






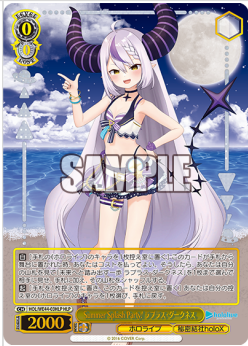


























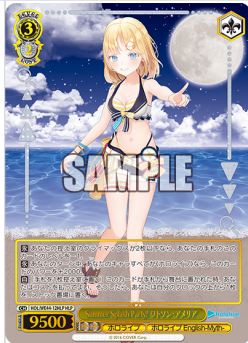


















No./53:	53			
HOL/WE44-01		<p>(N) 0/0 Koyori (Holoive/Secret Society HoloX)</p> <p>CONT - If this is in the Front Row Center Slot, this gets +3000 power.</p> <p>AUTO - [(1) Put 1 <Holoive> character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Holoive> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>		 <p>HLP & SP</p>
HOL/WE44-02		<p>(N) 0/0 Kanata (Holoive/4th Gen)</p> <p>CONT - If you have 2 or less stock, this gets +1500 power.</p> <p>AUTO - At the start of your opponent's attack, choose 1 of your opponent's front row characters, you may move it to an opponent's empty slot in their front row.</p>		 <p>HLP & SP</p>
HOL/WE44-03		<p>(N) 0/0 La+ Darknesss (Holoive/Secret Society HoloX)</p> <p>AUTO - [Discard 1 <Holoive> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "A Step Towards the Future, La+ Darknesss", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Holoive> character from your Waiting Room, add it to hand.</p> <p>A Step Towards the Future, La+ Darknesss = HOL/W104-004</p>		 <p>HLP & SP</p>










<p>HOL/WE44-04</p> 	<p>(N) 0/0 Calliope (Hololive/Hololive English-Myth-)</p> <p>AUTO - ACCELERATE [Put 1 <Hololive> character from your Waiting Room on the bottom of your Clock] At the start of your Climax Phase, if this is in your front row, you may pay cost. If you do, search your deck for up to 1 <Hololive> character, show it to your opponent, add it to hand, discard 1 card, and shuffle your deck afterwards.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-05</p> 	<p>(N) 0/0 Flare (Hololive/3rd Gen)</p> <p>CONT - You cannot play Events or BACKUPS from hand.</p> <p>AUTO - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-06</p> 	<p>(N) 1/0 Kiara (Hololive/Hololive English-Myth-)</p> <p>AUTO - ACCELERATE [Put 1 <Hololive> character from your Waiting Room on the bottom of your Clock] When you use this card's BACKUP, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Hololive> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p>ACT - BACKUP +1000</p>	  <p>HLP & SP</p>





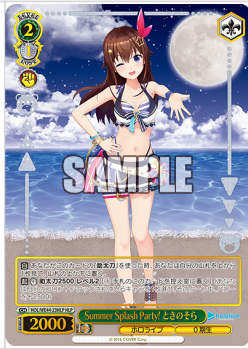




HOL/WE44-07		<p>(N) 1/0 Matsuri (Holoolive/1st Gen)</p> <p>CONT - All of your other <Holoolive> characters get +500 power.</p> <p>AUTO - [Discard 1 <Holoolive> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "Natsuhiro Matsuri", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>ACT - [Rest this] Choose 1 of your "Natsuhiro Matsuri", this turn, it gets +1000 power and +1 Soul.</p> <p>Natsuhiro Matsuri = HOL/W91-014</p>	  <p>HLP & SP</p>
HOL/WE44-08		<p>(N) 1/0 Korone (Holoolive/Gamers)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p>AUTO - When this is placed on stage from hand, if you 2 or less cards in Memory, choose 1 "A Step Towards the Future, Inugami Korone" in your Waiting Room, you may send it to Memory.</p> <p>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, reveal the top 2 cards of your deck, your opponent choose 1 character or Event from among them, you add it to hand, and send the rest to Waiting Room.</p> <p>A Step Towards the Future, Inugami Korone = HOL/W104-014</p>	  <p>HLP & SP</p>
HOL/WE44-09		<p>(N) 1/0 Watame (Holoolive/4th Gen)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Holoolive> characters, this turn, it gets +3000 power.</p> <p>AUTO - CHANGE [Send this to Waiting Room] At the start of your Climax Phase, you may pay cost. If you do, choose 1 "Towards the Future Together, Tsunomaki Watame" in your Waiting Room, place it on stage in this card's former slot.</p> <p>Towards the Future Together, Tsunomaki Watame = HOL/W91-003</p>	  <p>HLP & SP</p>

