

No./69:	69				
IMC/WE51-01	A girl with brown hair wearing a purple snowsuit and goggles, smiling. Text on card: SAMPLE, エヘヘ ヨコのパートをあわせ, 500, ハートビートヒーロー 齊藤洋子. Card details: AUTO - [Discard 1 CX with a Choice Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Choice Trigger from your Waiting Room, and add it to hand.	(N) 0/0 Yoko (Music/Health)	A girl with brown hair wearing a purple snowsuit and goggles, smiling. Text on card: SAMPLE, エヘヘ ヨコのパートをあわせ, 500, ハートビートヒーロー 齊藤洋子. Card details: AUTO - [Discard 1 CX with a Choice Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Choice Trigger from your Waiting Room, and add it to hand.	A girl with brown hair wearing a purple snowsuit and goggles, smiling. Text on card: SAMPLE, エヘヘ ヨコのパートをあわせ, 500, ハートビートヒーロー 齊藤洋子. Card details: AUTO - [Discard 1 CX with a Choice Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Choice Trigger from your Waiting Room, and add it to hand.	M@P & SP
IMC/WE51-02	A girl with blonde hair in pigtails wearing a pink dress, smiling. Text on card: SAMPLE, ジー・テリヤス, 500, マイフード・ドリーム・コレクション. Card details: AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 level 3 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.	(N) 0/0 Mary (Music/Lady)	A girl with blonde hair in pigtails wearing a pink dress, smiling. Text on card: SAMPLE, ジー・テリヤス, 500, マイフード・ドリーム・コレクション. Card details: AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 level 3 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.	A girl with blonde hair in pigtails wearing a pink dress, smiling. Text on card: SAMPLE, ジー・テリヤス, 500, マイフード・ドリーム・コレクション. Card details: AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 level 3 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.	M@P & SP
IMC/WE51-03	A girl with brown hair wearing a pink dress, smiling. Text on card: SAMPLE, フローリングももつしませんか?, 1000, オカツの音マネリーハイブリッド. Card details: CONT - This card gains Red. AUTO - When this is Reversed, if all of your characters are <Music>, and 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.	(N) 0/0 Aiko (Music/Camera)	A girl with brown hair wearing a pink dress, smiling. Text on card: SAMPLE, フローリングももつしませんか?, 1000, オカツの音マネリーハイブリッド. Card details: CONT - This card gains Red. AUTO - When this is Reversed, if all of your characters are <Music>, and 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.	A girl with brown hair wearing a pink dress, smiling. Text on card: SAMPLE, フローリングももつしませんか?, 1000, オカツの音マネリーハイブリッド. Card details: CONT - This card gains Red. AUTO - When this is Reversed, if all of your characters are <Music>, and 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.	M@P & SP

IMC/WE51-07	 <p>(N) 0/0 Kaoru (Music/Cooking)</p> <p>AUTO - MEMORY - If this is in your Memory, when a CX is placed in your CX Area, choose 1 of your yellow 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> <p>ACT - [(1) Send this to Waiting Room] Look at up to 3 cards from the top of your deck, choose up to 1 Yellow character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room, and if you don't have a Yellow card in Memory, choose up to 1 {this card} in your Waiting Room, send it to Memory.</p>	 	M@P & SP
IMC/WE51-08	 <p>(N) 0/0 Meiko (Music/Travel)</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 Yellow character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>	 	M@P & SP
IMC/WE51-09	 <p>(N) 1/0 Eve (Music/Christmas)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your Yellow characters, this turn, it gets +4500 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Choice CX (023) in your CX Area, reveal the top card of your deck, choose 1 Level X or lower character in your Waiting Room, add it to hand, and this turn, this gains the following ability, "AUTO - {1 Per Turn} When this card's damage is cancelled, choose 1 Yellow character in your Waiting Room, you may add it to hand or send it to Stock." X equals the Level of the revealed card.</p>	 	M@P & SP

