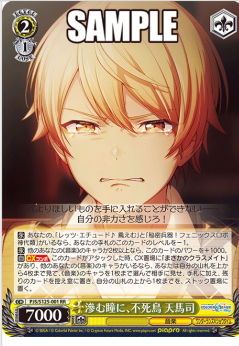












































No./117:	117			
PJS/S125-001		<p>(RR) 2/1 Tsukasa (Music/Wonderlands x Showtime)</p> <p>CONT - If you have a {0/0 Emu - 017} and {1/0 Rui Backup - 014}, this gets -1 level in hand.</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +1000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Shot CX (026) in your CX Area, and you have another <Music> character, 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 put up to 1 card from the top of your deck into Stock.</p>	 	SR & SP
PJS/S125-002		<p>(RR) 3/2 Emu (Music/Wonderlands x Showtime)</p> <p>CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.</p> <p>CONT - If this is in your front row center slot, and there is a Marker underneath this, and you have another <Music> character, all of your <Music> characters get +1500 power.</p> <p>AUTO - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, heal up to 1, then choose up to 1 <Music> character in your Waiting Room, add it to hand, then choose up to 1 {copy of this} in your Waiting Room, place it underneath this face-down as a Marker.</p>	 	SR & SP
PJS/S125-003		<p>(R) 0/0 Rui (Music/Wonderlands x Showtime)</p> <p>CONT - ASSIST +500.</p> <p>AUTO - {CX Combo} [Send the Shot CX (029) from your CX Area to Waiting Room] At the start of your Encore Step, if you have another <Music> character, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	 	SR & SP







PJS/S125-004		<p>(R) 0/0 Hatsune Miku (Music/Virtual Singer/Wonderlands x Showtime)</p> <p>CONT - If you have 2 or less Stock, this gets +1500 power.</p> <p>ACT - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 <Wonderlands x Showtime> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR	
PJS/S125-005		<p>(R) 1/0 Saki (Music/Leo/need)</p> <p>CONT - If all of your characters are <Music>, this gets +4000 power.</p> <p>AUTO - {CX Combo} [Discard 1 <Music> character] When the Choice CX (025) is placed in your CX Area, if this is in your front row, and your characters on stage have 4 or more colors, 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.</p> <p><i>*Note: Has a Soul Trigger</i></p>	 	SR & SP	
PJS/S125-006		<p>(R) 1/0 Rin (Music/Virtual Singer)</p> <p>AUTO - When this card's damage is cancelled, choose 1 card in your opponent's Waiting Room, you may place it on top of their deck.</p>	 	SR & SP	









PJS/S125-007		<p>(R) 2/1 Len (Music/Virtual Singer)</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><i>*Note: Has 2 Souls.</i></p>	 	SR & SP
PJS/S125-008		<p>(R) 3/2 Tsukasa (Music/Wonderlands x Showtime)</p> <p>CONT - If your opponent has a Level 3 or higher character, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, and put them back on top in any order, then choose up to 1 of your opponent's characters, return it to hand.</p> <p>AUTO - When this direct attacks, choose 1 <Music> character in your Waiting Room, you may send it to Stock</p>		SR
PJS/S125-009		<p>(R) 3/2 Nene (Music/Wonderlands x Showtime)</p> <p>CONT - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Shot CX (028) in your CX Area, this turn, this gets +3000 power and the following ability, "CONT - All of your other {RR 2/1 Tsukasa - 001}, {C 0/0 Emu - 017}, {copies of this} and {1/0 Rui Backup - 014} in any area gains Shot Trigger."</p>	 	SR & SP













PJS/S125-010		<p>(U) 0/0 Nene (Music/Wonderlands x Showtime)</p> <p>CONT - If you have another {R 0/0 Rui Assist - 003}, this gets +1 level and +3500 power.</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 {R 0/0 Rui Assist - 003}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR	
PJS/S125-011		<p>(U) 0/0 Hatsune Miku (Music/Virtual Singer/Wonderlands x Showtime)</p> <p>AUTO - (2) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX that has the same name as a CX in your Waiting Room, show it to your opponent, add it to hand, and shuffle your deck afterwards.</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>		SR	
PJS/S125-012		<p>(U) 0/0 Saki (Music/Leo/need)</p> <p>CONT - This cannot side attack.</p> <p>AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Music> characters, Rest it, and move it to an empty Back Row slot.</p>		SR	

