No./138:	138				
IMC/W115-001		**(RR) 0/0 Riamu (Music/Otaku)** **AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot. **AUTO** - [(1) Send this to Waiting Room] When your other character is Front Attacked, you may pay cost. If you do, return that character to hand.		*SP*	
IMC/W115-002		**(RR) 1/0 Yui (Music/Gal)** **CONT** - If you have 2 or more other <Music> characters, this gets +2000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Choice CX (043)** in your CX 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, and this turn, this gets +1500 power. **Note: has a Soul Trigger*		*SP*	
IMC/W115-003		**(RR) 2/1 Shin (Music/Sewing)** **CONT** - During your turn, all of your other <Music> characters get +X power. X is equal to your Level times 1000. **AUTO** - [(2) Send 1 of your characters from stage to Waiting Room, Rest this] At the start of your opponent's Attack Phase, if this is Standing, you may pay cost. If you do, choose 1 of your other characters, this turn, it gains the following ability, "**CONT** - The character across from this gets -2 Soul." **ACT** - [Discard 1 **{copy of this}**] This ability can only be activated up to once per turn. Choose 1 of your opponent's characters, return it to hand.		*SP*	

IMC/W115-004		**(RR) 3/2 Nagi (Music/Twins)** **CONT** - If all of your characters are <Music>, this gets +3000 power. **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 **Choice CX (044)** in your CX Area, and you have another <Music> character, you may pay cost. if you do, Stand this, then look at up to 3 cards from the top of your opponent's deck, choose up to 3 cards from among them, send them to Waiting Room, return the rest to the deck, and your opponent shuffles their deck afterwards.		*SP*	
IMC/W115-005		**(RR) 3/2 Aiko (Music/Camera)** **CONT** - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - If you have 2 or more other <Music> characters, this gets +1500 power and the following ability, "**AUTO** - During your turn, 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, you may Heal 1.		*SP*	
IMC/W115-006		**(R) 0/0 Mika (Music/Gal)** **AUTO** - (1) At the start of your Main Phase, you may pay cost. If you do, reveal 3 cards from the top of your deck, then shuffle your deck. If you revealed a Climax among them, send up to 2 cards from the top of your deck to Stock. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*SP & OFR*	

IMC/W115-007		**(R) 0/0 Kirari (Music/Happy Happy)** **CONT - ASSIST** +1000 to Level 0 or lower characters. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose 1 of your characters, this turn, it gets +1 Soul.		*SP*	
IMC/W115-008		**(R) 0/0 Eve (Music/Christmas)** **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. **ACT** - [(1) Send this to Waiting Room] 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.		*SP*	
IMC/W115-009		**(R) 0/0 Rika (Music/Gal)** **AUTO** - At the start of your CX Phase, choose 1 of your <Music> characters, this turn, it gets +1000 power. **AUTO - {CX Combo}** When the **Wind CX (045)** is placed in your CX 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." **Note: Same CX as 1/0 Mika (025)*		*SP*	

IMC/W115-010		**(R) 0/0 Yumi (Music/Flower)** **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power. **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.		*SP*	
IMC/W115-011		**(R) 0/0 Yuko (Music/Supernatural Power)** **CONT** - During your turn, if you have another <Music> character, this gets +1500 power. **AUTO** - At the start of your opponent's Attack Phase, you may mill 1. If that card is a <Music> character, you may move this to an empty slot in your Front Row.		*SP*	
IMC/W115-012		**(R) 0/0 Shiho (Music/Sweets)** **AUTO** - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose the character across from this and 1 of your opponent's other Front Row characters, Stand them and swap their positions on stage.		*Pa*	

IMC/W115-013		**(R) 1/0 Kiyomi (Music/Super☆Disciplinary Committee)** **AUTO** - When you use this card's BACKUP, if you have an <Music> character, choose 1 of your battling characters, this turn, it gets +1000 power. **ACT - BACKUP** +1000		*Pa*	
IMC/W115-014		**(R) 1/0 Miria (Music/Chat)** **CONT** - During your turn, for each of your other <Music> characters, this gets +1000 power. **AUTO** - [Discard 1 <Music> character] When this card is placed from your hand to the stage, you may pay cost, if you do, choose a Level 0 or lower character in your Waiting Room, place it on stage in any slot.		*SP*	
IMC/W115-015		**(R) 1/0 Tokiko (Music/Queen)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, move it to an opponent's empty slot.		*Pa*	

IMC/W115-016		**(R) 1/1 Syoko (Music/Mushroom)** **CONT - ASSIST** Level x 500 to <Music> characters. **ACT** - [Rest this] Choose 1 of your characters with a Soul Trigger, this turn, it gets +2500 power.		*SP*	
IMC/W115-017		**(R) 0/0 Nana (Music/Usamin)** **AUTO** - When this is placed on stage from hand, all players resolve the following effect: "If you have 5 or more Memory, choose 4 cards from your Memory, and send all other cards to Waiting Room." **AUTO** - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, 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 other <Music> characters.		*SP*	
IMC/W115-018		**(R) 1/1 Sana (Music/Game)** **CONT** - During your turn, all of your other <Music> characters get +1000 power. **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.		*Pa*	

IMC/W115-019		**(R) 2/1 Akane (Music/Hot-Blooded)** **CONT** - All of your other CX with a Choice Trigger in any area gains Soul Trigger. **AUTO** - At the start of your CX Phase, choose 1 of your <Music> characters, this turn, it gains the following ability, "**CONT** - This gets +X power. X is equal to this card's Soul times 1500."		*SP*	
IMC/W115-020		**(R) 3/2 Airi (Music/Sweets)** **CONT** - If you have 4 or more <Music> characters, this gets -1 Level in hand. **CONT** - If you have 2 or more other <Music> characters, this gets +1000 power. **AUTO** - When this is placed on stage from hand, you may Heal 1.		*SP*	
IMC/W115-021		**(R) 3/2 Mio (Music/Nickname)** **CONT** - When this is placed on stage from hand, choose 1 <Music> character in your Waiting Room, you may add it to hand. **AUTO - {CX Combo}** [(4) Discard 2 cards] When this attacks, if you have the **Choice CX (046)** in your CX Area, you may pay cost. If you do, deal 2 damage to your opponent twice.		*SP*	

