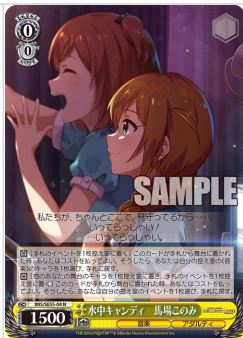


No./66:	66				
IAS/SE55-01		<p>(N) 0/0 Ami (Music/Twins)</p> <p>AUTO - When your opponent's character is sent to Memory, choose 1 of your characters, this turn, it gets +2500 power.</p> <p>ACT - [(1) Rest 2 of your characters] Look at up to 5 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>			BNP & SP
IMS/SE55-02		<p>(N) 0/0 Fuka (Music/Nurse)</p> <p>AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p>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.</p> <p><i>*Note: Has a Soul Trigger</i></p>			BNP & SP
IAS/SE55-03		<p>(N) 0/0 Yayoi (Music/Family)</p> <p>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.</p>			BNP & SP

IMS/SE55-04



(N) 0/0 Konomi (Music/Adulthood)

AUTO - [Discard 1 Event] 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.

AUTO - [Send 1 of your other characters on stage to Waiting Room, Discard 1 Event] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Event in your Waiting Room, add it to hand.



BNP & SP

IMS/SE55-05

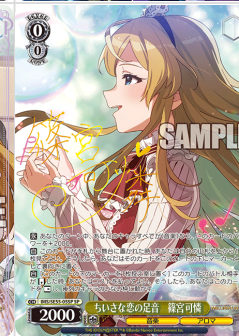


(N) 0/0 Karen (Music/Aroma)

CONT - During your turn, if all of your characters are <Music>, this gets +2000 power.

AUTO - When this is placed on stage from hand, you may look at the top card of your deck. If you do, place that card underneath this face-down as a Marker.

AUTO - [Send 1 Marker underneath this to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, Rest this, and move this to an empty slot in your back row.



BNP & SP

IMS/SE55-06



(N) 0/0 Anna (Music/Game)

AUTO - [(1) Put 1 <Music> character from your Waiting Room on the bottom of your Clock] When is placed on stage from hand or attacks, you may pay cost. If you do, look at up to 5 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, send the rest to Waiting Room



BNP & SP

IMS/SE55-07



(N) 0/0 Akane (Music/Pudding)

CONT - All of your opponent's characters get "AUTO - ENCORE (2)".

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 Event 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.



BNP & SP

IMS/SE55-08



(N) 1/0 Kaori (Music/Teacher)

CONT - You can play events without meeting color requirement.

ACT - [Rest this] 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 your <Music> characters, this turn, it gets +2500 power.

*Note: Has a Soul Trigger



BNP & SP

IMS/SE55-09



(N) 1/0 Hinata (Music/Apple)

CONT - During your turn, this gets +6000 power.

AUTO - While this is in your Waiting Room, at the start of your First Turn, you may send this to Stock.



BNP & SP

IMS/SE55-10



(N) 1/0 Serika (Music/Sheltered Girl)

CONT - During your turn, for each of your opponent's characters, this gets +1000 power.

AUTO - {CX Combo} When the **Focus CX (21)** is placed in your CX Area, if this is in your front row, look at up to 4 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, send the rest to Waiting Room, and this turn, this 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."



BNP & SP

IMS/SE55-11



(N) 1/0 Tamaki (Music/Exploration)

AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.

AUTO - When this attacks, if you have a CX with a Focus Trigger in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, during the Trigger Step of this attack, perform Trigger Check twice.

**Note: Has a Soul Trigger*



BNP & SP

IAS/SE55-12



(N) 1/0 Miki (Music/Nail)

AUTO - When this attacks, choose 1 of your other <Music> characters, you may send it to Stock.



BNP & SP

IMS/SE55-13



(N) 2/0 Reika (Music/Mountaineering)

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

AUTO - {CX Combo} When the Focus CX (22) is placed in your CX Area, if this is in your front row, and you have 4 or more other <Music> characters, put up to 1 card from the top of your deck into Stock, then choose up to 1 character in your Waiting Room, add it to hand.