PJS/S125-013		<p>(U) 0/0 Len (Music/Virtual Singer/Leo/need)</p> <p>CONT - All of your opponent's characters get "AUTO - ENCORE (2)".</p> <p>AUTO - {CX Combo} [Discard 1 CX with "LINK Leo/Need"] When this attacks, you may pay cost. If you do, look at up to 6 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>		SR	
PJS/S125-014		<p>(U) 1/0 Rui (Music/Wonderlands x Showtime)</p> <p>CONT - All of your other {RR 2/1 Tsukasa - 001} gets +1000 power.</p> <p>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.</p> <p>ACT - BACKUP +2000 [Send this from your hand to the bottom of your Deck]</p>		SR	
PJS/S125-015		<p>(U) 1/0 Emu (Music/Wonderlands x Showtime)</p> <p>CONT - During your turn, for each of your other {copy of this}, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Shot CX (027) 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 1 card among them, put it back on top of your deck, and send the rest to Waiting Room, and during the Trigger Step of this attack, perform Trigger Check twice.</p>		SR	








PJS/S125-016		<p>(U) 1/0 Tsukasa (Music/Wonderlands x Showtime)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2500 power and "AUTO - ENCORE [Discard 1 character]"</p>		SR	
PJS/S125-017		<p>(C) 0/0 Emu (Music/Wonderlands x Showtime)</p> <p>ACT - [Discard 1 card, Send this to the bottom of your deck] Draw 1 card.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each Shot CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>		SR	
PJS/S125-018		<p>(C) 0/0 MEIKO (Music/Virtual Singer/Wonderlands x Showtime)</p> <p>AUTO - [Discard 1 card] When this is placed on Stage from hand, you may pay cost. If you do, choose 1 character in your Waiting Room, send it to Memory. At the start of your next turn, add that character in your Memory to hand.</p>		SR	








PJS/S125-019		<p>(C) 0/0 Tsukasa (Music/Wonderlands x Showtime)</p> <p>CONT - ASSIST +1000 to level 0 or lower characters.</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>		SR	
PJS/S125-020		<p>(C) 1/0 Len (Music/Virtual Singer/Wonderlands x Showtime)</p> <p>CONT - ASSIST - All of your characters in front of this gets +X power. X is equal to the number of your back row characters with ASSIST times 500.</p> <p>ACT - [(1) Rest 2 of your characters] 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>		SR	
PJS/S125-021		<p>(C) 1/0 Nene (Music/Wonderlands x Showtime)</p> <p>CONT - For each of your other back row characters with ASSIST, this gets +2000 power.</p>		SR	







PJS/S125-022		(C) 2/1 Saki (Music/Leo/need) AUTO - When this is placed on stage from hand or attacks, choose 1 of your <Music> characters, this turn, it gets +X power. X is equal to the number of your character's colors on stage times 2000.		SR	
PJS/S125-023		(C) 2/1 KAITO (Music/Virtual Singer/Wonderlands x Showtime) CONT - ASSIST - All of your characters in front of this gets +X power. X is equal to the number of your back row characters with ASSIST times 1000. AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +2000 power.		SR	
PJS/S125-024		(C) 2/1 Rui (Music/Wonderlands x Showtime) CONT - All of your other {R 3/2 Nene - 009} gets +1500 power and the following ability, "CONT - This cannot be targeted by your opponent's effects." CONT - ASSIST Level x 500.		SR	
PJS/S125-025		(CR) Choice CX CONT - LINK Leo/need		RRR	

