
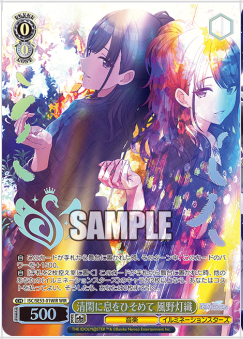





























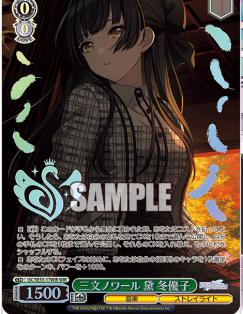










No./64:	64				
ISC/SE53-01		<p>(N) 0/0 Hiori (Music/illumination STARS)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - [Discard 2 cards] When this is placed on stage from hand, if you have 2 or more other <illumination STARS> characters, you may pay cost. If you do, draw up to 2 cards.</p>			WIR & SP
ISC/SE53-02		<p>(N) 0/0 Chiyoko (Music/Houkago Climax Girls)</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character or an Event, add it to hand and discard 1 card.</p> <p>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.</p>			WIR & SP
ISC/SE53-03		<p>(N) 0/0 Amana (Music/ALSTROEMERIA)</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 <ALSTROEMERIA> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - [Send 1 of your other <ALSTROEMERIA> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <u>"Tenka Osaki, Bath Time Mood - ISC/S110-008"</u>, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>			WIR & SP








ISC/SE53-04		<p>(N) 0/0 Tenka (Music/ALSTROEMERIA)</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>	 	WIR & SP
ISC/SE53-05		<p>(N) 1/0 Rinze (Music/Houkago Climax Girls)</p> <p>AUTO - When a CX with a Shot Trigger is placed in your CX Area, 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 gains the following ability, "AUTO - When this card's battle opponent is Reversed, you may put 1 card from the top of your deck into Stock."</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your <Houkago Climax Girls> characters, this turn, it gets +1500 power.</p>	 	WIR & SP
ISC/SE53-06		<p>(N) 1/0 Natsuha (Music/Houkago Climax Girls)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +1000 power.</p> <p>AUTO - <CX Combo> When this attacks, if you have the Shot CX (13) in your CX Area, and you have 2 or more other <Music> characters, mill up to 3, choose up to 1 Level X or lower <Music> character from your Waiting Room, add it to hand, and this turn, this gets +500 power. X equals the number of <Music> characters sent to Waiting Room by this effect.</p>	 	WIR & SP







ISC/SE53-07		<p>(N) 1/0 Luka (Music/CoMETIK)</p> <p>AUTO - [Discard 1 <Music> character, Flip 1 of your Face-up card in your Level Zone Face-down] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <CoMETIK> character in your Waiting Room, add it to hand.</p>		WIR	
ISC/SE53-08		<p>(N) 1/1 Chiyuki (Music/ALSTROEMERIA)</p> <p>CONT - If all of your characters are <Music>, this gains the following 2 abilities,</p> <p>"AUTO - When this card's battle opponent is Reversed, 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 - ENCORE [Discard 1 character]"</p> <p>AUTO - RESONATE [Reveal "Tenka Osaki, Bath Time Mood - ISC/S110-008" from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +4000 power.</p>		WIR	
ISC/SE53-09		<p>(N) 2/1 Juri (Music/Houkago Climax Girls)</p> <p>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 <Music> characters.</p> <p>ACT - BACKUP +3000</p>		WIR	









