No./74:	74	*IAS cards are neo-standard with both Idolmaster (IM) and Million Live (IMS). Any Reprints and references to old cards and CX is only legal with Idolmaster (IM) if it is not a Million Live card. All reprints have different names from the original cards.*			
IAS/SE52-01		**(N) 0/0 Yayoi (Music/Family)** **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock. **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.			*BNP & SP*
IAS/SE52-02		**(N) 0/0 Ami (Music/Twins)** **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. **AUTO** - When this attacks, choose 1 of your <Music> characters, this turn, it gets +3000 power.			*BNP & SP*
IAS/SE52-03		**(N) 0/0 Mami (Music/Twins)** **AUTO** - At the start of your CX Phase, you may look at the top card of your opponent's deck. **ACT** - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power and the following ability, "**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."			*BNP*

IAS/SE52-04		**(N) 0/0 Azusa (Music/Fortune Reading)** **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." **AUTO** - When this attacks, choose 1 of your other <Music> characters, until the end of your opponent's next turn, it gets +1000 power and "**AUTO - ENCORE** [Discard 1 character]".	*BNP*
IAS/SE52-05		**(N) 0/0 Mami (Music/Twins)** **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. **AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.	*BNP & SP*
IAS/SE52-06		**(N) 0/0 Yukiho (Music/Tea)** **ACT** - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. **ACT** - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.	*BNP*

IAS/SE52-07		**(N) 0/0 Miki (Music/Nail)**		
		CONT - All of your opponent's characters get "**AUTO - ENCORE** (2)".		
		AUTO - When this card's battle opponent is Reversed, if you have no other characters in your Back Row, look at up to 2 cards from the top of your deck, choose up to 1 Level 0 or lower <Music> character from among them, place it on stage in any back row slot, and send the rest to Waiting Room	*BNP*	
IAS/SE52-08		**(N) 1/0 Yayoi (Music/Family)**		
		AUTO - [Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.		
		ACT - BACKUP +1000	*BNP*	
IAS/SE52-09		**(N) 1/0 Mami (Music/Twins)**		
		CONT - During your turn, all of your other <Music> characters get +1000 power.		
		AUTO - When a CX with a Choice Trigger is placed in your CX Area, look at up to 3 cards from the top of your deck, and put them back on top in any order.	*BNP*	
		ACT - [Rest 2 of your <Music> characters, Send this to the bottom of your deck] Draw 1 card.		

IAS/SE52-10		**(N) 1/0 Azusa (Music/Fortune Reading)** **CONT** - During your turn, if you have another <Music> character, this gets +3000 power. **AUTO** - [Send 1 of your other <Music> characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card level 1 or higher, add it to hand. *Note: Has a Soul Trigger*		*BNP & SP*
IAS/SE52-11		**(N) 1/0 Ami (Music/Twins)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power. **AUTO** - {CX Combo} [Discard 1 card] When this card's battle opponent is Reversed, if you have the **Choice CX (19)** in your CX Area, and you have 2 or more other <Music> characters, 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.		*BNP & SP*
IAS/SE52-12		**(N) 1/0 Mami (Music/Twins)** **ACT** - [(1) Send this to Waiting Room] Choose 1 {1/0 Ami - 11} in your Waiting Room, place it on stage in this card's former slot, and this turn, it gets +2000 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice"		

| IAS/SE52-13 | | **(N) 2/1 Ami (Music/Twins)**

CONT - ASSIST Level x 500.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is Level 1 or lower, send it to Stock.

ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, move it to an opponent's empty slot. | | *BNP* | |
| IAS/SE52-14 | | **(N) 2/1 Miki (Music/Nail)**

CONT - All of your other **"Miki, Beyond the Brilliant Future - IM/S30-052"** and **{Reprint Version of Miki - 64}** gets +500 power and the following ability, "**AUTO - {1 Per Turn}** [(2) Discard 2 <Music> characters] When this card's damage is cancelled, you may pay cost. If you do, deal 4 damage to your opponent."

