

"Polaroid Shot Together" Nyaa Hashimoto

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If all your Charas are YELLOW, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your YELLOW Charas.

Music - Animal | OMS/S41-001 T: Soul

L3
C2

"Polaroid Shot Together" Nyaa Hashimoto

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] If all your Charas are YELLOW, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, look at up to X 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. X = # of your YELLOW Charas.

Music - Animal | OMS/S41-001S T: Soul

L3
C2

"Super Cute Heroine" Totoko

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Totoko's Dream" is in your CZ, may pay. If so, choose up to 2 of your other Charas, and they gain the following ability for the turn. "[A] This ability activates up to once per turn. 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)

Music - Fish | OMS/S41-002 T: Soul

L3
C2

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"Super Cute Heroine" Totoko

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Totoko's Dream" is in your CZ, may pay. If so, choose up to 2 of your other Charas, and they gain the following ability for the turn. "[A] This ability activates up to once per turn. 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)

Music - Fish | OMS/S41-002S T: Soul

L3
C2

"Battle for Main Cast" Totoko

[C] During your turn, all your other Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 YELLOW Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Fish | OMS/S41-003 T: None

L0
C0

"Battle for Main Cast" Totoko

[C] During your turn, all your other Charas gain +500 Pow.
[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 YELLOW Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Fish | OMS/S41-003S T: None

L0
C0

Osomatsu-san Booster Pack

Fujio Akatsuka

[A] When this attacks, reveal the top card of your LB. If it's a YELLOW Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Teacher - Manga | OMS/S41-004 T: None

L0
C0

"Battle for Main Cast" Iyami

[C] If you have 2 or more other YELLOW Charas, this gains +2000 Pow.
[A] [Discard a YELLOW Chara from your hand to the WR] When this attacks, if "Iyami's Counterattack" is in the CZ, may pay. If so, search your LB for up to 1 YELLOW Chara, reveal it, and put it in your hand. Afterwards, shuffle your LB, and this gains +1500 Pow for the turn.

Buckteeth | OMS/S41-005 T: None

L0
C0

The Girl Jyushimatsu Likes

[A] [(1) Discard a card from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 Chara with "Jyushimatsu" in name, reveal it, put it in your hand, and shuffle your LB.

OMS/S41-006 T: None

L0
C0

"Girlfriend for Rent" Chibimi

[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 YELLOW Chara, you may move this to an empty Slot in the Front Row.

Oden | OMS/S41-007 T: None

L0
C0

"Santa Outfit" Totoko

[C] For each of your other YELLOW Charas, this gains +500 Pow.

Music - Fish | OMS/S41-008 T: None

L1
C0

"Everyone's Idol" Nyaa Hashimoto

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

Music - Animal | OMS/S41-009 T: None

L1
C0

"Everyone's Idol" Nyaa Hashimoto

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

Music - Animal | OMS/S41-009S T: None

L1
C0

Iyami

[C] If you have 4 or more YELLOW Charas, this gets -1 Level while in your hand.
[C] If you have 3 or more other YELLOW Charas, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."
[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.

Buckteeth | OMS/S41-010 T: Soul

L3
C2

Iyami

[C] If you have 4 or more YELLOW Charas, this gets -1 Level while in your hand.
[C] If you have 3 or more other YELLOW Charas, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory."
[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.

Buckteeth | OMS/S41-010a T: Soul

L3
C2

"Scientist" Dr. Dekapan

[C] All your other YELLOW Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your other Level 1 or lower Charas, and that Chara gains +1000 Pow for the turn.

Underwear - Science | OMS/S41-011 T: None

L0
C0

Nyaa Hashimoto

[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 YELLOW Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Animal | OMS/S41-012 T: None

L0
C0

Hatabou

[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.

Flag | OMS/S41-013 T: None

L0
C0

Hatabou
[A] When this is placed from hand to the Stage, if there are 3 or more Climax cards in your Opp.'s WR, Rest this.

Flag | OMS/S41-013a T: None

L0
C0

"Mister Flag" Hatabou
[A] When you use the **BACKUP** of this, choose 1 of your **YELLOW** 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]

Flag | OMS/S41-014 T: None

L1
C0

"Girlfriend for Rent" Iyayo
[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your other **YELLOW** Charas.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Buckteeth | OMS/S41-015 T: None

L1
C0

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Dayoun
[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.'s Level and put it in Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Mystery | OMS/S41-016 T: Soul

L2
C1

Dayoun
[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.'s Level and put it in Stock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Mystery | OMS/S41-016a T: Soul

L2
C1

"Oden Stall" Chibita
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When "Apex of Preparation" is placed in your CZ, if you have 4 or more other **YELLOW** Charas, you may choose 1 of your Opp.'s Charas and return it to hand.

