















































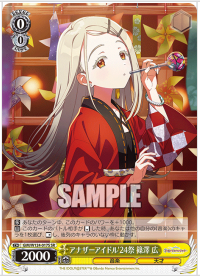
















No./100:	100						
GIM/W124-001		<p>(RR) 0/0 Sumika (Music/Gal)</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p> <p>AUTO - When this is sent from Stage 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 <Music> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.</p>					<p>ver. b art SR, SP, SEC</p>
GIM/W124-002		<p>(RR) 0/0 Kotone (Music/Part Timer)</p> <p>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.</p> <p>AUTO - At the end of this card's attack or when this is Reversed, if you have 1 or less cards in your Memory, you may send this to Memory.</p>					<p>ver. b art SR, SP, SEC</p>
GIM/W124-003		<p>(RR) 2/1 Sena (Music/Student Council President)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +5000 power.</p> <p>AUTO - When this is placed on stage from hand, If you have 6 or less cards in your deck, you may shuffle all cards from your Waiting Room into your deck.</p> <p>AUTO - {CX Combo} At the start of your Encore Step, if you have the Choice CX (030) in your CX Area, and this is in your front row, and you have 2 or more other <Music> characters, search your deck for up to 2 <Music> characters, show them to your opponent, add up to 1 to hand, send the rest to Waiting Room, and shuffle your deck afterwards, and until the end of your opponent's next turn, this gets +1000 power.</p>				<p>ver. b art SR, SEC</p>	
GIM/W124-004		<p>(RR) 3/2 China (Music/Young Lady)</p> <p>CONT - If you have 5 or less Level 1 or higher characters in your Waiting Room, this gets -1 Level in hand.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (031) in your CX Area, this turn, this gets +4000 power, then reveal the top card of your deck. If that card is a {copy of this} or a Level 0 or lower character, deal 2 damage to your opponent.</p> <p>AUTO - When this is sent from Stage to Waiting Room, you may return this to hand. If you do, choose up to 1 <Music> character in your Waiting Room, send it to Stock.</p>					<p>ver. b art SR, SP, SEC</p>









GIM/W124-005	 <p>(R) 0/0 China (Music/Young Lady)</p> <p>CONT - {CX Combo} You may choose level 0 or lower <Music> characters in your Waiting Room for the effect of {China's Choice CX - 031} Choice Trigger.</p> <p>AUTO - When you Trigger a Level 0 or lower character, choose 1 of your {RR 3/2 China - 004} or level 0 or lower characters, this turn, it gets +1000 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 <Music> character from your Waiting Room, and add it to hand.</p>	 <p>SR</p>		
GIM/W124-006	 <p>(R) 0/0 China (Music/Young Lady)</p> <p>AUTO - When this is Reversed, look at up to 3 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.</p>	  <p>SR & SP</p>		
GIM/W124-007	 <p>(R) 1/0 Kotone (Music/Part Timer)</p> <p>CONT - This card can be played without meeting Color requirement.</p> <p>CONT - MEMORY - During your turn, if you have a card in Memory, for each of your <Music> characters, this gets +500 power.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 Cost 0 or lower <Music> character in your Waiting Room, place it on stage in any slot, and at the end of the turn, send that character to Memory.</p>	  <p>SR & SP</p>		
GIM/W124-008	 <p>(R) 2/1 Lilja (Music/Sweets)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +8000 power.</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>AUTO - RESONATE [Reveal {R 3/2 Sumika - 012} from your hand] 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, then discard 1 card.</p>	 <p>SR</p>		
























GIM/W124-009	 <p>(R) 2/1 Ume (Music/Sports)</p> <p>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.</p> <p>ACT - BACKUP +2500</p>	 <p>SR</p>			
GIM/W124-010	 <p>(R) 3/2 Hiro (Music/Genius)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, choose up to 1 of your opponent's characters, return it to hand, then you may pay cost. If you paid cost, choose 1 of your opponent's characters, return it to hand.</p> <p>AUTO - ALARM [Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, 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.</p>	 <p>SR</p>			
GIM/W124-011	 <p>(R) 3/2 Kotone (Music/Part Timer)</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +2000 power.</p> <p>AUTO - {CX Combo} [(2) Discard 2 <Music> characters] When this attacks, if you have the Choice CX (032) in your CX 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 gains the following 2 abilities,</p> <p>- "CONT - During this card's battle, you do not take damage from the AUTO effects of your opponent's characters."</p> <p>- "CONT - The character across from this gets -2 Soul."</p>	 <p>SR</p>			
GIM/W124-012	 <p>(R) 3/2 Sumika (Music/Gal)</p> <p>AUTO - When this is placed on stage from hand or by the AUTO effect of {3/2 Lilja - 079}, you may heal 1.</p> <p>AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have the Choice CX (033) in your CX Area, and you have 2 or more other <Music> characters, you may pay cost. If you do, deal 2 damage to your opponent, then send the bottom card of your opponent's deck to Waiting Room. If that card is an Event or a Level 2 or lower character, deal 1 damage to your opponent.</p>	  <p>SR & SP</p>			



















