

	Card No.	Card Name	Question	Answer
1	HV-P01-002	Shoyo Hinata	What does “original” mean?	It refers to the unmodified number (parameter) or information printed on the card.
2	HV-P01-002	Shoyo Hinata	During your opponent’s next turn after using this Character’s ability, can your opponent play a Character with an original Receive Point of 5 into the Receive Area, then use another ability to increase that Character’s Receive Points to 6 or more?	Yes. After a Character with 5 or fewer Receive Point enters, its Receive Point may be increased to 6 or more by another ability.
3	HV-P01-003	Shoyo Hinata	When do I check whether I have 3 or fewer cards in my hand?	Check after this Character enters, when you use the ability.
4	HV-P01-003	Shoyo Hinata	If this card enters the Attack Area from the Drop Area by the ability of HV-P01-078, can I use this card’s ability?	No. This card’s ability can be used only when it enters from your hand.
5	HV-P01-003	Shoyo Hinata	If I have 4 cards in my hand including this card, can I use this card’s ability when it enters?	Yes. The ability checks the number of cards in your hand after this card enters.
6	HV-P01-003	Shoyo Hinata	During your opponent’s next turn after using this card’s ability, your opponent had 2 Characters enter the Block Area and then used the ability of HV-D02-004 “Lev Haiba” in the Attack Area. Can that “Lev Haiba” enter the Block Area?	No, it cannot.
7	HV-P01-006	Tobio Kageyama	During the turn in which I used this Character’s ability, I had “Shoyo Hinata” enter from my hand, then had another “Shoyo Hinata” enter the Attack Area from the Drop Area using HV-P01-078. Does the second “Shoyo Hinata” get the Attack Point increase?	Yes. During the turn in which the ability was used, whenever a Character named “Shoyo Hinata” enters the Attack Area, that Character gets +2 Attack Point.
8	HV-P01-006	Tobio Kageyama	Can I use this card’s ability if only 1 card remains in my deck?	Yes. You do not reveal the top 2 cards of your deck or add them to your hand, but the skill that increases Attack Point is still applied.
9	HV-P01-006	Tobio Kageyama	During the turn in which I used this card’s ability, I had “Shoyo Hinata” enter from my hand, then had another “Shoyo Hinata” enter the Attack Area from the Drop Area using HV-P01-078 “FOUR SET.” Does the second “Shoyo Hinata” get +4 Attack Point because “FOUR SET” caused the increase twice?	No. The first “Shoyo Hinata” loses its +2 when it becomes Guts, and the second “Shoyo Hinata” gets a new +2 increase.

10	HV-P01-008	Kei Tsukishima	If an ability says “you may use both of the following,” can I use only one of them?	No. If an ability specifies that you may use N skills, you must use exactly that number.
11	HV-P01-008	Kei Tsukishima	At the end of a turn in which I used both this card's ability and the ability of HV-D02-001, which [=Stuffed (6)] applies?	Resolve the abilities in any order at the end of the turn. The Offense Point from the ability resolved last apply.
12	HV-P01-010	Tadashi Yamaguchi	Can I choose not to use this Character's ability and not reveal the top card of my deck?	No. If there is a card in your deck, you must reveal 1 card.
13	HV-P01-010	Tadashi Yamaguchi	During your opponent's next turn after using this Character's ability, if your opponent has a Character with 0 Set Point enter the Set Area, what is that Character's Set Point?	That Character's Set Point becomes -2.
14	HV-P01-013	Chikara Ennoshita	How do I use this card's ability?	After a Character enters during the Receive Phase, at the same timing as an Event Card, you may declare the use of this ability by discarding this card from your hand. If you do, one of your Karasuno Characters gets +2 Receive Point.
15	HV-P01-013	Chikara Ennoshita	What does “:” mean?	It means that, in order to declare the use of this ability, you must perform the text inside []that appears before the colon (:).
16	HV-P01-015	Koshi Sugawara	If I cannot draw a card because my deck has no cards when I use this Character's ability, can this Character still get +1 Set Point?	Yes, it can.
17	HV-P01-016	Asahi Azumane	If my Character in the Set Area is HV-P01-072 “Hinata•Kozume,” can I use this Character's ability?	Yes. “Hinata•Kozume” is both Karasuno and an S, so you can use the ability.
18	HV-P01-018	Kenma Kozume	Must the card added to my hand by this Character's ability be the top card of the Event Area?	No. You may add 1 card to your hand from among all cards in the Event Area.
19	HV-P01-018	Kenma Kozume	What does “all of your Characters are Nekoma” mean?	It means that every Character on your court has the Nekoma affiliation. If you have only 1 Character on the court, the condition is met if that Character has the Nekoma affiliation.