CONT - ASSIST Level x 500. | | *BNP* | |
| IAS/SE52-15 | | **(N) 2/1 Yayoi (Music/Family)**

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

AUTO - {CX Combo} When **"Deep, Deep Blue - IAS/S93-038"** 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 **"Yayoi Takatsuki, Autumn-Colored High Five - IAS/S93-003"** in your Waiting Room, add it to hand. | | *BNP* | |
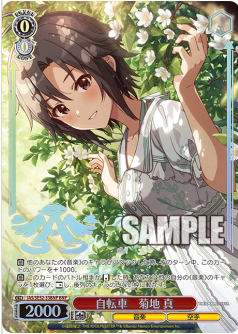
IAS/SE52-16	**(N) 3/2 Azusa (Music/Fortune Reading)** **CONT - ASSIST** +2000. **AUTO** - [Send 1 of your other <Music> characters on stage to Waiting Room] When this is placed on stage, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1, add it to hand, then choose up to 1, send it to Stock, and send the rest to Waiting Room **ACT** - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in any order.	*BNP & SP*
IAS/SE52-17	**(N) 3/2 Miki (Music/Nail)** **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, and this turn, this gets +1500 power. **AUTO -** {CX Combo} When this attacks, if you have the **Choice CX (20)** in your CX Area, choose 1 of your characters, this turn, it gains the following ability, "**AUTO - {1 Per Turn}** When this card's damage is cancelled, you may deal the same amount of damage to your opponent."	*SSP*
IAS/SE52-18	**(N) 1/0 Event** Choose 1 Level X or lower <Music> character from your Waiting Room, add it to hand. X equals the number of **{N 3/2 Miki - 17}** in your Waiting Room.	*BNP*
IAS/SE52-19	**(N) Choice CX**	*BNP*

IAS/SE52-20		**(N) Choice CX**			
IAS/SE52-21		**(N) 0/0 Takane (Music/Noble)** **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. **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.		*BNP*	
IAS/SE52-22		**(N) 0/0 Ritsuko (Music/Glasses)** **AUTO** - [(1) Send this to Waiting Room] When your other <Music> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +3000 power. **AUTO** - When this is sent from Stage to Waiting Room, look at the top card of your deck, and put it on top or bottom of your deck.		*BNP*	
IAS/SE52-23		**(N) 0/0 Ami (Music/Twins)** **AUTO - BOND** [Discard 1 card] to **{3/2 Iori - 56}** or **{1/1 Ritsuko - 53}** **ACT** - [Discard 1 card, Send this to Waiting Room] Choose 1 <Music> character in your Waiting Room, add it to hand.		*BNP*	

IAS/SE52-24		**(N) 1/0 Azusa (Music/Fortune Reading)**		
		CONT - This card can be played without meeting Color requirement. **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** - During this card's battle, when the damage you take is cancelled, you may return this to your hand.	*BNP*	
IAS/SE52-25		**(N) 2/1 Hibiki (Music/Animal)**		
		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	*BNP*	
IAS/SE52-26		**(N) 2/1 Iori (Music/Stuffed Animal)**		
		CONT - If you have 4 or more other <Music> characters, this gets +6000 power. **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Music> characters, you may draw 2 cards. If you do, discard 2 cards. **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.	*BNP*	

IAS/SE52-27		**(N) 0/0 Haruka (Music/Sweets)** **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.	*BNP & SSP*
IAS/SE52-28		**(N) 0/0 Hibiki (Music/Animal)** **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. **AUTO** - When this attacks, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.	*BNP*
IAS/SE52-29		**(N) 0/0 Makoto (Music/Karate)** **CONT - ASSIST** +500 **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.	*BNP*
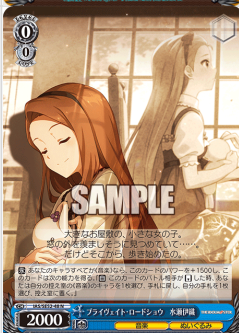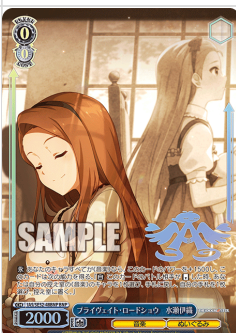
IAS/SE52-30		**(N) 0/0 Yayoi (Music/Family)** **AUTO** - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your other <Music> characters. **AUTO** - When a CX is placed in your Opponent's CX Area, you may send this to Stock.		*BNP & SP*
IAS/SE52-31		**(N) 0/0 Yukiho (Music/Tea)** **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** - [(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.		*BNP & SP*
IAS/SE52-32		**(N) 0/0 Miki (Music/Nail)** **CONT - EXPERIENCE** - For each <Music> character in your Level Zone, this gets +1 Level and +2000 power. **AUTO -** **{CX Combo}** At the start of your Encore Step, if you have **"M@STERPIECE" (43)** in your CX Area, and you have 2 or more other <Music> characters, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. *Note: CX is printed as a Door CX, but has old Shot CX, Green +2 Soul CX, Red 2k1 Draw CX, and a Blue Stocksoul CX.*		*BNP & SP*