PJS/S125-026		(CR) Shot CX	 	RRR & SEC
PJS/S125-027		(CR) Shot CX		RRR
PJS/S125-028		(CR) Shot CX		RRR
PJS/S125-029		(CR) Shot CX		RRR
PJS/S125-030		(RR) 0/0 Hatsune Miku (Music/Virtual Singer) CONT - If all of your characters are <Music>, this gets +1 level, +3500 power and the following ability, "AUTO - {1 Per Turn} When this is Reversed, reveal the top card of your deck. If that card is Level 1 or higher, you may Rest this."	 	SR & SP







PJS/S125-031		<p>(RR) 0/0 Haruka (Music/MORE MORE JUMP!)</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p> <p>AUTO - [(1) Discard 1 card, Send this to Memory] When this is Reversed, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p>		SR & SP
PJS/S125-032		<p>(RR) 3/2 Shiho (Music/Leo/need)</p> <p>CONT - If you have 4 or more CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>CONT - If all of your characters are <Music>, this gets +1000 power.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>a) "You may draw 1 card."</p> <p>b) "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>		SR & SP
PJS/S125-033		<p>(RR) 3/2 Minori (Music/MORE MORE JUMP!)</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} MEMORY [(1) Discard 1 card] When this attacks, if you have the Bag CX (056) in your CX Area, and you have a {1/0 Haruka - 041} in your Memory, you may pay cost. If you do, 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.</p>		SR & SP







PJS/S125-034		<p>(R) 0/0 Minori (Music/MORE MORE JUMP!)</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, look at up to 2 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>		SR	
PJS/S125-035		<p>(R) 1/0 Shizuku (Music/MORE MORE JUMP!)</p> <p>CONT - During your turn, this gets +5000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bag CX (059) in your CX Area, mill 2, then choose up to 1 Level X or lower character from your Waiting Room, and add it to hand. If that character is Level 3 or higher, you may put 1 card from the top of your deck into Stock. X equals the sum of Levels of cards milled by this effect.</p>			SR & SP
PJS/S125-036		<p>(R) 2/1 Luka (Music/Virtual Singer)</p> <p>CONT - During your turn, all of your other characters get +X power. X is equal to that character's Soul times 1000.</p>		SR	









PJS/S125-037		<p>(R) 3/2 Airi (Music/MORE MORE JUMP!)</p> <p>AUTO - While this is in your Waiting Room, at the start of your First Turn, you may send this to Memory. If you do, draw 1 card, then discard 1 card.</p> <p>AUTO - When this is placed on stage from hand. you may deal 1 damage to your opponent.</p>	 	SR & SP
PJS/S125-038		<p>(U) 0/0 MEIKO (Music/Virtual Singer/MORE MORE JUMP!)</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 {RR 0/0 Haruka - 031}, place it on stage in any slot, and shuffle your deck afterwards.</p> <p>AUTO - At the start of your opponent's attack, choose 1 of your opponent's front row characters, you may move it to an opponent's empty slot in their front row.</p>		SR
PJS/S125-039		<p>(U) 0/0 KAITO (Music/Virtual Singer/Leo/need)</p> <p>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Music> character from your Waiting Room, add it to hand.</p>		SR












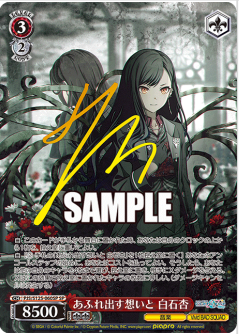
PJS/S125-040		<p>(U) 1/0 Minori (Music/MORE MORE JUMP!)</p> <p>AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p> <p>AUTO - [Discard 1 card] When this is sent from 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 <Music> character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		SR	
PJS/S125-041		<p>(U) 1/0 Haruka (Music/MORE MORE JUMP!)</p> <p>CONT - ASSIST MEMORY - During your turn, if you have a {RR 0/0 Haruka - 031} in Memory, your characters in front of this gets +1000 power.</p> <p>ACT - [(1) Send this to Memory] Look at up to 4 cards from the top of your deck, choose up to 1 <MORE MORE JUMP!> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		SR	
PJS/S125-042		<p>(U) 1/0 Luka (Music/Virtual Singer/MORE MORE JUMP!)</p> <p>AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.</p> <p>AUTO - [Send 1 of your other <MORE MORE JUMP!> 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 <MORE MORE JUMP!> character, add it to hand.</p>		SR	