ISC/SE53-10	<p>(N) 2/1 Luka (Music/CoMETIK)</p> <p>CONT - If you have 4 or more other <Music> characters, this gets +6000 power.</p> <p>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.</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <Music> characters, choose 1 <Music> character in your Waiting Room, you may send it to Stock.</p>	<p>WIR & SP</p>
ISC/SE53-11	<p>(N) 3/2 Kaho (Music/Houkago Climax Girls)</p> <p>CONT - If you have 4 or more <Houkago Climax Girls> characters, this gets -1 Level in hand.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 CX with a Shot Trigger in your Waiting Room, add it to hand, then reveal the top card of your deck. If that card is a <Music> character, add it to hand.</p> <p>AUTO - When this attacks, if you have 4 or more other <Houkago Climax Girls> characters, choose 1 of your characters, this turn, it gets +3000 power.</p>	<p>WIR & SP</p>
ISC/SE53-12	<p>(N) 3/2 Meguru (Music/illumination STARS)</p> <p>AUTO - When this is placed on stage from hand, draw up to 2 cards, then discard 1 card.</p> <p>AUTO - {CX Combo} EXPERIENCE [(3) Discard 2 cards] When this attacks, if you have the Choice CX (14) in your CX Area, and you have a Yellow card, a Red card and a Blue card in your Level Zone, you may pay cost. If you do, this turn, this gets +3000 power, then for every 2 <illumination STARS> you control, perform the following effect, "Deal 2 damage to your opponent."</p>	<p>WIR & SSP</p>
ISC/SE53-13	<p>(N) Shot CX</p>	<p>WIR</p>








ISC/SE53-14		(N) Choice CX		WIR	
ISC/SE53-15		(N) 0/0 Rinze (Music/Houkago Climax Girls) ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Music> character from your Waiting Room, add it to hand. 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."		WIR	
ISC/SE53-16		(N) 0/0 Asahi (Music/Straylights) AUTO - When this is placed on stage from hand, this turn, this gets +1500 power. 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 <Straylights> character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		WIR	
ISC/SE53-17		(N) 0/0 Fuyuko (Music/Straylight) AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards. AUTO - At the start of your CX Phase, choose 1 of your <Music> characters, this turn, it gets +1000 power.	 		WIR & SP





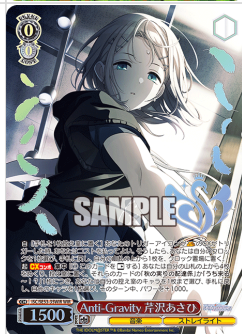



ISC/SE53-18	 <p>(N) 0/0 Nichika (Music/SHHis)</p> <p>CONT - During your turn, if this has a Marker underneath it, this gets +2000 power.</p> <p>AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character, you may put it underneath this card face-up as a Marker.</p> <p>AUTO - [(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>WIR</p>	
ISC/SE53-19	 <p>(N) 0/0 Juri (Music/Houkago Climax Girls)</p> <p>AUTO - When your other <Music> character attacks, this turn, this gets +1000 power.</p> <p>AUTO - [(1) Send this to Waiting Room] When your other <Music> character is Front Attacked, you may pay cost. If you do, return that character to hand.</p>	  <p>WIR & SP</p>	
ISC/SE53-20	 <p>(N) 0/0 Kaho (Music/Houkago Climax Girls)</p> <p>AUTO - When this 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 <Houkago Climax Girls> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.</p>	 <p>WIR</p>	






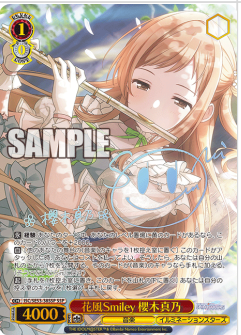


ISC/SE53-21	 <p>(N) 1/0 Hinana (Music/noctchill)</p> <p>AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p> <p>AUTO - [(1) Discard 1 card, Send this to Memory] When this is Reversed, you may pay cost. If you do, search your deck for up to 1 <noctchill> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		WIR	
ISC/SE53-22	 <p>(N) 1/0 Nichika (Music/SHHis)</p> <p>CONT - During your turn, if you have another <Music> character, this gets +1500 power.</p> <p>AUTO - {CX Combo} [Discard 1 card] When this attacks, if you have the Bar CX (29) in your CX Area, and you have another <Music> character, you may pay cost. If you do, look at up to 4 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>	 		WIR & SP
ISC/SE53-23	 <p>(C) 1/1 Natsuha (Music/Houkago Climax Girls)</p> <p>CONT - ASSIST +500 to <Music> characters.</p> <p>AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, heal 1.</p>		WIR	








