




































No./128:	128				
ISC/S110-001		<p>(RR) 0/0 Chiyuki (Music/ALSTROEMERIA)</p> <p>CONT - If you have 2 or more other characters with "Amana", "Tenka" or "Chiyuki" in its name, this gets +2000 power.</p> <p>AUTO - RESONATE [Discard 1 card, Reveal {R 1/0 Tenka - 008} from your hand] When this is placed on stage from hand, you may pay cost. If you do, look at up to 4 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.</p>		SSP	
ISC/S110-002		<p>(RR) 1/0 Amana (Music/ALSTROEMERIA)</p> <p>CONT - If all of your characters are <Music>, this gets +2000 power.</p> <p>AUTO - {CX Combo} When the Choice CX (025) is placed in your Climax Area, if this is in your front row, choose up to 1 <Music> character in your Waiting Room, add it to hand, and this turn, this gains the following ability, "AUTO - RESONATE [Reveal {R 1/0 Tenka - 008} from your hand] When this attacks, you may pay cost. If you do, until the end of your opponent's next turn, this gets +2000 power."</p> <p><i>*Note: Has a Soul Trigger</i></p>		SSP	
ISC/S110-003		<p>(RR) 3/2 Luka (Music/CoMETIK)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have the Choice CX (026) in your Climax Area, you may pay cost. If you do, deal 2 damage to your opponent, and until the end of your opponent's next turn, this gets +2000 power.</p> <p>AUTO - EXPERIENCE (1) When this card's battle opponent is Reversed, if you have 3 face-down cards in your Level Zone, you may pay cost. If you do, deal 1 damage to your opponent.</p>			OFR & SSP







ISC/S110-004		<p>(RR) 3/2 Meguru (Music/Illumination STARS)</p> <p>CONT - If all of your characters are <Music>, this gets +1000 power.</p> <p>AUTO - EXPERIENCE [(2) Discard 1 card] When this attacks, if you have 3 or more different colors in your Level Zone, and you have 3 or more other characters, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Deal 1 damage to your opponent twice."</p> <p>b)"Deal 3 damage to your opponent."</p>	 	OFR & SSP
ISC/S110-005		<p>(R) 0/0 Luka (Music/CoMETIK)</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> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p>		SP
ISC/S110-006		<p>(R) 0/0 Juri (Music/Houkago Climax Girls)</p> <p>AUTO - When a Climax is placed in your Climax Area, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - (1) When your Climax is placed on the Climax Area, you may pay cost. If you do, look at up to 4 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, and send the rest to Waiting Room.</p>		SSP









ISC/S110-007		<p>(R) 1/0 Rinze (Music/Houkago Climax Girls)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +3000 power.</p> <p>AUTO - When a Climax is placed in your Climax Area, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose 1 of your <Music> characters, this turn, it gets +1000 power.</p>		SP	
ISC/S110-008		<p>(R) 1/0 Tenka (Music/ALSTROEMERIA)</p> <p>CONT - During your turn, if you have 2 or more other <Music> characters, this gets +2000 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 - [Return this to hand] When a Climax is placed on your Climax Area, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +2000 power.</p>		SSP	
ISC/S110-009		<p>(R) 1/1 Hiori (Music/illumination STARS)</p> <p>CONT - During your turn, all of your other <Music> characters get +1000 power.</p> <p>AUTO - (1) This ability activates up to once per turn. When a card is placed in your Level Zone, you may pay cost. If you do, look at up to 4 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</p> <p>ACT - [Rest this] Choose 1 card from your Level Zone and 1 <Music> character from your Waiting Room, swap them.</p>		SP	

ISC/S110-010		<p>(R) 2/1 Chiyoko (Music/Houkago Climax Girls)</p> <p>CONT - During your turn, this gets +5000 power.</p> <p>AUTO - {CX Combo} When the Shot CX (027) is placed in your Climax Area, if this is in your front row, and you have another <Music> character, choose up to 1 <Music> character in your Waiting Room, send it to Stock, and until the end of your opponent's next turn, this gains the following ability, "CONT - During your opponent's turn, this card's battle opponent and this card cannot be Reversed."</p> <p><i>*Note: This has 2 Souls</i></p>		SP	
ISC/S110-011		<p>(R) 3/2 Natsuha (Music/Houkago Climax Girls)</p> <p>CONT - During your turn, this gets +10000 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] When this card's battle opponent is Reversed, if you have the Shot CX (027) in your Climax Area, you may pay cost. If you do, send that character to Clock, and deal 5 damage to your opponent.</p>		SP	
ISC/S110-012		<p>(R) 3/2 Chiyuki (Music/ALSTROEMERIA)</p> <p>AUTO - When this is placed on stage from hand, 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>AUTO - RESONATE [Discard 1 card, Reveal {R 1/0 Tenka - 008} from your hand] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent.</p>		SP	

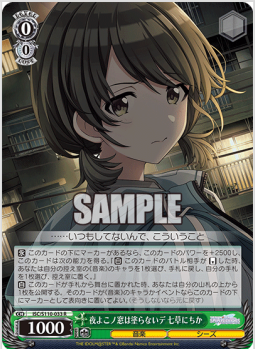





ISC/S110-013		<p>(U) 0/0 Hiori (Music/illumination STARS)</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them.</p> <p>AUTO - [(1) Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.</p>		WIR	
ISC/S110-014		<p>(U) 0/0 Tenka (Music/ALSTROEMERIA)</p> <p>CONT - All of your other "Amana Oosaki, Wishful Lily" (ISC/S81-T070) 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, choose up to 1 character from your Waiting Room, and add it to hand.</p>		WIR	
ISC/S110-015		<p>(U) 1/0 Luka (Music/CoMETIK)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2000 power.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have a Climax in your Climax Area, reveal the top card of your deck. If that card is Level 1 or higher, add it to hand.</p>		WIR	