HOL/WE44-10		<p>(N) 2/1 Subaru (Hololive/2nd Gen)</p> <p>CONT - ASSIST Level x 500.</p> <p>AUTO - When you trigger a Climax with a Choice Trigger, you may draw 1 card. If you do, discard 1 card.</p> <p>ACT - [Discard 1 "Summer Memories, Oozora Subaru", Rest this] Choose 1 character in your Waiting Room, add it to hand.</p> <p>Summer Memories, Oozora Subaru = HOL/W104-003</p>	  <p>HLP & SP</p>
HOL/WE44-11		<p>(N) 3/2 Iroha (Hololive/Secret Society HoloX)</p> <p>CONT - If you have 4 or more <Hololive> characters, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - When this is placed on stage from hand, if you have another <Hololive> character, until the end of your opponent's next turn, this gets +1500 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p>	  <p>HLP & SP</p>
HOL/WE44-12		<p>(N) 3/2 Amelia (Hololive/Holive English-Myth-)</p> <p>CONT - If you have 2 or less Climaxes in your Waiting Room, this gets -1 Level in hand.</p> <p>CONT - During your turn, if all of your characters are <Hololive>, this gets +2000 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p>	  <p>HLP & SP</p>

<p>HOL/WE44-13</p> 	<p>(N) 0/0 Mio (Hololive/Gamers)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <Hololive> character from your Waiting Room, add it to hand. X equals the number of "Summer Festival and Candy Apple, Ookami Mio" in your Waiting Room.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level 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>Summer Festival and Candy Apple, Ookami Mio = HOL/W91-T073</p>	  <p>HLP & SP</p>
<p>HOL/WE44-14</p> 	<p>(N) 0/0 Aki (Hololive/1st Gen)</p> <p>CONT - If you are Level 3 or higher, this gains the following ability, "ACT - [Send this to Waiting Room] Choose 1 "What Should I Choose? AkiRose" in your hand, and place on Stage in this card's former slot."</p> <p>AUTO - [Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Hololive> character from your Waiting Room, and add it to hand.</p> <p>What Should I Choose? AkiRose = HOL/W91-T034</p>	  <p>HLP & SP</p>
<p>HOL/WE44-15</p> 	<p>(N) 0/0 Okayu (Hololive/Gamers)</p> <p>AUTO - [Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Hololive> character from your Waiting Room, and add it to hand.</p> <p>AUTO - [Discard 1 "#hololiveGamers"] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Hololive> character from your Waiting Room, and add it to hand.</p> <p>#hololiveGamers = HOL/W91-T064</p>	  <p>HLP & SP</p>

<p>HOL/WE44-16</p> 	<p>(N) 0/0 Luna (Hololive/4th Gen)</p> <p>AUTO - When this is placed on stage from hand, mill 2, and until the end of your opponent's next turn, this gets +X power. X equals the number of <Hololive> characters or "#hololive4thGeneration" milled times 1000.</p> <p>AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 "Enthusiastically Dressed, Himemori Luna" in your Waiting Room, place it on stage in any slot Rested.</p> <p>#hololive4thGeneration = HOL/W91-T099</p> <p>Enthusiastically Dressed, Himemori Luna = HOL/W91-T105</p>	 <p>HLP & SP</p>
<p>HOL/WE44-17</p> 	<p>(N) 0/0 Kobo (Hololive/Hololive Indonesia 3rd Gen)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 character from your Waiting Room, add it to hand.</p> <p>AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.</p>	 <p>HLP & SP</p>
<p>HOL/WE44-18</p> 	<p>(N) 1/0 Fauna (Hololive/Hololive English-Promise-)</p> <p>CONT - If you have another "A Step Towards the Future, Ceres Fauna", this gets +4000 power.</p> <p>AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p> <p>A Step Towards the Future, Ceres Fauna = HOL/W104-044</p>	 <p>HLP & SP</p>