IMC/W115-022		**(U) 0/0 Mio (Music/Nickname)** **CONT** - All of other <Music> characters get +500 power. **ACT** - [(2) Discard 1 <Music> character, Rest this] Search your deck for up to 1 Red character and up to 1 Blue character, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*Pa*
IMC/W115-023		**(U) 0/0 Yui (Music/Gal)** **AUTO** - When this is placed on stage from hand, mill 2. If there is a CX(es) among those cards, 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		*Pa*
IMC/W115-024		**(U) 1/0 Shin (Music/Sewing)** **AUTO** - When this attacks, 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. **AUTO** - When this card's Trigger Check reveals a card with a Soul Trigger, this turn, this gets +4000 power.		*Pa*

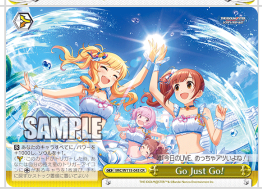
IMC/W115-025		**(U) 1/0 Mika (Music/Gal)** **CONT** - If all of your characters are Yellow, this gets +3000 power. **AUTO** - **{CX Combo}** When the **Wind CX (045)** is placed in your CX Area, if you have another Yellow character, this turn, this gains the following 2 abilities, - "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." - "**AUTO** - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."		*Pa*	
IMC/W115-026		**(U) 1/1 Eve (Music/Christmas)** **AUTO** - [(1) Discard 2 cards] When this attacks, you may pay cost. If you do, your opponent mills 24.		*Pa*	
IMC/W115-027		**(U) 2/0 Tokiko (Music/Queen)** **CONT** - During your turn, this gets +2000 power. **AUTO** - (1) During your turn, when this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 of your opponent's Level 3 or lower characters. During your opponent's next Stand Phase, that character does not Stand.		*Pa*	

IMC/W115-028		**(U) 2/1 Airi (Music/Sweets)** **CONT** - If you have another Red character and Blue character, this gets +6000 power. **AUTO - {CX Combo}** When this card's battle opponent is Reversed, if you have the **Door CX (091)** in your CX Area, put up to 1 card from the top of your deck into Stock, then choose 1 character in your Waiting Room, add it to hand. **Note: Same Door as R 1/0 Uzuki (060)*		*Pa*	
IMC/W115-029		**(U) 2/1 Yuko (Music/Supernatural Power)** **CONT** - If you have 3 or more other characters, this gets +4000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Choice CX (047)** in your CX Area, and you have 2 or more other <Music> charcters, perform the following effect twice, "Mill 1. If that card has a Soul Trigger, choose up to 1 <Music> character in your Waiting Room, add it to hand, and this turn, this gets +5000 power."		*Pa*	
IMC/W115-030		**(U) 3/2 Yumi (Music/Flower)** **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. **AUTO** - [Discard 2 cards] When this attacks, if you have 4 or more other Yellow characters, you may pay cost. If you do, this turn, all of your other characters gain the following ability, "**AUTO** - This ability activated up to once per turn. When this card's damage is cancelled, choose up to 3 cards in your opponent's Waiting Room, your opponent shuffles them into their deck."		*Pa*	

IMC/W115-031		**(U) 3/2 Syoko (Music/Mushroom)** **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 <Music> characters. **AUTO** - When this is placed on stage from hand, choose 1 of your other <Music> characters, you may send it to Stock.		*Pa*	
IMC/W115-032		**(C) 0/0 Aiko (Music/Camera)** **AUTO** - When this attacks, choose up to 2 of your other <Music> characters, this turn, they get +2000 power.		*Pa*	
IMC/W115-033		**(C) 0/0 Kiyomi (Music/Super☆Disciplinary Committee)** **CONT** - If you have 1 or less other characters, all of your other characters get +1500 power. **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.		*Pa*	

IMC/W115-034		**(C) 0/0 Nagi (Music/Twins)** **AUTO** - (2) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Shuffle all cards from your Waiting Room into your deck." b) "Choose 1 of your opponent's characters, return it to hand."		*Pa*	
IMC/W115-035		**(C) 0/0 Miria (Music/Chat)** **CONT** - This cannot side attack. **AUTO** - When this attacks, reveal the top card of oyur deck. If that card is a <Music> character, this turn, all of your characters get +1500 power.		*Pa*	
IMC/W115-036		**(C) 0/0 Sana (Music/Game)** **AUTO** - At the start of your opponent's Draw Phase, if this is in your front row, mill 3. If all of the milled cards are <Music> characters, you may return this to hand.		*Pa*	

IMC/W115-037		**(C) 0/0 Akane (Music/Hot-Blooded)** **CONT** - During your turn, this gets +3000 power. **AUTO** - When this is front attacked, send this to Waiting Room.		*Pa*	
IMC/W115-038		**(C) 1/0 Rika (Music/Gal)** **ACT** - [Discard 1 card, Send this to Waiting Room] Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*Pa*	
IMC/W115-039		**(C) 1/0 Riamu (Music/Otaku)** **CONT** - If you do not have another <Music> character, this does not Stand during your Stand Phase. **AUTO** - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room.		*Pa*	

IMC/W115-040		**(C) 1/1 Kirari (Music/Happy Happy)** **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** - 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.		*Pa*	
IMC/W115-041		**(C) 2/0 Mio (Music/Nickname)** **CONT** - If you have a **{0/0 Uzuki - 078}** and **{0/0 Rin - 123}**, this gets -1 Level in hand. **CONT** - For each of your other back row <Music> characters, this gets +1500 power.		*Pa*	
IMC/W115-042		**(C) 2/1 Shiho (Music/Sweets)** **ACT - BACKUP** +3500.		*SR*	
IMC/W115-043		**(CR) Choice CX**		*RRR*	

IMC/W115-044		**(CR) Choice CX**		*RRR*	
IMC/W115-045		**(CR) Wind CX**		*RRR*	
IMC/W115-046		**(CR) Choice CX**		*RRR*	
IMC/W115-047		**(CR) Choice CX**		*RRR*	
IMC/W115-048		**(RR) 0/0 Miku (Music/Cat-Character)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +3000 power. **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot.		*SP*	

