







No./111:	111			
PJS/S109-001		<p>(RR) 0/0 Rui (Music/Wonderlands x Showtime)</p> <p>CONT - You may choose {1/0 Event - 018} or {1/0 Event - 020} in your Waiting Room for the effects of Choice Trigger.</p> <p>AUTO - This activates up to once per turn. When you play and Event, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SSP
PJS/S109-002		<p>(RR) 3/2 Emu (Music/Wonderlands x Showtime)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Choice CX (026) in your Climax Area, and you have another <Music> character, and you have 4 or more Events in your Waiting Room, you may pay cost. If you do, this turn, this gains the following ability, "AUTO - This ability activates up to twice per turn. When this card's damage is cancelled, you may deal 3 damage to your opponent."</p>		SSP
PJS/S109-003		<p>(R) 0/0 KAITO (Music/Virtual Singer/Wonderlands x Showtime)</p> <p>CONT - This cannot Side Attack.</p> <p>AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		SSP

PJS/S109-004



(R) 1/0 Tsukasa (Music/Wonderlands x Showtime)

AUTO - This activates up to once per turn. When you play and Event, this turn, this gets +2000 power.

AUTO - {CX Combo} When the **Choice CX (025)** is placed in your Climax Area, if this is in your front row, and you have another <Music> character, choose 1 {1/0 Event - 018} or {1/0 Event - 020} in your Waiting Room, you may add it to hand.



SSP

PJS/S109-005



(R) 3/2 Nene (Music/Wonderlands x Showtime)

CONT - If you have 6 or more Events in your Waiting Room, this gets -1 Level in hand.

CONT - If you have 2 or more other <Music> characters, this gets +2500 power and "AUTO - ENCORE [Discard 1 <Music> character]"

AUTO - When this is placed on stage from hand, you may Heal 1.



SSP

PJS/S109-006



(R) 3/2 Saki (Music/Leo/need)

AUTO - This ability activates up to twice per turn. During the turn this is placed on stage from hand or by the ACT Ability of {2/1 Honami - 077}, when this card's damage is cancelled, you may deal 1 damage to your opponent.

AUTO - {CX Combo} [(1) Discard 2 cards] This ability activates up to once per turn. At the end of this card's attack, if you have the **Choice CX (024)**, and your characters on stage have 4 or more colors, you may pay cost. If you do, Stand this.



SSP

PJS/S109-007



(U) 0/0 Tsukasa (Music/Wonderlands x Showtime)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character or an Event, add it to hand and discard 1 card.

AUTO - [Discard 1 Event] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.



SR

PJS/S109-008



(U) 0/0 Emu (Music/Wonderlands x Showtime)

CONT - During your turn, this gets +1000 power.

AUTO - [(1) Put the top card of your deck into Clock, Send this to Memory] When this is Reversed, if you have 2 or less Memory, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Wonderlands x Showtime> characters or Yellow Event from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



SR

PJS/S109-009



(U) 0/0 Saki (Music/Leo/need)

AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card. X is equal to the number of your character's colors on stage.



SR

PJS/S109-010	<div></div>	<p>(U) 0/0 Nene (Music/Wonderlands x Showtime)</p> <p>AUTO - This ability activates up to once per turn. When you play an Event, choose 1 of your characters, this turn, it gets +1 Soul.</p> <p>AUTO - {CX Combo} When the Wind CX (027) is placed in your Climax Area, if you have 2 or more other <Music> characters, Mill 4, choose up to 1 Level X or lower <Music> character from your Waiting Room, add it to hand. X equals the number of cards with a Soul Trigger milled.</p>	<div></div>	SR
PJS/S109-011	<div></div>	<p>(U) 1/0 Rui (Music/Wonderlands x Showtime)</p> <p>CONT - During your turn, this gets +5000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (028) in your Climax Area, and you have 2 or more other <Music> characters, look at up to 4 cards from the top of your deck, choose up to 1 <Music> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p> <p><i>Note: Has a Soul Trigger</i></p>		
PJS/S109-012	<div></div>	<p>(C) 1/0 Nene (Music/Wonderlands x Showtime)</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - [(1) Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.</p>	<div></div>	SR

PJS/S109-013



(C) 1/1 Emu (Music/Wonderlands x Showtime)

ACT - BACKUP +3000 [(1) Reveal this from you hand and place this on the bottom of your deck]



SR

PJS/S109-014



(C) 1/1 Len (Music/Virtual Singer/Leo/need)

CONT - This card can be played without meeting Color requirement.