Oden | OMS/S41-017 T: Soul

L2
C1

Osomatsu-san Booster Pack

"Miracle on Christmas" Totoko
[A] When this is placed from hand to the Stage, if you have 3 or more other **YELLOW** Charas and there are 5 or fewer cards in your LB, return all cards in your WR to your LB. If so, shuffle your LB, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.

Music - Fish | OMS/S41-018 T: Soul

L2
C1

Dekapan
[A] When this is placed from hand to the Stage, if you have 4 or more other **YELLOW** Charas, you may put the top card of your LB in your Stock.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Underwear - Science | OMS/S41-019 T: Soul

L2
C2

Dekapan
[A] When this is placed from hand to the Stage, if you have 4 or more other **YELLOW** Charas, you may put the top card of your LB in your Stock.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Underwear - Science | OMS/S41-019a T: Soul

L2
C2

"Kunoichi" Totoko
--No Text--

Music - Fish | OMS/S41-020 T: None

L0
C0

Shounosuke Hijirisawa
[C] If this is on the Stage, this is also considered to have "NEW Osomatsu Nii-san" as the name.

Mystery | OMS/S41-021 T: None

L0
C0

Chibita
--No Text--

Oden | OMS/S41-022 T: None

L1
C0

Chibita
--No Text--

Oden | OMS/S41-022a T: None

L1
C0

"Happy Debut Concert" Totoko
[C] If all your Charas are **YELLOW**, this gains +500 Pow and "[A] **ENCORE** [Put the top card of your LB in your Clock]".
[A] When your other **YELLOW** Chara attacks, this gains +1000 Pow for the turn.

Music - Fish | OMS/S41-023 T: None

L1
C1

Fish Idol
Deal 6 Damage to your Opp.. If this Damage is Cancelled, deal 1 Damage to your Opp.. (DC can occur)

OMS/S41-024 T: None

L3
C4

Totoko's Dream
[C] All your Charas gain +1000 Pow and +1 Soul.

OMS/S41-025 T: Soul Shot

Nyan to Nyaight
[A] When this is placed from hand to the CZ, choose up to 1 **YELLOW** card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

OMS/S41-026 T: 2 Soul

Iyami's Counterattack
[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

OMS/S41-027 T: 2 Soul

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

--

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.

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

	LC
	CC

[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 Chara with "Matsu" in name, reveal it, put it in your hand, and shuffle your LB.

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, look at up to 4 cards from top of your LB and search for up to 1 Chara with "Matsu" in name, reveal it, put it in your hand, and put the rest in the WR.

LC
CC

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with "Matsu" in name, reveal it, put it in your hand, and put the rest in the WR.

	LO
	CO

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.
 [C] If you have 2 or more other Charas with "Matsu" in name, 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.

	L3
	C2

[C] If there are 6 or more Climax cards in your WR, this gets -1 Level while in your hand.

[C] If you have 2 or more other Charas with "Matsu" in name, 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.

L3
C2

[C] All your other Charas with "Matsu" in name gain +500 Pow.

[S] [(2) Rest this] Search your LB for up to 1 Chara with "Matsu" in name, reveal it, put it in your hand, and shuffle your LB.

	LC
	CC

[S] [(2) Rest this] Search your LB for up to 1 Chara with "Matsu" in name, reveal it, put it in your hand, and shuffle your LB.

	L0
	C0

[A] When this is placed from hand to the Stage, choose 1 of your Charas with "Matsu" in name, and that Chara gains +1500 Pow for the turn.

LC
CC

[A] When this is placed from hand to the Stage, choose 1 of your Charas with "Matsu" in name, and that Chara gains +1500 Pow for the turn.

	LC
	CC

[A] When this attacks, if you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

L1
C0

[A] When this attacks, if you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow for the turn.

[A] **ENCORE** [Put the top card of your LB in your Clock]

L1
C0

[C] If you have 2 or more other Charas with "Matsu" in name, this gains +1000 Pow.

[A] When the Battle Opp. of this becomes Reversed, if "Choromatsu Rising" is in your CZ, put up to 2 cards from top of your LB in your Stock.