IMC/W115-049		**(RR) 0/0 Momoka (Music/Daughter)** **AUTO** - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO** - When this is reversed, choose 1 of your <Music> characters, this turn, it gets +1500 power.		*SP*	
IMC/W115-050		**(RR) 1/0 Mayu (Music/Cooking)** **CONT** - For each of your opponent's <Love> characters, this gets +500 power. **CONT** - For each of your other back row <Music> characters, this gets +1000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (088)** in your CX Area, and you have 2 or more other <Music> characters, this turn, all of your opponent's characters gain <Love>, and this gains the following ability, "**AUTO** - At the start of your Encore Step, if the slot across from this has either no character or a Reversed character, choose 1 <Music> character in your Waiting Room, you may add it to hand."		*SP*	
IMC/W115-051		**(RR) 3/2 Shiki (Music/Gifted)** **AUTO** - [(1) Discard 1 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, deal 2 damage to your opponent. **AUTO** - [Discard 1 {copy of this}] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent.		*SP & OFR*	

IMC/W115-052		**(RR) 3/2 Akari (Music/Apple)** **CONT - {CX Combo}** If you have the **Door CX (089)** in your CX Area, all of your opponent's characters gains <Love>. **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {CX Combo}** (2) At the end of this card's attack, if you have the **Door CX (089)** in your CX area, you may pay cost. If you do, declare a number less than or equal to the number of your opponent's <Love> characters, then deal X damage to your opponent. X is equal to the number you declared.		*SP*	
IMC/W115-053		**(R) 0/0 Kotoka (Music/Daughter)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, 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 a CX is placed in your Opponent's CX Area, you may send this to Stock.		*SP*	
IMC/W115-054		**(R) 0/0 Kozue (Music/Yousei)** **CONT** - All of your other <Music> characters get +500 power. **AUTO - {CX Combo}** [Send the **Door CX (090)** from your CX Area to Waiting Room, Rest 1 of your Standing **{0/0 Anzu - 079}** and this Standing card] At the start of your Encore Step, you may pay cost. If you do, choose up to 2 of <Music> characters in your Waiting Room, add them to hand.		*SP*	

IMC/W115-055		**(R) 0/0 Tsubaki (Music/Camera)** **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. **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.		*Cu*	
IMC/W115-056		**(R) 0/0 Yao (Music/Cooking)** **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.		*Cu*	
IMC/W115-057		**(R) 0/0 Miho (Music/The Sun)** **AUTO** - (1) 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.		*SP*	

IMC/W115-058		**(R) 1/0 Kyoko (Music/Housework)** **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. **AUTO** - When this attacks, choose 1 of your other Red characters, this turn, it gets +2000 power.		*SP*	
IMC/W115-059		**(R) 1/0 Chieri (Music/Clover)** **AUTO** - When this attacks, if you have 2 or more other <Music> characters, this turn, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, if you don't have a CX in your CX Area, 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		*SP*	
IMC/W115-060		**(R) 1/0 Uzuki (Music/Smile)** **CONT** - If you have 2 or more other <Music> characters, this gets +1000 power. **AUTO - {CX Combo}** [Discard 2 <Music> characters] When this attacks, if you have the **Door CX (091)** in your CX Area, and you have another Yellow character and another Blue character, you may pay cost. If you do, choose up to 1 Yellow character, up to 1 Red character and up to 1 Blue character in your Waiting Room, add them to hand.		SP	

IMC/W115-061		**(R) 1/0 Mirei (Music/Eyepatch)** **AUTO** - When this attacks, this turn, all of your characters gain the following ability, "**AUTO** - [(1) Discard 1 card] When this card Triggers a CX with a Door Trigger, you may pay cost. If you do, deal 1 damage to your opponent."		*SP*	
IMC/W115-062		**(R) 1/1 Anzu (Music/Candy)** **CONT - ASSIST** Level x 500 to <Music> characters. **ACT** - [Rest this] Draw 2 cards, discard 2 cards. This does not Stand during your next Stand Phase.		*SP*	
IMC/W115-063		**(R) 2/1 Kurumi (Music/Crybaby)** **AUTO** - When your other <Music> characters are placed on stage from hand, this turn, it gets +1000 power. **AUTO** - (2) At the start of your Encore Step, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.		*Cu*	

IMC/W115-064		**(R) 3/2 Frederica (Music/Fashion)** **CONT - ASSIST** +2000 power. **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. **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 character in your opponent's Waiting Room, you may place it on your opponent's stage in an empty slot.			*SP & OFR*
IMC/W115-065		**(R) 3/2 Yuuki (Music/Sports)** **CONT** - If you have 4 or more <Music> characters, this gets -1 Level in hand. **CONT** - During your turn, if you have 4 or more other Red characters, this gets +5000 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play Events or BACKUPs from hand." **AUTO** - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock.			*SP*
IMC/W115-066		**(R) 3/2 Miyo (Music/Drive)** **CONT** - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand. **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.			*Cu*

IMC/W115-067		**(U) 0/0 Akari (Music/Apple)** **AUTO** - When this is placed on stage from hand, mill up to 2. **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 a card in your hand and put it into Clock.		*Cu*	
IMC/W115-068		**(U) 0/0 Miyo (Music/Drive)** **AUTO** - When your other character's battle opponent is Reversed, choose 1 of your characters, this turn, it gets +500 power. **AUTO** - [Discard 1 card] At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your other characters, put it underneath this card Face-Up as a Marker, and at the start of your next Draw Phase, choose 1 character underneath this card as a Marker, place it on stage in any slot.		*Cu*	
IMC/W115-069		**(U) 0/0 Yao (Music/Cooking)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - When this attacks, if you don't have a CX in your CX Area, and you have another <Music> character, choose 1 of your other characters, this turn, it gets +1500 power.		*Cu*	

IMC/W115-070		**(U) 1/0 Miku (Music/Cat-Character)** **AUTO** - When you use this card's BACKUP, this turn, all of the battling characters gains the following ability, "**AUTO** - When this is sent from stage to Waiting Room, you may return it to stage in its former slot Rested." **ACT - BACKUP** +0		*Cu*	
IMC/W115-071		**(U) 1/1 Kyoko (Music/Housework)** **AUTO** - When this is placed on stage from hand, choose 1 of your other <Music> characters, you may send it to Stock. **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.		*Cu*	
IMC/W115-072		**(U) 2/0 Frederica (Music/Fashion)** **AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.		*Cu*	