BNP & SP

IAS/SE55-14



(N) 2/1 Azusa (Music/Fortune Reading)

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

ACT - [(2) Discard 1 card, Rest this] Choose 1 card in your Clock, add it to hand.



BNP & SP

IMS/SE55-15



(N) 2/1 Miya (Music/Shogi)

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

AUTO - When this attacks, choose 1 of your other <Music> characters, this turn, it gets +X power. X equals the number of Events in your Waiting Room times 1500.



BNP & SP

IAS/SE55-16



(N) 3/2 Mami (Music/Twins)

CONT - If you have 3 or less CXEs in your Waiting Room, this gets -1 Level in hand.

CONT - If all of your characters are <Music>, this gets +3500 power and "AUTO - ENCORE [Discard 1 <Music> character]"

AUTO - When this is placed on stage from hand, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



BNP & SP

IMS/SE55-17



(N) 3/2 Tsubasa (Music/Fashionable)

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

AUTO - {CX Combo} [(1) Discard 1 {1/0 Tsubasa Event - 019}] When this attacks, if you have the Focus CX (23) in your CX Area, you may pay cost. If you do, deal 3 damage to your opponent, then choose up to 1 card in your opponent's Waiting Room, place it on top of their deck.



BNP & SSP

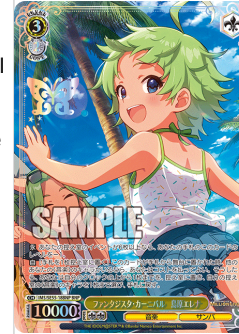
IMS/SE55-18













(N) 3/2 Elena (Music/Samba)

CONT - If you have 6 or more Events in your Waiting Room, this gets -1 level in hand.

AUTO - [Discard 1 card] When this is placed on stage from hand, if you have another <Music> character, 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.



BNP & SP

<p>IMS/SE55-19</p> 	<p>(N) 1/0 Event</p> <p>COUNTER - If you don't have a <Music> character, this cannot be played from hand.</p> <p>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>		<p>BNP & SP</p>
<p>IMS/SE55-20</p> 	<p>(N) 1/0 Event</p> <p>COUNTER - If you have 1 or less <Music> character, this cannot be played from hand.</p> <p>Look at up to 5 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p>		<p>BNP</p>
<p>IMS/SE55-21</p> 	<p>(N) Focus CX</p> <p>CONT - All of your characters get +1000 power and +1 soul.</p> <p>Focus: When this card is Triggered, choose 1 Event or Cost 0 or lower character in your Waiting Room, you may add it to hand.</p>		<p>BNP</p>
<p>IMS/SE55-22</p> 	<p>(N) Focus CX</p> <p>CONT - All of your characters get +1000 power and +1 soul.</p> <p>Focus: When this card is Triggered, choose 1 Event or Cost 0 or lower character in your Waiting Room, you may add it to hand.</p>		<p>BNP</p>
<p>IMS/SE55-23</p> 	<p>(N) Focus CX</p> <p>CONT - All of your characters get +1000 power and +1 soul.</p> <p>Focus: When this card is Triggered, choose 1 Event or Cost 0 or lower character in your Waiting Room, you may add it to hand.</p>		<p>BNP</p>

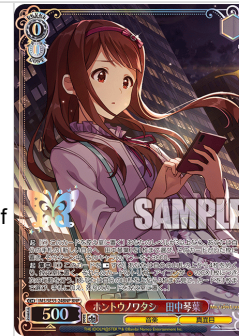
IMS/SE55-24



(N) 0/0 Kotoha (Music/Serious)

ACT - [(1) Send this to Waiting Room] If you are level 3 or higher, choose up to 1 "[Kotoha Tanaka, to My New Self - IMS/S61-048](#)" from your hand, place it on stage in this card's former slot, and this turn, it gets +3000 power.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Standby Trigger 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."



BNP & SP

IMS/SE55-25



(N) 0/0 Nao (Music/Kansai Dialect)

AUTO - When you trigger a CX with a Door Trigger, look at the top card of your opponent's deck, and put it on top or bottom of their deck.

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.