IAS/SE52-33		**(N) 0/0 Makoto (Music/Karate)** **AUTO** - When your other <Music> character attacks, this turn, this gets +1000 power. **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.		*BNP & SP*
IAS/SE52-34		**(N) 1/0 Hibiki (Music/Animal)** **AUTO** - When this is placed on stage from hand, if you have another <Music> or <Animal> character, this turn, this gets +2000 power. **AUTO** - When this attacks, if you have a CX in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.		*BNP & SP*
IAS/SE52-35		**(N) 1/1 Haruka (Music/Sweets)** **CONT** - If you have 2 or more other <Music> characters, this gets +2000 power. **AUTO - ENCORE** [Discard 1 character]		*BNP*

IAS/SE52-36		**(N) 2/1 Yukiho (Music/Tea)** **AUTO** - When you use this card's BACKUP, send X cards from the bottom of your opponent's deck to Waiting Room. X equals the number of your opponent's characters. **ACT - BACKUP** +3000	*BNP*
IAS/SE52-37		**(N) 2/1 Haruka (Music/Sweets)** **CONT - ASSIST** +1500 to <Music> characters. **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX with a Door Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards.	*BNP*
IAS/SE52-38		**(N) 2/2 Makoto (Music/Karate)** **CONT** - For each of your other back row <Music> characters, this gets +1500 power. **AUTO** - {CX Combo} When the **Standby CX (44)** is placed in your CX Area, if this is in your front row, choose 1 of your other <Music> characters, you may Stand It. **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.	*BNP & SP*

IAS/SE52-39		**(N) 3/2 Yukiho (Music/Tea)** **CONT** - During your turn, this gets +4000 power. **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - **{CX Combo}** [(2) Discard 4 cards, Send **"Rabbit Fur" (IAS/S93-082)** in your CX Area to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, perform the following effect twice, "Choose up to 1 card in your Opponent's Waiting Room, place it on top of their deck, then deal 4 damage to your opponent." *Note: CX also combos with 0/0 Yukiho - IAS/S93-062.*		*BNP & SP*
IAS/SE52-40		**(N) 3/2 Hibiki (Music/Animal)** **CONT** - If you have 4 or more <Music> or <Animal> characters, this gets -1 Level in hand. **CONT** - For each of your opponent's back row characters, this gets +1000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other <Music> or <Animal> characters, you may pay cost. If you do, choose 1 card in your Clock, add it to hand.		*BNP & SP*
IAS/SE52-41		**(N) 3/2 Haruka (Music/Sweets)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - **{CX Combo}** [Discard 1 <Music> character or **{3/0 Event - 42}**] When this attacks, if you have **"M@STERPIECE" (43)** in your CX Area, and you have 3 or more other <Music> characters, you may pay cost. If you do, deal 2 damage to your opponent, and this turn, this gets +1500 power. *Note: CX is printed as a Door CX, but has old Shot CX, Green +2 Soul CX, Red 2k1 Draw CX, and a Blue Stocksoul CX.*		*BNP & SP*

IAS/SE52-42		**(N) 3/0 Event** **COUNTER** - Choose 1 of your **{N 3/2 Haruka - 41}**, this turn, it gains the following ability, "**CONT** - The character across from this gets -3 Soul."		*BNP*	
IAS/SE52-43		**(N) Door CX - M@STERPIECE**		*BNP*	
IAS/SE52-44		**(N) Standby CX**		*BNP*	
IAS/SE52-45		**(N) 0/0 Chihaya (Music/Camera)** **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) 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.		*BNP & SSP*	