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.





PJS/S109-015


















(C) 2/1 Rui (Music/Wonderlands x Showtime)









CONT - During your turn, this gets +10000 power.






AUTO - When this attacks, choose 1 of your other <Music> characters, this turn, it gets +X power. X equals the number of Events in your Waiting Room times 1500.






PJS/S109-016		(C) 2/1 Saki (Music/Leo/need) AUTO - When this is placed on stage from hand, if your characters on stage have 4 or more colors, choose 1 <Music> character in your Waiting Room, you may send it to Stock. ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.		
PJS/S109-017		(C) 2/1 Tsukasa (Music/Wonderlands x Showtime) AUTO - [Discard 1 Event] When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.		
PJS/S109-018		(R) 1/0 Event COUNTER - If you don't have a <Wonderlands x Showtime> character, this cannot be played from hand. Mill 2, then choose up to 1 Level X or lower <Wonderlands x Showtime> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.		SSP

PJS/S109-019		(R) 3/1 Event Deal 1 damage to your opponent. Choose 1 of your <Music> characters, this turn, it gets +5000 power.		SR
PJS/S109-020		(C) 1/0 Event BRAINSTORM - Choose 1 <Wonderlands x Showtime> character in your Waiting Room, send it to Stock. Flip over the top 3 cards of your deck, then send them to Waiting Room. If there is a Climax(es) among them, put the top card of your deck into Stock.		
PJS/S109-021		(C) 1/1 Event Search your deck for up to 1 Climax with a Choice Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards. Look at up to 2 cards from the top of your deck, and put them back on top in any order.		SR

PJS/S109-022		(C) 2/1 Event COUNTER - [Discard 1 {R Yellow 0/0 KAITO - 004}] You may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -3 Souls.		
PJS/S109-023		(C) 2/1 Event If you don't have a <Music> character, this cannot be played from hand. Choose up to 2 of your opponent's front row characters, return them to hand.		SR
PJS/S109-024		(CC) Choice CX		RRR
PJS/S109-025		(CC) Choice CX		RRR
PJS/S109-026		(CC) Choice CX		RRR

PJS/S109-027		(CC) Wind CX		RRR
PJS/S109-028		(CC) Choice CX		RRR
PJS/S109-029		(RR) 0/0 Haruka (Music/MORE MORE JUMP!) AUTO - When this is placed on stage from hand, mill 2, and this turn, this gets +X power. X equals the number of <Music> characters milled times 1000. AUTO - [(1) Send this to Memory] When your other <Music> character is Front Attacked, you may pay cost. If you do, return that character to hand.		SSP
PJS/S109-030		(RR) 2/0 Shizuku (Music/MORE MORE JUMP!) AUTO - {CX Combo} When this attacks, if you have the Bag CX (057) in your Climax Area, and you have 4 or more other <Music> characters, choose up to 1 <Music> character in your Waiting Room, add it to hand, and during the Trigger Step of this attack, perform Trigger Check twice.		SSP