PJS/S125-043	<p>(U) 1/1 Shiho (Music/Leo/need)</p> <p>CONT - This cannot be targeted by your opponent's effects, and this gains the Color of all of the face-up Markers underneath this.</p> <p>CONT - ASSIST +1000 to <Leo/need> characters.</p> <p>AUTO - When this is placed on stage from hand, choose up to 2 <Leo/need> character in your Waiting Room, place them underneath this card in any order face-up as Markers.</p>	<p>SAMPLE</p> <p>SR</p>	
PJS/S125-044	<p>(U) 2/1 Airi (Music/MORE MORE JUMP!)</p> <p>CONT - For each of your other <Music> characters, this gets +1000 power.</p> <p>AUTO - {CX Combo} RESONATE [Reveal 1 {New RR 3/2 Minori - 033} from your hand] When the Bag CX (058) is placed in your CX Area, if this is in your front row, and you have another <Music> character, you may pay cost. If you do, choose up to 1 <Music> character in your Waiting Room, send it to Stock, then look at up to 2 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	<p>SAMPLE</p> <p>SR</p>	
PJS/S125-045	<p>(U) 3/2 Shizuku (Music/MORE MORE JUMP!)</p> <p>CONT - MEMORY - If you have 3 or more <Music> characters in Memory, this gets -1 level in hand.</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 3 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	<p>SAMPLE</p> <p>SR</p>	

PJS/S125-046		<p>(C) 0/0 Haruka (Music/MORE MORE JUMP!)</p> <p>AUTO - When this is placed on stage from hand, mill 2. If you milled a CX, choose 1 <Music> character in your Waiting Room, you may add it to hand.</p> <p>AUTO - {CX Combo} [Send the Bag CX (057) from your CX Area to Waiting Room] While this is in your Waiting Room, at the start of your Encore Step, you may pay cost. If you do, send this to Stock.</p>		SR	
PJS/S125-047		<p>(C) 0/0 Shizuku (Music/MORE MORE JUMP!)</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 <MORE MORE JUMP!> 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 other <MORE MORE JUMP!> characters, until the end of your opponent's next turn, it gets +1500 power and "AUTO - ENCORE [Discard 1 character]"</p>		SR	
PJS/S125-048		<p>(C) 0/0 Shiho (Music/Leo/need)</p> <p>AUTO - When this is placed on stage from hand, mill 2, and this turn, this gets +X power. X equals the number of <Music> characters milled times 2000.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Bar CX (055) in your CX Area, and you have 3 or more other <Music> characters, choose 1 <Music> character in your Waiting Room, you may add it to hand.</p>		SR	

<p>PJS/S125-049</p> 	<p>(C) 0/0 Airi (Music/MORE MORE JUMP!)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <Music> character from your Waiting Room, add it to hand. X equals the number of {New R 1/0 Shizuku - 035} in your Waiting Room.</p>	 <p>SR</p>	
<p>PJS/S125-050</p> 	<p>(C) 0/0 KAITO (Music/Virtual Singer/MORE MORE JUMP!)</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 character with MEMORY, send it to Memory, and shuffle you deck afterwards. At the start of your next turn, add that character in your Memory to hand.</p>	 <p>SR</p>	
<p>PJS/S125-051</p> 	<p>(C) 1/0 MEIKO (Music/Virtual Singer/Leo/need)</p> <p>ACT - BACKUP +3000 [Send this from your hand to the top of your Deck]</p> <p><i>*Note: Has a Soul Trigger</i></p>	 <p>SR</p>	