BNP & SP

IMS/SE55-26



(N) 0/0 Arisa (Music/Camera)

AUTO - When this is placed on stage from hand, mill 2. If you milled a CX with a Door Trigger, choose 1 <Music> character in your Waiting Room, you may add it to hand.

AUTO - During this card's battle, when this card's damage is cancelled, or the damage you take is cancelled, you may return this to your hand.



BNP & SP

IAS/SE55-27



(N) 0/0 Hibiki (Music/Animal)

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, this turn, it gets +1 soul.

ACT - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.



BNP & SP

IMS/SE55-28



(N) 0/0 Umi (Music/Sports)

AUTO - When this attacks, if you have another <Music> character, this turn, this gets +1500 power.

AUTO - When this is sent from Stage to Waiting Room, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Music> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.



BNP & SP

IMS/SE55-29



(N) 0/0 Emily (Music/Japanese Dance)

AUTO - [Put 1 <Music> character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 character from among them, add it to hand, and send the rest to Waiting Room.



BNP & SP

IAS/SE55-30



(N) 1/0 Haruka (Music/Sweets)

ACT - [Rest this] Draw 1 card, then discard 1 card.

ACT - (1) Choose 1 card in your clock, add it to your hand, then choose 1 card in your hand and put it into Clock.



BNP & SP

IMS/SE55-31



(N) 1/0 Minako (Music/Cuisine)

ACT - BACKUP +4000 [Send this to your Clock from your hand]

*Note: Has a Soul Trigger



BNP & SP

IMS/SE55-32



(N) 1/0 Iku (Music/Anime)

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

AUTO - ACCELERATE [Put 1 <Music> character from your Waiting Room on the bottom of your Clock] When this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.



BNP & SP

IMS/SE55-33



(N) 1/0 Kana (Music/Song)

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

AUTO - **{CX Combo}** When this attacks, if you have the **Door CX (42)** in your CX Area, and you have 3 or more other <Music> characters, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose up to 1 <Music> character in your Waiting Room, add it to hand.



BNP & SP

IMS/SE55-34



(N) 1/1 Maturi (Music/Princess)

CONT - If you have 2 or more other <Music> characters, this gets +1500 power and "**AUTO - ENCORE** [Discard 1 character]"

AUTO - **{CX Combo}** When this attacks, if you have the **Standby CX (43)** in your CX Area, and you have 2 or more other <Music> characters, 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.



BNP & SP

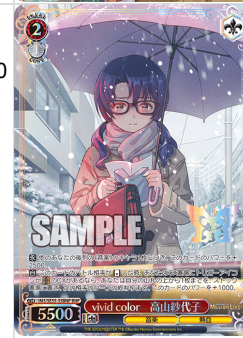
IMS/SE55-35



(N) 2/1 Sayoko (Music/Passion)

CONT - For each of your other back row <Music> characters, this gets +2500 power.

AUTO - When this card's battle opponent is Reversed, if you have a CX with a Door Trigger in your CX Area, put up to 1 card from the top of your deck into Stock, and until the end of your opponent's next turn, this gets +1000 power.



BNP & SP

IAS/SE55-36



(N) 2/2 Yukiho (Music/Tea)

CONT - If all of your characters are <Music>, this gets +3000 power.

AUTO - [Send this to the bottom of your deck] While this is in your Waiting Room, at the start of your First Turn, you may pay cost. If you do, search your deck for up to 2 <Music> characters, send them to Waiting Room, and shuffle your deck afterwards.

AUTO - When this Direct Attacks, choose 1 <Music> character in your Waiting Room, you may send it to Stock.



BNP & SP

IMS/SE55-37



(N) 2/2 Noriko (Music/Pro Wrestling)

CONT - If you have 2 or more other <Music> characters, this gets +3000 power.

AUTO - [Send 1 CX from your CX Area to Waiting Room] At start of your Attack Phase, you may pay cost. If you do, Stand this, and at the start of your opponent's Encore Step, send this to Waiting Room.



BNP & SP

IMS/SE55-38



(N) 3/2 Yuriko (Music/Book)

CONT - If you have 4 or more CXes in your Waiting Room, this gets -1 Level in hand.