IMC/W115-073		**(U) 2/1 Uzuki (Music/Smile)** **CONT - ASSIST** Level x 500 **AUTO** - When you trigger a Climax with a Door Trigger, choose up to 2 of your characters, this turn, they get +1 Soul.		*Cu*	
IMC/W115-074		**(U) 2/1 Yuuki (Music/Sports)** **CONT** - During your turn, for each of your other <Music> characters, this gets +1500 power. **AUTO - {CX Combo}** [(1) Discard 1 card] When this card's battle opponent is Reversed, if you have the **Door CX (092)** in your CX Area, and you have 2 or more other <Music> characters, you may pay cost. If you do, deal 4 damage to your opponent.		*Cu*	
IMC/W115-075		**(U) 2/1 Kotoka (Music/Daughter)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power. **AUTO - ENCORE** [Discard 1 <Music> character]		*Cu*	

IMC/W115-076		**(U) 3/2 Mirei (Music/Eyepatch)** **AUTO** - During the turn this was placed on stage from hand, at the start of your Attack Phase, you may send all other characters from both player's stage to Waiting Room. If you do, put up to 4 cards from the top of your deck into Stock.		*Cu*	
IMC/W115-077		**(C) 0/0 Chieri (Music/Clover)** **CONT** - If you have another Yellow character and Blue character, this gets +3000 power. **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.		*Cu*	
IMC/W115-078		**(C) 0/0 Uzuki (Music/Smile)** **CONT - ASSIST** +500 power. **AUTO** - [(1) Send this to Waiting Room] When your other <Music> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested, and until the end of the next turn, it gets +3000 power.		*Cu*	

IMC/W115-079		**(C) 0/0 Anzu (Music/Candy)** **AUTO** - When you trigger a CX with a Door Trigger, choose 1 of your characters, this turn, it gets +2000 power. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve 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, and discard 1 card."		*Cu*	
IMC/W115-080		**(C) 0/0 Shiki (Music/Gifted)** **AUTO** - When this is placed on stage from hand, perform the following effect twice, "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room." **AUTO** - When this is placed on stage from hand, mill 2. If there is a CX(es) among those cards, this turn, this gets +3000 power.		*Cu*	
IMC/W115-081		**(C) 0/0 Mayu (Music/Cooking)** **AUTO** - When this is placed on stage from hand, choose 1 of your characters, this turn, it gains the following ability, "**CONT** - The character across from this cannot return to hand, move to other slots, or be sent to Memory."		*Cu*	

IMC/W115-082		**(C) 0/0 Kurumi (Music/Crybaby)** **CONT** - All of your opponent's characters get "**AUTO - ENCORE** (2)". **AUTO** - At the start of your opponent's Attack Phase, you may mill 1. If that card is a Level 0 or lower, you may move this to an empty slot in your Front Row.		*Cu*	
IMC/W115-083		**(C) 1/0 Miho (Music/The Sun)** **CONT** - For each of your other <Music> characters, this gets +500 power. **AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.		*Cu*	
IMC/W115-084		**(C) 1/1 Tsubaki (Music/Camera)** **CONT** - For each of your other <Music> characters, this gets +500 power. **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.		*Cu*	

IMC/W115-085		**(C) 1/1 Kozue (Music/Yousei)** **CONT** - If you have 2 or more other <Music> characters, this gets +2000 power. **AUTO - ENCORE** [(1) Send 1 of your characters from stage to Waiting Room]		*Cu*	
IMC/W115-086		**(C) 2/1 Nana (Music/Usamin)** **CONT** - During your turn, if you have another Yellow character and Blue character, this gets +8000 power. **AUTO** - When this card's battle opponent is Reversed, you may send that character to the top of your opponent's deck.		*Cu*	
IMC/W115-087		**(C) 2/1 Momoka (Music/Daughter)** **CONT** - If you have 2 or more other <Music> characters, this gets +4000 power. **AUTO** - When this direct attacks, choose 1 <Music> character in your Waiting Room, you may send it to Stock		*Cu*	
IMC/W115-088		**(CR) Door CX**		*RRR*	

IMC/W115-089		**(CR) Door CX**		*RRR*	
IMC/W115-090		**(CR) Door CX**		*RRR*	
IMC/W115-091		**(CR) Door CX**		*RRRa & RRRb*	
IMC/W115-092		**(CR) Door CX**		*RRR*	
IMC/W115-093		**(RR) 0/0 Kaede (Music/Mystery)** **AUTO** - When a CX is placed in your CX Area, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*SP*	

IMC/W115-094		**(RR) 1/0 Rin (Music/Flowers)** **CONT** - For each of your other back row <Music> character, 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, 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*	
IMC/W115-095		**(RR) 1/0 Hayate (Music/Twins)** **CONT** - If all of your characters are <Music>, this gets +2000 power. **AUTO - {CX Combo}** At the end of this card's attack, if you have the **Pants CX (134)** in your CX Area, and all of your characters are <Music>, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, send the rest to Waiting Room, then reveal the top card of your deck. If that card is a <Music> character, add it to hand.		*SP*	
IMC/W115-096		**(RR) 3/2 Fumika (Music/Book)** **CONT** - If you have 4 or more <Music> characters, this gets -1 Level in hand. **CONT** - During your turn, if you have 2 or more other <Music> characters, this turn, it gets +2000 power. **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 hand or Stock.		*SP*	

IMC/W115-097		**(RR) 3/2 Kanade (Music/Kiss)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power. **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - **{CX Combo}** When the **Pants CX (135)** is placed in your CX Area, if this is in your front row, deal 1 damage to your opponent, and this turn, this gains the following ability, "**AUTO** - (2) At the start of your Encore Step, you may pay cost. If you do, choose a Reversed character across from this, send it to Clock."			*SP & OFR*
IMC/W115-098		**(R) 0/0 Honami (Music/Opera)** **AUTO** - When this is placed on stage from hand, you may draw 1 card. If you do, discard 1 card. **AUTO** - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +2000 power.			*Co*
IMC/W115-099		**(R) 0/0 Kate (Music/Book)** **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** - When this is placed on stage from hand, choose 1 of your opponent's characters and 1 of its Traits, this turn, that character loses that Trait.			*Co*