GIM/W124-013	 <p>(R) 3/2 Sena (Music/Student Council President)</p> <p>AUTO - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Look at up to 3 cards from the top of your deck, choose up to 3 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room."</p> <p>b) "Choose 1 CX in your Waiting Room, add it to hand."</p> <p>10500 小さな野望 十王屋南</p>	  <p>SR & SP</p>		
GIM/W124-014	 <p>(U) 0/0 Sena (Music/Student Council President)</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 {0/0 Ume Brainstorm - 046}, place it on stage in any slot, and shuffle your deck afterwards.</p> <p>AUTO - When this attacks, choose 1 of your other <Music> characters, until the end of your opponent's next turn, it gets +1500 power and "AUTO - ENCORE [Discard 1 character]".</p> <p>500 カリアースとて大敵ね 十王屋南</p>	 <p>SR</p>		
GIM/W124-015	 <p>(U) 0/0 Kotone (Music/Part Timer)</p> <p>ACT - MEMORY [(1) Send this to Memory] 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, and if you have 7 or more Memory, choose 1 {copy of this} in your Memory, send it to Waiting Room, then look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p>1500 アナザーライブ24時 轟轟轟轟</p>	 <p>SR</p>		
GIM/W124-016	 <p>(U) 0/0 Ume (Music/Sports)</p> <p>CONT - If all of your characters are <Music>, this gets +1 level and +1500 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, you may move this to your empty Front Row Center Slot.</p> <p>1500 アナザーライブ24時 轟轟轟轟</p>	 <p>SR</p>		











GIM/W124-017	 <p>(U) 0/0 Hiro (Music/Genius)</p> <p>CONT - During your turn, this gets +1000 power.</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>	 <p>SR</p>			
GIM/W124-018	 <p>(U) 1/0 Sena (Music/Student Council President)</p> <p>CONT - EXPERIENCE 2 - If the sum of Levels of cards in your Level Zone is 2 or more, this gets +3000 power.</p> <p>AUTO - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 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.</p>	 <p>SR</p>			
GIM/W124-019	 <p>(U) 1/0 Kotone (Music/Part Timer)</p> <p>ACT - [(1) Send this to Waiting Room] Choose 1 {TD 1/0 Kotone CXC - T02} in your Waiting Room, place it on stage in this card's former slot, and this turn, it gets +2000 power and +1 Soul.</p>	 <p>SR</p>			
GIM/W124-020	 <p>(U) 1/0 China (Music/Young Lady)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, 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.</p>	 <p>SR</p>			










GIM/W124-021	 <p>(U) 2/1 Sumika (Music/Gal)</p> <p>AUTO - (1) When you use this card's BACKUP, if you have 2 or more CXes with a Choice Trigger and 2 or more CXes with a Pants Trigger in your Waiting Room, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.</p> <p>ACT - BACKUP +2500</p>	 <p>SR</p>			
GIM/W124-022	 <p>(C) 0/0 Kotone (Music/Part Timer)</p> <p>AUTO - [Discard 1 CX with a Choice Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Choice Trigger from your Waiting Room, and add it to hand.</p>	 <p>SR</p>			
GIM/W124-023	 <p>(C) 0/0 Sumika (Music/Gal)</p> <p>AUTO - When this is placed on stage from hand or attacks, choose 1 of your <Music> characters, this turn, it gets +1500 power.</p>	 <p>SR</p>			
GIM/W124-024	 <p>(C) 0/0 Lilja (Music/Sweets)</p> <p>AUTO - RESONATE [Discard 1 card, Reveal {R 3/2 Sumika - 012} from your hand] When this is placed on stage from hand, you may pay cost. If you do, choose 1 character with "Lilja" or "Sumika" in its name in your Waiting Room, add it to hand.</p>	 <p>SR</p>			