IMC/WE51-10	<p>(N) 1/0 Tomoka (Music/Cheerleader)</p> <p>CONT - ASSIST +1500, During your turn, to <Music> characters.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "Choose 1 of your characters, this turn, it gets +2000 power and +1 soul." "Choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1." 	<p>(N) 1/0 Tomoka (Music/Cheerleader)</p> <p>CONT - ASSIST +1500, During your turn, to <Music> characters.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "Choose 1 of your characters, this turn, it gets +2000 power and +1 soul." "Choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1." 	<p>(N) 1/0 Tomoka (Music/Cheerleader)</p> <p>CONT - ASSIST +1500, During your turn, to <Music> characters.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "Choose 1 of your characters, this turn, it gets +2000 power and +1 soul." "Choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1." 	<p>(N) 1/0 Tomoka (Music/Cheerleader)</p> <p>CONT - ASSIST +1500, During your turn, to <Music> characters.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "Choose 1 of your characters, this turn, it gets +2000 power and +1 soul." "Choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1." 	M@P & SP
IMC/WE51-11	<p>(N) 1/0 Airi (Music/Sweets)</p> <p>CONT - This card gains Blue.</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - [(1) 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, 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>(N) 1/0 Airi (Music/Sweets)</p> <p>CONT - This card gains Blue.</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - [(1) 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, 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>(N) 1/0 Airi (Music/Sweets)</p> <p>CONT - This card gains Blue.</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - [(1) 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, 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>(N) 1/0 Airi (Music/Sweets)</p> <p>CONT - This card gains Blue.</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - [(1) 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, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	M@P & SP
IMC/WE51-12	<p>(N) 1/0 Mio (Music/Nickname)</p> <p>AUTO - [Discard 1 {copy of this}] When you trigger a Yellow CX, you may pay cost. If you do, perform "Where Light Lies".</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 Yellow character from your Waiting Room, and add it to hand.</p> <p>"REPLAY - Where Light Lies - "Choose 1 of your Yellow character's AUTO ability that starts with "When this is placed on stage from hand", the character that owns that AUTO ability plays that AUTO ability, and if a character is placed on stage during this turn's attack phase, this turn, it cannot attack."</p> <p>*Note: Has a Soul Trigger</p>	<p>(N) 1/0 Mio (Music/Nickname)</p> <p>AUTO - [Discard 1 {copy of this}] When you trigger a Yellow CX, you may pay cost. If you do, perform "Where Light Lies".</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 Yellow character from your Waiting Room, and add it to hand.</p> <p>"REPLAY - Where Light Lies - "Choose 1 of your Yellow character's AUTO ability that starts with "When this is placed on stage from hand", the character that owns that AUTO ability plays that AUTO ability, and if a character is placed on stage during this turn's attack phase, this turn, it cannot attack."</p> <p>*Note: Has a Soul Trigger</p>	<p>(N) 1/0 Mio (Music/Nickname)</p> <p>AUTO - [Discard 1 {copy of this}] When you trigger a Yellow CX, you may pay cost. If you do, perform "Where Light Lies".</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 Yellow character from your Waiting Room, and add it to hand.</p> <p>"REPLAY - Where Light Lies - "Choose 1 of your Yellow character's AUTO ability that starts with "When this is placed on stage from hand", the character that owns that AUTO ability plays that AUTO ability, and if a character is placed on stage during this turn's attack phase, this turn, it cannot attack."</p> <p>*Note: Has a Soul Trigger</p>	<p>(N) 1/0 Mio (Music/Nickname)</p> <p>AUTO - [Discard 1 {copy of this}] When you trigger a Yellow CX, you may pay cost. If you do, perform "Where Light Lies".</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 Yellow character from your Waiting Room, and add it to hand.</p> <p>"REPLAY - Where Light Lies - "Choose 1 of your Yellow character's AUTO ability that starts with "When this is placed on stage from hand", the character that owns that AUTO ability plays that AUTO ability, and if a character is placed on stage during this turn's attack phase, this turn, it cannot attack."</p> <p>*Note: Has a Soul Trigger</p>	M@P & SSP

