











No./62:	62					
VRG/WE52-01		<p>(RR) 0/0 Ai & Rinka & Maki (Apocalyptic World/Music)</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>ACT - [Send this to Waiting Room] Choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this attacks, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock."</p>		HRR		
VRG/WE52-02		<p>(RR) 0/0 Ai (Apocalyptic World/Music)</p> <p>AUTO - [Return this to hand] When a CX with a Door Trigger is placed in your CX Area, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top in any order, 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 <Apocalyptic World> or <Music> character from your Waiting Room, and add it to hand.</p>		HRR		
VRG/WE52-03		<p>(RR) 1/0 Ai & Ai (Apocalyptic World/Music)</p> <p>CONT - During your turn, if all of your characters are <Apocalyptic World> or <Music>, this gets +2000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the Door CX (30) in your CX Area, and you have 2 or more other <Apocalyptic World> or <Music> characters, look at up to 3 cards from the top of your deck, choose up to 1 <Apocalyptic World> or <Music> character and up to 1 {Unknown Event} from among them, show them to your opponent, add them to hand, send the rest to Waiting Room</p>			HRR & SSP	
VRG/WE52-04		<p>(RR) 1/0 Ai (Apocalyptic World/Music)</p> <p>ACT - {CX Combo} [Discard 1 {0/0 Ai - 09}, send this to Waiting Room] If you have 2 or more CXes with a Door Trigger in your Waiting Room, search your deck for up to 1 {Door 1 - 31}, {Door 2 - 30} or {Door 3 - 32}, show it to your opponent, add it to hand, and shuffle your deck afterwards, then choose 1 of your characters, this turn, it gets +3000 power.</p> <p><i>*Note: Door 1 is for RR 3/2 Ai, R 0/0 Ai and R 3/2 Mirai. Door 2 is for RR 1/0 Ai. Door 3 is for TD 1/0 Nonoka and U 0/0 Ai</i></p>			HRR & SP	

VRG/WE52-05



(RR) 3/2 Ai (Apocalyptic World/Music)

AUTO - {CX Combo} When this is placed on stage by the AUTO effect of {0/0 Ai - 09}, if you have the Door CX (31) in your CX Area, and this is in your front row, choose this card and 1 {0/0 Ai - 09} in your Waiting Room, send them to Memory, send all characters from all player's stage to Waiting Room, then deal 1 damage to your opponent 4 times, and heal up to 2.

AUTO - {CX Combo} MEMORY [(2) Discard 1 card] When this attacks, if you have the Door CX (31) in your CX Area, and you have a {0/0 Ai - 09} in your Memory, you may pay cost. If you do, deal 1 damage to your opponent, then deal 4 damage to your opponent.



The first effect of 3/2 Ai has been updated to require being in the front row to resolve, which now makes it impossible to do more than 1 instance in a turn.

HRR & SP

VRG/WE52-06



(R) 0/0 Ai (Apocalyptic World/Music)

CONT - During your turn, this gets +1 level and +2500 power.

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.



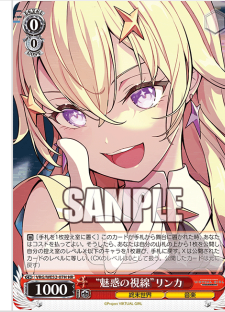
HR

VRG/WE52-07



(R) 0/0 Rinka (Apocalyptic World/Music)

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.



HR

VRG/WE52-08



(R) 0/0 Ai (Apocalyptic World/Music)

AUTO - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Apocalyptic World> or <Music> characters or "Vision Eye" (Event - 029) from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.



SR

VRG/WE52-09



(R) 0/0 Ai (Apocalyptic World/Music)

AUTO - [(1) 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, add it to hand.

AUTO - {CX Combo} [(1) Send this to Waiting Room] During your CX Phase, when the **Door CX (31)** is placed in your CX Area, if you are level 2 or higher, you may pay cost. If you do, choose up to 1 {3/2 Ai - 05} from your hand, place it on stage in this card's former slot.



