 or more, and this is in your Front Row, all of your ::Music:: Charas gain +1500 Pow.  
 [A] **CX COMBO** [(1) Discard 2 cards from hand to the WR] When this is placed on the Stage via the effect of "Confiding, In You", may pay. If so, Stand this. (This may also be used if placed on the Stage via the Standby Trigger Icon of "Confiding, In You" during Trigger Check)  
 Music | LNJ/W85-048 T: Soul  
 L3  
 C2

**Ayumu Uehara, It's Fun With Lots of Sounds**  
 [C] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 4 or more, and this is in your Front Row, all of your ::Music:: Charas gain +1500 Pow.  
 [A] **CX COMBO** [(1) Discard 2 cards from hand to the WR] When this is placed on the Stage via the effect of "Confiding, In You", may pay. If so, Stand this. (This may also be used if placed on the Stage via the Standby Trigger Icon of "Confiding, In You" during Trigger Check)  
 Music | LNJ/W85-048S T: Soul  
 L3  
 C2

**Ayumu Uehara**  
 [C] All your other "Ayumu Uehara, Stair to Dreams" gain +1000 Pow.  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [S] [Rest this] If you have another Chara with **EXPERIENCE**, choose a card in your Level and a card in your WR and Swap them.  
 Music | LNJ/W85-049 T: None  
 L0  
 C0

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**Setsuna Yuki**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] [(1)] When you use **ACCELERATE**, if you have 4 or more cards in your Clock, may pay. If so, put the top card of your Clock into the WR.  
 [A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 Music | LNJ/W85-050 T: None  
 L0  
 C0

**Ai Miyashita, Hey! Let's Goo**  
 [A] **CX COMBO** [Put the top card of your LB in your Clock] When this attacks, if "Ai Miyashita, Rainbow Rose" is in your CZ, and you have another ::Music:: Chara, may pay. If so, put the top 3 cards of your LB in your WR, choose up to X Charas in your WR and return them to your hand. X equals the total number of Soul Trigger Icons on the cards placed in the WR by this effect.  
 Music | LNJ/W85-051 T: None  
 L0  
 C0

**Ai Miyashita, Hey! Let's Goo**  
 [A] **CX COMBO** [Put the top card of your LB in your Clock] When this attacks, if "Ai Miyashita, Rainbow Rose" is in your CZ, and you have another ::Music:: Chara, may pay. If so, put the top 3 cards of your LB in your WR, choose up to X Charas in your WR and return them to your hand. X equals the total number of Soul Trigger Icons on the cards placed in the WR by this effect.  
 Music | LNJ/W85-051S T: None  
 L0  
 C0

**Setsuna Yuki, Let's Do Monochrome!**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] **ACCELERATE** [Put the top card of your LB in Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, choose up to 1 ::Music:: Chara from among it, show it to your Opp., put it in your hand, put the remaining cards in your WR, and for the turn this gains +2000 Pow.  
 Music | LNJ/W85-052 T: None  
 L1  
 C0

**Setsuna Yuki, Let's Do Monochrome!**  
 [A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
 [A] **ACCELERATE** [Put the top card of your LB in Clock] At the beginning of your Climax Phase, may pay. If so, look at the top card of your LB, choose up to 1 ::Music:: Chara from among it, show it to your Opp., put it in your hand, put the remaining cards in your WR, and for the turn this gains +2000 Pow.  
 Music | LNJ/W85-052S T: None  
 L1  
 C0

**Ai Miyashita**  
 [C] If you have another ::Music:: Chara, this gains +1500 Pow and the following 2 abilities. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] **ENCORE** [Discard a Chara from hand to the WR]"  
 [A] When this card reveals a Soul Trigger Icon during Trigger Check, until the next end of your Opp.'s turn, this gains +1000 Pow.  
 Music | LNJ/W85-053 T: None  
 L1  
 C1

**Ayumu Uehara, Pyon Pyon Heart**  
 [A] When this card attacks, perform the following action twice. "Choose 1 of your ::Music:: Charas, and for the turn, that Chara gains +1 Soul".  
 [A] When this card is Reversed, if you have 2 or more other ::Music:: Charas, and this card's battle Opp. is Level 3 or lower, you may reverse that battle Opp..  
 Music | LNJ/W85-054 T: Soul  
 L3  
 C2

**Ayumu Uehara, Pyon Pyon Heart**  
 [A] When this card attacks, perform the following action twice. "Choose 1 of your ::Music:: Charas, and for the turn, that Chara gains +1 Soul".  
 [A] When this card is Reversed, if you have 2 or more other ::Music:: Charas, and this card's battle Opp. is Level 3 or lower, you may reverse that battle Opp..  
 Music | LNJ/W85-054S T: Soul  
 L3  
 C2