ISC/SE53-24		(N) 2/1 Kaito (Music/noctchill) 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 it to Waiting Room. ACT - BACKUP +2500		WIR	
ISC/SE53-25		(N) 2/1 Chiyoko (Music/Houkago Climax Girls) AUTO - When this is placed on stage from hand, choose 1 of your other <Houkago Climax Girls> characters, this turn, it gains 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." ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.		WIR	
ISC/SE53-26		(N) 2/1 Madoka (Music/noctchill) AUTO - [Discard 1 card] When this is placed on stage from hand, if you have 4 or more other <noctchill> characters, you may pay cost. If you do, your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.		WIR	


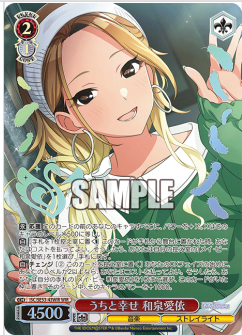






ISC/SE53-27		(N) 3/2 Toru (Music/noctchill)			
ISC/SE53-28		(N) 3/2 Mei (Music/Straylight)			
ISC/SE53-29		(N) Bar CX			
ISC/SE53-30		(N) Bar CX			
			WIR		
			WIR		
			WIR		
			WIR		










ISC/SE53-31	 <p>(N) O/0 Meguru (Music/illumination STARS)</p> <p>CONT - If all of your characters are <Music>, this gets +2000 power and the following ability, "AUTO - [(1) Send this to Clock] When this is Reversed, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."</p> <p>AUTO - EXPERIENCE - If this is in your Level Zone, at the start of your Main Phase, choose 1 <Music> character in your Waiting Room and this card, you may Swap them.</p>	  <p>WIR & SP</p>
ISC/SE53-32	 <p>(N) O/0 Tenka (Music/ALSTROEMERIA)</p> <p>AUTO - {CX Combo} When "Cherry Jelly - ISC/S110-025" is placed in your CX Area, if you have another <ALSTROEMERIA> character, choose 1 of your other characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."</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>Note: CX combos with 1/0 Amana - ISC/S110-002.</p>	 <p>WIR</p>
ISC/SE53-33	 <p>(N) O/0 Yuika (Music/L'Antica)</p> <p>AUTO - (2) 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.</p> <p>AUTO - ALARM - If this is the top card of your Clock, and you have 4 or more <L'Antica> characters, at the start of your CX Phase, choose 1 character in your Waiting Room, you may add it to hand. If you do, discard 1 card.</p>	 <p>WIR</p>










ISC/SE53-34		<p>(N) 0/0 Kogane (Music/L'Antica)</p> <p>AUTO - At the start of your Main Phase, look at the top card of your deck, and put it on top or bottom of your deck.</p> <p>ACT - {CX Combo} BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each Set 2 Kiriko's Door CX - ISC/S110-095 or {New 1/0 Yuika Pants CX - 064} among them, search your deck for up to 1 <L'Antica> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 	WIR & SP
ISC/SE53-35		<p>(N) 0/0 Asahi (Music/Straylight)</p> <p>AUTO - [Discard 1 card] When you Trigger a CX with a Bar Trigger, you may pay cost. If you do, choose 1 card from your Clock, add it to hand, and put the top card of your deck into Clock.</p> <p>ACT - {CX Combo} BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each "Autumn Harvest Delivery - ISC/S110-056" or {New 3/2 Mei Bar CX - 30} among them, choose up to 1 character from your Waiting Room, and add it to hand, then choose 1 of your characters, this turn, it gets +1000 power.</p>	 	WIR & SP
ISC/SE53-36		<p>(N) 0/0 Mikoto (Music/SHHis)</p> <p>AUTO - {CX Combo} [Return this to hand] When "Minor Second, First Line - ISC/S110-057" is placed in your CX Area, you may pay cost. If you do, choose 1 <SHHis> character in your Waiting Room, send it to Stock.</p> <p>ACT - [(2) Rest this] Heal 1.</p>		WIR