ISC/S110-016		<p>(U) 1/1 Kaho (Music/Houkago Climax Girls)</p> <p>CONT - If a Climax with a Shot Trigger is in your Climax Area, this card in any area gains Shot Trigger.</p> <p>CONT - You other character with "Kaho", "Chiyoko", "Juri", "Rinze" or "Natsuha" in its name in the front row center slot gets +1000 power.</p> <p>CONT - ASSIST Level x 500 to <Music> characters.</p>		WIR	
ISC/S110-017		<p>(U) 3/2 Amana (Music/ALSTROEMERIA)</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, you may Heal 1.</p> <p>AUTO - RESONATE [Reveal {R 1/0 Tenka - 008} from your hand] At the start of your Climax Phase, you may pay cost. If you do, until the end of your opponent's next turn, this gets +2000 power.</p>		WIR	
ISC/S110-018		<p>(C) 0/0 Juri (Music/Houkago Climax Girls)</p> <p>CONT - If this is in the Front Row Center Slot, this gets +3000 power.</p> <p>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.</p>		WIR	







ISC/S110-019		<p>(C) 0/0 Kaho (Music/Houkago Climax Girls)</p> <p>CONT - All of your other <Music> character gets +500 power.</p> <p>ACT - [(2) Rest this] Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		WIR	
ISC/S110-020		<p>(C) 1/0 Chiyoko (Music/Houkago Climax Girls)</p> <p>AUTO - [Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p> <p>ACT - BACKUP +1000</p>		WIR	
ISC/S110-021		<p>(C) 1/1 Luka (Music/CoMETIK)</p> <p>AUTO - When you use this card's BACKUP, you or your opponent mills 3.</p> <p>ACT - BACKUP +2000</p>		WIR	







ISC/S110-026		(CR) Choice CX		RRR	
ISC/S110-027		(CR) Choice CX		RRR	
ISC/S110-028		(RR) 0/0 Kaho (Music/Houkago Climax Girls)		SSP	
ISC/S110-029		(RR) 1/0 Asahi (Music/Straylights)		SSP	







ISC/S110-030	<p>(RR) 3/2 Natsuha (Music/Houkago Climax Girls)</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, you may Heal 1.</p> <p>AUTO - When a Climax is placed in your Climax Area, until the end of your opponent's next turn, this gets +X power. X equals the number of your <Music> characters times 1000.</p>	<p>SSP</p>	
ISC/S110-031	<p>(RR) 3/2 Nichika (Music/SHHIs)</p> <p>CONT - If there is a Marker underneath this, this gets +3000 power.</p> <p>AUTO - When this is placed on stage from hand or by the {CX Combo} effect of {3/2 Mikoto - 070}, choose up to 1 {3/2 Mikoto - 070} in your Waiting Room, place it underneath this card face-up as a Marker, then choose 1 <Music> character in your Waiting Room, add it to hand.</p> <p>AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have the Bar CX (057) in your Climax Area, and there is a Marker underneath this, you may pay cost. if you do, deal 4 damage to your opponent, and this turn, this gets +2000 power.</p>	<p>OFR & SSP</p>	
ISC/S110-032	<p>(R) 0/0 Rinze (Music/Houkago Climax Girls)</p> <p>CONT - If you have another {New 0/0 Juri - 006}, all of your other {New R 3/2 Kaho - 039} and {New R 3/2 Chiyoko - 040} and {1/0 Juri - 035} and {RR 3/2 Natsuha - 030} gets +1000 power.</p> <p>AUTO - When you trigger a Climax with a Bar Trigger, you may draw 1 card. If you do, discard 1 card.</p> <p>ACT - [Rest 2 of your characters] Choose 1 of your <Music> characters, this turn, it gets +2000 power.</p>	<p>SSP</p>	







ISC/S110-033		(R) 0/0 Nichika (Music/SHHis) CONT - if this has a Marker underneath it, this gets +2500 power and the following ability, " AUTO - When this card's battle opponent is Reversed, choose 1 <Music> character in your Waiting Room, add it to hand, then discard 1 card." 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 put it underneath this card Face-up as a Marker.		SP	
ISC/S110-034		(R) 0/0 Hinana (Music/Noctchill) 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 card's battle opponent is Reversed, you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 {this card} from Memory, and place it on stage in any slot.		SSP	
ISC/S110-035		(R) 1/0 Juri (Music/Houkago Climax Girls) CONT - During your turn, if you have another <Music> character, this gets +3000 power. AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.		SSP	







ISC/S110-036	<p>(R) 2/1 Madoka (Music/noctchill)</p> <p>AUTO - {CX Combo} [Send this Standing card to Memory] During your Climax Phase, when "Fish Swimming About in Water - ISC/S81-110" is placed in your Climax Area, you may pay cost. If you do, choose up to 1 {New R 3/2 Madoka - 112} in from your hand, place it on stage in this card's former slot.</p> <p>ACT - [Rest this] Choose 1 of your opponent's front row characters, this turn, it gets -2000 power.</p> <p><i>Old CX Combos with 1/0 Madoka - ISC/S81-087.</i></p>	<p>SP</p>	
ISC/S110-037	<p>(R) 2/1 Asahi (Music/Straylights)</p> <p>CONT - During your turn, if you have another <Music> character, this gets +3000 power.</p> <p>AUTO - {CX Combo} [Send this to Stock] During your Climax Phase, when the Bar CX (056) is placed in your Climax Area, you may pay cost. If you do, search your deck for up to 1 {1/0 Asahi - 029}, place it on stage in this card's former slot, and shuffle your deck afterwards, this turn, it gets +5000 power.</p>	<p>SP</p>	
ISC/S110-038	<p>(R) 2/2 Fuyuko (Music/Straylight)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand or when this attacks, if you have 4 or more other <Music> characters, you may pay cost. If you do, your opponent chooses 1 Climax from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.</p> <p>AUTO - CHANGE [(1) Send this to Waiting Room] At the start of your Climax Phase, you may pay cost. If you do, choose up to 1 {New R 3/2 Fuyuko - 069} from your hand, place it on stage in this card's former slot, and this turn, it gets +1000 power.</p>	<p>SP</p>	