<p>PJS/S109-031</p>		<p>(RR) 3/2 Shiho (Music/Leo/need)</p> <p>CONT - If your characters on stage have 4 or more colors, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand or by the ACT Ability of {2/1 Honami - 077}, heal up to 1, and this turn, this gets +1500 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bar CX (053) in your Climax Area, and your <Music> characters on stage have 4 or more colors, choose up to 1 card in your opponent's Waiting Room, place it on top of their deck, and until the end of your opponent's next turn, this gains the following Ability, "CONT - The character across from this gets -2 Soul."</p>	 <p>SSP</p>
<p>PJS/S109-032</p>		<p>(R) 0/0 Rin (Music/Virtual Singer/MORE MORE JUMP!)</p> <p>AUTO - [Discard 1 Climax] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Music> character from your Waiting Room, and add it to hand.</p>	
<p>PJS/S109-033</p>		<p>(R) 0/0 Minori (Music/MORE MORE JUMP!)</p> <p>AUTO - [(1) Put the top card of your deck into Clock, Send this to Memory] When this is Reversed, if all of your characters are <MORE MORE JUMP!>, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>	 <p>SSP</p>

PJS/S109-034		<p>(R) 1/0 Len (Music/Virtual Singer/MORE MORE JUMP!)</p> <p>AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p> <p>AUTO - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 Climax with a Bag Trigger in your Waiting Room, add it to hand.</p>		SSP
PJS/S109-035		<p>(R) 3/2 Airi (Music/MORE MORE JUMP!)</p> <p>AUTO - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, and this turn, this gets +4000 power.</p> <p>AUTO - {CX Combo} MEMORY (1) When this card's battle opponent is Reversed, if you have the Bag CX (056) in your Climax Area, and you have 3 or more <Music> characters in Memory, you may pay cost. If you do, send that character to Clock, then look at up to 2 cards from the top of your opponent's deck, choose up to 1 card from among them, send it to the bottom of your opponent's deck, put the rest on top in any order.</p>		SSP
PJS/S109-036		<p>(U) 0/0 Airi (Music/MORE MORE JUMP!)</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each Climax with a Bag Trigger among them repeat the following effect: "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p>		

PJS/S109-037



(U) 0/0 Shizuku (Music/MORE MORE JUMP!)

AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.

AUTO - [Discard 2 cards] When this is placed on stage from hand, if you have 2 or more other <Music> characters, you may pay cost. If you do, draw up to 2 cards.



SR

PJS/S109-038



(U) 0/0 Shiho (Music/Leo/need)

CONT - ASSIST +1000 If your characters on stage have 4 or more colors.

ACT - [(1) Put 1 <Leo/need> character from your Waiting Room on the bottom of your Clock, Rest this] Search your deck for up to 1 <Leo/need> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

PJS/S109-039






(U) 0/0 Hatsune Miku (Music/Virtual Singer/MORE MORE JUMP!)

CONT - If you have no other characters, this gets +1 Level, +2500 power and +1 Soul.



SR

PJS/S109-040		(U) 0/0 Meiko (Music/Virtual Singer/Leo/need) AUTO - At the start of your opponent's Draw Phase, mill 2. If there is a Level 2 or higher card among those cards, you may send this to Stock.	
PJS/S109-041		(U) 0/0 Minori (Music/MORE MORE JUMP!) CONT - All of your other characters gains " AUTO - ASSIST +500 to <Music> characters." AUTO - {CX Combo} When this attacks, if you have the Bag CX (054) in your Climax Area, and you have 3 or more other <Music> characters, choose 1 of your characters, this turn, it gains the following ability, " AUTO - When this card's battle opponent is Reversed, choose up to 2 <Music> characters in your Waiting Room, add them to hand. If you added 2, discard 1 card."	SR
PJS/S109-042		(U) 1/0 Haruka (Music/MORE MORE JUMP!) AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Music> characters times 500. AUTO - {CX Combo} [Reveal {a copy of this} from your hand, Send the Bag CX (055) from your Climax Area to Waiting Room] At the end of this card's attack, you may pay cost. If you do, choose up to 1 <Music> character in your Waiting Room, add it to hand, then choose up to 1 <Music> character in your Waiting Room, send it to Stock.	SR

PJS/S109-043



(U) 2/1 KAITO (Music/Virtual Singer/Leo/need)

CONT - During your turn, this gets +X power. X is equal to the number of your character's colors on stage times 1500.

AUTO - (1) When this card's Level 2 or higher battle opponent is Reversed, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.