IAS/SE52-46		**(N) 0/0 Chihaya (Music/Camera)** **AUTO** - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. **AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.		*BNP*	
IAS/SE52-47		**(N) 0/0 Ritsuko (Music/Glasses)** **AUTO** - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gains the following ability, "**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." **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.			
IAS/SE52-48		**(N) 0/0 Iori (Music/Stuffed Animal)** **CONT** - If all of your characters are <Music>, this gets +1500 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Fate> character in your Waiting Room, add it to hand, then discard 1 card."			*BNP & SP*

IAS/SE52-49		**(N) 1/0 Iori (Music/Stuffed Animal)** **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. **AUTO** - When this attacks, this turn, all of your characters currently on stage gains the following ability, "**AUTO** - (1) When this card's Trigger Check reveals a CX, you may pay cost. If you do, put the top card of your deck to Stock, then choose 1 of your characters, this turn, it gets +2000 power."	*BNP*
IAS/SE52-50		**(N) 1/0 Chihaya (Music/Camera)** **CONT** - During your turn, this gets +2000 power. **AUTO** - **{CX Combo}** When this attacks, if you have **"Eternal Harmony - IAS/S61-124"** in your CX Area, and you have 2 or more other <Music> characters, choose 1 of the following 2 effects and resolve it, a) "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." b) "Choose 1 level 2 or higher <Music> character in your Waiting Room, add it to hand." *Note: CX also combos with 3/2 Chihaya - IAS/S61-091.*	*BNP & SP*
IAS/SE52-51		**(N) 1/0 Takane (Music/Noble)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power. **AUTO** - **{CX Combo}** When this attacks, if you have the **Pants CX (61)** in your CX Area, and you have 2 or more other <Music> characters, mill 2, then choose up to 1 Level X or lower <Music> character from your Waiting Room, and add it to hand, then look at up to 2 cards from the top of your deck, and put them back on top in any order. X equals the sum of Levels of cards milled by this effect.	*BNP & SP*

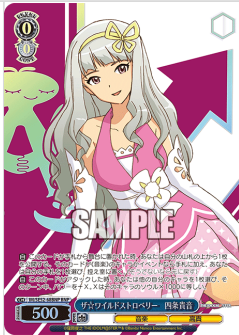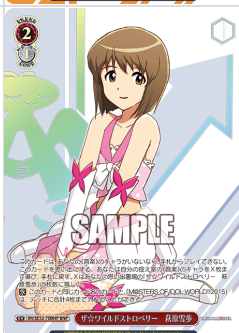|			
IAS/SE52-52		**(N) 1/0 Takane (Music/Noble)** **CONT** - During your turn, if you have 2 or more other <Music> character, this gets +2000 power. **AUTO** - [(1) Discard 1 card, Rest 1 of your other Standing <Music> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 2 <Music> characters in your Waiting Room, add them to hand.	*BNP*
IAS/SE52-53		**(N) 1/1 Ritsuko (Music/Glasses)** **AUTO** - {CX Combo} [Send this to Waiting Room] When **"SMOKY THRILL"** is placed in your CX Area, if you are Level 2 or higher, you may pay cost. if you do, choose up to 1 **"3/2 Iori - 56"** from your hand. place it on stage in this card's former slot. **ACT - BACKUP** +2500. *Note: SMOKY THRILL was previously printed as a Bar (IM/S21-040), also combos with 2/1 Iori - IM/S21-024.*	*BNP & SP*
IAS/SE52-54		**(N) 1/1 Makoto (Music/Karate)** **AUTO** - [(1) Discard 1 card] While this is in your Waiting Room, if you are Level 1 or higher, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any front row slot. **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck. If you do, send this to the bottom of your deck.	*BNP*