GIM/W124-025		(C) 0/0 Hiro (Music/Genius) CONT - During your turn, for each of your other Level 0 or lower characters, this gets +1000 power.		SR			
GIM/W124-026		(C) 1/0 Ume (Music/Sports) CONT - If all of your characters are <Music>, this gets +2000 power. AUTO - When this card's battle opponent is Reversed, look at up to 2 cards from the top of your deck, and put them back on top in any order.		SR			
GIM/W124-027		(C) 1/0 Lilja (Music/Sweets) AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Music> characters times 500. AUTO - RESONATE [Reveal {R 3/2 Sumika - 012} from your hand] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.		SR			
GIM/W124-028		(C) 2/1 Kotone (Music/Part Timer) AUTO - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "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." <i>Note: Has 2 Souls.</i>		SR			









GIM/W124-029		(U) 2/1 Event	Choose 1 of the following 2 effects and resolve it, a) "If you have 5 or less Level 1 or higher characters in your Waiting Room, choose up to 1 CX in your Waiting Room, add it to hand, then choose 1 of your Yellow characters, this turn, it gets +3000 power." b) "(2) You may pay cost. If you do, choose 1 of your Yellow characters, this turn, it gets +1 Soul and the following ability, "AUTO - {1 Per Turn} When this attacks, you may deal 2 damage to your opponent.""		SR		
GIM/W124-030		(CR) Choice CX		  		RRR, RRR+, SIR	
GIM/W124-031		(CR) Choice CX		  		RRR, RRR+, SIR	
GIM/W124-032		(CR) Choice CX		  		RRR, RRR+, SIR	
GIM/W124-033		(CR) Choice CX		  		RRR, RRR+, SIR	
GIM/W124-034		(RR) 0/0 Rinami (Music/Cooking)	CONT - If all of your characters are <Music>, this gets +1000 power. AUTO - ACCELERATE [Put 1 <Music> character from your Waiting Room on the bottom of your Clock] At the start of your CX Phase, if this is in your front row, 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, discard 1 card, and shuffle your deck afterwards.	   		ver. b art SR, SP, SEC	

GIM/W124-035	 <p>(RR) 1/0 Mao (Music/Opera)</p> <p>CONT - If you have 2 or more other <Music> character, this gets +4000 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 - ENCORE [Put 1 <Music> character from your Waiting Room on the bottom of your Clock]</p>	    <p>ver. b art SR, SP, SEC</p>	
GIM/W124-036	 <p>(RR) 1/0 Saki (Music/Competition)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Door CX (064) in your CX Area, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand, if the revealed card is a <Music> character, send it to Stock. X equals the Level of the revealed card.</p>	    <p>ver. b art SR, SP, SEC</p>	
GIM/W124-037	 <p>(RR) 3/2 Ume (Music/Sports)</p> <p>AUTO - [Send 1 of your other <Music> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p> <p>AUTO - {CX Combo} EXPERIENCE 6 - When this attacks, if you have the Door CX (065) in your CX Area, and you have 5 or less hand, and the sum of Levels of cards in your Level Zone is 6 or more, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose up to 3 cards in your opponent's Waiting Room, your opponent shuffles them into their deck, and this turn, this gets +1500 power."</p> <p>b) "(1) You may pay cost. If you do, deal 2 damage to your opponent."</p>	    <p>ver. b art SR, SP, SEC</p>	
GIM/W124-038	 <p>(R) 0/0 Saki (Music/Competition)</p> <p>CONT - During your turn, this gets +3000 power.</p> <p>AUTO - [Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your deck into Stock.</p>	  <p>SR & SP</p>	





GIM/W124-039	 <p>(R) 0/0 Ume (Music/Sports)</p> <p>CONT - All of your other <Music> characters get +500 power.</p> <p>ACT - [Rest this] Choose 1 card from your Level Zone and 1 <Music> character from your Waiting Room, you may swap them.</p>	  <p>SR & SP</p>		
GIM/W124-040	 <p>(R) 0/0 Sena (Music/Student Council President)</p> <p>AUTO - [Discard 1 CX, 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 CX from your Waiting Room, and add it to hand.</p> <p>AUTO - EXPERIENCE 2 [Discard 1 card] When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 2 or more, you may pay cost. If you do, choose 1 character with EXPERIENCE or 1 character with "Sena" in its name in your Waiting Room, add it to hand.</p>	 <p>SR</p>		
GIM/W124-041	 <p>(R) 1/0 Rinami (Music/Cooking)</p> <p>CONT - Your other character in the front row center slot 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 CX 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>SR & SP</p>		
GIM/W124-042	 <p>(R) 1/0 Saki (Music/Competition)</p> <p>CONT - During your turn, all of your other <Music> characters get +1000 power.</p> <p>ACT - MEMORY [Rest this] If you have 3 or more different colors in your Memory, 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.</p>	 <p>SR</p>		



