20	HV-P01-018	Kenma Kozume	If “Hinata•Kozume” is on my court, is the condition “all of your Characters are Nekoma” met?	Yes. When a condition references all Characters having the same affiliation, a card meets the condition if it has that affiliation, even if it also has another affiliation.
21	HV-P01-019	Kenma Kozume	From which area should I pay Guts to use this Character’s ability?	From the Set Area. If the area from which Guts must be paid is not specified, pay Guts from the area containing the Character with that ability.
22	HV-P01-019	Kenma Kozume	During my next turn after my opponent used the ability of HV-D02-001, I had this card enter the Set Area, then had a Character with 3 Attack Point enter the Attack Area. Can I use this Character’s ability?	Yes. This ability refers to the Character’s original Attack Point, so skills that modify or change its Attack Point do not matter.
23	HV-P01-019	Kenma Kozume	What does “original” mean?	It refers to the unmodified number (parameter) or information printed on the card.
24	HV-P01-019	Kenma Kozume	If I use this Character’s ability to have a Character enter the Attack Area, which card’s Attack Point is used to determine Offense Point?	Use the final Attack Point of the Character in the Attack Area at the end of the Attack Phase. Offense Point is determined at the end of the Attack Phase by adding the Set Point of the Character in the Set Area and the Attack Point of the Character in the Attack Area.
25	HV-P01-019	Kenma Kozume	I had this card enter the Set Area and then had a Character with 2 Attack Point enter the Attack Area. After that, I played HV-P01-081 and changed that Character’s Attack Point to 3. Can I use this card’s ability?	No. The ability checks whether the Character had 3 Attack Point when it entered the Attack Area. Abilities that activate when a Character enters resolve before an Event Card can be played, so the Event Card’s ability has not yet been applied.
26	HV-P01-021	Tetsuro Kuroo	Can I use this Character’s ability to add a card from an area that has only 1 Guts to my hand?	No. The condition requiring cards with different card names cannot be met.
27	HV-P01-021	Tetsuro Kuroo	Can I use this Character’s ability to add 1 HV-P01-072 “Hinata•Kozume” and 1 HV-P01-073 “Tsukishima•Kuroo” from the Guts to my hand?	Yes. A card with multiple affiliations always has all of those affiliations in every area, so you may add those cards to your hand as Nekoma cards from the Guts.
28	HV-P01-021	Tetsuro Kuroo	I had one HV-P01-072 “Hinata•Kozume” enter as “Shoyo Hinata” and another enter as “Kenma Kozume,” and both have already become Guts. Can I use this Character’s ability to add both copies of “Hinata•Kozume” from the Guts to my hand?	No. At the end of the turn in which “Hinata•Kozume” entered, or when it becomes Guts or moves to another area, its card name returns to “Hinata•Kozume.”
29	HV-P01-023	Morisuke Yaku	During my next turn after my opponent used the ability of HV-P01-032, if I have a Nekoma Character enter the Receive Area on top of this Character, can I use this card’s ability?	Yes. When the new Character enters on top of this card, this card becomes Guts and is no longer a Character, so it is not affected by HV-P01-032.