SR

PJS/S109-044



(C) 0/0 Luka (Music/Virtual Singer/MORE MORE JUMP!)

AUTO - [(1) Discard 1 Card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 character from your Waiting Room, and add it to hand.



SR

PJS/S109-045



(C) 1/0 MEIKO (Music/Virtual Singer/MORE MORE JUMP!)

CONT - MEMORY - If you have a card in Memory, this gets +5500 power and "**AUTO - ENCORE** [Discard 1 character]"



SR

PJS/S109-046



(C) 1/0 Shiho (Music/Leo/need)

CONT - If you have 3 or more other <Music> characters, this gets +2000 power, +1 Soul and this gains Yellow.



SR

PJS/S109-047



(C) 1/0 Airi (Music/MORE MORE JUMP!)

AUTO - This ability activates up to twice per turn. When this is moved to the right-most or left-most front row slot, this turn, this gets +1000 power.






AUTO - (1) During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 <MORE MORE JUMP!> character in your Waiting Room, add it to hand.












PJS/S109-048



(C) 2/1 Haruka (Music/MORE MORE JUMP!)

ACT - BACKUP +3000 [(1) Send this from your hand to Memory]

PJS/S109-049		(C) 2/1 Minori (Music/MORE MORE JUMP!) ACT - [(1) Rest 2 of your characters] Choose 1 <MORE MORE JUMP!> character in your Waiting Room, add it to hand.		
PJS/S109-050		(C) 2/1 KAITO (Music/Virtual Singer/MORE MORE JUMP!) AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Music> characters times 1000. AUTO - [Send this to Waiting Room] When your other <Music> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +3000 power.		SR
PJS/S109-051		(C) 3/2 Shizuku (Music/MORE MORE JUMP!) AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "Look at up to 2 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room." b) "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock. "		SR

PJS/S109-052		(C) 2/2 Event Choose up to 2 <Music> characters in your Waiting Room, add them to hand. Reveal the top card of your deck. If that card is a Level 0 or lower character, send it to Stock.		
PJS/S109-053		(CC) Bar CX		RRR
PJS/S109-054		(CC) Bag CX		RRR
PJS/S109-055		(CC) Bag CX		RRR
PJS/S109-056		(CC) Bag CX		RRR
PJS/S109-057		(CC) Bag CX		RRR

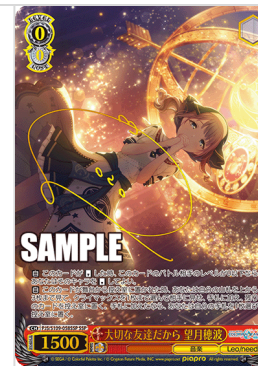
PJS/S109-058



(RR) 0/0 Honami (Music/Leo/need)

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.

AUTO - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 Climax from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.



SSP

PJS/S109-059



(RR) 1/0 An (Music/Vivid BAD SQUAD)

AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.

AUTO - {CX Combo} When this attacks, if you have the Door **CX (082)** in your Climax Area, and you have 2 or more other <Music> characters, mill 3, choose up to 1 Level X or lower <Music> character from your Waiting Room, add it to hand, and this turn, this gets +1000 power. X equals the number of <Music> characters sent to Waiting Room by this effect.



SSP

PJS/S109-060



(RR) 3/2 Toya (Music/Vivid BAD SQUAD)

CONT - During this card's battle, your opponent cannot play BACKUPS from hand.

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - {CX Combo} (1) When this attacks, if you have the Door **CX (084)** in your Climax Area, and you have 4 or more other <Music> characters, you may pay cost. If you do, send the bottom 6 cards of your opponent's deck to Waiting Room, then deal 1 damage to your opponent X times. X equals the number of Climaxes sent to Waiting Room by this effect.



SSP

PJS/S109-061



(R) 0/0 Len (Music/Virtual Singer/Vivid BAD SQUAD)

CONT - All of your other <Music> characters get +500 power.

ACT - [Rest this] Choose 1 of your character with BOND, this turn, it gets +1 Soul.