ISC/S110-039		<p>(R) 3/2 Kaho (Music/Houkago Climax Girls)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [(5) Discard 3 cards] At the start of your Attack Phase, if you have the Bar CX (058) in your Climax Area, and this is in your front row, and you have another {3/2 Chiyoko - 040} and {0/0 Juri - 006} and {R 0/0 Rinze - 032} and {RR 3/2 Natsuha - 030}, you may pay cost. If you do, this turn, all of your characters gain the following ability, "AUTO - When this attacks, deal 2 damage to your opponent."</p>		SP	
ISC/S110-040		<p>(R) 3/2 Chiyoko (Music/Houkago Climax Girls)</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, it gets +2000 power and <Chocolate>.</p> <p>AUTO - When this card's battle opponent is Reversed, if you have a Climax in your Climax Area, choose 1 <Music> character in your Waiting Room, you may send it to Stock.</p> <p>AUTO - {CX Combo} [(2) Discard 2 cards] This ability activates up to once per turn. At the end of this card's attack, if you have the Bar CX (058) in your Climax Area, you may pay cost. If you do, Stand this.</p>		SSP	
ISC/S110-041		<p>(R) 3/2 Mei (Music/Straylight)</p> <p>CONT - During your turn, if you have another {3/2 Asahi - 083} or {New R 3/2 Fuyuko - 069}, this gets +3000 power.</p> <p>AUTO - When this attacks, reveal the top card of your deck. If that card is a <Music> character or a {2/1 Chibi Straylight - ISC/S81-080}, deal X damage to your opponent. X equals the Level of the revealed card.</p>		SP	











ISC/S110-042	 <p>(U) 0/0 Nichika (Music/SHHis)</p> <p>CONT - All of your other <Music> gets +500 power.</p> <p>ACT - [Rest this] If there is no marker underneath this card, reveal the top card of your deck. If that card is level 1 or higher, place it underneath this card face-up as a Marker.</p> <p>ACT - [Rest this] Send 1 Marker underneath this card to Stock.</p>	 <p>WIR</p>	
ISC/S110-043	 <p>(U) 0/0 Toru (Music/noctchill)</p> <p>CONT - You may choose "Toru Asakura, 10 Pieces, Light - ISC/S81-086" or {New RR 3/2 Toru - 101} in your Waiting Room for the effects of Pants Trigger.</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +1000 power.</p>	 <p>WIR</p>	
ISC/S110-044	 <p>(U) 1/0 Natsuha (Music/Houkago Climax Girls)</p> <p>AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Music> characters times 1000.</p> <p>AUTO - When this attacks, choose 1 of your other <Music> characters, this turn, it gets +X power. X equals the number of your other <Music> characters times 500.</p>	 <p>WIR</p>	




ISC/S110-045		<p>(U) 1/0 Fuyuko (Music/Straylight)</p> <p>CONT - During your turn, if you have 2 or more other <Music> characters, this gets +2000 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 - CHANGE [Send this to Waiting Room] At the start of your Climax Phase, you may pay cost. If you do, choose 1 "Fuyuko Mayuzumi, The Fuyukoism - ISC/S81-059" in your Waiting Room, place it on stage in this card's former slot.</p>		WIR	
ISC/S110-046		<p>(U) 1/0 Kaito (Music/noctchill)</p> <p>CONT - MEMORY - If you have 2 or more Memory, this gets +2000 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>		WIR	
ISC/S110-047		<p>(U) 1/0 Chiyoko (Music/Houkago Climax Girls)</p> <p>AUTO - When a Climax is placed in your Climax Area, this turn, this gets +1000 power and the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power."</p>		WIR	







ISC/S110-048	 <p>(U) 2/1 Juri (Music/Houkago Climax Girls)</p> <p>CONT - All of your other <Music> character gets +1000 power.</p> <p>ACT - [(2) Rest this] Heal 1.</p>	 <p>WIR</p>	
ISC/S110-049	 <p>(U) 2/1 Rinze (Music/Houkago Climax Girls)</p> <p>AUTO - When this is placed on stage from hand, look at up to 4 cards from the top of your deck, choose up to 1 Climax 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 - 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.</p>	 <p>WIR</p>	
ISC/S110-050	 <p>(C) 0/0 Koito (Music/noctchill)</p> <p>AUTO - When this attacks, choose 1 of your other <Music> characters, this turn, it gets +2000 power.</p> <p>AUTO - (1) At the start of your opponent's attack phase, you may pay the cost. If you do, move this to an open position in your back row.</p>	 <p>WIR</p>	







ISC/S110-051		<p>(C) 0/0 Madoka (Music/noctchill)</p> <p>AUTO - [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 "Toru Asakura, 10 Pieces. Light - ISC/S81-086", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, choose 1 of your other <Music> characters, return it to hand.</p>		WIR	
ISC/S110-052		<p>(C) 0/0 Toru (Music/noctchill)</p> <p>CONT - All of your other <Music> characters get +500 power.</p> <p>AUTO - [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 the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."</p>		WIR	
ISC/S110-053		<p>(C) 0/0 Hinana (Music/Noctchill)</p> <p>CONT - During your turn, this gets +1000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bar CX (059) in your Climax Area, and you have 2 or more other <Music> characters, 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, then choose 1 of your characters, this turn, it gets +1000 power.</p>		WIR	