30	HV-P01-023	Morisuke Yaku	When HV-D01-009 enters on top of this card while this card is the Character in the Receive Area, in what order can I use the abilities of these 2 cards?	You may use them in any order.
31	HV-P01-025	Lev Haiba	During your opponent's next turn after using this Character's ability, if a Center Blocker with 2 Block Point enters, what is that Character's Block Point?	That Character's Block Point becomes -1.
32	HV-P01-025	Lev Haiba	If this card was Guts in the Attack Area and enters the Attack Area through the ability of "Kenma Kozume," can I use this Character's ability even though the card did not move to a different area?	Yes, you can.
33	HV-P01-028	Taketora Yamamoto	When HV-P01-025 enters on top of this Character while this Character is in the Attack Area, in what order can I use the abilities of these 2 cards?	You may use them in any order.
34	HV-P01-028	Taketora Yamamoto	When HV-P01-025 entered on top of this Character while this Character was in the Attack Area, I first paid this card as Guts for the ability of HV-P01-025. Can I use this card's ability after it was placed from the Guts into the Drop Area?	Yes. The trigger condition for the ability has been met and the ability is waiting to resolve, so you can use it.
35	HV-P01-031	Yuki Shibayama	How do I use this card's ability?	After a Character enters during the Receive Phase, at the same timing as an Event Card, you may declare the use of this ability by discarding this card from your hand. If you do, one of your Nekoma Characters gets +2 Receive Point.
36	HV-P01-031	Yuki Shibayama	What does ":" mean?	It means that, in order to declare the use of this ability, you must perform the text inside [] that appears before the colon (:).
37	HV-P01-031	Yuki Shibayama	If this card is sent to the Drop Area by the ability of HV-D02-003, can I use this card's ability?	No. To declare the use of this ability, you must perform the text inside [] through this card's own ability.
38	HV-P01-032	Tamahiko Teshiro	What does "cannot use their ability" mean?	The ability cannot be used, and its skill does not occur.
39	HV-P01-032	Tamahiko Teshiro	During my next turn after my opponent had this card enter, if I have HV-P01-072 "Hinata-Kozume" enter the Receive Area, does its card name change?	Yes. When HV-P01-072 "Hinata-Kozume" enters, you choose one of its card names and change its name before it becomes a Character in the Receive Area. Therefore, the ability used before it becomes a Character in the Receive Area is not nullified.

40	HV-P01-033	Toru Oikawa	If this Character's ability says to add +1 to one of this Character's parameters, can I add +1 to a parameter other than Serve Point or Set Point?	Yes, you can.
41	HV-P01-035	Hajime Iwaizumi	What does "cannot add cards to their hand" mean?	It means that cards cannot be moved to your hand from an area other than your hand, such as by drawing cards or adding cards to your hand.
42	HV-P01-035	Hajime Iwaizumi	During my next turn after my opponent used this Character's ability, what happens if I try to add the revealed "Shoyo Hinata" to my hand using the ability of HV-P01-006?	That "Shoyo Hinata" is not added to your hand. Treat the revealed card as a card not added to your hand and place it on the bottom of your deck.
43	HV-P01-035	Hajime Iwaizumi	During my next turn after my opponent used this Character's ability, I played HV-D01-012. Can I draw 1 card?	No. You cannot add a card to your hand through an Event Card's ability either.
44	HV-P01-037	Issei Matsukawa	What does "start your draw phase" mean?	It means to resume the game from the beginning of the specified player's Draw Phase.
45	HV-P01-037	Issei Matsukawa	If I start your draw phase, can I draw a card from my deck?	Yes, you can.
46	HV-P01-037	Issei Matsukawa	My opponent used the ability of HV-P01-002 during their previous turn. After my turn began, I used this Character's ability. During this turn, can I have a Character with original Receive Point of 6 or more enter the Receive Area?	No. Moving from the Block Phase to the Draw Phase through an ability still occurs within the same turn.
47	HV-P01-037	Issei Matsukawa	I had this card and HV-P01-054 "Takanobu Aone" enter the Block Area. If I use this Character's ability first, can I then use the ability of "Takanobu Aone"?	No. When an ability advances the phase or turn, any abilities not yet used cannot be used.
48	HV-P01-039	Shinji Watari	What does "all of your Characters are Aoba Johsai" mean?	It means that every Character on your Court has the Aoba Johsai affiliation. If you have only 1 Character on the Court, the condition is met if that Character has the Aoba Johsai affiliation.
49	HV-P01-041	Akira Kunimi	What does "all of your Characters are Aoba Johsai" mean?	It means that every Character on your Court has the Aoba Johsai affiliation. If you have only 1 Character on the Court, the condition is met if that Character has the Aoba Johsai affiliation.