	L1
	CO

[C] If the sum of Level of the Chara Opposite this and the Level of this is 6 or higher, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas in the Front Row, and that Chara gets -4500 Pow for the turn.

[A] When this attacks, if "Hedgehog's Dilemma" is in the CZ, you may put the top card of your Clock in your Stock.

	L3
	C2

[C] If the sum of Level of the Chara Opposite this and the Level of this is 6 or higher, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas in the Front Row, and that Chara gets -4500 Pow for the turn.

[A] When this attacks, if "Hedgehog's Dilemma" is in the CZ, you may put the top card of your Clock in your Stock.

L3
C2

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

[A] [(2) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

L3
C2

[A] (2) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

L3
C2

"F6" Choromatsu

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

Sextuplets - Otaku | OMS/S41-038 T: None

L0
C0

"F6" Choromatsu

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

Sextuplets - Otaku | OMS/S41-038S T: None

L0
C0

"Calling Names" Osomatsu

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gets -500 Pow for the turn.

Sextuplets - Gamble | OMS/S41-039 T: None

L0
C0

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"Festival Guy" Karamatsu

[A] When your other Chara with "Matsu" in name attacks, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Sextuplets - Brow | OMS/S41-040 T: None

L1
C1

"Festival Guy" Choromatsu

[C] If you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow.

Sextuplets - Otaku | OMS/S41-041 T: None

L1
C1

"Calm Detective" Osomatsu

[A] When this attacks, if "Calm Osomatsu" is in the CZ, choose up to 1 Chara in your WR with "Matsu" in name and put it in your Stock, and this gains +3000 Pow for the turn.

Sextuplets - Gamble | OMS/S41-042 T: Soul

L2
C1

Osomatsu-san Booster Pack**"Guilt Guy" Karamatsu**

[C] If you have 4 or more Charas with "Matsu" in name, this gets -1 Level while in your hand.
[C] If all your Charas have "Matsu" in name, this gains +3000 Pow.

Sextuplets - Brow | OMS/S41-043 T: Soul

L2
C2

"Idol Otaku" Choromatsu

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

Sextuplets - Otaku | OMS/S41-044 T: None

L0
C0

Matsuyo Matsuno & Matsuzou Matsuno

[S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Family | OMS/S41-045 T: None

L0
C0

"Calling Names" Karamatsu

--No Text--

Sextuplets - Brow | OMS/S41-046 T: None

L0
C0

"Festival Guy" Osomatsu

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's not a Chara with "Matsu" in name, discard a card from your hand to the WR.

Sextuplets - Gamble | OMS/S41-047 T: None

L0
C0

"Female Matsu-san" Karako

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Sports | OMS/S41-048 T: None

L1
C0

"Oldest Son's Trouble" Osomatsu

[C] If you have another "Oldest Son's Trouble" Osomatsu', this gains +2000 Pow.

Sextuplets - Gamble | OMS/S41-049 T: None

L1
C0

"Bathrobe Look" Karamatsu

[C] If you have another "Bathrobe Look" Karamatsu', this gains +2000 Pow.

Sextuplets - Brow | OMS/S41-050 T: None

L1
C0

"Ninja Shikomatsu" Choromatsu

[C] If you have another "Ninja Shikomatsu" Choromatsu', this gains +2000 Pow.

Sextuplets - Otaku | OMS/S41-051 T: None

L1
C0

"Female Matsu-san" Osoko

--No Text--

OMS/S41-052 T: None

L1
C1

"Always Together" Matsuno Brothers

[C] All your other Charas with "Matsu" in name gain +X Pow. X = 500 times Level of that Chara.
[A] [(1)] When "Legendary Sextuplets" is placed in your CZ, may pay. If so, search your LB for up to 1 Chara with "Matsu" in name, reveal it, put it in your hand, and shuffle your LB.

Sextuplets | OMS/S41-053 T: Soul

L2
C1

"Ichimatsu Incident" Karamatsu

[C] If you have 2 or more other Charas with "Matsu" in name, this gains +1500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play **BACKUP** from hand."

Sextuplets - Brow | OMS/S41-054 T: Soul

L2
C1

"Female Matsu-san" Choroko
--No Text--

Otaku | OMS/S41-055 T: Soul

L2
C1

"Big Brother, Thinking of Little Brothers" Osomatsu
[C] If you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sextuplets - Gamble | OMS/S41-056 T: Soul

L2
C2

"Calling Names" Choromatsu
[A] [Discard a Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Sextuplets - Otaku | OMS/S41-057 T: Soul

L2
C2

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Calm
[Counter] Choose 1 of your Charas with "Matsu" in name, and that Chara gains +3500 Pow for the turn.