CONT - If all of your characters are <Music>, this gets +3000 power.

AUTO - [Send 1 of your other <Music> characters on stage to Waiting Room] When this is placed on stage, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 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.



BNP & SP

IMS/SE55-39



(N) 3/2 Mirai (Music/Hair Clip)

AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +2000 power.

AUTO - {1 Per Turn} During your turn, when you play an Event, choose 1 of your opponent's character, this turn, it gets -X power. X is equal to the Cost of the event times 1000.

AUTO - {CX Combo} When this attacks, if you have the **Door CX (44)** in your CX Area, deal 1 damage to your opponent, then choose up to 1 card in your opponent's Waiting Room, place it on top of their deck.



BNP & SSP

IAS/SE55-40



(N) 3/2 Makoto (Music/Karate)

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.

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, choose 1 Red Event in your Waiting Room, add it to hand or send it to Stock.



BNP & SP

IMS/SE55-41



(N) 1/1 Event

If you don't have a <Music> character, this cannot be played from hand.

This card can be played without meeting Color requirement.

Search your deck for up to 1 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.



BNP & SP








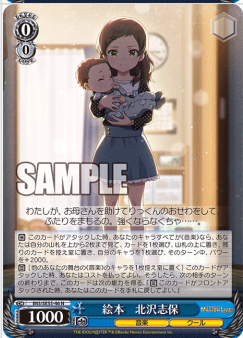


IMS/SE55-42



(N) Door CX



BNP

IMS/SE55-43		(N) Standby CX		BNP	
IMS/SE55-44		(N) Door CX		BNP	
IMS/SE55-45		<p>(N) 0/0 Chizuru (Music/Celeb)</p> <p>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."</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 cost 0 or lower character in your Waiting Room, place them on stage in separate slots.</p>			BNP & SP
IMS/SE55-46		<p>(N) 0/0 Shiho (Music/Cool)</p> <p>AUTO - When this attacks, if all of your characters are <Music>, 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, then choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - [Send 1 of your other <Music> characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, until the end of your opponent's next turn, this gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."</p>			BNP & SP

IMS/SE55-47



(N) 0/0 Rio (Music/Sexy)

ACT - [Rest this] Look at the top card of your deck, and put it on top of your deck or into your Waiting Room.

ACT - [(1) Rest this] Look at up to 3 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



BNP & SP

IMS/SE55-48



(N) 0/0 Ayumu (Music/Dance)

AUTO - {CX Combo} When the **Pants CX (64)** is placed in your CX Area, if you have 2 or more other <Music> characters, reveal the top card of your deck, then choose up to 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.

ACT - [Rest this] If you have 3 or more other <Music> characters, draw 1 card, then discard 1 card.



BNP & SP

IMS/SE55-49



(N) 0/0 Tomoka (Music/Maria)

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



BNP & SP

IAS/SE55-50



(N) 0/0 Takane (Music/Noble)

ACT - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



BNP & SP

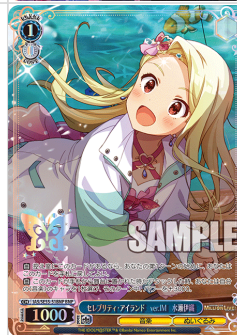
IAS/SE55-51



(N) 1/0 Iori (Music/Stuffed Animal)

AUTO - While this is in your Waiting Room, at the start of your First Turn, you may add this to hand.

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



BNP & SP

IMS/SE55-52



(N) 1/0 Subaru (Music/Sports)

CONT - ASSIST +500.

ACT - [Rest 2 of your characters] Your opponent mills 1, then choose 1 card in your opponent's Waiting Room, place it on top of their deck.



BNP & SP

IMS/SE55-53



(N) 1/0 Megumi (Music/Thinking of Friends)

CONT - While this is in your Waiting Room, you may choose this for the effect of Pants Trigger.

AUTO - When this attacks, choose 1 of your other <Music> characters, until the end of your opponent's next turn, it gets +2000 power and "AUTO - ENCORE [Discard 1 character]".