50	HV-P01-041	Akira Kunimi	When do I check whether I have 3 or fewer cards in my hand?	Check after this Character enters, when you use the ability.
51	HV-P01-043	Kotaro Bokuto	What does “all of your Characters are Fukurodani” mean?	It means that every Character on your Court has the Fukurodani affiliation. If you have only 1 Character on the Court, the condition is met if that Character has the Fukurodani affiliation.
52	HV-P01-043	Kotaro Bokuto	When do I check whether the number of Guts is odd?	Check after this Character enters, when you use the ability.
53	HV-P01-045	Keiji Akaashi	What does “pay a total of 4 Guts from the Set Area and Attack Area” mean?	Choose any number of Guts from the Set Area and Attack Area and pay them so that the total number paid is 4.
54	HV-P01-045	Keiji Akaashi	Can I add “Kotaro Bokuto” that was included among the Guts paid for this Character’s ability to my hand?	Yes, you can.
55	HV-P01-047	Akinori Konoha	When HV-P01-043 enters on top of this Character while this Character is in the Attack Area, in what order can I use the abilities of these 2 cards?	You may use them in any order.
56	HV-P01-051	Tatsuki Washio	What does “start your Draw Phase” mean?	It means to resume the game from the beginning of the specified player’s Draw Phase.
57	HV-P01-051	Tatsuki Washio	If I start my Draw Phase, can I draw a card from my deck?	Yes, you can.
58	HV-P01-051	Tatsuki Washio	My opponent used the ability of HV-P01-002 during their previous turn. After my turn began, I used this Character’s ability. During this turn, can I have a Character with original Receive Point of 6 or more enter the Receive Area?	No. Moving from the Block Phase to the Draw Phase through an ability still occurs within the same turn.
59	HV-P01-051	Tatsuki Washio	I had this card and HV-P01-054 “Takanobu Aone” enter the Block Area. If I use this Character’s ability first, can I then use the ability of “Takanobu Aone”?	No. When an ability advances the phase or turn, any abilities not yet used cannot be used.

60	HV-P01-051	Tatsuki Washio	After using this card's ability and progressing through the Draw Phase to the Receive Phase, can I have another "Tatsuki Washio" enter the Receive Area?	Yes, you can.
61	HV-P01-056	Wakatoshi Ushijima	Can I use the ability of a card placed in the Event Area by this Character's ability?	No. An Event Card's ability can be used only when the Event Card is played during a Free Step.
62	HV-P01-056	Wakatoshi Ushijima	If this Character's ability says to add +2 to one of this Character's parameters, can I add +2 to a parameter other than Serve Point or Attack Point?	Yes, you can.
63	HV-P01-056	Wakatoshi Ushijima	During my next turn after my opponent played HV-P01-093 and one of their Characters got +1 to one parameter, can I use this Character's ability to place an Event Card from my hand that can be played with [=Set] or [=Attack] into the Event Area?	Yes. You are placing the Event Card in the Event Area through this Character's ability, not playing it, so the restriction does not apply.
64	HV-P01-057	Satori Tendo	What does "add a card to their hand except by drawing" mean?	It refers to an ability that says to "add" a card to your hand, rather than an action described as "draw N cards" or "draw N cards, then..."
65	HV-P01-057	Satori Tendo	During your opponent's next turn after using this Character's ability, if your opponent adds 2 cards to their hand with HV-P01-021, how many cards do I draw with this Character's ability?	Draw 2 cards. Even if your opponent adds multiple cards to their hand at the same time, draw the same number of cards.
66	HV-P01-057	Satori Tendo	During your opponent's next turn after using this Character's ability, if your opponent declares Lost and adds a Score Card to their hand during the Interval, can I draw a card with this Character's ability?	No. The Interval is not part of either player's turn, so you cannot draw a card with this Character's ability.
67	HV-P01-057	Satori Tendo	When this Character's ability has you draw a card, can I choose not to draw it?	No. You must draw it. Unless otherwise specified, a skill must be performed.
68	HV-P01-060	Yudai Hyakuzawa	What does "start your Draw Phase" mean?	It means to resume the game from the beginning of the specified player's Draw Phase.
69	HV-P01-060	Yudai Hyakuzawa	If I start my draw phase, can I draw a card from my deck?	Yes, you can.