IMC/WE51-13	 <p>SAMPLE</p> <p>CONT - This card's name is also treated as "Shin Sato, Smitten Sweetie Summer" while in hand.</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +3000 power.</p> <p>ACT - [Send this standing card to Stock] If you are level 2 or higher, and you have 2 or more CXes with a Choice Trigger in your Waiting Room, choose up to 1 "Shin Sato, Smitten Sweetie Summer" in your Waiting Room, place it on stage in this card's former slot.</p>	<p>(N) 1/1 Shin (Music/Sewing)</p> <p>CONT - This card's name is also treated as "Shin Sato, Smitten Sweetie Summer" while in hand.</p> <p>ACT - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +3000 power.</p> <p>ACT - [Send this standing card to Stock] If you are level 2 or higher, and you have 2 or more CXes with a Choice Trigger in your Waiting Room, choose up to 1 "Shin Sato, Smitten Sweetie Summer" in your Waiting Room, place it on stage in this card's former slot.</p>	 <p>SAMPLE</p>	 <p>SAMPLE</p>	<p>M@P & SSP</p>
IMC/WE51-14	 <p>SAMPLE</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gains the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power."</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 Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.</p>	<p>(C) 1/1 Miria (Music/Chat)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gains the following ability, "AUTO - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power."</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 Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room.</p>	 <p>SAMPLE</p>	 <p>SAMPLE</p>	<p>M@P & SSP</p>
IMC/WE51-15	 <p>SAMPLE</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your Yellow characters, this turn, it gets +1 soul.</p> <p>AUTO - {CX Combo} When the Choice CX (24) is placed in your CX Area, if you have 6 or less hand, and you have another {3/2 Kirari - 19}, you may perform the following effect, "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>(N) 2/0 Shizuku (Music/Dairy)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your Yellow characters, this turn, it gets +1 soul.</p> <p>AUTO - {CX Combo} When the Choice CX (24) is placed in your CX Area, if you have 6 or less hand, and you have another {3/2 Kirari - 19}, you may perform the following effect, "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>SAMPLE</p>	 <p>SAMPLE</p>	<p>M@P & SSP</p>

IMC/WE51-16



(C) 2/1 Nina (Music/Kigurumi)

CONT - If you have 2 or more other <Music> characters, this gets +5500 power, and this gains Red.

AUTO - When this card's battle opponent is Reversed, if you have another Red character and another Blue character, reveal the top card of your deck. If that card is a <Music> character or an Event, add it to hand.



M@P & SSP

IMC/WE51-17



(N) 0/0 Nana (Music/Usamin)

AUTO - When this is placed on stage from hand, you may perform the following effect, "Search your deck for up to 1 CX with a Door CX, show it to your opponent, then choose up to 1 CX with a Door CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards."



M@P & SP

IMC/WE51-18



(N) 3/2 Mika (Music/Gal)

CONT - If you have 2 or more other Yellow characters, and 2 or more other Blue characters, this gets -1 level in hand.

CONT - If you have 2 or more other <Music> characters, this gets +2000 power, and Blue, and "AUTO - ENCORE [Discard 1 <Music> character]"

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.



M@P & SP

IMC/WE51-19	 <p>(N) 3/2 Kirari (Music/Happy Happy)</p>	<p>AUTO - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power.</p> <p>AUTO - {CX Combo} [Discard 1 Yellow card] When the Choice CX (24) is placed in your CX Area, you may pay cost> if you do, this turn, this gains the following ability, "AUTO - {1 Per Turn} When this card's damage is cancelled, you may deal 3 damage to your opponent. If that damage is cancelled, you may deal 4 damage to your opponent."</p>	 <p>SAMPLE</p>	 <p>SAMPLE</p>	M@P & SP
IMC/WE51-20	 <p>(N) 3/2 Yui (Music/Gal)</p>	<p>CONT - If you have 3 or more CXes with a Choice CX in your Waiting Room, this gets -1 level in hand.</p> <p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room, then choose 1 of the following 2 effects and resolve it,</p> <ul style="list-style-type: none"> - "Choose 1 of your opponent's characters, you may return it hand." - "(1) You may pay cost. If you do, choose 1 CX with a Choice Trigger in your Waiting Room, add it to hand." 	 <p>SAMPLE</p>	 <p>SAMPLE</p>	M@P & SP
IMC/WE51-21	 <p>(N) 3/2 Riamu (Music/Otaku)</p>	<p>CONT - If you have 4 or more Yellow characters, this gets -1 level in hand.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, this turn, this gets +7500 power and the following 3 abilities,</p> <ul style="list-style-type: none"> - "CONT - This cannot be targeted by your opponent's effects." - "AUTO - {1 Per Turn} When this card's damage is cancelled, you may Stand this." - "AUTO - At the end of the turn, send this to Waiting Room." 	 <p>SAMPLE</p>	 <p>SAMPLE</p>	M@P & SP