ISC/S110-054		<p>(C) 1/0 Nichika (Music/SHHis)</p> <p>CONT - if this has a Marker underneath it, this gains the following ability, "AUTO - If the character across from this is Yellow or Red, this gets +4500 power."</p> <p>AUTO - When this placed on stage from hand or by the AUTO effect of {1/0 Mikoto - 087}, choose 1 {1/0 Mikoto - 087} in your Waiting Room, you may put it underneath this card face-up as a Marker.</p> <p>AUTO - [Send this to Waiting Room] At the start of your Climax Phase, you may pay cost. If you do, choose 1 {1/0 Mikoto - 087} in your Waiting Room, place it on stage in this card's former slot.</p>		WIR	
ISC/S110-055		<p>(C) 1/0 Mei (Music/Straylight)</p> <p>AUTO - This ability activates up to once per turn. When you use CHANGE, this turn, this gets +1500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may put the top card of your deck into Stock."</p>		WIR	
ISC/S110-056		(CR) Bar CX		RRR	
ISC/S110-057		(CR) Bar CX		RRR	
ISC/S110-058		(CR) Bar CX		RRR	







ISC/S110-059		(CR) Bar CX		RRR	
ISC/S110-060		<p>(RR) 0/0 Mikoto (Music/SHHis)</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 characters, this turn, it gets +2000 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, choose up to 1 <Music> character from your Waiting Room, and add it to hand.</p>	 	OFR & SSP	
ISC/S110-061		<p>(RR) 1/0 Mano (Music/illumination STARS)</p> <p>CONT - EXPERIENCE - If you have a Yellow card in your Level Zone, this gets +3000 power.</p> <p>AUTO - {CX Combo} At the start of your Attack Phase, if you have the Standby CX (094) in your Climax Area, and this is in your front row, and you have another <Music> character, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose 1 <Music> character in your Waiting Room, send it to Stock."</p> <p>b) "[Send 1 Climax from your Climax Area to Waiting Room] You may pay cost. If you do, choose 1 of your other <Music> characters, Stand it."</p>	 	OFR & SSP	
ISC/S110-062		<p>(RR) 2/2 Mei (Music/Straylight)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +1500 power and the following 2 abilities,</p> <p>- "CONT - During your turn, this gets +5000 power."</p> <p>- "AUTO - ENCORE [Discard 1 character]"</p> <p>AUTO - [Send 1 of your other characters on stage to Waiting Room] When a Climax is placed in your Climax Area, you may pay cost. If you do, reveal the top card of your deck. If that card is a <Music> character or an Event, add it to hand.</p>		SSP	







ISC/S110-063	 <p>(RR) 3/2 Kiriko (Music/L'Antica)</p> <p>CONT - If you have 3 or more other characters, this gets +2000 power.</p> <p>AUTO - When this is placed on stage from hand, you may Heal the bottom card of your Clock.</p> <p>AUTO - {CX Combo} [(3) Discard 2 cards] When this attacks, if you have the Door CX (095) in your Climax Area, and you have another character with "ALARM" or "SHIFT", deal 1 damage to your opponent, then you may pay cost. If you do, deal 3 damage to your opponent, and this turn, this gets +1000 power.</p>	 <p>SSP</p>	
ISC/S110-064	 <p>(R) 0/0 Haruki (Music/CoMETIK)</p> <p>CONT - You can play characters with "Luka" or "Hana" or "Haruki" in its name and Climaxes without meeting color requirement.</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, choose up to 1 character from your Waiting Room, and add it to hand.</p>	  <p>OFR & SSP</p>	
ISC/S110-065	 <p>(U) 1/0 Haruki (Music/CoMETIK)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 1 or lower <Music> character in your Waiting Room, place it on stage in any slot.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.</p>	 <p>SP</p>	







ISC/S110-066		<p>(R) 1/0 Meguru (Music/illumination STARS)</p> <p>CONT - EXPERIENCE - If you have a Yellow card in your Level Zone, this gets +2000 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 - EXPERIENCE 4 - When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 4 or more, choose 1 <Music> character in your Waiting Room, add it to hand, then discard 1 card.</p>		SP	
ISC/S110-067		<p>(R) 1/1 Amana (Music/ALSTROEMERIA)</p> <p>CONT - ASSIST Level x 500 to <Music> characters.</p> <p>ACT - RESONATE [(1) Reveal {R 1/0 Tenka - 008} from your hand, Rest this] 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 your hand, and put the rest into the Waiting Room.</p>		SP	
ISC/S110-068		<p>(R) 3/2 Tenka (Music/ALSTROEMERIA)</p> <p>CONT - If you have another {R 1/1 Amana - 067} and {3/2 Chiyuki - 012}, all of your characters gain the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>CONT - ASSIST +2000 to <Music> characters.</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>		SP	