SSP

PJS/S109-062



(R) 0/0 KAITO (Music/Virtual Singer/Vivid BAD SQUAD)

AUTO - [Discard 1 Climax, Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.



SSP

PJS/S109-063



(R) 1/0 Rin (Music/Virtual Singer/Leo/need)

AUTO - [Discard 1 card] When this is placed on stage from hand, if your characters on stage have 4 or more colors, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.



SSP

PJS/S109-064



(R) 2/1 KAITO (Music/Virtual Singer/Vivid BAD SQUAD)

CONT - ASSIST +2000 to Level 3 or higher characters.

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Climax with the Door Trigger Icon, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - When you Trigger a Climax with a Door Trigger, look at the top card of your opponent's deck, and put it on top or bottom of their deck, then choose 1 of your characters, this turn, it gets +2000 power.



SR

PJS/S109-065



(R) 3/2 Kohane (Music/Vivid BAD SQUAD)

CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character or an Event, you may deal 1 damage to your opponent.



SSP

PJS/S109-066



(R) 3/2 Akito (Music/Vivid BAD SQUAD)

AUTO - {CX Combo} When this is placed on stage from hand, choose 1 {Door CX - 083} in your Waiting Room, you may add it to hand or send it to Stock.

AUTO - {CX Combo} [Send a Climax in your Climax Area to Waiting Room] When this attacks, you may pay cost. If you do, choose up to 1 {Door CX - 083} in your hand, place it in your Climax Area.

AUTO - {CX Combo} [Discard 4 cards] At the end of this card's attack, if you have the Door CX - 083 in your Climax Area, and all of your characters are <Vivid BAD SQUAD>, you may pay cost. If you do, deal 1 damage to your opponent, deal 2 damage to your opponent, and until the end of your opponent's next turn, this gets +3000 power.



SSP

PJS/S109-067



(U) 0/0 Akito (Music/Vivid BAD SQUAD)

AUTO - When this is Reversed, reveal the top card of your deck. If the battle opponent's Level is X or lower, you may Reverse that character. X equals the Level of the revealed card.

AUTO - BOND [Discard 1 card] to {0/0 Toya - 068}



SR

PJS/S109-068



(U) 0/0 Toya (Music/Vivid BAD SQUAD)

AUTO - (2) When this is sent from stage to Waiting Room, you may pay cost. If you do, choose 1 <Music> character from your Waiting Room, add it to hand.

AUTO - BOND (1) to {0/0 Akito - 068}



SR

PJS/S109-069



(U) 0/0 An (Music/Vivid BAD SQUAD)

AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand or sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Vivid BAD SQUAD> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



SR

PJS/S109-070



(U) 0/0 Kohane (Music/Vivid BAD SQUAD)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Music> characters times 1000.

AUTO - {CX Combo} When this attacks, if you have the **Door CX (081)** in your Climax Area, and you have another <Music> character, look at up to 3 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



SR

PJS/S109-071



(U) 1/0 Honami (Music/Leo/need)

AUTO - When this card's damage is cancelled, you may return this to hand.

AUTO - {CX Combo} [Discard 1 card] This ability can be activated up to once per turn. When this card's damage is cancelled, if you have the **+2 Soul CX (080)** in your Climax Area, and you have another <Music> character, you may pay cost. If you do, choose up to 2 <Music> character in your Waiting Room, place them in stock in any order, then choose up to 1 character in your Waiting Room, add it to hand.



SR

PJS/S109-072






(C) 2/1 MEIKO (Music/Virtual Singer/Vivid BAD SQUAD)






AUTO - When this card's Trigger Check reveals a Climax with a Door Trigger, choose 1 character in your Waiting Room, you may add it to hand.













ACT - [Discard 1 card, send this to Waiting Room] Choose 1 <Music> character in your Waiting Room, add it to hand.