GIM/W124-043	 <p>(R) 2/2 Rinami (Music/Cooking)</p> <p>CONT - ASSIST +1500.</p> <p>AUTO - {CX Combo} [Send the Standby CX (066) from your CX Area to Waiting Room] At the start of your Attack Phase, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p> <p>ACT - [Discard 1 {RR 0/0 Rinami - 034}] Choose 1 of your opponent's characters, return it to hand.</p>	 <p>SR</p>			
GIM/W124-044	 <p>(R) 3/2 Mao (Music/Opera)</p> <p>AUTO - {CX Combo} [Send the Standby CX (067) from your CX Area to Waiting Room] At the start of your Attack Phase, if you have 2 or more other <Music> characters, you may pay cost. If you do, Stand this, and until the end of your opponent's next turn, this gains the following 2 abilities,</p> <p>- "CONT - This cannot be targeted by your opponent's effects."</p> <p>- "CONT - BODYGUARD"</p> <p>AUTO - [(1) Discard 1 card] When this direct attacks, you may pay cost. If you do, mill 1, then deal X damage to your opponent. X is equal to that card's Level +1.</p>	  <p>SR & SP</p>			
GIM/W124-045	 <p>(U) 0/0 Saki (Music/Game)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 character with "Saki", "Temari" or "Kotone" in its name in your Waiting Room, add it to hand, then if you have 5 or less Memory, choose up to 1 {of this card} in your Waiting Room, send it to Memory.</p>	 <p>SR</p>			
GIM/W124-046	 <p>(U) 0/0 Ume (Music/Sports)</p> <p>AUTO - When you trigger a CX with a Door Trigger, if there is 1 or less cards in your Marker Areas, choose 1 Red card in your Waiting Room, you place it underneath this card face up as a Marker.</p> <p>AUTO - [(2) Send 2 Markers underneath this card to Waiting Room] 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 gets -2 Souls.</p> <p>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.</p>	 <p>SR</p>			










GIM/W124-047	 <p>(U) 0/0 Mao (Music/Opera)</p> <p>CONT - Your other <Music> character in the front row center slot gets +1500 power.</p> <p>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.</p>	 <p>SR</p>			
GIM/W124-048	 <p>(U) 0/0 China (Music/Young Lady)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 character from your Waiting Room, add it to hand.</p>	 <p>SR</p>			
GIM/W124-049	 <p>(U) 1/1 Misuzu (Music/My Own Pace)</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, you may pay cost. If you do, choose 1 {RR 2/1 Sena - 003} in your Waiting Room, you may add it to hand or send it to Stock.</p> <p>AUTO - EXPERIENCE 3 - At the start of your Attack Phase, if the sum of Levels of cards in your Level Zone is 3 or more, perform the following effect twice, "Choose 1 of your characters, if it has 2 or more Soul, until the end of your opponent's next turn, it gets +1000 power. If it has 1 or less, this turn, it gets +1 Soul."</p>	 <p>SR</p>			
GIM/W124-050	 <p>(U) 1/1 Misuzu (Music/My Own Pace)</p> <p>AUTO - (1) When this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may Reverse that character.</p>	 <p>SR</p>			

GIM/W124-051	 <p>(U) 1/1 Mao (Music/Opera)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2000 power.</p> <p>AUTO - ENCORE [Discard 1 character]</p>	 <p>SR</p>			
GIM/W124-052	 <p>(U) 2/1 Saki (Music/Competition)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock.</p> <p>Note: Has 2 Souls</p>	 <p>SR</p>			
GIM/W124-053	 <p>(C) 0/0 China (Music/Young Lady)</p> <p>AUTO - While this is in your Waiting Room, at the start of your First Turn, you may mill 6.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is X or lower, you may Reverse that character. X is equal to the number of {copies of this} in your Waiting Room.</p>	 <p>SR</p>			
GIM/W124-054	 <p>(C) 0/0 Misuzu (Music/My Own Pace)</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.</p> <p>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."</p>	 <p>SR</p>			