ISC/SE53-37		<p>(N) 0/0 Kiriko (Music/L'Antica)</p> <p>AUTO - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <L'Antica> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 	WIR & SP
ISC/SE53-38		<p>(N) 1/0 Mano (Music/illumination STARS)</p> <p>CONT - EXPERIENCE - During your turn, if you have a Yellow card in your Level Zone, this gets +2000 power.</p> <p>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 is a <Music> character, add it to hand.</p> <p>ACT - [Discard 1 card, Send this to the bottom of your deck] Choose 1 character in your Waiting Room, add it to hand.</p>	 	WIR & SSP
ISC/SE53-39		<p>(N) 1/0 Mamimi (Music/L'Antica)</p> <p>CONT - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power and the following ability, "AUTO - [Discard 1 card] When this card's battle opponent is Reversed, 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."</p> <p>AUTO - SHIFT Lv.0</p>		WIR










ISC/SE53-40	 <p>(N) 1/0 Haruki (Music/CoMETIK)</p> <p>AUTO - When this attacks, if you have 2 or more other <Music> characters, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room, and this turn, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (48) in your CX Area, and you have 2 or more other <Music> characters, look at up to 5 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p>	  <p>WIR & SP</p>	
ISC/SE53-41	 <p>(N) 1/1 Fuyuko (Music/Straylight)</p> <p>CONT - If the character across from this is Cost 0 or lower, this cannot be Reversed.</p>	 <p>WIR</p>	
ISC/SE53-42	 <p>(N) 2/1 Sakuya (Music/L'Antica)</p> <p>CONT - ASSIST - If you have 2 or more Rested back row characters with an ACT Ability, all of your characters in front of this gets +1500 power.</p> <p>AUTO - ALARM - If this is the top card of your Clock, and you are level 2 or higher, at the start of your CX Phase, choose 1 of your characters and this card, you may swap them. If you do, you may Rest this.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.</p>	 <p>WIR</p>	








ISC/SE53-43		<p>(N) 2/1 Mei (Music/Straylight)</p> <p>CONT - ASSIST Level x 500.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "Mei Izumi, Mei-be - ISC/S110-041" in your Waiting Room, add it to hand.</p> <p>AUTO - CHANGE [(2) Send this to Waiting Room] At the start of your CX Phase, if you are Level 2 or higher, you may pay cost. If you do, choose up to 1 "Mei Izumi, Mei-be - ISC/S110-041" from your hand, place it on stage in this card's former slot, and this turn, it gets +1000 power.</p>	 	WIR & SP
ISC/SE53-44		<p>(N) 2/1 Amana (Music/ALSTROEMERIA)</p> <p>AUTO - When this card's level 2 or higher battle opponent is Reversed, you may put 1 card from the top of your deck into Stock.</p> <p>AUTO - RESONATE [Reveal "Tenka Osaki, Bath Time Mood -ISC/S110-008" from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +6000 power.</p>		WIR
ISC/SE53-45		<p>(N) 3/2 Chiyuki (Music/ALSTROEMERIA)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} (1) When this attacks, if you have the Door CX (49) in your CX Area, and you have another <ALSTROEMERIA> character, you may pay cost. If you do, deal 1 damage to your opponent, and until the end of your opponent's next turn, this gets +2000 power.</p> <p>AUTO - RESONATE [Discard 1 card, Reveal "Tenka Osaki, Bath Time Mood - ISC/S110-008" from your hand] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent.</p>	 	WIR & SP











ISC/SE53-46		<p>(N) 3/2 Mikoto (Music/SHHis)</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, it gets +2000 power.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.</p>	 	WIR & SP	
ISC/SE53-47		<p>(N) 3/2 Haruki (Music/CoMETIK)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>a) "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>b) "Choose 1 of your opponent's characters, you may return it to hand."</p>		WIR	
ISC/SE53-48		(N) Door CX		WIR	
ISC/SE53-49		(N) Door CX		WIR	