BNP & SP

IMS/SE55-54



(N) 1/0 Shizuka (Music/Piano)

AUTO - When a CX is placed in your CX Area, choose 1 of your <Music> characters, this turn, it gets +4500 power.

AUTO - {CX Combo} When the Pants CX (65) is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gains the following ability, "AUTO - When this is Front Attacked, you may return this to hand."



BNP & SSP

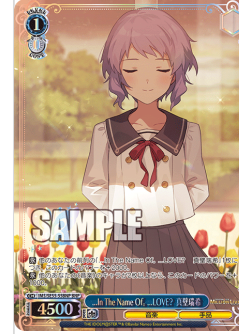
IMS/SE55-55



(N) 1/0 Mizuki (Music/Trick)

CONT - For each of your other front row {copies of this}, this gets +2000 power.

CONT - If you have 2 or more other <Music> characters, this gets +1000 power.



BNP & SP

IAS/SE55-56



(N) 2/0 Ritsuko (Music/Glasses)

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

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."



BNP & SP

IMS/SE55-57



(N) 2/1 Momoko (Music/Child Actor)

AUTO - [(1) Discard 1 card] When you use this card's BACKUP, if you have 6 or more CXes with a Pants trigger in your Waiting Room, you may pay cost. If you do, deal 2 damage to your opponent.

ACT - BACKUP +2500



BNP & SP

IMS/SE55-58



(N) 2/1 Julia (Music/Rock)

CONT - During your turn, all of your other <Music> characters get +2000 power.

AUTO - When your level 3 or higher character's damage is cancelled, look at the top card of your deck, and put it on top or bottom of your deck.



BNP & SP

IAS/SE55-59



(N) 3/2 Chihaya (Music/Camera)

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

AUTO - (1) When this is placed on Stage from Waiting Room, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand.

AUTO - ENCORE [Discard 1 <Music> character]



BNP & SP

IMS/SE55-60



(N) 3/2 Tsumugi (Music/Wagashi)

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 (66) in your CX Area, and you have another <Music> character, you may pay cost. If you do, perform the following effect twice, "Mill 1, then deal X damage to your opponent. X is equal to 1 if the level of the milled card is 1 or lower, 2 if 2 or higher."



BNP & SP

IMS/SE55-61



(N) 3/2 Roca (Music/Art)












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."




b) "You may mill 4. If you do, deal X damage to your opponent. X is equal to the number of CXes milled."









BNP & SP



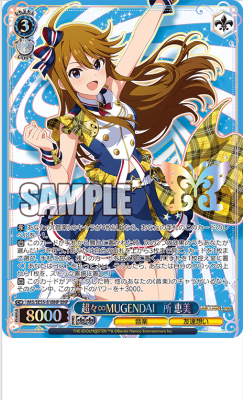
<p>IMS/SE55-62</p> 	<p>(N) 2/0 Event</p> <p>This card can be played without meeting Color requirement.</p> <p>Choose 1 <Music> character in your Waiting Room, add it to hand.</p>			<p>BNP & SP</p>
<p>IMS/SE55-63</p> 	<p>(N) 2/0 Event</p> <p>If you don't have a <Music> character, this cannot be played from hand.</p> <p>Choose 1 of the following 2 effects and resolve it,</p> <p>a) "Choose 1 card from your Clock, add it to hand, and put the top card of your deck into Clock."</p> <p>b) "Choose 1 of your opponent's characters, you may return it to hand."</p>		<p>BNP</p>	
<p>IMS/SE55-64</p> 	<p>(N) Pants CX</p>		<p>BNP</p>	
<p>IMS/SE55-65</p> 	<p>(N) Pants CX</p>		<p>BNP</p>	
<p>IMS/SE55-66</p> 	<p>(N) Pants CX</p>		<p>BNP</p>	

<p>IMS/SE55-67</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 0/0 Reika (Music/Mountaineering)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 "Flower Stand" in your Waiting Room, add it to hand.</p>			
<p>IMS/SE55-68</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 0/0 Anna (Music/Game)</p> <p>AUTO - When this is sent from Stage to Waiting Room, look at up to 4 cards from the top of your deck, choose up to 1 Yellow 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.</p>			
<p>IMS/SE55-69</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 2/1 Kaori (Music/Teacher)</p> <p>AUTO - [(1) Send 1 of your <Music> 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, this turn, it gets -1 Soul.</p> <p>ACT - BACKUP +2500</p>			