HR

VRG/WE52-10



(R) 0/0 Maki (Apocalyptic World/Music)

CONT - During your turn, if there is a Marker underneath this, this gets +2000 power.

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Apocalyptic World> or <Music> character or "Vision Eye" (Event - 29), you may put it underneath this card Face-down as a Marker.

AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put 1 card from the top of your deck into Stock.



HR

VRG/WE52-11



(R) 0/0 Maki (Apocalyptic World/Music)

AUTO - (1) When a CX is placed in your CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Apocalyptic World> or <Music> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.

AUTO - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, choose 1 of your characters, until the end of the opponent's next turn, it gets +1000 power.



HR & SP

VRG/WE52-12



(R) 1/0 Maki (Apocalyptic World/Music)

AUTO - [Send 1 of your other <Apocalyptic World> or <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 <Apocalyptic World> or <Music> character or "Vision Eye" (Event), add it to hand.

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.



HR

VRG/WE52-13



(R) 2/1 Ai (Apocalyptic World/Music)

CONT - During your turn, all of your other <Apocalyptic World> or <Music> characters get +X power. X is equal to the number of Markers underneath this times 2000.

AUTO - When this is placed on stage from hand, you may send your entire deck to Waiting Room.

AUTO - When you Refresh your deck, if you do not have another {copy of this}, put the top card of your deck underneath this face-up as a Marker.

ACT - [Send this to Stock] If you don't have a {R 0/0 Ai CXC - 09} in your Memory, choose 1 {R 0/0 Ai CXC - 09} in your Waiting Room, send it to Memory.



HR

VRG/WE52-14



(R) 3/2 Mirai (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - {CX Combo} During your CX Phase, when the Door CX (31) is placed in your CX Area, and this is in your front row, choose up to 1 {3/2 Ai - 05} in your Memory, place it on stage in any slot, then put up to 1 card from the top of your deck into Stock.



HR

VRG/WE52-15



(U) 0/0 Ai (Apocalyptic World/Music)

AUTO - [(1) Discard 1 <Apocalyptic World> or <Music> character] When this is placed on stage from hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - When this card's damage is cancelled, you may send this to Stock.



HU

VRG/WE52-16



(U) 0/0 Haruka (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.

ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Apocalyptic World> or <Music> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



HU

VRG/WE52-17



(U) 0/0 Ai (Apocalyptic World/Music)

CONT - All of your other <Apocalyptic World> or <Music> characters get +500 power.

AUTO - **{CX Combo}** When the **Door CX (32)** is placed in your CX Area, if all of your characters are <Apocalyptic World> or <Music>, choose 1 of your characters, this turn, it gets +3000 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."

**Note: Same CX name as the TD 1/0 Nonoka from BanG Dream Mugendai (which VGR is Neo-Standard Legal to play with)*



HU

VRG/WE52-18



(U) 1/1 Maki (Apocalyptic World/Music)

CONT - If you have another <Apocalyptic World> or <Music> character, this gains the following 2 abilities,

- "CONT - During your turn, this gets +5000 power."

- "AUTO - ENCORE [Discard 1 character]"

AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice



HU

VRG/WE52-19



(U) 3/2 Ai (Apocalyptic World/Music)

CONT - During your turn, this gets +10000 power.

AUTO - [(6) Discard 3 <Apocalyptic World> or <Music> characters, Send 4 of your other <Apocalyptic World> or <Music> characters on stage to Waiting Room] During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent, deal 2 damage to your opponent, deal 3 damage to your opponent, then deal 4 damage to your opponent.



HU

VRG/WE52-20



(U) 3/2 Ai (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, heal up to 1, and until the end of your opponent's next turn, this gets +3000 power.

AUTO - [Discard 1 <Apocalyptic World> or <Music> character] When this card's battle opponent is Reversed, you may pay cost. If you do, heal 1.



HU

VRG/WE52-21



(C) 0/0 Rin (Apocalyptic World/Music)

CONT - During your turn, this gets +1000 power, and this cannot Side Attack.

AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.



HC

VRG/WE52-22



(C) 1/0 Yayoi (Apocalyptic World/Music)

AUTO - When this attacks, if you have another {1/0 Sakura - 23}, reveal the top card of your deck. If that card is a <Apocalyptic World> or <Music> character or an Event, this turn, this gets +7000 power and +1 soul.

AUTO - BOND (1) to {1/0 Sakura - 23}



HC

VRG/WE52-23



(C) 1/0 Sakura (Apocalyptic World/Music)

AUTO - When this attacks, if you have another {1/0 Yayoi - 22}, reveal the top card of your deck. If that card is a <Apocalyptic World> or <Music> character or an Event, choose 1 of your opponent's front row characters, this turn, it gets -5000 power.

AUTO - BOND [Discard 1 card] to {1/0 Yayoi - 22}



HC

VRG/WE52-24



(C) 1/0 Rinka (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, choose 1 of your <Apocalyptic World> or <Music> characters, this turn, it gets +3000 power.

AUTO - [Discard 1 Card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 0 or lower character in your Waiting Room, place it on stage in any slot.



HC

VRG/WE52-25



(C) 2/1 Haruka (Apocalyptic World/Music)

AUTO - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "**AUTO** - When this card's battle opponent is Reversed, send it to Memory."

ACT - BACKUP +3000



HC

VRG/WE52-26



(C) 2/1 Rinka & Rin (Apocalyptic World/Music)

AUTO - ALARM - If this is on top of your Clock, at the start of your Main Phase, you may draw 1 card. If you do, discard 1 card.

ACT - [Send this to the bottom of your deck] Look at up to 3 cards from the top of your deck, and put them back on top in any order, then draw 1 card.



HC

VRG/WE52-27



(C) 2/1 Maki (Apocalyptic World/Music)

CONT - During your turn, if all of your characters are <Apocalyptic World> or <Music>, this gets +6000 power.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Apocalyptic World> or <Music> character in your Waiting Room, add it to hand.



HC

VRG/WE52-28



(C) 2/1 Ai (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, if you have 4 or more other <Apocalyptic World> or <Music> characters, choose 1 <Apocalyptic World> or <Music> character in your Waiting Room, you may send it to Stock.

AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.



HC

VRG/WE52-29



(U) 1/0 Vision Eye (Event)

COUNTER - If you don't have a <Apocalyptic World> or <Music> character, this cannot be played from hand.

BRAINSTORM - Flip over the top 2 cards of your deck, then send them to Waiting Room. Choose up to 1 Level X or lower <Apocalyptic World> or <Music> character from your Waiting Room, add it to hand. X equals the sum of Levels of cards sent to Waiting Room by this effect.

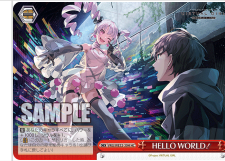


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VRG/WE52-30



(CR) Door CX



HC

VRG/WE52-31



(CR) Door CX



HC

VRG/WE52-32



(CR) Door CX



HC

VRG/WE52-33



(RR) 0/0 Rinka & Rin (Apocalyptic World/Music)

AUTO -[Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, mill 3, then choose up to 1 Level X or lower <Apocalyptic World> or <Music> character from your Waiting Room, and add it to hand. X equals the number of <Apocalyptic World> or <Music> characters milled by this effect.



HRR & SSP

VRG/WE52-34

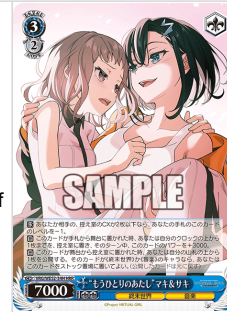


(RR) 3/2 Maki & Saki (Apocalyptic World/Music)

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

AUTO - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power.

AUTO - When this is sent from Stage to Waiting Room, reveal the top card of your deck. If that card is a <Apocalyptic World> or <Music> character, you may send this to Stock.