IMC/WE51-22	 <p>(N) 2/1 Event</p> <p>If you don't have a Red character and a Blue character, this cannot be played from hand.</p> <p>Choose up to 1 Yellow character, and up to 1 Red character, and up to 1 Blue character in your Waiting Room, add them to hand, then discard 1 card.</p>	 	M@P & SP
IMC/WE51-23	 <p>(N) Choice CX</p>		RRR
IMC/WE51-24	 <p>(N) Choice CX</p>		RRR
IMC/WE51-25	 <p>(N) 0/0 Chitose (Music/Moon)</p> <p>CONT - This gains Blue.</p> <p>CONT - During your turn, this gets +3000 power.</p> <p>AUTO - [Discard 1 {New 3/2 Shiki - 041} or {0/0 Asuka - 051}] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.</p>	 	M@P & SP

IMC/WE51-26		<p>(N) 0/0 Yuuki (Music/Sports)</p> <p>CONT - If this has a Marker underneath it, this gets +2000 power and the following ability, "AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot."</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, you may put it underneath this card face-down as a Marker.</p>			M@P & SP
IMC/WE51-27		<p>(N) 0/0 Momoka (Music/Daughter)</p> <p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 "Mayu Sakuma, Eternally Bonded Love - IMC/W115-050" or {New 3/2 Uzuki - 042} from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p> <p>AUTO - When this is Reversed, reveal the top card of your deck. If the battle opponent's Level is X or lower, you may Reverse that character. X is equal to the level of the revealed card.</p>			M@P & SP
IMC/WE51-28		<p>(N) 0/0 Chiyo (Music/Cooking)</p> <p>AUTO - {CX Combo} When this attacks, this gets +X power. X is equal to the number of CXes with a Door Trigger and {The Pants CX - 068} in your CX Area and Waiting Room times 1000.</p> <p>AUTO - At the start of your opponent's Draw Phase, if this is in your front row, mill 3. If you milled 3 or more different colors, you may return this to hand or send this to Stock.</p>			M@P & SP

IMC/WE51-29	 <p>(N) 0/0 Akari (Music/Apple)</p> <p>AUTO - [Discard 1 <Music> character] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, draw 1 card.</p> <p>ACT - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 "Akari Tsujino, Awakened Akaringo - IMC/W115-052" from your hand, place it on stage in this card's former slot.</p> <p>1000 <small>1C</small></p>	<p>AUTO - [Discard 1 <Music> character] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, draw 1 card.</p> <p>ACT - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 "Akari Tsujino, Awakened Akaringo - IMC/W115-052" from your hand, place it on stage in this card's former slot.</p> <p>1000 <small>1C</small></p>		 <p>M@P & SP</p>
IMC/WE51-30	 <p>(N) 0/0 Hasumi (Music/Retro)</p> <p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.</p> <p>ACT - [(1) Send this to Waiting Room] Look at up to 3 cards from the top of your deck, choose up to 1 <Music> character or an Event from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p> <p>1000 <small>1C</small></p>	<p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room.</p> <p>ACT - [(1) Send this to Waiting Room] Look at up to 3 cards from the top of your deck, choose up to 1 <Music> character or an Event from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p> <p>1000 <small>1C</small></p>		 <p>M@P & SP</p>
IMC/WE51-31	 <p>(N) 0/0 Yukino (Music/Black Tea)</p> <p>AUTO - When a CX with a Door Trigger is placed in your CX Area, reveal the top card of your deck. If that card is level 2 or higher, send it to Stock, then choose 1 of your characters, this turn, it gets +1500 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p> <p>1500 <small>1C</small></p>	<p>AUTO - When a CX with a Door Trigger is placed in your CX Area, reveal the top card of your deck. If that card is level 2 or higher, send it to Stock, then choose 1 of your characters, this turn, it gets +1500 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p> <p>1500 <small>1C</small></p>		 <p>M@P & SP</p>