IMC/W115-100		**(R) 0/0 Nao (Music/Anime)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +1500 power. **AUTO** - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.		*SP*	
IMC/W115-101		**(R) 0/0 Arisu (Music/Book)** **AUTO** - [Send this to Waiting Room] When your other <Music> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested **ACT** - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +1500 power.		*SP*	
IMC/W115-102		**(R) 0/0 Minami (Music/Sports)** **AUTO - {CX Combo}** When the **Book CX (136)** is placed in your CX Area, if you have 2 or more other <Music> characters, choose 1 Level 0 or lower <Music> character in your Waiting Room, you may place it on stage in any slot. **ACT** - [(1) Send this to Waiting Room] If you are Level 1 or higher, choose 1 Cost 0 or lower <Music> character in your Waiting Room, place it on stage in any slot.		*SP*	

IMC/W115-103		**(R) 0/0 Anastasia (Music/Stars)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand or attacks, 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.		*SP*	
IMC/W115-104		**(R) 1/0 Ranko (Music/Darkness)** **CONT** - If all of your characters are <Music>, this gets +3000 power. **AUTO - {CX Combo}** At the start of your Attack Phase, if you have the **Book CX (137)** in your CX Area, and you have 1 or less other characters in your front row, choose up to 1 <Music> character in your Waiting Room, send it to Stock, then look at up to 3 cards from the top of your deck, choose up to 2 <Music> character from among them, show them to your opponent, add them to hand, send the rest to Waiting Room		*SP*	
IMC/W115-105		**(R) 1/0 Asuka (Music/Chuunibyou)** **CONT** - If all of your characters are <Music>, this gets +3000 power. **AUTO - {CX Combo}** [Discard 1 <Music> character] At the start of your Attack Phase, if you have the **Book CX (137)** in your CX Area, and you have 1 or less other characters in your front row, you may pay cost. If you do, choose up to 2 characters in your Waiting Room, add them to hand, and this turn, this gets +3000 power. *Note: Same CX as 1/0 Ranko (104).*		*SP*	

IMC/W115-106		**(R) 1/0 Riina (Music/Rock)** **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Music> characters times 1000. **AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +3000 power.		*SP*	
IMC/W115-107		**(R) 1/0 Karen (Music/Nails)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power. **AUTO** - When this attacks, if you have another Blue character, reveal the top card of your deck. If that card is a Level 2 or higher or **{RR 1/0 Rin - 094}**, send it to Stock.		*SP*	
IMC/W115-108		**(R) 1/1 Yoriko (Music/Art)** **CONT - ASSIST** Level x 500 to <Music> characters. **AUTO** - This ability activates up to once per turn. When your other **{3/2 Fumika - 096}** is placed on stage from hand, choose 1 <Music> character in your Waiting Room, you may send it to Stock. **AUTO** - When you trigger a CX with a Pants Trigger, you may draw 1 card. If you do, discard 1 card.		*Cu*	

IMC/W115-109		**(R) 2/1 Miyu (Music/Aroma)** **AUTO** - (1) When you use this card's BACKUP, you may pay cost. If you do, choose 1 {this card} from your Waiting Room, and add it to hand. **ACT - BACKUP** +2500		*SP*	
IMC/W115-110		**(R) 3/2 Akira (Music/Fashion)** **CONT** - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - During your turn, this gets +2000 power. **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.		*SP*	
IMC/W115-111		**(R) 3/2 Noa (Music/Star)** **CONT** - During your turn, this gets +3000 power. **AUTO** - [(3) Discard 1 card, Send 1 of your other characters on stage to Waiting Room] This ability activates up to once per turn. During the turn this was placed on stage from hand, at the end of this card's attack, you may pay cost. If you do, Stand this.		*Co*	

IMC/W115-112		**(R) 3/2 Syuko (Music/Sweets)** **AUTO** - When this is placed on stage from hand, you may perform the following effect, "Your opponent chooses 1 Climax from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck." **AUTO - {CX Combo}** (1) When the **Pants CX (135)** is placed in your CX Area, you may pay cost. If you do, choose 1 of your opponent's characters, Stand it and move it to an opponent's empty slot or choose another 1 of your opponent's characters, stand them and swap them.			*SP & OFR*
IMC/W115-113		**(U) 0/0 Asuka (Music/Chuunibyou)** **AUTO** - When a CX is placed in your CX Area, choose up to 2 of your characters, this turn, they get +1000 power. **AUTO** - [Discard 1 card] When you trigger a CX with a Pants Trigger, you may pay cost. If you do, look at up to 2 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.		*Co*	
IMC/W115-114		**(U) 0/0 Riina (Music/Rock)** **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Music> characters, you may draw 1 card. If you do, discard 1 card. **AUTO** - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character from your Waiting Room, and add it to hand.		*Co*	

IMC/W115-115		**(U) 0/0 Fumika (Music/Book)** **CONT** - During your turn, for each of your other <Music> character, this gets +1000 power. **AUTO** - When this attacks, if you have a CX with a Book Trigger in your CX Area, choose up to 1 character in your Waiting Room, add it to hand, then discard 1 card.		*Co*	
IMC/W115-116		**(U) 0/0 Yoriko (Music/Art)** **AUTO** - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect: "Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, discard 1 card, and shuffle your deck afterwards."		*Co*	
IMC/W115-117		**(U) 0/0 Karen (Music/Nails)** **CONT** - During the Attack Phase, you cannot add characters from Waiting Room to Hand by your card effects. **ACT** - [Discard 1 card, Send this to Waiting Room] Choose 1 character with "Rin", "Nao" or "Karen" in its name in your Waiting Room, add it to hand.		*Co*	

IMC/W115-118		**(U) 1/0 Nao (Music/Anime)** **CONT** - If all of your characters are Blue, this gets +3000 power. **AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.		Co	
IMC/W115-119		**(U) 1/0 Miyu (Music/Aroma)** **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power. **AUTO** - When this attacks, this turn, all of your character gains the following ability, "**AUTO** - [Discard 1 Blue card] When this card's Trigger Check reveals a CX, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand."		Co	
IMC/W115-120		**(U) 2/1 Akira (Music/Fashion)** **CONT** - If you have 3 or more other characters, this gets +5000 power. **AUTO** - **{CX Combo}** When this card's battle opponent is Reversed, if you have the **Pants CX (138)** in your CX Area, and you have another Yellow character and Red character, choose 1 of the following 2 effects and resolve it, a) "Choose up to 1 <Music> character in your Waiting Room, add it to hand, then choose 1 of your characters, this turn, it gets +5000 power." b) "[Discard 1 Blue cards] You may pay cost. If you do, deal 2 damage to your opponent."		Co	