IAS/SE52-55		**(N) 2/1 Chihaya (Music/Camera)**		
		CONT - If you have 2 or more other <Music> characters, this gets +5000 power and +1 Soul.		
		AUTO - {CX Combo} {1 Per Turn} When this card's damage is cancelled, if you have **"M@STERPIECE" (43)** in your CX Area, choose up to 1 <Music> character in your Waiting Room, add it to hand, then choose up to 1 <Music> character in your Waiting Room, send it to Stock, and until the end of your opponent's next turn, this gets +2000 power.	*BNP*	
		Note: CX is printed as a Door CX, but has old Shot CX, Green +2 Soul CX, Red 2k1 Draw CX, and a Blue Stocksoul CX.		
IAS/SE52-56		**(N) 3/2 Iori (Music/Stuffed Animal)**		
		CONT - If you have 3 or more other characters, this gets +2000 power.		
		AUTO - When this is placed on stage from hand, you may Heal 1.		
		AUTO - {CX Combo} When this attacks, if you have **"SMOKY THRILL" (60)** in your CX Area, and you have 3 or more other characters, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room. If you do not send any cards to your opponent's Waiting Room by this effect, choose 1 character in your Waiting Room, add it to hand.	*BNP & SP*	
		Note: SMOKY THRILL was previously printed as a Bar (IM/S21-040), also combos with 2/1 Iori - IM/S21-024.		
IAS/SE52-57		**(N) 3/2 Ritsuko (Music/Glasses)**		
		CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.		
		AUTO - (1) 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.	*BNP*	

IAS/SE52-58		**(N) 3/2 Takane (Music/Noble)**		*BNP & SP*
		AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character or an Event, you may deal 1 damage to your opponent.		
		AUTO - [Discard 2 cards] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent.		
IAS/SE52-59		**(N) 2/0 Event**		*BNP*
		If you don't have a <Music> character, this cannot be played from hand.		
		Choose 1 of the following 2 effects and resolve it,		
		a) "Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."		
		b) "Choose 1 of your characters, this turn, it gets +3000 power, then Send this to Stock."		
IAS/SE52-60		**(N) Pants CX - SMOKY THRILL**		*BNP*
IAS/SE52-61		**(N) Pants CX**		*BNP*

IM/SE52-62	Reprint, BNP only.	**Reprint of 0/0 Miki (IM/SP01-07)**		New BNP OG card for reference
IM/SE52-63	Reprint, BNP only.	**Reprint of 1/0 Chihaya (IM/S14-076)**		New BNP OG card for reference
IM/SE52-64	Reprint, BNP only.	**Reprint of 3/2 Miki (IM/S30-052)** You can run up to 4 copies of the reprint and the old version.		New BNP OG card for reference

IM/SE52-65	*Reprint, BNP only.*	**Reprint of 2/1 Daily Spectacle event (IM/S07-047)**		*New BNP* *OG card for reference*
IM/SE52-66	*Reprint, BNP only.*	**Reprint of 1/0 Hibiki (IM/SE04-05)**		*New BNP* *OG card for reference*
IM/SE52-67	*Reprint, BNP only.*	**Reprint of 2/1 Makoto (IM/S21-066)**		*New BNP* *OG card for reference*

IM/SE52-68	Reprint, BNP only.	**Reprint of 0/0 Takane, Tamaki & Noriko (IAS/S61-131)**		New BNP OG card for reference
IM/SE52-69	Reprint, BNP only.	**Reprint of 1/0 Morning Greetings event (IM/S07-070)**		New BNP OG card for reference
IM/SE52-70	Reprint, BNP only.	**Reprint of 2/1 M@sters of Idol World event (IM/SP01-11)** *You can run up to 4 copies of the reprint and the old version.*		New BNP OG card for reference

IM/SE52-71		**Reprint of 3/2 Ami (IM/SP01-06)**		*New BNP* *OG card for reference*
	Reprint, BNP only.			
IM/SE52-72		**Reprint of 1/1 Glowsticks event (IM/S30-021)**		*New BNP* *OG card for reference*
	Reprint, BNP only.			
IM/SE52-73		**Reprint of 0/0 Azusa (IM/S30-028)** *You can run up to 4 copies of the reprint and the old version.*		*New BNP* *OG card for reference*
	Reprint, BNP only.			

IM/SE52-74		Reprint of 0/0 President Kuroi (IM/S07-040)		
	Reprint, BNP only.			*New BNP* *OG card for reference*