<p>HOL/WE44-19</p> 	<p>(N) 1/0 Fubuki (Holoive/1st Gen/Gamers)</p> <p>AUTO - {CX COMBO} [Discard 1 "The Fox of Possibility" or "Shirakami's Secret Base"] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "The Fox of Possibility" or "Shirakami's Secret Base" from your Waiting Room, and add it to hand.</p> <p>The Fox of Possibility (Level 1 FBK CX) = HOL/W91-T037</p> <p>Shirakami's Secret Base (Level 3 FBK CX) = HOL/W104-068</p>	  <p>HLP & SP</p>
<p>HOL/WE44-20</p> 	<p>(N) 1/0 Towa (Holoive/4th Gen)</p> <p>AUTO - When a Climax with a Bar Trigger is placed in your Climax Area, this turn, this gets +1000 power and the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p> <p>AUTO - When this attacks, choose 1 of your <Holoive> characters, this turn, it gets +1500 power.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-21</p> 	<p>(N) 1/0 Zeta (Holoive/Holoive Indonesia 3rd Gen)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 <Holoive> character in your Waiting Room, add it to hand, then discard 1 card.</p>	  <p>HLP & SP</p>

<p>HOL/WE44-22</p> 	<p>(N) 1/1 IRyS (Hololive/Hololive English-Promise-)</p> <p>CONT - If you have another back row "Moments of Relaxation, IRyS", this gets +1500 power and "AUTO - ENCORE [Discard 1 character]".</p> <p>AUTO - When this attacks, if you have 2 or more other <Hololive> characters, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room, and this turn, this gets +2000 power.</p> <p>Moments of Relaxation, IRyS = HOL/W104-041</p>	  <p>HLP & SP</p>
<p>HOL/WE44-23</p> 	<p>(N) 2/1 Sora (Hololive/0th Gen)</p> <p>AUTO - When you use this card's BACKUP, look at the top card of your deck, and put it on top or bottom of your deck.</p> <p>ACT - BACKUP +2500</p>	  <p>HLP & SP</p>
<p>HOL/WE44-24</p> 	<p>(N) 3/2 Kaela (Hololive/Hololive Indonesia 3rd Gen)</p> <p>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 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Hololive> characters.</p> <p>AUTO - [(1) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 1 damage, then choose up to 1 card in your Opponent's Waiting Room, place it on top of their deck.</p>	  <p>HLP & SP</p>

HOL/WE44-25



(N) 3/2 Baelz (Holoive/Hololive English-Promise-)

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

AUTO - [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent.



HLP & SP

HOL/WE44-26



(N) 0/0 Marine (Holoive/3rd Gen)

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.

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



HLP & SP

HOL/WE44-27



(N) 0/0 Chloe (Holoive/Secret Society HoloX)

AUTO - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.

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



HLP & SP

HOL/WE44-28



(N) 0/0 Ollie (Hololive/Hololive Indonesia 2nd Gen)

AUTO - When this attacks, choose 1 of your <Hololive> characters, this turn, it gets +1500 power.

AUTO - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.



HLP & SP

HOL/WE44-29



(N) 0/0 Robocosan (Hololive/0th Gen)

CONT - If this card is on stage, this card's name is also treated as "**Proud, Robocosan**".

CONT - All of your other "**Leave It to Me! Robocosan**" gets +500 power and "**AUTO - ENCORE** [Discard 1 <Hololive> character]".