ISC/SE53-50	 <p>(N) 0/0 Toru (Music/noctchill)</p> <p>AUTO - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <noctchill> character from your Waiting Room, and add it to hand.</p> <p>ACT - [Send this to Waiting Room] If you are Level 3 or higher, choose up to 1 "Toru Asakura, What Color Is The Night? - ISC/S110-101" from your hand, place it on stage in this card's former slot.</p> <p>ACT - [(1) Send this to Waiting Room] Choose 1 {Unknown Koito - ??} in your Waiting Room, add it to hand.</p>	  <p>WIR & SP</p>
ISC/SE53-51	 <p>(N) 0/0 Koito (Music/noctchill)</p> <p>AUTO - {CX Combo} [Discard 1 card, Send the Pants CX (63) from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, 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>ACT - [(1) Rest this] Reveal the top card of your deck. If that card is a <Music> character, add it to hand.</p>	  <p>WIR & SP</p>
ISC/SE53-52	 <p>(N) 0/0 Hinana (Music/noctchill)</p> <p>CONT - You can only run up to 4 copies of this card or "Hinana Ichikawa, Clear Marine Calm - ISC/S81-T103" in your deck.</p> <p>AUTO - [(1) Discard 1 card, Send this to Memory] When this is Reversed, 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>WIR & SP</p>

ISC/SE53-53		<p>(N) 0/0 Hana (Music/CoMETIK)</p> <p>AUTO - When this attacks, choose 1 of your other <Music> characters, this turn, it gets +X power. X equals the number of your other <Music> characters times 500.</p> <p>AUTO - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.</p>	 	WIR & SP
ISC/SE53-54		<p>(N) 0/0 Hana (Music/CoMETIK)</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>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 "Haruki Ikuta, Hopeland - ISC/S110-064", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		WIR
ISC/SE53-55		<p>(N) 1/0 Madoka (Music/noctchill)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "Madoka Higuchi, Rattle Rattle - ISC/S81-087", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>ACT - [(1) Send this to Waiting Room] mill 2, then choose up to 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>	 	WIR & SP

ISC/SE53-56		<p>(N) 1/0 Sakuya (Music/L'Antica)</p> <p>AUTO - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose 1 of your characters, this turn, it gets +2000 power.</p> <p>AUTO - SHIFT Lv.0</p>	 	WIR & SP
ISC/SE53-57		<p>(N) 1/0 Yuika (Music/L'Antica)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +1000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Pants CX (64) in your CX Area, and you have 2 or more other <Music> characters, 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, then choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 <Music> character in your Waiting Room, you may add it to hand."</p>	 	WIR & SP
ISC/SE53-58		<p>(N) 2/1 Hiori (Music/illumination STARS)</p> <p>AUTO - [(2) Discard 1 <Music> character] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -2 Souls.</p> <p>ACT - BACKUP +2500</p>	 	WIR & SSP

ISC/SE53-59	 <p>(N) 2/1 Kogane (Music/L'Antica)</p> <p>AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.</p> <p>AUTO - ALARM - If this is the top card of your Clock, and you have 4 or more <Music> characters, at the start of your CX Phase, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."</p>	 <p>WIR</p>	
ISC/SE53-60	 <p>(N) 3/2 Kiriko (Music/L'Antica)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, search your deck for up to 1 <L'Antica> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, then you may pay cost. If you do, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot.</p> <p>AUTO - ALARM - [Discard 1 CX] If this is the top card of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 <L'Antica> character in your Waiting Room, add it to hand.</p>	 <p>WIR</p>	
ISC/SE53-61	 <p>(N) 3/2 Mamimi (Music/L'Antica)</p> <p>CONT - You can only run up to 4 copies of this card or "Sakuya Shirase. Azure Borderline - ISC/S81-094" in your deck.</p> <p>AUTO - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +4500 power, and gains the following ability, "CONT - During this card's battle, all players cannot play BACKUPS from hand."</p> <p>AUTO - ALARM [Discard 1 card] If this is on top of your Clock, and you have 5 or more hand, at the start of your Main Phase, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>	  <p>WIR & SP</p>	

ISC/SE53-62		<p>(N) 3/2 Mano (Music/Illumination STARS)</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Music> characters.</p> <p>AUTO - When a CX is placed in your CX Area, if you are Level 3 or higher, and you have 2 or more other <Illumination STARS> characters, perform the following effect twice, "You may reveal the top card of your deck. If that card is a <Music> character or an event, send it to Stock."</p>	 	WIR & SP
ISC/SE53-63		(N) Pants CX		WIR
ISC/SE53-64		(N) Pants CX		WIR
ISC/SE53-P02 November & December Shop Tournament PR Packs		<p>(PR) 0/0 Hazuki (Music/Part Timer)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1000 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>	 	Foil & PR+