GIM/W124-055		(C) 0/0 Rinami (Music/Cooking) AUTO - When this is placed on stage from hand, you may mill 3. ACT - [Discard 1 card, Send this to Waiting Room] If you have another <Music> character, choose 1 of your opponent's characters, move it to an opponent's empty slot.		SR			
GIM/W124-056		(C) 0/0 Ume (Music/Sports) AUTO - When this is placed on stage from hand, shuffle your Stock. AUTO - When this attacks, if you do not have a CX in your CX Area, until the end of your opponent's next turn, this gets +500 power and +1 Soul.		SR			
GIM/W124-057		(C) 1/1 Sena (Music/Student Council President) AUTO - EXPERIENCE 2 - When you use this card's BACKUP, if the sum of Levels of cards in your Level Zone is 2 or more, choose 1 <Music> character in your Waiting Room, you may send it to the top or bottom of your Stock. ACT - BACKUP +2000		SR			
GIM/W124-058		(C) 2/1 Saki (Music/Competition) 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		SR			









GIM/W124-059	 <p>(C) 2/1 China (Music/Young Lady)</p> <p>AUTO - When this attacks, if you have 2 or more other <Music> characters, this turn, this gets +4000 power.</p> <p>AUTO - [(1) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of CXes sent to Waiting Room by this effect.</p>	SR			
GIM/W124-060	 <p>(C) 2/1 Sena (Music/Student Council President)</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, this turn, this gets +X power. X equals the number of your <Music> characters times 1000.</p> <p>AUTO - At the start of your Encore Step, send this to Waiting Room.</p>	SR			
GIM/W124-061	 <p>(C) 3/2 Saki (Music/Competition)</p> <p>CONT - EXPERIENCE - If this is in your Level Zone, all of your other {U 0/0 Ume - 046} gains the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>AUTO - EXPERIENCE [(2) Send a total of 2 Markers underneath all of your {U 0/0 Ume - 046} to Waiting Room] If this is in your Level Zone, and you are Level 3 or higher, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your {RR 3/2 Ume - 037} and this card, swap them, and this turn, this gains the following 2 abilities,</p> <p>- "CONT - All of your characters cannot be targeted by your opponent's effects."</p> <p>- "AUTO - When this attacks, deal 4 damage to your opponent."</p>	SR			
GIM/W124-062	 <p>(U) 2/0 Event</p> <p>COUNTER - MEMORY - Perform the following effect X times. "Look at the top card of your deck, and put it on top of your deck or into your Waiting Room." X is equal to the number of different colors in your Memory.</p> <p>Send this to the bottom of your Deck.</p>	SR			









GIM/W124-063	 <p>(U) 3/1 Event</p> <p>Choose up to 1 <Music> character in your Waiting Room, add it to hand.</p> <p>You may perform the following effect, "Your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck."</p>	 <p>SR</p>			
GIM/W124-064	 <p>(CR) Door CX</p>	  <p>RRR, RRR+ SIR</p>			
GIM/W124-065	 <p>(CR) Door CX</p>	  <p>RRR, RRR+ SIR</p>			
GIM/W124-066	 <p>(CR) Standby CX</p>	  <p>RRR, RRR+ SIR</p>			
GIM/W124-067	 <p>(CR) Standby CX</p>	  <p>RRR, RRR+ SIR</p>			
GIM/W124-068	 <p>(RR) 0/0 Hiro (Music/Genius)</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +X power. X is equal to the number of {copies of this} in your Waiting Room times 1500.</p> <p>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 <Music> character from your Waiting Room, and add it to hand.</p>	   <p>ver. b art</p> <p>SR, SP, SEC</p>			