ISC/S110-069	 <p>(R) 3/2 Fuyuko (Music/Straylight)</p> <p>CONT - If you have 3 or more other characters, this gets +2000 power.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [Discard 1 cards] When this attacks, if you have the Standby CX (096) in your Climax Area, and you have 3 or more other characters, you may pay cost. If you do, deal 2 damage to your opponent.</p>	 <p>SSP</p>	
ISC/S110-070	 <p>(R) 3/2 Mikoto (Music/SHHis)</p> <p>CONT - If there is a Marker underneath this, this gets +1000 power and the following ability, "CONT - during this card's battle, your opponent cannot use BACKUP."</p> <p>AUTO - When this is placed on stage from hand, heal up to 1, then choose up to 1 {3/2 Nichika - 031} in your Waiting Room, place it underneath this card face-up as a Marker.</p> <p>AUTO - {CX Combo} [(2) Discard 2 cards] At the end of this card's attack, if you have the Bar CX (057) in your Climax Area, you may pay cost. If you do, choose 1 {3/2 Nichika - 031} underneath this as a Marker and this card, swap them .</p>	 <p>SP</p>	
ISC/S110-071	 <p>(R) 3/2 Mamimi (Music/L'Antica)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, you may return it to hand.</p> <p>AUTO - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, send the bottom 3 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of Climaxes sent to Waiting Room by this effect.</p> <p>AUTO - SHIFT Lv0</p>	 <p>SSP</p>	







ISC/S110-072	 <p>(U) 0/0 Meguru (Music/illumination STARS)</p> <p>AUTO - At the start of your Climax Phase, choose 1 of your <Music> characters, this turn, it gets +500 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 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>	 <p>WIR</p>	
ISC/S110-073	 <p>(U) 0/0 Haruki (Music/CoMETIK)</p> <p>CONT - You other <Music> character in the front row center slot gets +1500 power.</p> <p>AUTO - [(1) Flip 1 of your Face-up card in your Level Zone Face-down] When you Level Up, if you have another <Music> character, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p>	 <p>WIR</p>	
ISC/S110-074	 <p>(U) 0/0 Sakuya (Music/L'Antica)</p> <p>CONT - If this is in the Front Row Center Slot, this gets +1 Level and +2500 power.</p> <p>CONT - If this is in the Front Row Center Slot, all of your other Level 0 or lower characters get +1000 power.</p>	 <p>WIR</p>	







ISC/S110-075		<p>(U) 0/0 Mikoto (Music/SHHis)</p> <p>CONT - if this has a Marker underneath it, this gets +2000 power.</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, you may put it underneath this card Face-up as a Marker.</p> <p>AUTO - {CX Combo} [Discard 1 card] When the Door CX (097) is placed in your Climax Area, if you have another <Music> character, you may pay cost. If you do, choose up to 2 of your characters with a Marker underneath them, this turn, they gain the following ability, "AUTO - When this attacks, 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."</p>		WIR	
ISC/S110-076		<p>(U) 0/0 Mei (Music/Straylight)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</p> <p>AUTO - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>		WIR	
ISC/S110-077		<p>(U) 1/0 Kogane (Music/L'Antica)</p> <p>CONT - If you have 2 or more other <Music> characters, 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 - SHIFT Lv0</p>		WIR	













ISC/S110-078	 <p>LEVEL 1 0 4500</p> <p>恋姉ちゃんと 南谷 希子</p>	<p>(U) 1/0 Kiriko (Music/L'Antica)</p> <p>CONT - If this is in your back row, and you have another back row {R 0/0 Kiriko Brainstorm - 104}, your {R Blue 3/2 Kogane - 113} and {RR 3/2 Kiriko - 063} in your hand gets -1 Level.</p> <p>AUTO - SHIFT Lv0</p>	 <p>LEVEL 1 0 4500</p> <p>恋姉ちゃんと 南谷 希子</p>	WIR	
ISC/S110-079	 <p>LEVEL 1 0 5000</p> <p>永遠を抱きしめて 桑山 千雪</p>	<p>(U) 1/0 Chiyuki (Music/ALSTROEMERIA)</p> <p>AUTO - RESONATE [Reveal {R 1/0 Tenka - 008} from your hand] At the start of your Climax Phase, you may pay cost. If you do, choose 1 of your <Music> characters, this turn, it gets +1000 power and the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."</p>	 <p>LEVEL 1 0 5000</p> <p>永遠を抱きしめて 桑山 千雪</p>	WIR	
ISC/S110-080	 <p>LEVEL 1 1 2500</p> <p>リフレクションターマバーク 田中 晴美</p>	<p>(U) 1/1 Mamimi (Music/L'Antica)</p> <p>CONT - All of your other characters with "ALARM" or "SHIFT" gets +1000 power.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory.</p>	 <p>LEVEL 1 1 2500</p> <p>リフレクションターマバーク 田中 晴美</p>	WIR	







ISC/S110-081		<p>(U) 2/2 Mano (Music/illumination STARS)</p> <p>CONT - EXPERIENCE 3 - If the sum of Levels of cards in your Level Zone is 3 or more, this gets +4000 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 - ENCORE [Discard 1 <Music> character]</p>		WIR	
ISC/S110-082		<p>(U) 3/2 Yuika (Music/L'Antica)</p> <p>CONT - ALARM - If this is on top of your Clock, and you are Level 2 or higher, and you have 4 or more <Music> characters, this gains the following ability, "ACT - [(2) Discard 1 card] Place this on stage in any slot, then put the top card of your deck into Clock."</p> <p>AUTO - When this is placed on stage from hand or by the ACT ability of {this card}, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		WIR	
ISC/S110-083		<p>(U) 3/2 Asahi (Music/Straylights)</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, you may Heal 1.</p> <p>AUTO - ENCORE [Discard 1 <Music> Character]</p>		WIR	







ISC/S110-084		(C) 0/0 Yuika (Music/L'Antica) AUTO - ALARM - If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your characters with "ALARM" or "SHIFT", this turn, it gets +3000 power.		WIR	
ISC/S110-085		(C) 0/0 Fuyuko (Music/Straylight) 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. AUTO - When you use CHANGE, you may draw 1 card. If you do, discard 1 card.		WIR	
ISC/S110-086		(C) 0/0 Amana (Music/ALSTROEMERIA) 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 - RESONATE [Reveal {R 1/0 Tenka - 008}] from your hand] At the start of your opponent's Attack Phase, you may pay cost. If you do, move this to an empty Front Row slot.		WIR	