IMC/W115-121		**(U) 2/1 Honami (Music/Opera)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*Co*	
IMC/W115-122		**(U) 3/2 Hayate (Music/Twins)** **CONT** - If you have 2 or more Yellow CXes and 2 or more Blue CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - If you have 2 or more other <Music> characters, 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 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		*Co*	
IMC/W115-123		**(C) 0/0 Rin (Music/Flowers)** **CONT** - If you have another Yellow character and another Red character, all of your other characters get +500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX 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.		*Co*	

IMC/W115-124		**(C) 0/0 Noa (Music/Star)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room. **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.		*Co*	
IMC/W115-125		**(C) 0/0 Syuko (Music/Sweets)** **AUTO** - [Discard 2 CXes with a Pants Trigger] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 2 <Music> characters, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*Co*	
IMC/W115-126		**(C) 0/0 Rin (Music/Flowers)** **CONT** - During your turn, if you have another <Music> character, this gets +3000 power. **AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.		*Co*	

IMC/W115-127		**(C) 1/0 Kaede (Music/Mystery)** **AUTO** - When this is placed on stage from hand, if you have another Yellow character and Red character, 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, then discard 1 card.		*Co*	
IMC/W115-128		**(C) 1/0 Kate (Music/Book)** **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power. **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.		*Co*	
IMC/W115-129		**(C) 1/1 Anastasia (Music/Stars)** **AUTO** - When this is Reversed, if the battle opponent's Cost is 1 or lower, you may send that character to the bottom of your opponent's deck.		*Co*	

IMC/W115-130		**(C) 2/1 Kanade (Music/Kiss)** **AUTO** - When a CX is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +4000 power. **ACT** - [Rest this] Draw 1 card, discard 1 card.		*Co*	
IMC/W115-131		**(C) 2/1 Ranko (Music/Darkness)** **CONT - ASSIST** +2000 to Level 3 or higher characters. **AUTO** - [(2) Discard 2 CXes] At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gains the following ability, "**CONT** - This cannot deal damage to players."		*Co*	
IMC/W115-132		**(C) 2/1 Minami (Music/Sports)** **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your other <Music> characters times 1000. **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 1000.		*Co*	

IMC/W115-133		**(C) 3/2 Arisu (Music/Book)** **CONT** - If your opponent has a Level 3 or higher character, 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, 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.		*Co*	
IMC/W115-134		**(CR) Pants CX**		*RRR*	
IMC/W115-135		**(CR) Pants CX**		*RRR*	
IMC/W115-136		**(CR) Book CX**		*RRR*	
IMC/W115-137		**(CR) Book CX**		*RRR*	
IMC/W115-138		**(CR) Pants CX**		*RRR*	

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IMC/W115-T01		**(TD) Yuuki (Music/Sports)** **AUTO** - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1500 power. **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.		*Cu*	
IMC/W115-T02		**(TD) 0/0 Chieri (Music/Clover)** **AUTO** - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character from your Waiting Room, and add it to hand. **AUTO** - When damage dealt by this is Cancelled, you may send this to Stock.		*Cu*	
IMC/W115-T03		**(TD) 0/0 Sae (Music/Japanese Clothes)** **CONT** - You other character in the front row center slot gets +500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*Cu*	

IMC/W115-T04		**(TD) 0/0 Momoka (Music/Daughter)** **CONT** - If you have another Red character, this gets +3000 power.		*Cu*	
IMC/W115-T05		**(TD) 0/0 Yuka (Music/Karate)** **CONT - ASSIST** +500. **ACT** - [Rest this] Choose 1 of your Red characters, this turn, it gets +1000 power.		*Cu*	
IMC/W115-T06		**(TD) 0/0 Mirei (Music/Eyepatch)** **CONT** - If you have 1 of less other characters, this gets +1 Level and +2500 power. **AUTO** - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability: "**CONT** - This cannot move to other slots."		*Cu*	

IMC/W115-T07		**(TD) 0/0 Shiki (Music/Gifted)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top of your deck or into your Waiting Room. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*Cu*	
IMC/W115-T08		**(TD) 0/0 Sachiko (Music/Cute)** **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** - [(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.		*Cu*	
IMC/W115-T09		**(TD) 0/0 Hotaru (Music/Smile)** **CONT** - During your turn, this gets +1000 power. **AUTO** - [(1) Put 1 <Music> 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, choose 1 <Music> character from your Waiting Room, and add it to hand.		*Cu*	

IMC/W115-T10		**(TD) 1/0 Frederica (Music/Fashion)** **CONT** - If all of your characters are Red, this gets +2000 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put the top card of your deck into Stock.		*Cu*	
IMC/W115-T11		**(TD) 1/0 Hiromi (Music/Accessories)** **CONT** - If all of your characters are Red, this gets +1000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (T22)** in your CX Area, and all of your characters are Red, choose 1 Red character in your Waiting Room, you may add it to hand.		*Cu*	
IMC/W115-T12		**(TD) 1/0 Chitose (Music/Moon)** **AUTO** - When this is is placed on stage from hand, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 Red character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		*Cu*	

IMC/W115-T13		**(TD) 1/1 Kanako (Music/Sweets)** **AUTO** - When this attacks, choose 1 of your Red characters, this turn, it gets +2000 power. **AUTO - ENCORE** [Discard 1 Red card]		*Cu*	
IMC/W115-T14		**(TD) 2/1 Miku (Music/Cat-Character)** **CONT** - If all of your characters are REd, this gets +5000 power. **AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power.		*Cu*	
IMC/W115-T15		**(TD) 2/1 Mayu (Music/Cooking)** **CONT - ASSIST** +1500 to <Music> characters. **ACT** - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.		*Cu*	