**Ai Miyashita, Let's Get Those Spirits Up!**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB, for each Soul Trigger Icon on that card, for the turn all of your Opp.'s Front Row Charas get -1000 Pow. (Put the revealed card back)  
 [A] When this is Reversed, if you have another ::Music:: Charas, and this card's battle Opp. is Level 0 or lower, you may reverse that battle Opp..  
 Music | LNJ/W85-055 T: None  
 L0  
 C0

**Ayumu Uehara, I Want You to Check**  
 [S] **EXPERIENCE** [(1) Rest this] If the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of the following 2 effects and perform it. If the sum of Levels of cards in your Level Zone is 4 or lower, your Opp. chooses 1 of the following 2 effects and you perform that effect instead. "Choose up to 2 of your ::Music:: Charas and for the turn those Charas gain +1 Soul." "Reveal the top card of your LB, if that card is a ::Music:: Chara or an Event put it in your hand." (otherwise put it back)  
 Music | LNJ/W85-056 T: None  
 L0  
 C0

**Setsuna Yuki, Accomplished in Both Literary and Military**  
 [A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
 [A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.  
 Music | LNJ/W85-057 T: None  
 L0  
 C0

**Ai Miyashita, Love Love Beam**  
 [C] You cannot play Events or **BACKUP** from hand.  
 Music | LNJ/W85-058 T: None  
 L0  
 C0

**Ayumu Uehara, Together With You**  
 [C] **EXPERIENCE** On your turn, if the sum of Levels of cards in your Level Zone is 1 or higher, this gains +2500 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow."  
 Music | LNJ/W85-059 T: None

**L1**  
**C0**

**Setsuna Yuki, Come On, Together With You Too!**  
 [A] When your other ::Music:: Chara attacks, this gains +1500 Pow for the turn.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.  
 Music | LNJ/W85-060 T: None

**L1**  
**C1**

**Ai Miyashita, My Words, My Feelings**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]  
 Music | LNJ/W85-061 T: Soul

**L2**  
**C1**

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**Setsuna Yuki, Once More, Start!**  
 [C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.  
 [A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, for the turn this gains +1000 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Music:: Chara, show it to your Opp., put it in your hand, and shuffle your LB."  
 Music | LNJ/W85-062 T: Soul

**L2**  
**C1**

**Ayumu Uehara, Steps Taken**  
 --No Text--  
 Music | LNJ/W85-063 T: Soul

**L2**  
**C2**

**Nijigasaki High Second Years**  
 [Counter] If you have 2 or fewer ::Music:: Charas, you cannot play this from hand.  
 Choose 1 of your ::Music:: Charas, and for the turn that Chara gains +1500 Pow and the following ability. "[A] When this Battle Opp. of this becomes Reversed, you may Deal 2 Damage to your Opp.;" (DC can occur)  
 LNJ/W85-064 T: None

**L2**  
**C2**

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**Impact**  
 [Counter] **EXPERIENCE** If the sum of the Levels of the cards in your Level Zone is 2 or more, choose a Chara in your WR, return it to hand, and send this to Memory.  
 [A] **RECOLLECTION** [Discard a card from hand to the WR] At the beginning of your MP, if this is in your Memory, may pay. If so, return this to your hand.  
 LNJ/W85-065 T: None

**L2**  
**C1**

**Let Me Sing!**  
 If you don't have a ::Music:: Chara, you cannot play this from hand.  
 Choose 1 of your Charas and for the turn that Chara gains +1000 Pow and the following ability. "[A] At the beginning of your Encore Step, if this is in the Front Row, and if there is either no Chara Opposite this or the Chara Opposite this is Reversed, Deal 1 Damage to your Opp. twice." (DC can occur)  
 LNJ/W85-066 T: None

**L3**  
**C3**

**Setsuna Yuki, Rainbow Rose**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 LNJ/W85-067 T: Soul Standby

**Setsuna Yuki, Rainbow Rose**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 LNJ/W85-067R T: Soul Standby

**Ayumu Uehara, Rainbow Rose**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 LNJ/W85-068 T: Soul Standby

**Ayumu Uehara, Rainbow Rose**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 LNJ/W85-068R T: Soul Standby

**Ai Miyashita, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 LNJ/W85-069 T: Salvage

**Ai Miyashita, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.  
 LNJ/W85-069R T: Salvage

**Confiding, In You**  
 [A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.  
 LNJ/W85-070 T: Soul Standby

**Emma Verde, Let's Sing Together**  
 [C] You cannot play Events or **BACKUP** from hand.  
 [A] At the beginning of your Climax Phase, until the next end of your Opp.'s turn this gains 1 of the following 2 abilities of your choice. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, choose a card from your hand and discard it to the WR." "[A] At the beginning of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row."  
 Music | LNJ/W85-071 T: None