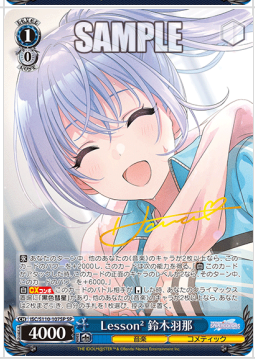
ISC/S110-087		<p>(C) 1/0 Mikoto (Music/SHHis)</p> <p>CONT - if this has a Marker underneath it, this gains the following ability, "AUTO - If the character across from this is Green or Blue, this gets +4500 power."</p> <p>AUTO - When this placed on stage from hand or by the AUTO effect of {1/0 Nichika - 054}, choose 1 {1/0 Nichika - 054} in your Waiting Room, you may put it underneath this card face-up as a Marker.</p> <p>AUTO - [Send this to Waiting Room] At the start of your Climax Phase, you may pay cost. If you do, choose 1 {1/0 Nichika - 054} in your Waiting Room, place it on stage in this card's former slot.</p>		WIR	
ISC/S110-088		<p>(C) 1/0 Kogane (Music/L'Antica)</p> <p>CONT - During your turn, all of your other <Music> characters get +1000 power.</p> <p>ACT - [(1) Send this to Waiting Room] Rearrange all of your clock in any order you like.</p>		WIR	
ISC/S110-089		<p>(C) 1/1 Asahi (Music/Straylights)</p> <p>CONT - If all of your characters are <Music>, this gets +2000 power.</p> <p>AUTO - ENCORE [(1) Send 1 of your characters on stage to Waiting Room]</p>		WIR	








ISC/S110-090		<p>(C) 2/1 Chiyuki (Music/ALSTROEMERIA)</p> <p>AUTO - When you use this card's BACKUP, if your opponent has a Climax in their Climax Area, choose 1 of your battling <Music> characters, this turn, it gets +2000 power.</p> <p>ACT - BACKUP +2500</p>		WIR	
ISC/S110-091		<p>(C) 2/1 Haruki (Music/CoMETIK)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +4000 power and +1 Soul.</p>		WIR	
ISC/S110-092		<p>(C) 2/1 Tenka (Music/ALSTROEMERIA)</p> <p>AUTO - {CX Combo} RESONATE [(1) Reveal {R 1/0 Tenka - 008} from your hand] At the start of your Encore Step, if you have the Standby CX (098) in your Climax Area, and this is in your front row, and you have another character with "Amana" in its name and another character with "Chiyuki" in its name, you may pay cost. If you do, choose 1 <Music> character in your Clock, add it to hand.</p>		WIR	







ISC/S110-093		(C) 3/2 Sakuya (Music/L'Antica) CONT - For each of your other <Music> characters, this gets +1000 power. AUTO - At the start of your opponent's Encore Step, if you have 6 cards in your clock, Rest this, then shuffle all cards from your Clock into your deck. AUTO - SHIFT Lv0		WIR	
ISC/S110-094		(CR) Standby CX		RRR	
ISC/S110-095		(CR) Door CX		RRR	
ISC/S110-096		(CR) Standby CX		RRR	
ISC/S110-097		(CR) Door CX		RRR	
ISC/S110-098		(CR) Standby CX		RRR	








ISC/S110-099		<p>(RR) 0/0 Koito (Music/Notchill)</p> <p>CONT - During your turn, if all of your characters are <Music>, this gets +2000 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 you have 2 or less Memory, you may send this to Memory.</p>		SSP	
ISC/S110-100		<p>(RR) 1/0 Kogane (Music/L'Antica)</p> <p>AUTO - [Put 1 <Music> character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, if you have an alarm or shift on the top of your clock, you may pay cost. If you do, look at up to 4 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.</p> <p>AUTO - SHIFT Lv0</p>		SSP	
ISC/S110-101		<p>(RR) 3/2 Toru (Music/Notchill)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} MEMORY [(3) Discard 1 card] When this attacks, if you have the Pants CX (125) in your Climax Area, and you have 2 or more other <Music> characters, and you have 4 or more Memory, you may pay cost. If you do, perform the following effect 3 times, "Deal 1 damage to your opponent."</p>		SSP	







ISC/S110-102		<p>(R) 0/0 Koito (Music/noctchill)</p> <p>CONT - During your turn, if you have another character with "Toru" in its name or {New R 3/2 Madoka - 112}, all of your other characters with "Madoka" or "Hinana" in its name 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>		SP	
ISC/S110-103		<p>(R) 0/0 Sakuya (Music/L'Antica)</p> <p>AUTO - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 character with "ALARM" or "SHIFT", show it to your opponent, add it to hand, and shuffle your deck afterwards.</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>		SSP	
ISC/S110-104		<p>(R) 0/0 Kiriko (Music/L'Antica)</p> <p>AUTO - SHIFT Lv0</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, choose up to 1 <Music> character from your Waiting Room, and add it to hand.</p>		SP	