SR

<p>PJS/S109-073</p> 	<p>(C) 1/0 Akito (Music/Vivid BAD SQUAD)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character, choose 1 of your opponent's Front Row characters, this turn, it gets -6000 power.</p> <p>AUTO - During this card's battle, when the damage you take is cancelled, you may send this to Stock.</p>		
<p>PJS/S109-074</p> 	<p>(C) 1/0 Toya (Music/Vivid BAD SQUAD)</p> <p>AUTO - When this is placed on stage from hand, perform the following effect 3 times, "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room."</p>		
<p>PJS/S109-075</p> 	<p>(C) 1/0 Kohane (Music/Vivid BAD SQUAD)</p> <p>AUTO - When this is placed on stage from hand, if oyu have another <Music> character, this turn, this gets +2000 power.</p> <p>AUTO - [(1) Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 Climax with the Door Trigger Icon, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		

PJS/S109-076		(C) 2/1 An (Music/Vivid BAD SQUAD) AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Music> character, add it to hand and discard 1 card. ACT - BACKUP +2500		
PJS/S109-077		(C) 2/1 Honami (Music/Leo/need) CONT - If you have 3 or more other <Leo/need> characters, all of your other characters gain "AUTO - ENCORE [Discard 1 character]" and this card gets Blue. ACT - [Discard 2 cards, Rest this] Choose 1 character in your Waiting Room with the same name as a character on your stage, place it on stage in any slot.		SR
PJS/S109-078		(C) 2/1 Luka (Music/Virtual Singer/Vivid BAD SQUAD) AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 2000. AUTO - When this card's battle opponent is Reversed, you may send that character to Memory.		SR

PJS/S109-079		(U) 3/0 Event Choose up to 2 of oyur <Music> characters, this turn, it gets +1500 power and the following ability, " AUTO - This ability activates up to once per turn. When this attacks, during the Trigger Step of this attack, perform Trigger Check twice."		SR
PJS/S109-080		(CC) +2 Soul CX		RRR
PJS/S109-081		(CC) Door CX		RRR
PJS/S109-082		(CC) Door CX		RRR
PJS/S109-083		(CC) Door CX		RRR
PJS/S109-084		(CC) Door CX		RRR

<p>PJS/S109-085</p> 	<p>(RR) 0/0 Mafuyu (Music/25-ji, Nightcord de.)</p> <p>AUTO - When this is placed on stage from hand, is you have another <Music> character, this turn, this gets +2000 power.</p> <p>AUTO - [Put 1 card from hand into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>SSP</p>
<p>PJS/S109-086</p> 	<p>(RR) 3/2 Hatsune Miku (Music/Virtual Singer)</p> <p>CONT - If you have 2 or more {copies of this} in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +3000 power, then Choose 1 of the following 2 effects and resolve it,</p> <p>a) "You may heal 1."</p> <p>b) "Reveal the top card of your deck. If that card is a <Music> character, choose 1 of your opponent's Front Row Level 3 or lower characters, you may send it to the bottom of your opponent's deck."</p> <p>AUTO - During this card's battle, when the damage you take is cancelled, you may send this to Stock.</p>	 <p>SSP</p>
<p>PJS/S109-087</p> 	<p>(RR) 3/2 Ena (Music/25-ji, Nightcord de.)</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +2000 power.</p> <p>AUTO - {CX Combo} [(2) Reveal 1 <Music> character in your hand, send it to the bottom of your deck] When this attacks, if you have the Pants CX (110) in your Climax Area, you may pay cost. If you do, deal 2 damage to your opponent, then choose up to 2 cards in your Opponent's Waiting Room, your opponent shuffles them into their deck.</p>	 <p>SSP</p>

PJS/S109-088



(R) 0/0 Mizuki (Music/25-ji, Nightcord de.)

AUTO - When a Climax with a Pants Trigger is placed in your Climax Area, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, choose up to 1 character from your Waiting Room, and add it to hand.



SSP

PJS/S109-089



(R) 0/0 Ichika (Music/Leo/need)

AUTO - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Climax, show it to your opponent, then choose up to 1 Climax in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.