IMC/WE51-32	 <p>(N) 0/0 Atsumi (Music/Mountain)</p> <p>AUTO - [(1) Discard 2 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, search your deck for up to 2 <Music> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p>		 <p>M@P & SP</p>
IMC/WE51-33	 <p>(N) 1/0 Karin (Music/Miko)</p> <p>ACT - [Send this to Clock] 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>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +X power. X is equal to your level times 1500.</p>		 <p>M@P & SP</p>
IMC/WE51-34	 <p>(N) 1/0 Yukari (Music/Flute)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, if you have another Yellow character and Blue character, you may pay cost. If you do, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.</p>		 <p>M@P & SP</p>

IMC/WE51-35	<p>(N) 1/0 Satomi (Music/Sweets)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2000 power.</p> <p>AUTO - When this attacks, if you have a CX with a Door Trigger in your CX Area, reveal the top card of your deck. If that card is a level 1 or lower character, during the Trigger Step of this attack, perform Trigger Check twice.</p>	  	M@P & SP
IMC/WE51-36	<p>(N) 1/1 Sachiko (Music/Cute)</p> <p>CONT - This gains Blue.</p> <p>CONT - ASSIST Level \times 500 to <Music> characters.</p> <p>ACT - [Rest this] Choose 1 of your characters, if that character is Yellow, until the end of your opponent's next turn, it gains "AUTO - ENCORE [Discard 1 character]". If is is Red, this turn, it gets +2000 power. If it is Blue, this turn, it gets +1 soul.</p>	  	M@P & SP
IMC/WE51-37	<p>(N) 2/1 Miyabi (Music/Shopping)</p> <p>AUTO - (1) When you use this card's BACKUP, if you have 5 or more CX with a Door 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>	  	M@P & SP

IMC/WE51-38



(N) 2/1 Anzu (Music/Candy)

CONT - ASSIST +2000 to level 3 or higher characters.

ACT - [Discard 1 Red card, Rest this] Reveal the top card of your deck, then choose 1 Level X or lower Red character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.



IMC/WE51-39



(N) 2/1 Noriko (Music/Donuts)

AUTO - [Put 1 <Music> character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {3/2 Uzuki - 042} or {3/0 Event - 044} in your Waiting Room, add it to hand.

AUTO - {CX Combo} [Send this to Waiting Room] During your CX Phase, when the Door CX is placed in your CX Area, you may pay cost. If you do, choose up to 1 {3/2 Uzuki - 042} from your hand, place it on stage in this card's former slot.



M@P & SP

IMC/WE51-40



(N) 3/2 Mayu (Music/Cooking)

CONT - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand.

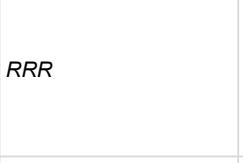
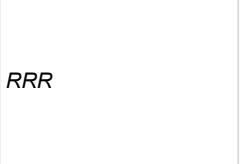
CONT - If you have 3 or more other characters, this gets +1500 power and this gains Yellow.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character or and Event, deal 1 damage to your opponent, or choose up to 1 of your opponent's level 3 or lower front row characters and send it to Waiting Room.