IMC/W115-T16		**(TD) 2/2 Anzu (Music/Candy)** **CONT** - If you have 2 or more other <Music> characters, htis gets +3500 power and "**AUTO - ENCORE** [Discard 1 <Music> character]" **AUTO** - When this is placed on stage from hand, choose 1 of your Standing Red characters, and Rest it.		*Cu*	
IMC/W115-T17		**(TD) 2/1 Nana (Music/Usamin)** **AUTO** - [(2) Send 1 of your characters from stage to Waiting Room] 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 it to Waiting Room. **ACT - BACKUP** +2500		*Cu*	
IMC/W115-T18		**(TD) 3/2 Kyoko (Music/Housework)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {CX Combo}** [(1) Discard 1 card] When this attacks, if you have the **Door CX (T23)** in your CX Area, and all of your characters are Red, you may pay cost. If you do, deal 3 damage to your opponent.		*Cu*	

IMC/W115-T19		**(TD) 3/2 Miho (Music/The Sun)** **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 +3500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (T23)** in your CX Area, you may deal 1 damage to your opponent.		*Cu*	
IMC/W115-T20		**(TD) 3/2 Uzuki (Music/Smile)** **AUTO** - When this is placed on stage from hand, choose 1 CX with a Door Trigger from your Waiting Room, you may add it to hand.		*Cu & SR*	
IMC/W115-T21		**(TD) 2/1 Event** **COUNTER - BRAINSTORM** - If you have 3 or less Red characters, this cannot be played from hand. Flip over the top 3 cards of your deck, then send them to Waiting Room. If there is a CX(es) among them, choose 1 of your battling characters, this turn, it gets +4000 power and the following ability, "CONT - The character across from this cannot deal damage to players." If there is not, place this on top of your deck.		*Cu*	
IMC/W115-T22		**(TD) Door CX**		*Cu*	

IMC/W115-T23		**(TD) Door CX**		*Cu*	

No./23:	23				
IMC/W115-T24		**(TD) 0/0 Mizuki (Music/Announcer)** **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 attacks, choose 1 of your <Music> characters, this turn, it gets +1500 power.		*Co*	
IMC/W115-T25		**(TD) 0/0 Akira (Music/Fashion)** **CONT - ASSIST** +500. **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.		*Co*	
IMC/W115-T26		**(TD) 0/0 Arisu (Music/Book)** **AUTO** - When this is placed on stage from hand, choose 1 of your 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 CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*Co*	

IMC/W115-T27		**(TD) 0/0 Karen (Music/Nails)** **AUTO** - At the start of your opponent's Attack Phase, choose 1 of your characters, this turn, it gets +500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*Co*	
IMC/W115-T28		**(TD) 0/0 Anastasia (Music/Stars)** **CONT** - If you have 2 or less Stock, this gets +1500 power. **AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.		*Co*	
IMC/W115-T29		**(TD) 0/0 Miyu (Music/Aroma)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character, add it to hand and discard 1 card. **AUTO** - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.		*Co*	

IMC/W115-T30		**(TD) 0/0 Rin (Music/Flowers)** **CONT** - You can only run up to 4 copies of this card or "Rin Shibuya" in your deck. **AUTO** - [Discard 1 card] 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 Blue character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room *Rin Shibuya (IMC/W41-078)*			*Co & SR*
IMC/W115-T31		**(TD) 0/0 Koume (Music/Occult)** **CONT** - You can only run up to 4 copies of this card or "Koume, Loves Horror" in your deck. **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 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card. *Koume, Loves Horror (IMC/W43-086)*		*Co*	
IMC/W115-T32		**(TD) 0/0 Minami (Music/Sports)** **CONT**- If you have 5 or more hand, this gets +2000 power.		*Co*	

IMC/W115-T33		**(TD) 1/0 Hajime (Music/Pottery)** **AUTO** - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character from your Waiting Room, and add it to hand. **AUTO** - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send that character to the bottom of your opponent's deck.		*Co*	
IMC/W115-T34		**(TD) 1/0 Nao (Music/Anime)** **CONT** - If you have 2 or more other <Music> characters, this gets +1000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Pants CX (T45)** in your CX Area, and you have 2 or more other <Music> characters, mill 3, choose up to 1 Level X or lower character from your Waiting Room, add it to hand. X equals the number of characters sent to Waiting Room by this effect.		*Co*	
IMC/W115-T35		**(TD) 1/0 Syuko (Music/Sweets)** **CONT** - For each of your other back row <Music> characters, this gets +1000 power.		*Co*	

IMC/W115-T36		**(TD) 1/1 Kaede (Music/Mystery)** **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** +2000		*Co*	
IMC/W115-T37		**(TD) 1/1 Ryo (Music/Rock)** **CONT** - If you have 2 or more other <Music> characters, this gets +2000 power. **AUTO - ENCORE** [Discard 1 character]		*Co*	
IMC/W115-T38		**(TD) 2/1 Ranko (Music/Darkness)** **AUTO** - When this is placed on stage from hand, you may choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1.		*Co*	

IMC/W115-T39		**(TD) 2/1 Kanade (Music/Kiss)** **CONT** - During your turn, for each of your other <Music> characters, this gets +1500 power.		*Co*	
IMC/W115-T40		**(TD) 2/2 Riina (Music/Rock)** **CONT** - For each of your other <Music> characters, this gets +1000 power. **AUTO - ENCORE** [Discard 1 character]		*Co*	
IMC/W115-T41		**(TD) 3/2 Nono (Music/Poem)** **CONT - ASSIST** - All of your <Music> characters in front of this gets +2000 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play BACKUPs from hand." **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 card among them, add it to hand, and send the rest to Waiting Room. **AUTO** - This ability can be activated up to 3 times per turn. When your other characters is placed on stage from Waiting Room, choose 1 of your characters, this turn, it gets +1 Soul.		*Co*	