**L0**  
**C0**

**Emma Verde, Let's Sing Together**  
 [C] You cannot play Events or **BACKUP** from hand.  
 [A] At the beginning of your Climax Phase, until the next end of your Opp.'s turn this gains 1 of the following 2 abilities of your choice. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card. If so, choose a card from your hand and discard it to the WR." "[A] At the beginning of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row."  
 Music | LNJ/W85-071SSP T: None

**L0**  
**C0**

**Karin Asaka, I Wonder if You Can Follow Me**  
 [C] When you pay for the cost of an Event in your hand, you may put a Marker from under this into the WR in place of a Stock.  
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Event, show it to your Opp., put it in your hand, Shuffle your LB, and put up to 2 cards from the top of your LB faceup under this as Marker.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Karin Asaka, Rainbow Rose" is in your CZ, you may put that Chara in Clock.  
 Music | LNJ/W85-072 T: Soul

**L3**  
**C2**

**Karin Asaka, I Wonder if You Can Follow Me**  
 [C] When you pay for the cost of an Event in your hand, you may put a Marker from under this into the WR in place of a Stock.  
 [A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Event, show it to your Opp., put it in your hand. Shuffle your LB, and put up to 2 cards from the top of your LB faceup under this as Marker.  
 [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Karin Asaka, Rainbow Rose" is in your CZ, you may put that Chara in Clock.

Music | LNJ/W85-072SSP T: Soul

L3  
C2

**Kanata Konoe, Welcome to the World of Dreams~**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Discard a ::Music:: Chara from hand to the WR] At the beginning of your Attack Phase, if this is Standing in the Front Row, and you have another ::Music:: Chara, Rest this. If so, may pay. If so, perform the following 2 actions once each in any order. "Deal 1 Damage to your Opp." "Deal 3 Damage to your Opp." (DC can occur)

Music | LNJ/W85-073 T: Soul

L3  
C2

**Kanata Konoe, Welcome to the World of Dreams~**  
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
 [A] [Discard a ::Music:: Chara from hand to the WR] At the beginning of your Attack Phase, if this is Standing in the Front Row, and you have another ::Music:: Chara, Rest this. If so, may pay. If so, perform the following 2 actions once each in any order. "Deal 1 Damage to your Opp." "Deal 3 Damage to your Opp." (DC can occur)

Music | LNJ/W85-073SSP T: Soul

L3  
C2

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**Kanata Konoe, Dream Journey**  
 [C] During your Opp.'s turn, this gains +2000 Pow.  
 [A] At the beginning of your MP, for the turn, this gains the following ability.  
 [A] At the beginning of your Encore Step, if this is Standing in the Front Row, Rest this, reveal the top card of your LB, put that card to your Stock, and Deal X Damage to your Opp.. X is the number of Soul Trigger Icons on that card + 1. (DC can occur)

Music | LNJ/W85-074 T: None

L0  
C0

**Kanata Konoe, Dream Journey**  
 [C] During your Opp.'s turn, this gains +2000 Pow.  
 [A] At the beginning of your MP, for the turn, this gains the following ability.  
 [A] At the beginning of your Encore Step, if this is Standing in the Front Row, Rest this, reveal the top card of your LB, put that card to your Stock, and Deal X Damage to your Opp.. X is the number of Soul Trigger Icons on that card + 1. (DC can occur)

Music | LNJ/W85-074SP T: None

L0  
C0

**Kanata Konoe, Enveloping Sound**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music | LNJ/W85-075 T: None

L1  
C0

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**Kanata Konoe, Enveloping Sound**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Music | LNJ/W85-075S T: None

L1  
C0

**Karin Asaka, Secret Lady**  
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.  
 [A] [Discard a ::Music:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your Stock, choose up to 1 card from among them, return it to your hand, put the remaining cards in your Stock, and Shuffle your Stock.

Music | LNJ/W85-076 T: None

L1  
C0

**Karin Asaka, Secret Lady**  
 [A] When this is placed from hand to the Stage, if you have another ::Music:: Chara, this gains +2000 Pow for the turn.  
 [A] [Discard a ::Music:: Chara from hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 4 cards from the top of your Stock, choose up to 1 card from among them, return it to your hand, put the remaining cards in your Stock, and Shuffle your Stock.