M@P & SP

IMC/WE51-41	<p>(N) 3/2 Shiki (Music/Gifted)</p> <p>CONT - This gains Yellow.</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (46) in your CX Area, and you have 2 or more other Yellow characters, and 2 or more other Blue characters, send the bottom card of your opponent's deck to Waiting Room. If that card is level 1 or lower, deal 2 damage to your opponent. If it is level 2 or higher, deal 1 damage to your opponent 3 times.</p>	<p>(N) 3/2 Shiki (Music/Gifted)</p> <p>CONT - This gains Yellow.</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (46) in your CX Area, and you have 2 or more other Yellow characters, and 2 or more other Blue characters, send the bottom card of your opponent's deck to Waiting Room. If that card is level 1 or lower, deal 2 damage to your opponent. If it is level 2 or higher, deal 1 damage to your opponent 3 times.</p>	M@P & SP
IMC/WE51-42	<p>(N) 3/2 Uzuki (Music/Smile)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} At the start of your Attack Phase, if you have the Door CX (45) in your CX Area, and this is in your front row, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "Perform "All Love is Mine"" "Choose up to 2 <Music> characters in your Waiting Room, choose 1, add it to hand, send the rest to Stock." <p>"REPLAY - All Love is Mine - "Choose 1 of your Red character's AUTO ability that starts with "When this is placed on stage from hand", the character that owns that AUTO ability plays that AUTO ability."</p>	<p>(N) 3/2 Uzuki (Music/Smile)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} At the start of your Attack Phase, if you have the Door CX (45) in your CX Area, and this is in your front row, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "Perform "All Love is Mine"" "Choose up to 2 <Music> characters in your Waiting Room, choose 1, add it to hand, send the rest to Stock." <p>"REPLAY - All Love is Mine - "Choose 1 of your Red character's AUTO ability that starts with "When this is placed on stage from hand", the character that owns that AUTO ability plays that AUTO ability."</p>	M@P & SSP
IMC/WE51-43	<p>(N) 3/2 Miku (Music/Cat-Character)</p> <p>CONT - If you have 3 or more CXes with a Door Trigger in your Waiting Room, this gets -1 level in hand.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "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." "This turn, all of your characters currently on stage gets +2000 power." 	<p>(N) 3/2 Miku (Music/Cat-Character)</p> <p>CONT - If you have 3 or more CXes with a Door Trigger in your Waiting Room, this gets -1 level in hand.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <ol style="list-style-type: none"> "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." "This turn, all of your characters currently on stage gets +2000 power." 	M@P & SP

IMC/WE51-44	 <p>(N) 3/0 Event</p> <p>Send this to Memory.</p> <p>AUTO - MEMORY [Send this card in Memory to Waiting Room] If this is in your Memory, at the start of your Attack Phase, you may pay cost. If you do, choose 1 of your {3/2 Uzuki - 042}, this turn, it gains the following ability, "AUTO - [3] Discard 1 card] At the start of your Encore Step, if this is in your front row, and the slot across from this has either no character or a Reversed character, you may pay cost. If you do, choose up to 3 cards in your Opponent's Waiting Room, your opponent shuffles them into their deck, then deal 4 damage to your opponent."</p>				M@P & SP
IMC/WE51-45	 <p>(N) Door CX</p>				RRR
IMC/WE51-46	 <p>(N) Door CX</p>				RRR
IMC/WE51-47	 <p>(N) 0/0 Izumi (Music/Programming)</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. If X is 2 or higher, 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. X equals the Level of the revealed card.</p>				M@P & SP

IMC/WE51-51	<p>Asuka (Music/Chuunibyou) card details: Power 1000, Stage 1, Type Music/Chuunibyou, Card ID IMC/WE51-51, Card Type Character.</p>	<p>(N) 0/0 Asuka (Music/Chuunibyou)</p> <p>CONT - This gains Yellow.</p> <p>AUTO - {CX Combo} [Discard 1 card, Send the Pants CX (068) from your CX Area to Waiting Room] At the start of your Encore Step, if you have another Yellow character and another Red character, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 Yellow Card and up to 1 Red card and up to 1 Blue card from among them, show them to your opponent, add them to hand, send the rest to Waiting Room.</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 character from your Waiting Room, and add it to hand.</p>	<p>Asuka (Music/Chuunibyou) card details: Power 1000, Stage 1, Type Music/Chuunibyou, Card ID IMC/WE51-51, Card Type Character.</p>	<p>Asuka (Music/Chuunibyou) card details: Power 1000, Stage 1, Type Music/Chuunibyou, Card ID IMC/WE51-51, Card Type Character.</p>	M@P & SP
IMC/WE51-52	<p>Hayate (Music/Twins) card details: Power 1000, Stage 1, Type Music/Twins, Card ID IMC/WE51-52, Card Type Character.</p>	<p>(N) 0/0 Hayate (Music/Twins)</p> <p>AUTO - [(1) Return this to hand] At the start of your CX Phase, if you are level 3 or higher, you may pay cost. If you do, choose up to 1 "Nagi Hisakawa, The Tale of A Very Nagi Life - IMC/W115-004" from your hand, place it on stage in this card's former slot.</p> <p>AUTO - BOND [Discard 1 card] to "Nagi Hisakawa, The Tale of A Very Nagi Life - IMC/W115-004"</p>	<p>Hayate (Music/Twins) card details: Power 1000, Stage 1, Type Music/Twins, Card ID IMC/WE51-52, Card Type Character.</p>	<p>Hayate (Music/Twins) card details: Power 1000, Stage 1, Type Music/Twins, Card ID IMC/WE51-52, Card Type Character.</p>	M@P & SP
IMC/WE51-53	<p>Haru (Music/Soccer) card details: Power 1500, Stage 1, Type Music/Soccer, Card ID IMC/WE51-53, Card Type Character.</p>	<p>(N) 0/0 Haru (Music/Soccer)</p> <p>CONT - If you have another {0/0 Risa - 06}, this gets +1500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Music> characters, Rest it, and move it to an empty Back Row slot."</p> <p>AUTO - [Discard 1 card] During your Main Phase, when this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Risa Above}, place it on stage in any slot, and shuffle your deck afterwards.</p>	<p>Haru (Music/Soccer) card details: Power 1500, Stage 1, Type Music/Soccer, Card ID IMC/WE51-53, Card Type Character.</p>	<p>Haru (Music/Soccer) card details: Power 1500, Stage 1, Type Music/Soccer, Card ID IMC/WE51-53, Card Type Character.</p>	M@P & SP