HRR & SSP

VRG/WE52-35



(RR) 3/2 Rinka (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock.

AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have the Pants CX (60) in your CX Area, and you have another <Apocalyptic World> or <Music> character, 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.

AUTO - CHANGE [Return this to hand] At the start of your CX Phase, you may pay cost. If you do, choose up to 1 {3/2 Rin - 40} from your hand, place it on stage in this card's former slot.



HRR & SP

VRG/WE52-36



(R) 0/0 Maki (Apocalyptic World/Music)

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 <Apocalyptic World> or <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Apocalyptic World> or <Music> character from your Waiting Room, and add it to hand.



HR & SP

VRG/WE52-37



(R) 0/0 Rinka (Apocalyptic World/Music)

AUTO - When a CX is placed in your CX Area, choose 1 of your 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 - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.



HR

VRG/WE52-38



(R) 1/0 Rinka (Apocalyptic World/Music)

CONT - During your turn, if you have 2 or more other <Apocalyptic World> or <Music> characters, this gets +2000 power.

AUTO - **{CX Combo}** When this attacks, if you have the **Pants CX (61)** in your CX Area, and all of your characters are <Apocalyptic World> or <Music>, choose 1 <Apocalyptic World> or <Music> character or **{3/2 Event - 59}** in your Waiting Room, add it to hand.



HR & SP

VRG/WE52-39



(R) 1/1 Rin (Apocalyptic World/Music)

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.

AUTO - **CHANGE** [Send this to Stock] At the start of your CX Phase, you may pay cost. If you do, choose 1 **{1/0 Rinka - 38}** in your Waiting Room, place it on stage in this card's former slot.



HR

VRG/WE52-40



(R) 3/2 Rin (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, you may heal up to 1, then until the end of your opponent's next turn, this gets +6000 power.

AUTO - **{CX Combo}** When this attacks, if you have the **Pants CX (60)** in your CX Area, until the end of your opponent's next turn, this gets +1000 power and the following ability, "**CONT** - The character across from this gets -2 soul."

AUTO - **CHANGE** [Return this to hand] At the start of your CX Phase, you may pay cost. If you do, choose up to 1 **{3/2 Rinka - 35}** from your hand, place it on stage in this card's former slot.



HR

VRG/WE52-41



(R) 3/2 Ai & Rin & Maki (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,

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, and this turn, this gets +1000 power."

b) "(1) You may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand."

AUTO - [(1) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent.



HR

VRG/WE52-42



(U) 0/0 Ai (Apocalyptic World/Music)

AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to the bottom of your opponent's deck.



HU

VRG/WE52-43



(U) 0/0 Rin (Apocalyptic World/Music)

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.

ACT - [Rest 2 of your characters] Send this to Stock.



HU

VRG/WE52-44



(U) 0/0 Mirai (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.

ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Apocalyptic World> or <Music> character from your Waiting Room, add it to hand.



HU

VRG/WE52-45



(U) 0/0 Rin (Apocalyptic World/Music)

CONT - All of your other <Apocalyptic World> or <Music> characters get +500 power.

AUTO - [Send this to Waiting Room] When your other 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



HU

VRG/WE52-46



(U) 1/0 Ai (Apocalyptic World/Music)

AUTO - At the start of your CX Phase, if this is in your front row, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room."

AUTO - When your other <Apocalyptic World> or <Music> character attacks, this turn, this gets +X power. X equals the number of your other <Apocalyptic World> or <Music> characters times 500.



HU

VRG/WE52-47



(U) 1/0 Maki (Apocalyptic World/Music)

CONT - During your turn, this gets +2000 power.

AUTO - [Discard 1 card, Send 1 of your other characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, search your deck for up to 1 <Apocalyptic World> or <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



HU

VRG/WE52-48



(U) 2/1 Rinka (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, you may choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you - 1.

ACT - [Send this to the bottom of your deck] Choose up to 1 character in your hand whose Level is equal to or lower than your Level, and place it on stage in any slot, and this turn, it gets +1000 power.
Image



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VRG/WE52-49



(U) 2/1 Maki (Apocalyptic World/Music)

AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Apocalyptic World> or <Music> characters times 1000.