PJS/S125-052		<p>(C) 1/0 KAITO (Music/Virtual Singer/MORE MORE JUMP!)</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +2000 power.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."</p>		SR	
PJS/S125-053		<p>(C) 2/1 Minori (Music/MORE MORE JUMP!)</p> <p>AUTO - (1) When you use this card's BACKUP, if you have 5 or more CXes with a Bag 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>		SR	
PJS/S125-054		<p>(C) 2/1 MEIKO (Music/Virtual Singer/MORE MORE JUMP!)</p> <p>CONT - ASSIST +2000 to level 3 or higher characters.</p> <p>AUTO - (1) When a CX is placed in your CX Aream you may pay cost. If you do, 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>		SR	
PJS/S125-055		<p>(CR) Bar CX</p> <p>CONT - LINK Leo/need</p>		RRR	

PJS/S125-056		(CR) Bag CX			RRR & SEC
PJS/S125-057		(CR) Bag CX		RRR	
PJS/S125-058		(CR) Bag CX		RRR	
PJS/S125-059		(CR) Bag CX		RRR	
PJS/S125-060		(RR) 3/2 An (Music/Vivid BAD SQUAD) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - [(2) Discard 1 {copy of this}] At the start of your Encore Step, you may pay cost. If you do, send up to 4 of your other characters on stage to Waiting Room, then deal X damage to your opponent. X is equal to the number of characters sent to Waiting Room by this effect.			SR & SP

PJS/S125-061		<p>(RR) 3/2 Kohane (Music/Vivid BAD SQUAD)</p> <p>CONT - BODYGUARD</p> <p>CONT - EXPERIENCE - If you have a {copy of this} in your Level Zone, this gets +2000 power.</p> <p>AUTO - {CX Combo} [Send the Standby CX (083) from your CX Area to Waiting Room] At the start of your Attack Phase, you may pay cost. If you do, Stand this, and this turn, this gets +3000 power.</p>	 	SR & SP
PJS/S125-062		<p>(R) 0/0 Kohane (Music/Vivid BAD SQUAD)</p> <p>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</p> <p>AUTO - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>		SR
PJS/S125-063		<p>(R) 0/0 Luka (Music/Virtual Singer/Vivid BAD SQUAD)</p> <p>CONT - If you have 5 or more hand, this gets +1000 power.</p> <p>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.</p>		SR

PJS/S125-064



(R) 1/0 Honami (Music/Leo/need)

AUTO - {CX Combo} [Discard 1 CX with "LINK Leo/need"] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with "LINK Leo/need" in your Waiting Room, add it to hand.

AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.



SR & SP

PJS/S125-065



(R) 1/0 Akito (Music/Vivid BAD SQUAD)

CONT - EXPERIENCE 2 - During your turn, if the sum of Levels of cards in your Level Zone is 2 or more, 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."

AUTO - {CX Combo} When this attacks, if you have the **Door CX (085)** in your CX Area, and you have another <Music> character, 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.



SR & SP

PJS/S125-066









(R) 3/2 Toya (Music/Vivid BAD SQUAD)







CONT - If you have 4 or more <Vivid BAD SQUAD> characters, this gets -1 Level in hand.







AUTO - [Send 1 of your other characters with BOND 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 card from among them, add it to hand, then choose up to 1 card from among them, send it to Stock, and send the rest to Waiting Room.









SR & SP

PJS/S125-067		<p>(U) 0/0 An (Music/Vivid BAD SQUAD)</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them.</p> <p>AUTO - (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>		SR	
PJS/S125-068		<p>(U) 0/0 Rin (Music/Virtual Singer/Vivid BAD SQUAD)</p> <p>AUTO - When this is placed on stage from hand, 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.</p> <p>AUTO - When this attacks, if you have no other characters in your Back Row, you may mill 1. If that card is a Level 0 or lower character, place it on stage in any Back Row slot.</p>		SR	
PJS/S125-069		<p>(U) 0/0 KAITO (Music/Virtual Singer/Vivid BAD SQUAD)</p> <p>CONT - Your other front row center slot <Music> character gets +1500 power.</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>		SR	