Music | LNJ/W85-076SP T: None

L1  
C0

**Emma Verde, Now, March~!**  
 [A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

Music | LNJ/W85-077 T: None

L1  
C0

**Emma Verde, Now, March~!**  
 [A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

Music | LNJ/W85-077S T: None

L1  
C0

**Karin Asaka, Attractive Tone**  
 [A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB into the WR. X equals the number of your ::Music:: Charas.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music | LNJ/W85-078 T: Soul

L2  
C1

**Karin Asaka, Attractive Tone**  
 [A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB into the WR. X equals the number of your ::Music:: Charas.  
 [S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Music | LNJ/W85-078S T: Soul

L2  
C1

**Emma Verde, Wish to the Rainbow**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, for each of your other ::Music:: Charas, this gains +500 Pow.  
 [A] During the turn this was placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music | LNJ/W85-079 T: Soul

L3  
C2

**Emma Verde, Wish to the Rainbow**  
 [C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
 [C] During your turn, for each of your other ::Music:: Charas, this gains +500 Pow.  
 [A] During the turn this was placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from the top of your LB, choose up to 2 ::Music:: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music | LNJ/W85-079SP T: Soul

L3  
C2

**Karin Asaka, I Will Possess It**  
 [A] When another of your ::Music:: Charas attacks, if that Chara's Pow is 2000 or more than the Pow of that Chara's Battle Opp., during that Chara's Battle, your Opp. may not use Events or **BACKUP** from hand.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | LNJ/W85-080 T: None

L0  
C0

**Karin Asaka, I Will Possess It**  
 [A] When another of your ::Music:: Charas attacks, if that Chara's Pow is 2000 or more than the Pow of that Chara's Battle Opp., during that Chara's Battle, your Opp. may not use Events or **BACKUP** from hand.  
 [S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Music | LNJ/W85-080S T: None

L0  
C0

**Emma Verde, Mellow Step**  
 [C] All your other ::Music:: Charas gain +500 Pow.  
 [A] **CX COMBO** [Rest this] When "Emma Verde, Rainbow Rose" is placed to your CZ, may pay. If so, choose a ::Music:: Chara in your WR and put it to your Stock.

Music | LNJ/W85-081 T: None

L0  
C0

**Emma Verde, Mellow Step**  
 [C] All your other **Music**: Charas gain +500 Pow.  
 [A] CX COMBO [Rest this] When "Emma Verde, Rainbow Rose" is placed to your CZ, may pay. If so, choose a **Music**: Chara in your WR and put it to your Stock.

Music | LNJ/W85-081S T: None

L0  
C0

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

Music | LNJ/W85-082 T: None

L0  
C0

**Kanata Konoe**  
 [A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a **Music**: Chara in your WR and return it to your hand.  
 [A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music | LNJ/W85-083 T: None

L1  
C0

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**Kanata Konoe, Easygoing Time**  
 [A] When this is placed from hand to the Stage, if you have another **Music**: Chara, this gains +2000 Pow for the turn.  
 [A] CX COMBO When this attacks, if "Kanata Konoe, Rainbow Rose" is in your CZ and you have another **Music**: Charas, for the turn this gains +1000 Pow, and until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is Front Attacked, you may return this to your hand."

Music | LNJ/W85-084 T: None

L1  
C0

**Kanata Konoe, Easygoing Time**  
 [A] When this is placed from hand to the Stage, if you have another **Music**: Chara, this gains +2000 Pow for the turn.  
 [A] CX COMBO When this attacks, if "Kanata Konoe, Rainbow Rose" is in your CZ and you have another **Music**: Charas, for the turn this gains +1000 Pow, and until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is Front Attacked, you may return this to your hand."

Music | LNJ/W85-084S T: None

L1  
C0

**Emma Verde**  
 [C] ASSIST All your Level 3 or higher Charas in front of this gain +2000 Pow.  
 [A] [(5)] At the beginning of your Opp.'s Climax Phase, may pay. If so, choose put up to 1 card from the top of your Clock into the WR, choose 1 of your Opp.'s Charas and for the turn that Chara gets -2 Soul.

Music | LNJ/W85-085 T: Soul

L2  
C1

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**Kanata Konoe, It Rains and the Ground Hardens**  
 [C] ASSIST All your Level 0 or lower Charas in front of this gain +1000 Pow.  
 BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in the WR."

Music | LNJ/W85-086 T: None

L0  
C0

**Emma Verde, Gentle Feelings, Connected World**  
 [A] When this card Reversed, you may choose a "Karin Asaka, My Image, Your Image" in your WR and place it to your Stock.