SSP

PJS/S109-090



(R) 1/0 Rin (Music/Virtual Singer/25-ji, Nightcord de.)

AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.

AUTO - When this attacks, if you have a Climax in your Climax Area, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.



SSP

PJS/S109-091



(R) 1/1 Luka (Music/Virtual Singer/Leo/need)

CONT - If your characters on stage have 4 or more colors, all of your other <Music> characters gets +X power. X is equal to that character's level x 500.

CONT - This gains the color of all the face-up Markers underneath this.

AUTO - When this is placed on stage from hand, choose 1 card in your Waiting Room, place it underneath this card face-up as a Marker.



SSP

PJS/S109-092



(R) 2/1 Kanade (Music/25-ji, Nightcord de.)

CONT - If you have 3 or less Climaxes in your Waiting Room, this gets -1 Level in hand.

CONT - For each of your other <Music> characters, this gets +1000 power.

AUTO - {CX Combo} When the **Pants CX (108)** is placed in your Climax Area, if this is in your front row, and you have 4 or more other <Music> characters, put up to 1 card from the top of your deck into Stock, then choose up to 1 character in your Waiting Room, add it to hand.



SSP

PJS/S109-093



(R) 2/1 Hatsune Miku (Music/Virtual Singer/25-ji, Nightcord de.)

AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.

AUTO - During this card's battle, when the damage you take is cancelled, you may send this to Stock.



SSP

PJS/S109-094



(U) 0/0 Ena (Music/25-ji, Nightcord de.)

AUTO - When this is placed on stage from hand, mill 2. If there is a Climax (es) among those cards, choose 1 <Music> character in your Waiting Room, add it to hand.

AUTO - {CX Combo} When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +X power. X is equal to the number of your {Pants CX - 110} in your Waiting Room times 1000.



SR

PJS/S109-095



(U) 0/0 Kanade (Music/25-ji, Nightcord de.)

AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.

AUTO - When this is placed on stage from hand, if you have 2 or more other <25-ji, Nightcord de.> characters, you may draw 1 card. If you do, discard 1 card.



SR

PJS/S109-096



(U) 0/0 Mizuki (Music/25-ji, Nightcord de.)

AUTO - At the start of your Climax Phase, choose 1 of your <Music> characters, this turn, it gets +1000 power.

AUTO - {CX Combo} When the Pants CX (111) is placed in your Climax Area, if you have 2 or more other <Music> characters, choose 1 of your characters, until the end of your opponent's next turn, it gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."



SR

PJS/S109-097



(U) 0/0 Meiko (Music/Virtual Singer/25-ji, Nightcord de.)

AUTO - [(1) Send 1 of your other <Music> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SSP

PJS/S109-098



(U) 1/0 Mafuyu (Music/25-ji, Nightcord de.)

AUTO - {CX Combo} When this attacks, if you have the **Pants CX (109)** in your Climax Area, and you have 4 or more other <Music> characters, look at up to 2 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



SR

PJS/S109-099





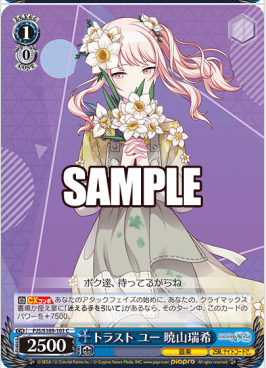

(U) 2/1 Ichika (Music/Leo/need)

CONT - For each of your other front row {copies of this}, this gets +2000 power.

AUTO - {CX Combo} When the **Book CX (107)** is placed in your Climad Area, if this is in your front row reveal the top card of your deck. If that card is a <Music> character, choose up to 2 of your opponent's characters, this turn, they get -X power. X is equal to the number of your {this card} times 1000.