OMS/S41-058 T: None

L1
C1

Self-Awareness
Search your LB for up to 1 Chara with "Matsu" in name, reveal it, put it in your hand, and shuffle your LB.
Choose 1 of your Charas with "Matsu" in name, and that Chara gains +3000 Pow for the turn.

OMS/S41-059 T: None

L1
C1

Handshake Ticket
If you have no Chara with "Matsu" in name, you cannot play this from your hand.
Choose up to 1 Chara in your WR with "Matsu" in name and put it in your Stock. Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn. Put this in your Stock.

OMS/S41-060 T: None

L2
C0

Osomatsu-san Booster Pack

Legendary Sextuplets
[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

OMS/S41-061 T: 2 Soul

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

OMS/S41-062 T: Treasure

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

OMS/S41-062MR T: Treasure

Hedgehog's Dilemma
[C] All your Charas gain +1000 Pow and +1 Soul.

OMS/S41-063 T: Treasure

Hedgehog's Dilemma
[C] All your Charas gain +1000 Pow and +1 Soul.

OMS/S41-063MR T: Treasure

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

OMS/S41-064 T: Stock

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

OMS/S41-064MR T: Stock

"Favorite Card" Jyushimatsu
[C] **RECOLLECTION** If "The Girl Jyushimatsu Likes" is in your Memory, this gains +1000 Pow.
[A] **RECOLLECTION** When this attacks, if "Jyushimatsu in Love" is in the CZ and "The Girl Jyushimatsu Likes" is in your Memory, choose up to 1 Chara in your WR with "Matsu" in name and return it to your hand, and this gains +1000 Pow for the turn.

Sextuplets - Sports | OMS/S41-065 T: None

L1
C0

"Favorite Card" Jyushimatsu
[C] **RECOLLECTION** If "The Girl Jyushimatsu Likes" is in your Memory, this gains +1000 Pow.
[A] **RECOLLECTION** When this attacks, if "Jyushimatsu in Love" is in the CZ and "The Girl Jyushimatsu Likes" is in your Memory, choose up to 1 Chara in your WR with "Matsu" in name and return it to your hand, and this gains +1000 Pow for the turn.

Sextuplets - Sports | OMS/S41-065SP T: None

L1
C0

"Favorite Card" Ichimatsu
[C] If you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, look at up to 6 cards from top of your LB and choose 3 of them and put them in the WR. Put the rest on top of your LB in any order.
[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Sextuplets - Animal | OMS/S41-066 T: Soul

L3
C2

"Favorite Card" Ichimatsu
[C] If you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, look at up to 6 cards from top of your LB and choose 3 of them and put them in the WR. Put the rest on top of your LB in any order.
[A] [(2)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Sextuplets - Animal | OMS/S41-066SP T: Soul

L3
C2

"Favorite Card" Todomatsu
[C] If you have 2 or more other Charas with "Matsu" in name, 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] [(2)] When this attacks, if "Todomatsu And 5 Devils" is in the CZ, may pay. If so, put the top 6 cards of your LB in the WR, and deal X Damage to your Opp.. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Sextuplets - Smartphone | OMS/S41-067 T: Soul

L3
C2

"Favorite Card" Todomatsu

[C] If you have 2 or more other Charas with "Matsu" in name, 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] [(2)] When this attacks, if "Todomatsu And 5 Devils" is in the CZ, may pay. If so, put the top 6 cards of your LB in the WR, and deal X Damage to your Opp.. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Sextuplets - Smartphone | OMS/S41-067SP T: Soul

L3
C2

"Sweets Danshi" Todomatsu

[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, choose a Chara in your WR with "Matsu" in name and return it to your hand.

Sextuplets - Smartphone | OMS/S41-068 T: None

L0
C0

"Sweets Danshi" Todomatsu

[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, choose a Chara in your WR with "Matsu" in name and return it to your hand.

Sextuplets - Smartphone | OMS/S41-068R T: None

L0
C0

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"Sweets Danshi" Ichimatsu

[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, Rest this.

Sextuplets - Animal | OMS/S41-069 T: None

L0
C0

"Sweets Danshi" Ichimatsu

[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, Rest this.