Music | LNJ/W85-087 T: None

L0  
C0

**Karin Asaka, Quiet Fighting Spirit**  
 [C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
 [A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Music | LNJ/W85-088 T: None

L0  
C0

**Kanata Konoe, I'm Not Sleepy at All~**  
 [A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.

Music | LNJ/W85-089 T: None

L0  
C0

**Emma Verde, Are You Ready~?**  
 [C] During your turn, your other Chara in your Front Row Center Slot gains +1000 Pow and the following ability. "[C] This card cannot be chosen by your Opp.'s effects."  
 [S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 **Music**: Chara, reveal it, put it in your hand, and shuffle your LB.

Music | LNJ/W85-090 T: None

L1  
C0

**Karin Asaka, My Image, Your Image**  
 --No Text--

Music | LNJ/W85-091 T: None

L1  
C0

**Kanata Konoe, Napping Princess**  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.  
 [A] ENCORE [Discard a **Music**: Chara from your hand to the WR]

Music | LNJ/W85-092 T: Soul

L2  
C1

**Karin Asaka, I'll Show You the Best Performance**  
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other **Music**: Charas.  
 [A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If that card is a **Music**: Chara put it in your hand. (Otherwise put it back)

Music | LNJ/W85-093 T: Soul

L2  
C1

**Emma Verde, Calm Days**  
 [C] If you have 2 or more **Music**: Charas, this gains +1 Level and cannot be chosen by your Opp.'s abilities.  
 [A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other **Music**: Charas.

Music | LNJ/W85-094 T: Soul

L2  
C1

**Nijigasaki High Third Years**  
 [Counter] You may play this from your hand without meeting the color requirement.  
 If you have 5 or more **Music**: Charas, choose a Battling Chara, and for the turn that Chara gains the following ability. "[C] This cannot Deal Damage to players."  
 Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
 LNJ/W85-095 T: None

L2  
C3

**Nijigasaki High School Idol Club**  
 Perform the following action twice. "You may choose a card in your hand and discard it to the WR. If so, choose an Event in your WR and return it to your hand."

LNJ/W85-096 T: None

L3  
C1

**Where Enthusiasm Is**  
 [Counter] Choose up to 2 of your Charas, and for the turn they gain the following ability. "[C] This cannot Reverse."

LNJ/W85-097 T: None

L3  
C2

**Karin Asaka, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-098 T: Soul Gate

**Karin Asaka, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-098R T: Soul Gate

**Emma Verde, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-099 T: Soul Gate

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**Emma Verde, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-099R T: Soul Gate

**Kanata Konoe, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-100 T: Draw

**Kanata Konoe, Rainbow Rose**  
 [C] All your Charas gain +1000 Pow and +1 Soul.

LNJ/W85-100R T: Draw

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**Shizuku Osaka, Then the Curtain Rises**  
 [C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

Music | LNJ/W85-101 T: None

L0  
C0

**Shioriko, What Was Beyond the Secret**  
 [A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Music | LNJ/W85-102 T: None

L1  
C0

**Rina Tennoji, Surf the Web Forever!**  
 [C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.  
 [A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.

Music | LNJ/W85-103 T: Soul

L2  
C1

**Kasumi Nakasu, There's No Need to Ask!**  
 [C] During your turn, for each of your other ::Music:: Charas, this gains +1000 Pow.  
 [C] Chara Opposite this gains +2 Soul.

Music | LNJ/W85-104 T: Soul

L2  
C1

**Ai Miyashita, Deliver Your Energy!**  
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.  
 [A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music | LNJ/W85-105 T: None

L0  
C0

**Setsuna Yuki, The World I Make!**  
 [A] When this attacks, choose 1 of your other ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.  
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music | LNJ/W85-106 T: None

L0  
C0

**Ayumu Uehara, A New Journey with New Friends!**  
 [C] If all your Charas are ::Music::, this gains +1000 Pow.  
 [A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Music | LNJ/W85-107 T: None

L1  
C0

**Karin Asaka, Not Funny**  
 [A] When this attacks, reveal the top card of your LB. If it is either a ::Music:: Chara or an Event, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn. (Put the revealed card back where it was)

Music | LNJ/W85-108 T: None

L1  
C0

**Emma Verde, When to Step**  
 [A] When this is placed from hand to the Stage, choose 1 of your other ::Music:: Charas, and that Chara gains +2000 Pow for the turn.  
 [A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB to Stock."

Music | LNJ/W85-109 T: None

L1  
C0

**Kanata Konoe, A Playground for Me**  
 [C] All your other ::Music:: Charas gain +1000 Pow.  
 [S] [Rest this] Choose 1 of your Charas and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of your Opp.'s LB."

Music | LNJ/W85-110 T: Soul

L2  
C1