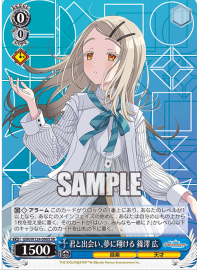




GIM/W124-069	<div></div>	<p>(RR) 1/0 Lilja (Music/Sweets)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2000 power.</p> <p>AUTO - {CX Combo} EXPERIENCE - When this attacks, if you have the Pants CX (097) in your CX Area, and you have a <Music> character in your Level Zone, and you have 2 or more other <Music> characters, look at up to 4 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose 1 of your <Music> characters, until the end of your opponent's next turn, it gets +500 power.</p>	<div></div> <div></div> <div></div> <div></div>	<p>ver. b art</p> <p>SR, SP, SEC</p>	
GIM/W124-070	<div></div>	<p>(RR) 3/2 Misuzu (Music/My Own Pace)</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, if you have 2 or more other <Music> characters, heal up to 1, then until the end of your opponent's next turn, this gets +500 power and the following ability, "CONT - During this card's battle, you do not take damage from the AUTO effects of your opponent's characters."</p>	<div></div> <div></div> <div></div> <div></div>	<p>ver. b art</p> <p>SR, SP, SEC</p>	
GIM/W124-071	<div></div>	<p>(RR) 3/2 Temari (Music/Song)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} MEMORY - When this attacks, if you have the Pants CX (098) in your CX Area, and you have 2 or more other <Music> characters, you may deal 1 damage to your opponent, then perform the following ability, "You may send the bottom X cards of your opponent's deck to Waiting Room. If there is a CX among them, deal 1 damage to your opponent. X equals the number of <Music> characters in your Memory -1."</p>	<div></div> <div></div> <div></div> <div></div>	<p>ver. b art</p> <p>SR, SP, SEC</p>	
GIM/W124-072	<div></div>	<p>(R) 0/0 Mao (Music/Opera)</p> <p>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.</p>	<div></div>	<p>SR</p>	

GIM/W124-073	 <p>(R) 0/0 Temari (Music/Song)</p> <p>AUTO - When you use BRAINSTORM, if a CX was sent to your Waiting Room by the effect, and you have 5 or less Memory, choose up to 1 {copy of this} in your Waiting Room, send it to Memory.</p> <p>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 <Music> character from your Waiting Room, and add it to hand.</p>	  <p>SR & SP</p>		
GIM/W124-074	 <p>(R) 0/0 Hiro (Music/Genius)</p> <p>AUTO - When a CX is placed in your CX Area, choose up to 2 of your Level 0 or lower characters, this turn, they get +1000 power.</p> <p>AUTO - {CX Combo} When the Pants CX (099) is placed in your CX Area, if you have 3 or more other <Music> characters, choose 1 of your Level 0 or lower characters other than {this or copies of this}, until the end of your opponent's next turn, it gains the following 3 abilities,</p> <ul style="list-style-type: none"> - "CONT - The character across from this cannot side attack." - "AUTO - When this attacks, 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 Reversed, you may return this to hand." 	  <p>SR & SP</p>		
GIM/W124-075	 <p>(R) 1/0 Temari (Music/Song)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p>AUTO - When this is Reversed, if you have 2 or less Memory, you may send this to Memory.</p>	 <p>SR</p>		
GIM/W124-076	 <p>(R) 1/0 Misuzu (Music/My Own Pace)</p> <p>CONT - During your turn, this gets +2000 power.</p> <p>AUTO - {CX Combo} [Send the Pants CX (100) from your CX Area to Waiting Room] At the end of this card's attack, if you have 3 or more other <Music> characters, you may pay cost. If you do, 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, send the rest to Waiting Room, and if you have 2 or less Memory, choose up to 1 {1/1 Event - 096} in your Waiting Room, send it to Memory.</p>	  <p>SR & SP</p>		
















GIM/W124-077		<p>(R) 1/1 Misuzu (Music/My Own Pace)</p> <p>CONT - ASSIST Level x 500 to <Music> characters.</p> <p>AUTO - [Discard 1 card] When you Trigger a CX with a Pants Trigger, you may pay cost. If you do, draw 1 card.</p> <p>AUTO - MEMORY - At the start of your Attack Phase, if you have 2 or more {1/1 Event - 096} in your Memory, you may flip all of your face-up cards in Memory face-down. If you do, declare 1, 2 or 3, and this turn, this gains the following ability, "CONT - Increase the damage dealt by the CX Combo of all of your other {RR 3/2 Temari - 071} by +X. X is equal to the number declared when this card gained this effect."</p>		SR			
GIM/W124-078		<p>(R) 2/1 Sumika (Music/Gal)</p> <p>CONT - All of your other characters with "Lilja" or "Sumika" in its name gets +X power. X is equal to that character's level x 500.</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 of your {U 0/0 Sumika - 083}, place that card and all of it's Marker underneath it, underneath this card face-up as Markers in any order.</p> <p>AUTO - At the start of your CX Phase, look at up to X cards from the top of your deck, and put them back on top in any order, and until the end of your opponent's next turn, this gains the following ability, "CONT - This cannot be targeted by your opponent's effects." X is equal to the number of Markers underneath this.</p>		SR			
GIM/W124-079		<p>(R) 3/2 Lilja (Music/Sweets)</p> <p>AUTO - When this card's battle opponent is Reversed, if you have 3 or more other <Music> characters, you may send that character to the top or bottom of your opponent's deck.</p> <p>AUTO - RESONATE [Reveal {3/2 Sumika - 012} from your hand] When this is placed on stage from hand, if you have another <Music> character, you may pay cost. If you do, choose 1 {3/2 Sumika - 012} in your Waiting Room, place it on stage in any slot.</p>	 	SR & SP			
GIM/W124-080		<p>(U) 0/0 Hiro (Music/Genius)</p> <p>CONT - If this is in your front row center slot, this gets +1 Soul.</p> <p>AUTO - When this is Reversed, reveal the top card of your deck. If that card is a {RR 3/2 China - 004} or level 0 or lower character, add it to hand.</p>		SR			