AUTO - {CX Combo} At the end of this card's attack, if you have the **Pants CX (62)** in your CX Area, and you have 2 or more other <Apocalyptic World> or <Music> characters in your Waiting Room, choose up to 2 <Apocalyptic World> or <Music> characters in your Waiting Room, choose 1, add it to hand, then send rest to the bottom of your Stock.



HU

VRG/WE52-50



(C) 0/0 Rinka (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, if you have 2 or more other <Apocalyptic World> or <Music> characters, you may draw 1 card. If you do, discard 1 card.

ACT - [(1) Send this to Waiting Room] Choose up to 1 <Apocalyptic World> or <Music> character in your hand whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.



HU

VRG/WE52-51



(C) 0/0 Maki (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Apocalyptic World> or <Music> characters times 1000.

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.



HU

VRG/WE52-52



(C) 0/0 Jami-tan (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "**CONT** - This cannot move to other slots."

AUTO - When this is placed on stage from hand, all players resolve the following effect, "If you have 5 or more Memory, choose 4 cards from your Memory, and send all other cards to Waiting Room."



HC

VRG/WE52-53



(C) 1/0 Rin (Apocalyptic World/Music)

AUTO - RESONATE [(1) Discard 1 character with "Rinka" or "Rin" in its name, Reveal 1 {3/2 Event - 59}] 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.

ACT - BACKUP +1000



HC

VRG/WE52-54



(C) 1/0 Maki (Apocalyptic World/Music)

CONT - During your turn, if you have 2 or more other <Apocalyptic World> or <Music> characters, this gets +2000 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 - When this attacks, look at the top card of your deck, and put it on top or bottom of your deck.



HC

VRG/WE52-55



(C) 1/1 Ai (Apocalyptic World/Music)

CONT - ASSIST level x 500 to <Apocalyptic World> or <Music> characters.

AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.

ACT - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in any order.



HC

VRG/WE52-56



(C) 2/0 Saki (Apocalyptic World/Music)

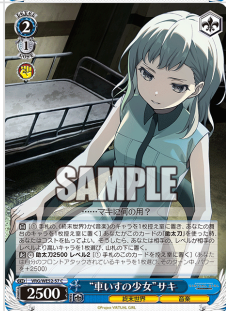
CONT - This does not Stand during your Stand Phase.

AUTO - When this is sent from Stage to Waiting Room, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock.



HC

VRG/WE52-57



(C) 2/1 Saki (Apocalyptic World/Music)

AUTO - [(1) Discard 1 <Apocalyptic World> or <Music> character, Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to the bottom of your opponent's deck.

ACT - BACKUP +2500



HC

VRG/WE52-58



(C) 3/2 Ai & Rinka & Maki (Apocalyptic World/Music)

CONT - If you have 4 or more <Apocalyptic World> or <Music> characters, this gets -1 Level in hand.

AUTO - [Send 1 of your other <Apocalyptic World> or <Music> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose up to 2 <Apocalyptic World> or <Music> characters in your Waiting Room, add them to hand.



HC

VRG/WE52-59



(U) 3/2 Event

COUNTER - If you don't have a character with "Rinka", "Rin" or "Mirai" in its name, this cannot be played from hand. Choose 1 of the following 2 effects and resolve it,

- a) "Heal up to 2. Send this to Memory."
- b) "If it's your opponent's turn, shuffle all cards from your Waiting Room into your deck, then look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, send them to Waiting Room, then place the rest back on top of your deck in any order."



HU

VRG/WE52-60



(CR) Pants CX



HC

VRG/WE52-61



(CR) Pants CX



HC

VRG/WE52-62



(CR) Pants CX



HC

VRG/WE52-P01



(PR) 0/0 Ai (Apocalyptic World/Music)

AUTO - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.

ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Apocalyptic World> or <Music> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



PR+