PJS/S125-070		<p>(U) 0/0 Rin (Music/Virtual Singer/Leo/need)</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 level 1 or lower character from your Waiting Room, and add it to hand.</p>		SR	
PJS/S125-071		<p>(U) 1/0 Toya (Music/Vivid BAD SQUAD)</p> <p>AUTO - BOND [Discard 1 card] to {New R 1/0 Akito - 065}</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>		SR	
PJS/S125-072		<p>(U) 2/1 Honami (Music/Leo/need)</p> <p>CONT - For each of your other backrow <Music> characters, this gets +2500 power.</p> <p>AUTO - {CX Combo} (1) If this is in your Waiting Room, and you are Level 2 or higher, during your CX Phase, when the Door CX (082) is placed in your CX Area, you may pay cost. If you do, place this on stage in any slot.</p> <p><i>*Note: Has 2 Souls.</i></p>		SR	

PJS/S125-073		(U) 2/1 Akito (Music/Vivid BAD SQUAD) 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 Reverse that character."		SR	
PJS/S125-074		(U) 2/1 Kohane (Music/Vivid BAD SQUAD) CONT - If you have another front row {2/1 An - 081}, this gets +5000 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."		SR	
PJS/S125-075		(C) 0/0 Honami (Music/Leo/need) CONT - This gains the Color of all of the face-up Markers underneath this. AUTO - When this is placed on stage from hand, choose up to 1 <Music> character in your Waiting Room, place them underneath this card face-up as a Marker. 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.		SR	

PJS/S125-076		(C) 0/0 Akito (Music/Vivid BAD SQUAD) CONT - All of your other {New R 3/2 Toya - 066} gets +1000 power.		SR	
PJS/S125-077		(C) 0/0 Toya (Music/Vivid BAD SQUAD) AUTO - {CX Combo} When the Door CX (086) is placed in your CX Area, if you have 2 or more other <Music> characters, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards." ACT - [(1) Send 1 of your other characters on stage to Waiting Room, Rest this] Look at up to 2 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.		SR	
PJS/S125-078		(C) 1/0 Kohane (Music/Vivid BAD SQUAD) AUTO - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, draw 1 card, then discard 1 card. AUTO - BOND (1) to {New RR 3/2 An - 060} *Note: Has a Soul Trigger		SR	

PJS/S125-079



(C) 1/0 Luka (Music/Virtual Singer/Vivid BAD SQUAD)

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 Memory.

ACT - BACKUP +1000



SR

PJS/S125-080



(C) 1/0 KAITO (Music/Virtual Singer/Vivid BAD SQUAD)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Vivid BAD SQUAD> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



SR

PJS/S125-081



(C) 2/1 An (Music/Vivid BAD SQUAD)

CONT - If you have another front row {2/1 Kohane - 074}, this gets +8000 power.

AUTO - {CX Combo} [Send the **Standby CX (084)** from your CX Area to Waiting Room] When this attacks, 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.

AUTO - BOND [Discard 1 card] to {2/1 Kohane - 074}

**Note: Has 2 Souls*



SR

PJS/S125-082












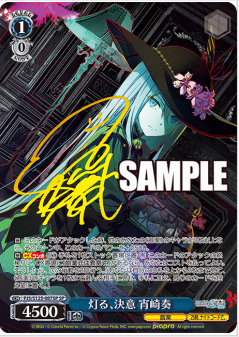


(CR) Door CX

CONT - LINK Leo/need



RRR

PJS/S125-083		(CR) Standby CX			RRR & SEC
PJS/S125-084		(CR) Standby CX		RRR	
PJS/S125-085		(CR) Door CX		RRR	
PJS/S125-086		(CR) Door CX		RRR	
PJS/S125-087		(RR) 1/0 Kanade (Music/25-ji, Nightcord de.) AUTO - When this attacks, if you have 3 or more other <Music> characters, this turn, this gets +2500 power. AUTO - { CX Combo } [(1) Put 1 card from your hand into Stock] At the end of this card's attack, if you have the Pants CX (114) in your CX Area, you may pay cost. If you do, perform the following effect twice, "Look at up to 3 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room"			SR & SP

PJS/S125-088



(RR) 3/2 Ichika (Music/Leo/need)

CONT - For each of your other <Music> characters, this gets +500 power.