Sextuplets - Animal | OMS/S41-069R T: None

L0
C0

"F6" Ichimatsu

[C] **ASSIST** All your Charas in front of this with "Matsu" in name gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas with "Matsu" in name, and that Chara gains +1000 Pow for the turn.

Sextuplets - Animal | OMS/S41-070 T: Soul

L1
C1

Osomatsu-san Booster Pack

"F6" Ichimatsu

[C] **ASSIST** All your Charas in front of this with "Matsu" in name gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Choose 1 of your Charas with "Matsu" in name, and that Chara gains +1000 Pow for the turn.

Sextuplets - Animal | OMS/S41-070S T: Soul

L1
C1

"F6" Jyushimatsu

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Sextuplets - Sports | OMS/S41-071 T: None

L1
C1

"F6" Jyushimatsu

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Sextuplets - Sports | OMS/S41-071S T: None

L1
C1

"F6" Todomatsu

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle with "Matsu" in name, 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]

Sextuplets - Smartphone | OMS/S41-072 T: Soul

L2
C1

"F6" Todomatsu

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle with "Matsu" in name, 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]

Sextuplets - Smartphone | OMS/S41-072S T: Soul

L2
C1

"Sweets Danshi" Jyushimatsu

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] If you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow, and all your Charas are also considered to have "Jyushimatsu" as the name.
[A] At the start of your Opp.'s Encore Step, if there are 6 cards in your Clock, you Rest this, return all cards in your Clock to the LB, and shuffle your LB.

Sextuplets - Sports | OMS/S41-073 T: Soul

L3
C2

"Sweets Danshi" Jyushimatsu

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] If you have 2 or more other Charas with "Matsu" in name, this gains +2000 Pow, and all your Charas are also considered to have "Jyushimatsu" as the name.
[A] At the start of your Opp.'s Encore Step, if there are 6 cards in your Clock, you Rest this, return all cards in your Clock to the LB, and shuffle your LB.

Sextuplets - Sports | OMS/S41-073R T: Soul

L3
C2

"Hidden Kindness" Ichimatsu

[C] All your other "F6" Jyushimatsu' gain +1000 Pow.
[A] **BOND/"F6"** Jyushimatsu' [Put the top card of your LB in your Clock]

Sextuplets - Animal | OMS/S41-074 T: None

L0
C0

"Festival Guy" Jyushimatsu

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

Sextuplets - Sports | OMS/S41-075 T: None

L0
C0

"Tragedy's Heroine!?" Todomatsu

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

Sextuplets - Smartphone | OMS/S41-076 T: None

L1
C0

"Festival Guy" Todomatsu

[C] If you have another Chara with "Matsu" in name, this gains +1500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Sextuplets - Smartphone | OMS/S41-077 T: None

L1
C1

"Warm Family" Jyushimatsu

[C] If you have another Chara with either "Ichimatsu" and/or "Jyushimatsu" in name, this gains +3000 Pow.

Sextuplets - Sports | OMS/S41-078 T: Soul

L2
C1

"Festival Guy" Ichimatsu

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Sextuplets - Animal | OMS/S41-079 T: Soul

L2
C1

"Hidden Side" Jyushimatsu

[S] [Rest this] Choose 1 of your Charas with "Matsu" in name, and that Chara gains +1000 Pow for the turn.
[S] BRAINSTORM (11) 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. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Sextuplets - Sports | OMS/S41-080 T: None

L0
C0

"Calling Names" Ichimatsu

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

Sextuplets - Animal | OMS/S41-081 T: None

L0
C0

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Esper Nyanko

[A] [Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose up to 1 Chara in your WR with "Ichimatsu" in name and return it to your hand.

Animal - ESP | OMS/S41-082 T: None

L0
C0

Esper Nyanko

[A] [Discard a Climax card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, choose up to 1 Chara in your WR with "Ichimatsu" in name and return it to your hand.

Animal - ESP | OMS/S41-082a T: None

L0
C0

"Cafe Staff" Todomatsu

[C] If you have no other Charas, this gains +2000 Pow, ::Matchmaking Party::, and is also considered to have "Totty" as the name.

Sextuplets - Smartphone | OMS/S41-083 T: None

L0
C0

Osomatsu-san Booster Pack

"Female Matsu-san" Todoko

--No Text--

OMS/S41-084 T: None

L0
C0

"Calling Names" Jyushimatsu

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put this in your Stock. (Put the revealed card back where it was)

Sextuplets - Sports | OMS/S41-085 T: None

L0
C0

"Karamatsu's Perfect Fashion" Ichimatsu

[C] If you have another "Karamatsu's Perfect Fashion" Ichimatsu', this gains +2000 Pow.