ACT - BRAINSTORM [(1) Rest 2 of your characters] 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 <Hololive> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

[Proud, Robocosan = HOL/W91-T011](#)

[Leave It to Me! Robocosan = HOL/W91-T017](#)



HLP & SP

HOL/WE44-30



(N) 0/0 Ayame (Hololive/2nd Gen)





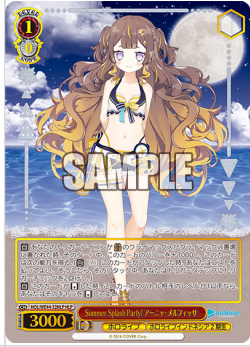




AUTO - [Discard 1 <Hololive> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "**Ayame's First Anniversary, Nakiri Ayame**", show it to your opponent, add it to hand, and shuffle your deck afterwards.










AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 "**Ayame's First Anniversary, Nakiri Ayame**" in your Waiting Room, place it on stage in any slot Rested.










[Ayame's First Anniversary, Nakiri Ayame = HOL/W91-T041](#)










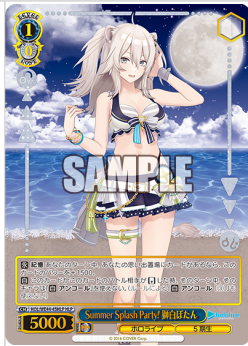

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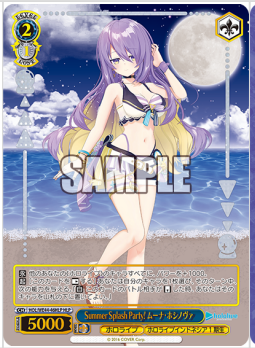







<p>HOL/WE44-31</p> 	<p>(N) 0/0 Miko (Hololive/0th Gen)</p> <p>AUTO - When this is placed on stage from hand, if your opponent has 3 or more Climaxes in their Waiting Room, Rest this.</p> <p>AUTO - [Discard 1 <Hololive> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-32</p> 	<p>(N) 1/0 Anya (Hololive/Hololive Indonesia 2nd Gen)</p> <p>AUTO - When a Climax with a Door Trigger is placed in your Climax Area, this turn, this gets +1000 power and the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-33</p> 	<p>(N) 1/1 Haato (Hololive/1st Gen)</p> <p>CONT - If you are Level 2 or higher, this gains the following ability, "ACT - [(1) Send this to Waiting Room] Choose up to 1 "Akai Haato" in your hand, and place on Stage in this card's former slot."</p> <p>ACT - ASSIST +1000 to <Hololive> characters.</p> <p>ACT - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p>Akai Haato = HOL/W91-096</p>	  <p>HLP & SP</p>








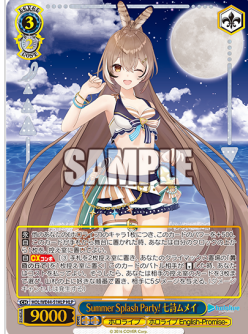

<p>HOL/WE44-34</p> 	<p>(N) 1/1 AZKi (Hololive/0th Gen)</p> <p>CONT - For each of your other back row <Hololive> characters, this gets +1000 power.</p> <p>CONT - All of your other <Hololive> characters get +500 power.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-35</p> 	<p>(N) 2/1 Polka (Hololive/5th Gen)</p> <p>CONT - ASSIST Level x 500.</p> <p>ACT - {CX Combo} [(2) Discard 1 card] If you have another "Signature Color Red, Omaru Polka", choose 1 "Beams of Sunlight" in your Waiting Room, add it to hand.</p> <p>Signature Color Red, Omaru Polka = HOL/W91-T118</p> <p>Beams of Sunlight = HOL/W91-T119</p>	  <p>HLP & SP</p>
<p>HOL/WE44-36</p> 	<p>(N) 2/1 Lui (Hololive/Secret Society HoloX)</p> <p>CONT - During your turn, if you have another "Shelter in a Shared Umbrella, Takane Lui", this gets +6000 power.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may Reverse that character.</p> <p>Shelter in a Shared Umbrella, Takane Lui = HOL/W104-077</p>	  <p>HLP & SP</p>