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - **{CX Combo}** [(1) Discard 2 cards] When this attacks, if you have the **Pants CX (113)** in your CX Area, and your characters on stage have 4 or more colors, deal 1 damage to your opponent, then you may pay cost. If you do, deal 2 damage to your opponent.



SR & SP

PJS/S125-089



(RR) 3/2 Mafuyu (Music/25-ji, Nightcord de.)

AUTO - When this is placed on stage from hand or by the ACT effect of **{2/1 Kanade - 101}**, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Music> characters.

AUTO - **{CX Combo}** [Discard 1 card] When this attacks, if you have the **Pants CX (115)** in your CX Area, and you have 2 or more other <Music> characters, you may pay cost. If you do, look at up to 3 cards from the top of your opponent's deck, choose up to 3 cards with a Soul Trigger from among them, send them to your opponent's Clock in any order, and send the rest to Waiting Room.



SR & SP

PJS/S125-090

















(R) 0/0 MEIKO (Music/Virtual Singer)







AUTO - When this is placed on stage from hand, this turn, this gets +5500 power and the following ability, "**AUTO** - At the end of the turn, send this to Waiting Room."















SR & SP







PJS/S125-091		<p>(R) 0/0 Mizuki (Music/25-ji, Nightcord de.)</p> <p>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.</p>	 	SR & SP	
PJS/S125-092		<p>(R) 1/0 Ichika (Music/Leo/need)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have a CX with "LINK Leo/need" in your CX Area, put up to 1 card from the top of your deck into Stock, then 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."</p>		SR	
PJS/S125-093		<p>(R) 1/1 KAITO (Music/Virtual Singer)</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 - 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.</p>		SR	







PJS/S125-094		<p>(R) 3/2 Ena (Music/25-ji, Nightcord de.)</p> <p>CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>CONT - If all of your characters are <Music>, this gets +1500 power and "AUTO - ENCORE [Discard 1 <Music> character]"</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p>	 	SR & SP
PJS/S125-095		<p>(R) 3/2 Kanade (Music/25-ji, Nightcord de.)</p> <p>AUTO - When this is placed on stage from hand, 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.</p> <p>AUTO - [(1) Discard 2 characters] When this is placed on stage from hand, you may pay cost. If you do, your opponent mills 25.</p>		SR
PJS/S125-096		<p>(U) 0/0 Ichika (Music/Leo/need)</p> <p>CONT - This cannot be targeted by your opponent's effects, and this gains the Color of all of the face-up Markers underneath this. All of your other <Music> characters get +500.</p> <p>CONT - {CX Combo} If there is a Marker underneath this, card names of CXes with "LINK Leo/need" in your CX Area is also treated as the same card name as CXes with "LINK Leo/need" in your Waiting Room.</p> <p>ACT - [(1) Discard 1 card] Send all Markers underneath this to Waiting Room, choose 1 card in your Waiting Room, place it underneath this face-up as a Marker.</p>		SR

PJS/S125-097		<p>(U) 0/0 Mafuyu (Music/25-ji, Nightcord de.)</p> <p>CONT - You cannot play Events or BACKUPS from hand.</p> <p>AUTO - When this is Reversed, if you have 4 or more hand, reveal the top card of your deck. If that card is level 1 or higher, you may send this to Stock.</p>		SR	
PJS/S125-098		<p>(U) 1/0 MEIKO (Music/Virtual Singer/25-ji, Nightcord de.)</p> <p>CONT - All of your back row characters gain the following ability, "CONT - This cannot be targeted by your opponent's effects."</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 <25-ji, Nightcord de.> character from your Waiting Room, and add it to hand.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SR	
PJS/S125-099		<p>(U) 1/0 Ena (Music/25-ji, Nightcord de.)</p> <p>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.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Pants CX (116) in your CX Area, reveal the top card of your deck. If it's a <Music> character, send it to Stock, then choose up to 1 card in your opponent's Waiting Room, place it on top of their deck.</p>		SR	