IMC/W115-T42		**(TD) 3/2 Fumika (Music/Book)** **AUTO** - When this is placed on stage from hand or by the {CX Combo} effect of {copies of this}, you may Heal 1. **AUTO - {CX Combo}** [Discard 1 card] When the **Pants CX (T46)** is placed in your CX Area, if this is in your front row, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "You opponent mills 24 cards." b) "Choose up to 1 <Music> character in your Waiting Room, place it on stage in any slot."		*Co*	
IMC/W115-T43		**(TD) 3/2 Asuka (Music/Chuunibyou)** **CONT** - If this is in your front row center slot, for each of your other <Music> character, this gets +1000 power. **AUTO** - During your opponent's turn, when damage you take is not cancelled, if this is in your front row center slot, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.		*Co*	
IMC/W115-T44		**(TD) 1/1 Nation Blue (Event)** [Rest 1 of your Standing <Music> characters] You may pay cost. If you do, search your deck for up to 2 <Music> character, show them to your opponent, add them to hand, and shuffle your deck afterwards, then discard 1 card, and choose 1 of your characters, this turn, it gets +1000 power.		*Co*	
IMC/W115-T45		**(TD) Pants CX**		*Co*	

IMC/W115-T46		**(TD) Pants CX**		*Co*	

No./23:	23				
IMC/W115-T47		**(TD) 0/0 Rika (Music/Gal)** **CONT - ASSIST** +500 **AUTO** - When you Trigger Check reveals a card with a Soul Trigger, choose 1 of your <Music> characters, this turn, it gets +1500 power.		*Pa*	
IMC/W115-T48		**(TD) 0/0 Sanae (Music/Police)** **AUTO** - At the start of your CX Phase, choose 1 of your characters, this turn, it gets +500 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		*Pa*	
IMC/W115-T49		**(TD) 0/0 Kirari (Music/Happy Happy)** **CONT** - If a CX with a Choice Trigger is in your CX Area, this card in any area gains Choice Trigger. **AUTO** - [Discard 1 card] When this is sent from Stage to Waiting Room, mill 2 cards, if you milled a CX, you may pay cost. If you do, choose 1 Yellow character from your Waiting Room, add it to hand.		*Pa*	

IMC/W115-T50		**(TD) 0/0 Yoshino (Music/Conch)** **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. **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.		*Pa*	
IMC/W115-T51		**(TD) 0/0 Miria (Music/Chat)** **CONT** - You can only run up to 4 copies of this card or "Miria Akagi" in your deck. **AUTO** - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO** - When this attacks, choose 1 of your characters, this turn, it gets +500 power. *Miria Akagi (IMC/W41-002)*		*Pa*	
IMC/W115-T52		**(TD) 0/0 Yui (Music/Gal)** **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 **{TD 0/0 Sanae - T48}**, place it on stage in any slot, and shuffle your deck afterwards. **AUTO** - When this is Reversed, reveal the top card of your deck. If that card is Level 2 or higher, you may return this to hand.		*Pa*	

IMC/W115-T53		**(TD) 0/0 Tomoe (Music/Erika)** **AUTO** - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand. **ACT** - [Rest 2 of your <Music> characters] Choose 1 of your characters, this turn, it gets +2000 power.		*Pa*	
IMC/W115-T54		**(TD) 0/0 Nagi (Music/Twins)** **AUTO** - When this is sent from Stage to Waiting Room, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 Yellow character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		*Pa*	
IMC/W115-T55		**(TD) 0/0 Airi (Music/Sweets)** **CONT** - All of your opponent's characters get "**AUTO - ENCORE** (2)".		*Pa*	

IMC/W115-T56		**(TD) 1/0 Aiko (Music/Camera)** **CONT** - During your turn, this gets +3000 power. **AUTO - {CX Combo}** When this card's battle opponent is Reversed, if you have the **Choice CX (T68)** in your CX Area, perform the following effect twice, "You may mill 1. If that card is a <Music> character, add it to hand."		*Pa*	
IMC/W115-T57		**(TD) 1/0 Riamu (Music/Otaku)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +3000 power.		*Pa*	
IMC/W115-T58		**(TD) 1/0 Mio (Music/Nickname)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, if you have 4 or more other Yellow characters, you may pay cost. If you do, all players shuffle all cards from their Waiting Room into their deck, and this turn, this gets +3000 power.		*Pa & SR*	

IMC/W115-T59		**(TD) 1/1 Mika (Music/Gal)** **AUTO** - When you use this card's BACKUP, if all of your characters are <Music>, you may put the top card of your deck into Stock. **ACT - BACKUP** +2000		*Pa*	
IMC/W115-T60		**(TD) 1/1 Akane (Music/Hot-Blooded)** **CONT** - If this is in the front row center slot, this gets +3000 power and +1 Soul. **AUTO - ENCORE** [Discard 1 character]		*Pa*	
IMC/W115-T61		**(TD) 2/1 Yumi (Music/Flower)** **CONT** - If you are Level 2 or higher, this gains the following ability, "**ACT** - [(2) Rest 1 of your **{TD 0/0 Sanae - T48}** and this] Choose up to 1 **{TD 3/2 Nina - T64}** from your hand, place it on stage in any slot. **CONT - ASSIST** Level x 500.		*Pa*	

IMC/W115-T62		**(TD) 2/1 Syoko (Music/Mushroom)** **CONT** - For each of your other <Music> characters, this gets +1000 power. **Note: Has 2 Souls.*		*Pa*	
IMC/W115-T63		**(TD) 2/1 Yuko (Music/Supernatural Power)** **CONT** - If you have 4 or more other <Music> characters, this gets +4500 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.		*Pa*	
IMC/W115-T64		**(TD) 3/2 Nina (Music/Kigurumi)** **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 card among them, add it to hand, and send the rest to Waiting Room. **AUTO - {CX Combo}** When the **Choice CX (T69)** is placed in your CX Area, if this is in your front row, 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.		*Pa*	

IMC/W115-T65		**(TD) 3/2 Shin (Music/Sewing)** **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 +1 Soul. **AUTO** - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, this turn, all of your characters get +500 power and +1 Soul.		*Pa*	
IMC/W115-T66		**(TD) 3/2 Yuki (Music/Sports)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {CX Combo}** (1) When this attacks, if you have the **Choice CX (T69)** in your CX Area, you may pay cost. If you do, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - This ability activates up to once per turn. When this card's damage is cancelled, deal 3 damage to your opponent."		*Pa*	
IMC/W115-T67		**(TD) 3/2 Orange Sapphire (Event)** Mill 4, then deal X damage to your opponent. X is equal to the total number of Soul Triggers milled.		*Pa*	
IMC/W115-T68		**(TD) Choice CX**		*Pa*	

IMC/W115-T69		**(TD) Choice CX**		*Pa*	