GIM/W124-081	 <p>(U) 0/0 Temari (Music/Song)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +X power. X equals the number of your <Music> characters times 500.</p> <p>AUTO - {CX Combo} [Discard 1 {Pants CX for 3/2 Temari - 098} or {Pants CX for 1/0 Misuzu - 100}] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p>	 <p>SR</p>			
GIM/W124-082	 <p>(U) 0/0 Lilja (Music/Sweets)</p> <p>AUTO - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {U 0/0 Sumika - 083} or {R 3/2 Sumika - 012}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>ACT - RESONATE [Reveal {R 3/2 Sumika - 012} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +4000 power.</p>	 <p>SR</p>			
GIM/W124-083	 <p>(U) 0/0 Sumika (Music/Gal)</p> <p>CONT - All of your other <Music> characters get +500 power.</p> <p>AUTO - {1 Per Turn} When you use a RESONATE, if you have 2 or less total cards in your Memory or Marker Zones, choose up to 1 character with "Lilja" or "Sumika" in its name in your Waiting Room, place it underneath this card face-up as a Marker, and until the end of your opponent's next turn, this gains the following ability, "CONT - This cannot be targeted by your opponent's effects."</p>	 <p>SR</p>			
GIM/W124-084	 <p>(U) 1/0 Lilja (Music/Sweets)</p> <p>AUTO - When your other <Music> character attacks, this turn, this gets +1000 power.</p> <p>AUTO - RESONATE [(1) Reveal {3/2 Sumika - 012} from your hand] When this attacks, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p>	 <p>SR</p>			









GIM/W124-085		(U) 2/1 Temari (Music/Song)		SR			
GIM/W124-086		(U) 2/2 Rinami (Music/Cooking)		SR			
GIM/W124-087		(U) 3/2 Rinami (Music/Cooking)		SR			
GIM/W124-088		(C) 0/0 Temari (Music/Song)		SR			










GIM/W124-089	 <p>(C) 0/0 Misuzu (Music/My Own Pace)</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>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Music> character in your Waiting Room, add it to hand.</p>	 <p>SR</p>			
GIM/W124-090	 <p>(C) 0/0 Hiro (Music/Genius)</p> <p>AUTO - ALARM - If this is on top of your Clock, if you are Level 1 or higher, at the start of your Main Phase, mill 1. If that card is a {U Yellow 2/1 Event - 029} or a Level 0 or lower character, send this to the bottom of your deck.</p>	 <p>SR</p>			
GIM/W124-091	 <p>(C) 0/0 Rinami (Music/Cooking)</p> <p>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.</p> <p>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, until the end of the opponent's next turn, it gets +1000 power.</p>	 <p>SR</p>			
GIM/W124-092	 <p>(C) 1/0 Temari (Music/Song)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +2000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may return that character to hand."</p>	 <p>SR</p>			










GIM/W124-093		(C) 1/0 Sumika (Music/Gal) AUTO - When this attacks, if you have another <Music> character, 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 +2000 power. ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.		SR		
GIM/W124-094		(C) 2/1 Mao (Music/Opera) 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, look at the top card of your deck, and put it on the top or bottom of your deck or into your Waiting Room." ACT - BACKUP +2500		SR		
GIM/W124-095		(C) 2/2 Mao (Music/Opera) CONT - For each of your other <Music> characters, this gets +1000 power. AUTO - ENCORE [Discard 1 character]		SR		
GIM/W124-096		(U) 1/1 Event If you don't have a character with "Temari" or "Misuzu" in its name, this cannot be played from hand. Search your deck for up to 1 character with "Temari" in its name and up to 1 character with "Misuzu" in its name, show them to your opponent, add them to hand, discard 1 card, and shuffle your deck afterwards. Send this to Memory.		SR		
GIM/W124-097		(CR) Pants CX When this attacks, if you have another <Music> character, 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 +2000 power.				RRR, RRR+ SIR