PJS/S125-100		<p>(U) 2/1 Mizuki (Music/25-ji, Nightcord de.)</p> <p>CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.</p> <p>CONT - All of your other <Music> characters get +1000 power.</p> <p>AUTO - {CX Combo} [Discard 1 card, Send the Pants CX (117) from your CX Area to Waiting Room] At the start of your Encore Step, if you have 2 or more other <Music> characters, you may pay cost. If you do, choose up to 2 characters in your Waiting Room, add them to hand.</p>		SR	
PJS/S125-101		<p>(U) 2/1 Kanade (Music/25-ji, Nightcord de.)</p> <p>CONT - All of your other {RR 3/2 Mafuyu - 089} gains the following ability, "AUTO - When this attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order."</p> <p>ACT - [Discard 2 cards, Rest 2 of your characters] Choose 1 <25-ji, Nightcord de.> character from your Waiting Room whose Level is equal or lower than your Level, place it on stage in any slot.</p>		SR	
PJS/S125-102		<p>(U) 3/2 Hatsune Miku (Music/Virtual Singer/Leo/need)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose up to 2 characters in your Waiting Room, add them to hand.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Pants CX (113) in your CX Area, choose up to 1 character in your Waiting Room, add it to hand, then choose up to 1 <Music> character in your Waiting Room, send it to Stock.</p>		SR	

PJS/S125-103		<p>(C) 0/0 Ena (Music/25-ji, Nightcord de.)</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>		SR	
PJS/S125-104		<p>(C) 0/0 Luka (Music/Virtual Singer/25-ji, Nightcord de.)</p> <p>AUTO - When this is placed on stage from hand or sent from Stage to Waiting Room, 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."</p>		SR	
PJS/S125-105		<p>(C) 0/0 KAITO (Music/Virtual Singer/25-ji, Nightcord de.)</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>ACT - [(1) Rest this] Choose 1 of your <Music> 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>		SR	

PJS/S125-106		<p>(C) 0/0 Ichika (Music/Leo/need)</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand or attacks, you may pay cost. If you do, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		SR	
PJS/S125-107		<p>(C) 0/0 Kanade (Music/25-ji, Nightcord de.)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot."</p>		SR	
PJS/S125-108		<p>(C) 0/0 Rin (Music/Virtual Singer/25-ji, Nightcord de.)</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, search your deck for up to 1 {copy of this}, place it on stage in any slot, and shuffle your deck afterwards.</p>		SR	

PJS/S125-109		(C) 1/0 Mizuki (Music/25-ji, Nightcord de.) AUTO - When this is placed on stage from hand or attacks, choose 1 of your <Music> characters, this turn, it gets +3000 power.		SR	
PJS/S125-110		(C) 1/0 Mafuyu (Music/25-ji, Nightcord de.) AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send that character to the bottom of your opponent's deck. 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.		SR	
PJS/S125-111		(C) 2/0 Luka (Music/Virtual Singer/25-ji, Nightcord de.) CONT - During your turn, for each of your other <Music> characters, this gets +1000 power.		SR	

PJS/S125-112		<p>(C) 2/1 Len (Music/Virtual Singer/25-ji, Nightcord de.)</p> <p>AUTO - When you use this card's BACKUP, you or your opponent mills X. X is equal to the number of CXes with a Pants Trigger in your Waiting Room.</p> <p>ACT - BACKUP +2500</p>		SR	
PJS/S125-113		<p>(CR) Pants CX</p> <p>CONT - LINK Leo/need</p>			RRR & SEC
PJS/S125-114		<p>(CR) Pants CX</p>			RRR & SEC
PJS/S125-115		<p>(CR) Pants CX</p>		RRR	
PJS/S125-116		<p>(CR) Pants CX</p>		RRR	
PJS/S125-117		<p>(CR) Pants CX</p>		RRR	