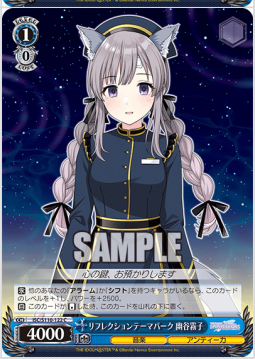

ISC/S110-105		<p>(R) 0/0 Mamimi (Music/L'Antica)</p> <p>CONT - This cannot Side Attack.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Music> characters, Rest it, and move it to an empty Back Row slot.</p>		SP	
ISC/S110-106		<p>(R) 1/0 Toru (Music/noctchill)</p> <p>CONT - MEMORY - If you have 2 or more Memory, this gets +3000 power.</p> <p>AUTO - When this is placed on stage from hand, if you have 1 or less Memory, choose 1 character with "Toru", "Madoka", "Koito" or "Hinana" in its name in your Waiting Room, you may send it to Memory.</p>		SP	
ISC/S110-107		<p>(R) 1/0 Hana (Music/CoMETIK)</p> <p>CONT - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power and the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Pants CX (126) in your Climax Area, and you have 2 or more other <Music> characters, draw up to 2 cards, then discard 1 card.</p>		SP	











ISC/S110-108	 <p>(R) 1/0 Yuika (Music/L'Antica)</p> <p>AUTO - At the start of your Climax Phase, if you have an alarm or shift on the top of your clock, until the end of your opponent's next turn, this gets +1500 power and the following ability, "AUTO - When this attacks, reveal the top card of your deck. if that card is Level 1 or higher, send it to Stock."</p>	 <p>SSP</p>	
ISC/S110-109	 <p>(R) 1/1 Hana (Music/CoMETIK)</p> <p>CONT - All of your other {RR 3/2 Luka - 003} gets +1000 power.</p> <p>CONT - If you have another {0/0 Haruki - 064}, all of your other <Music> characters gets +X power. X is equal to that character's level x 500.</p> <p>ACT - [Discard 1 card, Flip 1 of your Face-up card in your Level Zone Face-down, Rest this] Choose 1 <Music> character in your Waiting Room, add it to hand.</p>	  <p>OFR & SSP</p>	
ISC/S110-110	 <p>(R) 2/1 Yuika (Music/L'Antica)</p> <p>AUTO - ALARM - If this is on top of your Clock, at the start of your Climax Phase, choose 1 of your characters, this turn, all of your characters with the same card name as the chosen character, gains the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power."</p>	 <p>SP</p>	





ISC/S110-111	 <p>(R) 2/1 Sakuya (Music/L'Antica)</p> <p>CONT - During your turn, if you have 2 or more other <Music> characters, this gets +4000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Pants CX (127) in your Climax Area, and you have 3 or more other characters, 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.</p> <p>AUTO - SHIFT Lv0</p> <p><i>*Note: Does not have a Soul Trigger</i></p>	 <p>SP</p>	
ISC/S110-112	 <p>(R) 3/2 Madoka (Music/noctchill)</p> <p>CONT - MEMORY - If you have 3 or more Memory, this gains "CONT - ASSIST Level x 1000."</p> <p>AUTO - When this is placed on stage from hand, choose 1 <Music> character from your Waiting Room, you may add it to hand.</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +1000 power.</p>	 <p>SSP</p>	
ISC/S110-113	 <p>(R) 3/2 Kogane (Music/L'Antica)</p> <p>CONT - All of your other <Music> characters get +1500 power.</p> <p>AUTO - SHIFT Lv0</p> <p>ACT - [Discard 1 card, Rest this] Reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>	 <p>SP</p>	







ISC/S110-114	 <p>(R) 3/2 Mano (Music/illumination STARS)</p> <p>CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.</p> <p>CONT - EXPERIENCE 6 - If the sum of Levels of cards in your Level Zone is 6 or more, this gets +1000 power and this cannot be targeted by your opponent's effects.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p>	 <p>SP</p>	
ISC/S110-115	 <p>(R) 3/2 Hinana (Music/Noctchill)</p> <p>CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, choose 1 character with "Toru", "Madoka", "Koito" or "Hinana" in its name in your Clock, you may send it to Memory.</p> <p>AUTO - MEMORY [(1) Discard 1 card] When this attacks, if you have 3 or more Memory, you may pay cost. If you do, deal 1 damage to your opponent.</p>	 <p>SP</p>	
ISC/S110-116	 <p>(R) 3/2 Hiori (Music/illumination STARS)</p> <p>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 {Pants CX - 128} in your hand, place it in your Climax Area.</p> <p>AUTO - {CX Combo} EXPERIENCE - When this attacks, if you have the Pants CX (128) in your Climax Area, and you have a Yellow card, a Red card and a Blue Card in your Level Zone, deal 3 damage to your opponent, and until the end of your opponent's next turn, this gets +1000 power.</p>	  <p>OFR & SSP</p>	







ISC/S110-117		(U) 0/0 Madoka (Music/Notchill)		WIR	
ISC/S110-118		(U) 0/0 Hinana (Music/Noctchill)		WIR	
ISC/S110-119		(U) 1/0 Hana (Music/CoMETIK)		WIR	

ISC/S110-120		<p>(C) 0/0 Hana (Music/CoMETIK)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +1500 power.</p> <p>AUTO - When this attacks, choose 1 of your <Music> characters, this turn, it gets +1500 power.</p>		WIR	
ISC/S110-121		<p>(C) 0/0 Mamimi (Music/L'Antica)</p> <p>AUTO - ALARM [Discard 1 <Music> character] If this is on top of your Clock, at the start of your Climax Phase, you may pay cost. if you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p>		WIR	
ISC/S110-122		<p>(C) 1/0 Kiriko (Music/L'Antica)</p> <p>CONT - If you have another character with "ALARM" or "SHIFT", this gets +1 Level and +2500 power.</p> <p>AUTO - When this is Reversed, send this to the bottom of your deck.</p>		WIR	