IMC/WE51-54

**(N) 0/0 Rumi (Music/Work)**

AUTO - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, 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 Attack Phase, choose 1 of your <Music> characters, this turn, it gets +1000 power.



M@P & SP

IMC/WE51-55

**(N) 0/0 Anastasia (Music/Stars)**

CONT - During your turn, for each of your other back row Blue character, this gets +1000 power.

AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, and you have 6 or less hand, look at up to 3 cards from the top of your deck, choose up to 1 Blue character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room



M@P & SP

IMC/WE51-56

**(N) 1/0 Chiaki (Music/Classic)**

AUTO - BOND [Put 1 <Music> character from your Waiting Room on the bottom of your Clock] to {0/0 Yukimi - 049}

AUTO - RESONATE [Reveal 1 {0/0 Yukimi - 049} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +6000 power and +1 soul.



M@P & SP

IMC/WE51-57	 <p>(N) 1/0 Fumika (Music/Book)</p> <p>CONT - This gains Yellow.</p> <p>CONT - During your turn, this gets +4000 power.</p> <p>AUTO - [(1) Discard 1 <Music> character] At the start of your Encore Step, if you have another Yellow character and Red character, and the character across from this is Reversed, you may pay cost. If you do, search your deck for up to 2 <Music> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p>		 <p>M@P & SP</p>
IMC/WE51-58	 <p>(N) 1/0 Mutsumi (Music/Adventure)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - When this attacks, this turn, all of your characters gain the following ability, "AUTO - (1) When this triggers a CX with a Pants Trigger, you may pay cost. If you do, put 1 card from the top of your deck into Stock, then choose 1 of your characters, this turn, it gets +3000 power."</p>		 <p>M@P & SP</p>
IMC/WE51-59	 <p>(N) 1/0 Akira (Music/Fashion)</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, choose 1 of your characters, this turn, it gets +1500 power.</p> <p>AUTO - [Discard 1 card or 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, reveal the top card of your deck. If that card is a <Music> character, add it to hand.</p>		 <p>M@P & SP</p>

IMC/WE51-60		<p>(N) 1/0 Kanade (Music/Kiss)</p> <p>CONT - If you have 2 or more other <Music> characters, this gets +1500 power and this gains Yellow.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character in your Waiting and send it to Stock, or choose 1 character in your opponent's Waiting Room, place it on your opponent's stage in an empty slot.</p>			M@P & SP
IMC/WE51-61		<p>(N) 2/1 Hijiri (Music/Song)</p> <p>AUTO - [(1) Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, if you have a Yellow character and a Red character, 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 the bottom of their deck.</p> <p>ACT - BACKUP +2500</p>			M@P & SP
IMC/WE51-62		<p>(N) 2/1 Layla (Music/Chat)</p> <p>AUTO - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability. "AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck."</p>			M@P & SP