<p>IMS/SE55-70</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 3/2 Serika (Music/Sheltered Girl)</p> <p>CONT - MEMORY - If you have 2 or more "Flower Stand" in your Memory, this gets -1 level in hand.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - When this card's level 2 or higher battle opponent is Reversed, you may put 1 card from the top of your deck into Stock.</p>			
<p>IMS/SE55-71</p> <p><i>BNP with reprint effects</i></p>		<p>(N) 1/1 Event</p> <p>Choose 1 <Music> character in your Waiting Room, add it to hand.</p> <p>Send this to Memory.</p> <p>Reveal the top card of your deck. If that card is a level 0 or lower character, send it to Stock.</p> <p>CONT - You can only run up to 4 copies of this card or "Flower Stand - IMS/S61-037a / 037b" in your deck.</p> <p>CONT - This card's name is also treated as "Flower Stand" in all areas.</p>			
<p>IMS/SE55-72</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 0/0 Matsuri (Music/Princess)</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 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>IMS/SE55-73</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 2/1 Yuriko (Music/Book)</p> <p>ACT - [Send this to Clock] Choose up to 2 <Music> characters in your Waiting Room, add them to hand.</p> <p>ACT - [Rest this] Choose 1 of your characters, this turn, it gets +3000 power.</p>			
<p>IMS/SE55-74</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 3/2 Kana (Music/Song)</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 is placed on stage from hand, if you have another <Music> character, until the end of your opponent's next turn, this gets +2000 power.</p>			
<p>IMS/SE55-75</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 1/0 Event</p> <p>[Rest 1 of your Standing <Music> characters] You may pay cost. If you do, put up to 2 card from the top of your deck into Stock.</p> <p>CONT - You can only run up to 4 copies of this card or "Spark Drink - IMS/S61-079"</p>			

<p>IMS/SE55-76</p> <p><i>BNP with reprint effects</i></p>		<p>(N) 3/7 Event</p> <p>If you don't have a Red character, this cannot be played from hand.</p> <p>[Discard 3 cards] You may pay cost. If you do, deal 2 damage to your opponent 3 times.</p> <p>CONT - You can only run up to 4 copies of this card or "Awakening Item ~Princess~ - IMS/S61-080" in your deck.</p>			
<p>IMS/SE55-77</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 0/0 Shiho (Music/Cool)</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>ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Music> character from your Waiting Room, add it to hand.</p>			
<p>IMS/SE55-78</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 0/0 Tsumugi (Music/Wagashi)</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>			

<p>IMS/SE55-79</p> <p><i>BNP with reprint effects</i></p>		<p>(N) 2/1 Shizuka (Music/Piano)</p> <p>ACT - [Rest this] Choose 1 <Music> character in your Waiting Room, send it to Stock.</p> <p>ACT - BRAINSTORM [(1) Discard 2 cards] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each <Music> character among them, choose up to 1 level 0 or lower character from your Waiting Room, place them on stage in separate slots.</p>			
<p>IMS/SE55-80</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 2/1 Julia (Music/Rock)</p> <p>AUTO - [Discard 1 card] When this 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> <p>ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.</p>			
<p>IMS/SE55-81</p> <p><i>BNP with reprint effects</i></p>		<p>(BNP) 3/2 Megumi (Music/Thinking of Friends)</p> <p>CONT - If you have 4 or more <Music> characters, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the 2 following effects and perform it,</p> <p>a) "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>b) "Discard 1 card. If you do, put the top card of your Clock into Stock."</p> <p>AUTO - When this attacks, if you have another <Music> character, this turn, this gets +3000 power.</p>			

IMS/SE55-P01

May/June Shop
Tournament PR
Pack



(PR) 3/1 Event

If you have 2 or less <Music> character, this cannot be played from hand.

This card can be played without meeting Color requirement.

Choose 1 card in your Waiting Room, add it to hand. Send this to Memory



Foil versions