SR

PJS/S109-100		<p>(C) 0/0 Luka (Music/Virtual Singer/25-ji, Nightcord de.)</p> <p>CONT - If all of your characters are <25-ji, Nightcord de.>, this gets +1 Level and +1500 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot with a character in the slot across from it.</p>		SSP
PJS/S109-101		<p>(C) 1/0 Mizuki (Music/25-ji, Nightcord de.)</p> <p>AUTO - {CX Combo} When this attacks, if you have the Pants CX (111) in your Climax Area or Waiting Room, this turn, this gets +7500 power.</p>		
PJS/S109-102		<p>(C) 1/1 Kanade (Music/25-ji, Nightcord de.)</p> <p>AUTO - When a Climax is placed in your Climax Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +2500 power.</p> <p>ACT - [Rest this] Draw 1 card, discard 1 card.</p>		

PJS/S109-103



(C) 1/1 Ichika (Music/Leo/need)

AUTO - When you use this card's BACKUP, if your opponent has a Climax in their Climax Area, choose 1 of your battling <Leo/need> characters, this turn, it gets +2000 power.

ACT - BACKUP +2000

PJS/S109-104



(C) 2/1 Ena (Music/25-ji, Nightcord de.)

AUTO - (2) When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your characters, return it to hand.

ACT - BACKUP +2500

PJS/S109-105



(C) 3/2 Mafuyu (Music/25-ji, Nightcord de.)

AUTO - When this is placed on stage from hand, if you have 4 or more other <Music> characters, choose 1 <Music> character in your Waiting Room, you may send it to Stock.

AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.

PJS/S109-106

**(U) 1/1 Event**

Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

Choose 1 of your <Music> characters, this turn, it gets +3000 power.



RRR

PJS/S109-107

**(CC) Book CX**

RRR

PJS/S109-108

**(CC) Pants CX**

RRR

PJS/S109-109

**(CC) Pants CX**

RRR

PJS/S109-110

**(CC) Pants CX**

RRR

PJS/S109-111

**(CC) Pants CX**

RRR

<p>PJS/S109-112</p> <p>Box PR</p>		<p>(PR) 0/0 Tsukasa (Music/Wonderlands x Showtime)</p> <p>CONT - You can only run up to 4 copies of this card or "Tondemo-Wonderz/Glory Steady Go!" in your deck.</p> <p>AUTO - [(1) Put the top card of your deck into Clock, send this to Memory] When this is Reversed, if you have 2 or less Memory, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Wonderlands x Showtime> characters or Yellow Event from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>		
<p>PJS/S109-113</p> <p>Box PR</p>		<p>(PR) 3/2 Minori (Music/MORE MORE JUMP!)</p> <p>CONT - You can only run up to 4 copies of this card or "Love Material/Ice Drop" in your deck.</p> <p>CONT - If you have 2 or less Climaxes in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or more other <MORE MORE JUMP!> characters, choose 1 character in your clock, you may send it to Memory.</p>		
<p>PJS/S109-114</p> <p>Box PR</p>		<p>(PR) 0/0 Kohane (Music/Vivid BAD SQUAD)</p> <p>CONT - You can only run up to 4 copies of this card or "Beater Eater/Awake Now" in your deck.</p> <p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 character with BOND from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p> <p>AUTO - At the start of your Climax Phase, if you have 2 or more <Vivid BAD SQUAD> characters, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p>		

Box PR



(PR) 1/0 Kanade (Music/25-ji, Nightcord de.)

CONT - You can only run up to 4 copies of this card or "Kanade Tomosu Sora/Reborn" in your deck.

AUTO - When this is placed on stage from hand, if you 2 or less cards in Memory, and you have 2 or more other <25-ji, Nightcord de.> characters, you may choose 1 Level 0 or lower <25-ji, Nightcord de.> character from your Waiting Room, and send it to Memory.

Box PR



(PR) 0/0 Ichika (Music/Leo/need)

CONT - You can only run up to 4 copies of this card or "From Tokyo/Ryuusei no Pulse" in your deck.

CONT - During your turn, if you have another <Leo/need> character, this gets +1500 power.

AUTO - [Discard 1 <Leo/need> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "[Saki Tenma, The Ever Shining Social Butterfly](#)" (PJS/S91-017), show it to your opponent, add it to hand, and shuffle your deck afterwards.