HOL/WE44-37		<p>(N) 3/2 Nene (Hololive/5th Gen)</p> <p>CONT - All of your other <Hololive> characters get +1500 power.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>ACT - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in any order.</p>	<div data-bbox="1323 142 1570 487">  </div> <div data-bbox="1570 142 1818 487">  </div> <div data-bbox="1818 142 1967 487">HLP & SP</div>
HOL/WE44-38		<p>(N) 3/2 Reine (Hololive/Hololive Indonesia 2nd Gen)</p> <p>CONT - If you have 4 or more <Hololive> characters, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Hololive> character, you may deal 1 damage to your opponent.</p>	<div data-bbox="1323 487 1570 831">  </div> <div data-bbox="1570 487 1818 831">  </div> <div data-bbox="1818 487 1967 831">HLP & SP</div>
HOL/WE44-39		<p>(N) 3/2 Choco (Hololive/2nd Gen)</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 - [(3) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 2 damage to your opponent, then look at the top card of your deck, and put it on top or bottom of your deck.</p>	<div data-bbox="1323 831 1570 1177">  </div> <div data-bbox="1570 831 1818 1177">  </div> <div data-bbox="1818 831 1967 1177">HLP & SP</div>

<p>HOL/WE44-40</p>		<p>(N) 0/0 Shion (Holoive/2nd Gen)</p> <p>CONT - All of your other "Towards the Future Together, Minato Aqua" gets +1500 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>AUTO - [Discard 1 <Holoive> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "Towards the Future Together, Minato Aqua" or "#ShionDrawings, Murasaki Shion", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>Towards the Future Together, Minato Aqua = HOL/W91-115</p> <p>#ShionDrawings, Murasaki Shion = HOL/W91-127</p>	<div> </div> <p>HLP & SP</p>
<p>HOL/WE44-41</p>		<p>(N) 0/0 Gura (Holoive/Holoive English-Myth-)</p> <p>AUTO - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you may send it to the bottom of your opponent's deck.</p> <p>AUTO - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Holoive> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	<div> </div> <p>HLP & SP</p>
<p>HOL/WE44-42</p>		<p>(N) 1/0 Kronii (Holoive/Holoive English-Promise-)</p> <p>AUTO - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.</p> <p>AUTO - When this attacks, if you have another <Holoive> character, this turn, this gets +3000 power.</p>	<div> </div> <p>HLP & SP</p>

<p>HOL/WE44-43</p> 	<p>(N) 1/0 Pekora (Hololive/3rd Gen)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <Hololive> character from your Waiting Room, add it to hand. X equals the number of "Towards the Future Together, Usada Pekora" in your Waiting Room.</p> <p>"Towards the Future Together, Usada Pekora" = HOL/W91-112</p>	  <p>HLP & SP</p>
<p>HOL/WE44-44</p> 	<p>(N) 1/0 Suisei (Hololive/0th Gen)</p> <p>ACT - [(1) Send this to Waiting Room] Choose 1 "Towards the Shining Stage, Hoshimachi Suisei" in your Waiting Room, and place it on stage in this card's former slot, and this turn, it gets +X power. X equals the number of your <Hololive> characters times 1000.</p> <p>Towards the Shining Stage, Hoshimachi Suisei = HOL/W91-T004</p>	  <p>HLP & SP</p>
<p>HOL/WE44-45</p> 	<p>(N) 1/0 Botan (Hololive/5th Gen)</p> <p>CONT - MEMORY - During your turn, if you have a card in Memory, this gets +1500 power.</p> <p>AUTO - When this card or this card's battle opponent is Reversed, this turn, that character cannot use "AUTO - ENCORE".</p>	  <p>HLP & SP</p>