GIM/W124-098		(CR) Pants CX	  	RRR, RRR+ SIR	
GIM/W124-099		(CR) Pants CX	  	RRR, RRR+ SIR	
GIM/W124-100		(CR) Pants CX	  	RRR, RRR+ SIR	
GIM/W124-P03 Gold Rush Vol. 2 Manga PR Card		(PR) 1/0 Kotone (Music/Part Timer) AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character, this turn, this gets +1 Soul. AUTO - When this is Reversed, if the battle opponent's Cost 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. <i>Note: Has a Soul Trigger</i>			
GIM/W124-P04 CX Challenge PR		(PR) 2/1 Saki (Music/Competition) AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock. <i>Note: Has 2 Souls</i>		PR+	

No./18:	18				
GIM/W124-T01		<p>(TD) 0/0 China (Music/Young Lady)</p> <p>AUTO - [Send this to the bottom of your deck] When your other <Music> character is Reversed, if this is in your Back Row, you may pay cost. If you do, return that character to hand.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.</p>		RRR	
GIM/W124-T02		<p>(TD) 1/0 Kotone (Music/Part Timer)</p> <p>CONT - 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 Choice CX (T06) in your CX Area, and you have another <Music> character, mill 2, then choose up to 1 Level X or lower <Music> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p> <p><i>Note: Has a Soul Trigger</i></p>			RRR & SP
GIM/W124-T03		<p>(TD) 1/0 Sena (Music/Student Council President)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +3000 power.</p>		RRR	

GIM/W124-T04		(TD) 1/0 Sumika vanilla (Music/Gal)		RRR	
GIM/W124-T05		(TD) 3/2 Kotone (Music/Part Timer) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - [(3) Discard 2 card] When this attacks, you may pay cost. If you do, deal 4 damage to your opponent.		RRR	
GIM/W124-T06		(TD) Choice CX		RRR	
GIM/W124-T07		(TD) 2/1 Event COUNTER - This card can be played without meeting Color requirement. Choose 1 of your opponent's characters, this turn, it gets +4 Soul and the following ability, "CONT - This cannot Side Attack."		RRR	

GIM/W124-T08	 <p>(TD) 0/0 Ume (Music/Sports)</p> <p>CONT - ASSIST +500.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.</p>	 <p><i>RRR</i></p>	
GIM/W124-T09	 <p>(TD) 0/0 Saki (Music/Competition)</p> <p>CONT - During your turn, if you have another <Music> character, this gets +1500 power.</p> <p>AUTO - [(1) 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 6 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.</p>	  <p><i>RRR & SP</i></p>	
GIM/W124-T10	 <p>(TD) 0/0 Rinami (Music/Cooking)</p> <p>CONT - If all of your characters are <Music>, this gets +1000 power.</p> <p>AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>	 <p><i>RRR</i></p>	
GIM/W124-T11	 <p>(TD) 2/1 Mao (Music/Opera)</p> <p>ACT - BACKUP +3500</p>	 <p><i>RRR</i></p>	

GIM/W124-T12		<p>(TD) 3/2 Saki (Music/Competition)</p> <p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p> <p>AUTO - {CX Combo} [Discard 2 cards] When this attacks, if you have the Door CX (T13) 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, and this turn, this gains the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to the top of your opponent's deck."</p>		RRR	
GIM/W124-T13		(TD) Door CX		RRR	
GIM/W124-T14		<p>(TD) 0/0 Hiro (Music/Genius)</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> <p>AUTO - When this attacks, choose 1 of your <Music> characters, this turn, it gets +3000 power.</p>		RRR	
GIM/W124-T15		<p>(TD) 0/0 Temari (Music/Song)</p> <p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.</p> <p>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.</p>	 	RRR & SP	

GIM/W124-T16	 <p>(TD) 0/0 Lilja (Music/Sweets)</p> <p>AUTO - BOND [Discard 1 card] to {1/0 Vanilla Sumika - T04}</p> <p>ACT - [(1) Send this to Waiting Room] Mill 2, then choose up to 1 Level X or lower <Music> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>	 <p>SR</p>	
GIM/W124-T17	 <p>(TD) 2/0 Misuzu (Music/My Own Pace)</p> <p>CONT - ASSIST +1000 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 2 or higher character in your Waiting Room, add it to hand.</p>	 <p>SR</p>	
GIM/W124-T18	 <p>(TD) 2/1 Temari (Music/Song)</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 - ENCORE [Discard 1 <Music> character]</p>	 <p>RRR</p>	