ISC/S110-123		(C) 2/1 Mano (Music/illumination STARS) AUTO - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: " AUTO - When this card's battle opponent is Reversed, send it to Memory." ACT - BACKUP +3000		WIR	
ISC/S110-124		(C) 2/1 Hiori (Music/illumination STARS) CONT - Your <Music> character to the Right of this gets +1000 power. AUTO - EXPERIENCE [Discard 1 card] When this is placed on stage from hand, if you have a Yellow card and a Red card in your Level Zone, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand, and this turn, this gets +2000 power.		WIR	
ISC/S110-125		(CR) Pants CX		RRR	
ISC/S110-126		(CR) Pants CX		RRR	
ISC/S110-127		(CR) Pants CX		RRR	










ISC/S110-128		(CR) Pants CX		RRR	
ISC/S110-P01 May/June Shop Tournament PR Packs		(PR) 1/1 Nichika (Music/SHHis) CONT - ASSIST Level x 500 to <Music> characters. AUTO - [Discard 1 Climax] When you Trigger a Climax, you may pay cost. If you do, Heal 1.		Foil version	

No./17:	17				
ISC/S110-T01		<p>(TD) 0/0 Nichika (Music/SHHis)</p> <p>AUTO - When a Climax is placed in your Opponent's Climax Area, you may send this to Stock.</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 among them, draw up to 1 card.</p>		RRR	
ISC/S110-T02		<p>(TD) 0/0 Nichika (Music/SHHis)</p> <p>CONT - All of your other {TD Vanilla 1/0 Nichika - T05} gets +2000 power.</p> <p>AUTO - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your <Music> characters and this card, Stand and swap them.</p>		RRR	
ISC/S110-T03		<p>(TD) 0/0 Nichika (Music/SHHis)</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> <p>AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Music> characters, Rest it, and move it to an empty Back Row slot.</p>		SP	

ISC/S110-T04		(TD) 1/0 Nichika (Music/SHHis) AUTO - When this is placed on stage from hand, if you have another <Music> character, this turn, this gets +2000 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, look at up to 4 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, then choose 1 of your characters, this turn, it gets +1000 power.		SP	
ISC/S110-T05		(TD) 1/0 Nichika vanilla (Music/SHHis)		RRR	
ISC/S110-T06		(TD) 2/2 Nichika (Music/SHHis) CONT - If this has a Marker underneath it, for each of your other <Music> characters, this gets +1500 power. AUTO - When this is placed on stage from hand, choose 1 {0/0 Mikoto - T10} in your Waiting Room, you may put it underneath this card face-up as a Marker.		RRR	

ISC/S110-T07	<p>(TD) 3/2 Nichika (Music/SHHis)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [(2) Discard 1 card] When the Bar CX (T09) is placed in your Climax Area, if you have another {3/2 Mikoto - T16}, you may pay cost. If you do, deal 2 damage to your opponent, and this turn, this gets +1500 power.</p>	<p>RRR & SR</p>
ISC/S110-T08	<p>(TD) 2/1 Event</p> <p>If you have 2 or less <Music> characters, this cannot be played from hand.</p> <p>Choose 1 of the following 2 effects and resolve it,</p> <p>a) "Search your deck for up to 3 <Music> character, show them to your opponent, add them to hand, discard 2 cards, and shuffle your deck afterwards."</p> <p>b) "Choose 1 of your opponent's Level 2 or lower back row characters, send it to Waiting Room."</p>	<p>RRR</p>
ISC/S110-T09	<p>(TD) Bar CX</p>	<p>RRR</p>
ISC/S110-T10	<p>(TD) 0/0 Mikoto (Music/SHHis)</p> <p>AUTO - When your other <Music> character attacks, this turn, this gets +1000 power.</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, choose 1 of your other <Music> characters, return it to hand.</p>	<p>RRR</p>

ISC/S110-T11		<p>(TD) 0/0 Mikoto (Music/SHHis)</p> <p>CONT - If this has a Marker underneath it, all of your other <Music> characters get +500 power.</p> <p>AUTO - When this is placed on stage from hand, choose 1 {TD 2/2 Nichika - T06} in your Waiting Room, you may put it underneath this card face-up as a Marker.</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +1000 power.</p>		RRR	
ISC/S110-T12		<p>(TD) 0/0 Mikoto (Music/SHHis)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</p> <p>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 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SP	
ISC/S110-T13		<p>(TD) 1/0 Mikoto (Music/SHHis)</p> <p>CONT - If you have another character with a Marker underneath it, this gets +3000 power.</p> <p>AUTO - {CX Combo} When the Door CX (T17) is placed in your Climax Area, if this is in your front row, choose 1 of your other characters and this card, this turn, they gain the following ability, "AUTO - When this card's battle opponent is Reversed, you may put the top card of your deck into Stock."</p>		SP	

ISC/S110-T14	 <p>(TD) 1/1 Mikoto (Music/SHHis)</p> <p>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.</p> <p>ACT - BACKUP +2000</p>	 <p>RRR</p>	
ISC/S110-T15	 <p>(TD) 2/1 Mikoto (Music/SHHis)</p> <p>CONT - If you have another charcter with a Marker underneath it, this gains "CONT - ASSIST +1500 to <Music> characters."</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +3000 power.</p>	 <p>RRR</p>	
ISC/S110-T16	 <p>(TD) 3/2 Mikoto (Music/SHHis)</p> <p>CONT - All of your other <Music> characters get +1500 power.</p> <p>AUTO - {CX Combo} [Discard 1 Green card] When your other character attacks, if you have the Bar CX (T09) in your Climax Area, you may pay cost. If you do, choose 1 of your other {3/2 Nichika - T07} and this, swap them.</p>	  <p>RRR & SR</p>	
ISC/S110-T17	 <p>(TD) Door CX</p>	 <p>RRR</p>	