HOL/WE44-46		<p>(N) 2/1 Moona (Hololive/Holive Indonesia 1st Gen)</p> <p>CONT - All of your other <Hololive> characters get +1000 power.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to the bottom of your opponent's deck."</p>	<div data-bbox="1327 142 1579 487">  </div> <div data-bbox="1579 142 1822 487">  </div> <div data-bbox="1822 142 1965 487">HLP & SP</div>
HOL/WE44-47		<p>(N) 2/1 Risu (Hololive/Holive Indonesia 1st Gen)</p> <p>CONT - ASSIST +2000 to Level 3 or higher characters.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, if you have another "A Step Towards the Future, Ayunda Risu", you may pay cost. If you do, choose 1 of your opponent's characters, move it to an opponent's empty slot.</p> <p>ACT - [Rest this] Choose 1 of your "A Step Towards the Future, Ayunda Risu", this turn, it gets +2000 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>A Step Towards the Future, Ayunda Risu = HOL/W104-114</p>	<div data-bbox="1327 487 1579 850">  </div> <div data-bbox="1579 487 1822 850">  </div> <div data-bbox="1822 487 1965 850">HLP & SP</div>
HOL/WE44-48		<p>(N) 2/1 Aqua (Hololive/2nd Gen)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p>AUTO - {CX Combo} [(1) Discard 1 card] During your Climax Phase, when "Gaming on a Day Off" is placed in your Climax Area, if this is in your front row, you may pay cost. If you do, Choose up to 1 "Towards the Future Together, Minato Aqua" in your hand, and place on Stage in any slot.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have a Climax in your Climax Area, you may put the top card of your deck into Stock.</p> <p>Towards the Future Together, Minato Aqua = HOL/W91-115</p> <p>Gaming on a Day Off = HOL/W91-141</p>	<div data-bbox="1327 850 1579 1289">  </div> <div data-bbox="1579 850 1822 1289">  </div> <div data-bbox="1822 850 1965 1289">HLP & SP</div>

<p>HOL/WE44-49</p> 	<p>(N) 2/1 Ina'nis (Hololive/Holive English-Myth-)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is Level 1 or lower, send it to Stock. (Climaxes are considered level 0).</p> <p>AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-50</p> 	<p>(N) 3/2 Iofi (Hololive/Holive Indonesia 1st Gen)</p> <p>CONT - If your opponent has a Level 3 or higher character, this gets -1 Level in hand.</p> <p>CONT - For each of your other front row <Hololive> characters, this gets +1500 power.</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 <Hololive> character in your Waiting Room, send it to Stock, then choose up to 1 of your opponent's characters, send it to Memory, and at the start of the Encore Step, your opponent places that character on stage in any slot.</p>	  <p>HLP & SP</p>
<p>HOL/WE44-51</p> 	<p>(N) 3/2 Mumei (Hololive/Holive English-Promise-)</p> <p>CONT - For each of your other <Hololive> characters, this gets +500 power.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX COMBO} [(3) Discard 2 cards, Send "On a Twilight Hill" from your Climax Area to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 3 cards from your opponent's Waiting Room, put them on top of your opponent's deck in any order, then deal 5 damage to your opponent.</p> <p>On a Twilight Hill (Level 1 Mumei CX) = HOL/W104-E144</p>	  <p>HLP & SP</p>

HOL/WE44-52



(N) 3/2 Lamy (Hololive/5th Gen)

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

CONT - MEMORY - If you have 2 or more cards in your Memory with different names, this gets +1000 power.

AUTO - During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, look at up to 4 cards from the top of your deck, choose up to 2 <Hololive> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



HLP & SP

HOL/WE44-53



(N) 3/2 Noel (Hololive/3rd Gen)

AUTO - [Send 1 of your other <Hololive> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.

AUTO - {CX Combo} (2) When this attacks, if you have **"Together With Danchou"** in your Climax Area, and you have another <Hololive> character, you may pay cost. If you do, your opponent mills 20 cards, 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.

[Together With Danchou \(Level 0 Noel CX\) = HOL/W91-144](#)



HLP & SP