IMC/WE51-63		<p>(N) 2/1 Helen (Music/World)</p> <p>CONT - During your opponent's turn, this gets -14000 power.</p> <p>AUTO - [Discard 1 card] When this card's battle opponent is Reversed, if you have a CX with a Pants Trigger in your CX Area, you may pay cost. If you do, choose up to 2 <Music> characters in your Waiting Room, add them to hand.</p>			M@P & SP
IMC/WE51-64		<p>(N) 3/2 Chie (Music/Rabbit)</p> <p>CONT - If you have 3 or more CXes with a Pants Trigger in your Waiting Room, this gets -1 level in hand.</p> <p>AUTO - [Send 1 of your other Blue characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 Blue character in your Waiting Room, send it to Stock, then shuffle all cards from your Waiting Room into your deck, and this turn, this gets +2000 power.</p>			M@P & SP
IMC/WE51-65		<p>(N) 3/2 Rin (Music/Flowers)</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} When this attacks, if you have the Pants CX (69) in your CX Area, 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, and this turn, this gains the following ability, "AUTO - [(1) Discard 3 Blue cards] At the end of this card's attack, you may pay cost. If you do, perform "Endless Runway""</p> <p>"REPLAY - Endless Runway - Choose 1 of your Blue characters, deal X damage to your opponent. X is equal to that characters level."</p>			M@P & SSP

IMC/WE51-66		(N) 3/2 Kaede (Music/Mystery) CONT - If you have " Kaede Takagaki, Ravissant Chocolat - IMC/W115-093 " in your Clock, this gets -1 level in hand. AUTO - When this is placed on stage from hand, this turn, all of your characters currently on stage gets +1500 power and the following ability, " AUTO - When this attacks, reveal the top card of your deck. If that card is a <Music> character, send it to Stock."			M@P & SSP
IMC/WE51-67		(N) 2/3 Event COUNTER - If you have 2 or more Red characters, and 2 or more Blue characters, choose 1 of your opponent's characters, Rest it.			M@P & SP
IMC/WE51-68		(N) Pants CX			RRR
IMC/WE51-69		(N) Pants CX			RRR

IMC/WE51-E01	 <p>(PR) 0/0 Uzuki (Music/Smile)</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 {2/4 Event - E03} or "Stamina Drink" in your Waiting Room, add it to hand.</p>		
IMC/WE51-E02	 <p>(PR) 0/0 Rin (Music/Flowers)</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 - [Rest this] Choose 1 of your <Music> characters, this turn, it gets +1500 power.</p>		
IMC/WE51-E03	 <p>(PR) 2/4 Event</p> <p>Choose 1 of your <Music> characters, this turn, it gains the following ability, "AUTO - This ability activates up to once per turn. When this card's battle opponent is Reversed, if this is in your front row center slot, you may Stand this."</p>		

IMC/WE51-E04 CINDERELLA GIRLS fes. Once Upon a St@rs STARLIGHT ALLIANCE Event Exclusive Pre-Sale PR Card Set		<p>(PR) 1/0 Akira (Music/Fashion)</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 - When this attacks, if the Level of the character across from this is 2, this turn, this gets +3000 power.</p>			
IMC/WE51-E05 CINDERELLA GIRLS fes. Once Upon a St@rs STARLIGHT ALLIANCE Event Exclusive Pre-Sale PR Card Set		<p>(PR) 0/0 Akari (Music/Apple)</p> <p>CONT - During your turn, this gets +1000 power.</p> <p>AUTO - [(1) Put 1 <Music> character from your Waiting Room on the bottom of your Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 <Music> character from your Waiting Room, and add it to hand.</p>			
IMC/WE51-E06 CINDERELLA GIRLS fes. Once Upon a St@rs STARLIGHT ALLIANCE Event Exclusive Pre-Sale PR Card Set		<p>(PR) 0/0 Riamu (Music/Otaku)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>			

IMC/WE51-P01



(PR) 3/2 Event

This card can be played without meeting Color requirement.

Choose 1 card in your hand, you may reveal it. If you do, choose up to 1 character with the same color as the revealed card and up to 1 CX with the same color as the revealed card in your Waiting Room, add them to hand.



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