Sextuplets - Animal | OMS/S41-086 T: None

L1
C0

"Dry Monster" Todomatsu

[C] If you have another "Dry Monster" Todomatsu', this gains +2000 Pow.

Sextuplets - Smartphone | OMS/S41-087 T: None

L1
C0

"Tear Spilling" Jyushimatsu

[C] If you have another "'Tear Spilling" Jyushimatsu', this gains +2000 Pow.

Sextuplets - Sports | OMS/S41-088 T: None

L1
C0

"Drive Date" Matsuno Brothers

[C] If you have 2 or more other Charas with "Matsu" in name, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if "Flag Corporation" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Sextuplets | OMS/S41-089 T: None

L1
C0

"Female Matsu-san" Ichiko

--No Text--

OMS/S41-090 T: None

L1
C0

"Not Being Honest" Ichimatsu

[C] If you have another Chara with either "Matsu" and/or "Esper Nyanko" in name, this gains +3000 Pow.
[A] When the Battle Opp. of this becomes Reversed, if "True Feeling" is in your CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Sextuplets - Animal | OMS/S41-091 T: Soul

L2
C2

"Calling Names" Todomatsu

[C] If you have 2 or more other Charas with "Matsu" in name, this gains +3000 Pow.
[A] ENCORE [Discard a Chara from your hand to the WR]

Sextuplets - Smartphone | OMS/S41-092 T: Soul

L2
C2

"Female Matsu-san" Jyushiko

--No Text--

Gal | OMS/S41-093 T: Soul

L2
C2

Totty

Choose a Chara in your WR with "Matsu" in name and return it to your hand, discard a card from your hand to the WR, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

OMS/S41-094 T: None

L1
C0

Ichimatsu-sama, Please Cool These Overheating

Choose up to 2 Charas in your WR and return them to your hand, and discard a card from your hand to the WR.

OMS/S41-095 T: None

L2
C1

New Gag

[Counter] If you have 5 or more Charas with "Matsu" in name, choose 1 of your Opp.'s Charas and Rest it.

OMS/S41-096 T: None

L2C3

Flag Corporation

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

OMS/S41-097 T: 2 Soul

Flag Corporation

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

OMS/S41-097a T: 2 Soul

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Todomatsu And 5 Devils

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

OMS/S41-098 T: 2 Soul

Todomatsu And 5 Devils

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

OMS/S41-098MR T: 2 Soul

True Feeling

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

OMS/S41-099 T: Salvage

Osomatsu-san Booster Pack

True Feeling

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

OMS/S41-099MR T: Salvage

Jyushimatsu in Love

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

OMS/S41-100 T: Salvage

Jyushimatsu in Love

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

OMS/S41-100MR T: Salvage

SD Osomatsu

[C] If you have another Chara with "Matsu" in name, this gains +1500 Pow.

Sextuplets - Gamble | OMS/S41-101 T: None

L1C1

SD Karamatsu

[A] When this is placed from hand to the Stage, if you have another Chara with "Matsu" in name, this gains +2000 Pow for the turn.

Sextuplets - Brow | OMS/S41-102 T: None

L1C0

SD Choromatsu

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Sextuplets - Otaku | OMS/S41-103 T: Soul

L2C1

SD Ichimatsu

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Sextuplets - Animal | OMS/S41-104 T: None

L1C0

SD Jyushimatsu

[C] If all your Charas have "Matsu" in name, this gains +2000 Pow.

Sextuplets - Sports | OMS/S41-105 T: Soul

L2C2

SD Todomatsu

[C] If you have 1 or fewer other Charas, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Sextuplets - Smartphone | OMS/S41-106 T: None

L0C0

SD Iyami

[A] When your Opp. Levels-up, put this in the WR.

Buckteeth | OMS/S41-107 T: None

L0C0

Osomatsu Otoshi

[C] You can only have up to 1 copy of cards with the same name as this in your Deck.
Reveal your hand. If "Sweets Danshi" Osomatsu', "Sweets Danshi" Karamatsu', "Sweets Danshi" Choromatsu', "Sweets Danshi" Ichimatsu', "Sweets Danshi" Jyushimatsu', and "Sweets Danshi" Todomatsu' are among the cards in your hand, you win this game.
NOTE: This card cannot be used in official tournaments.

OMS/S41-108 T: None

L3C6