70	HV-P01-060	Yudai Hyakuzawa	My opponent used the ability of HV-P01-002 during their previous turn. After my turn began, I used this Character's ability. During this turn, can I have a Character with original Receive Point of 6 or more enter the Receive Area?	No. Moving from the Block Phase to the Draw Phase through an ability still occurs within the same turn.
71	HV-P01-060	Yudai Hyakuzawa	I had this card and HV-P01-054 "Takanobu Aone" enter the Block Area. If I use this Character's ability first, can I then use the ability of "Takanobu Aone"?	No. When an ability advances the phase or turn, any abilities not yet used cannot be used.
72	HV-P01-060	Yudai Hyakuzawa	After using this card's ability and progressing through the Draw Phase to the Receive Phase, can I have another copy of "Yudai Hyakuzawa" enter the Receive Area?	Yes, you can.
73	HV-P01-065	Shinsuke Kita	How many cards does an Event Card with both [=Set] and [=Attack] count as?	It counts as 1 card. Count the number of Event Cards with those icons, not the number of [=Set] and [=Attack] icons.
74	HV-P01-066	Korai Hoshiumi	What does "you have 4 or more characters with different affiliations" mean?	Choose 4 Characters on your court and reference the affiliation of each chosen Character. The condition is met if none of those affiliations are the same.
75	HV-P01-066	Korai Hoshiumi	Which area do I reference when counting Event Cards for this Character's ability?	Reference your opponent's Event Area.
76	HV-P01-066	Korai Hoshiumi	What does "all of your characters are Kamomedai" mean?	It means that every Character on your Court has the Kamomedai affiliation. If you have only 1 Character on the Court, the condition is met if that Character has the Kamomedai affiliation.
77	HV-P01-066	Korai Hoshiumi	When this Character's ability places 2 cards from your opponent's Event Area into the Drop Area, who chooses those cards?	The player who used this Character's ability chooses them.
78	HV-P01-068	Kiyoomi Sakusa	What does "4 or more characters with different affiliations" mean?	Choose 4 Characters on your Court and reference the affiliation of each chosen Character. The condition is met if none of those affiliations are the same.
79	HV-P01-068	Kiyoomi Sakusa	During my next turn after my opponent used this card's ability, if I have HV-P01-008 "Yudai Hyakuzawa" enter the Block Area, can I use ability of "Kei Tsukishima"?	Yes. First resolve all of your abilities waiting to resolve, then resolve your opponent's waiting abilities. Even if HV-P01-008 reaches 3 or more Block Point through its ability, the ability of HV-P01-068 is still waiting to resolve, so you ultimately declare Lost.

80	HV-P01-068	Kiyoomi Sakusa	During my next turn after my opponent used this card's ability, I had HV-P01-060 and HV-P01-061 enter the Block Area and used HV-P01-060's [=Deflection (2)] ability. After moving to my Draw Phase through [=Deflection (2)], do I declare Lost because of this card's ability?	No. When an ability such as [=Deflection (N)] advances the phase, all waiting abilities cease to exist at that point, so this card's waiting ability skill expires.
81	HV-P01-072	Hinata · Kozume	If the Character in my Set Area is "Kenma Kozume," can this card enter the Attack Area as "Kenma Kozume"?	No, it cannot.
82	HV-P01-072	Hinata · Kozume	If this card is revealed by the ability of HV-P01-006, can I add it to my hand?	No. When revealed, its card name is "Hinata·Kozume," so it is treated as having a different name from "Shoyo Hinata."
83	HV-P01-072	Hinata · Kozume	Can I use the ability of HV-P01-021 to add 2 copies of this card from the Guts to my hand?	No. While in the Guts, both cards are named "Hinata·Kozume," so they are treated as cards with the same name and cannot be added to your hand by that ability.
84	HV-P01-072	Hinata · Kozume	Can I use the ability of HV-P01-075 to add 2 copies of this card from the Guts to my hand?	Yes. A card with multiple affiliations always has all of those affiliations in every area, so you may add 2 copies of HV-P01-072 to your hand as Karasuno or Nekoma cards from the Guts.
85	HV-P01-072	Hinata · Kozume	Can I use the ability of HV-P01-075 to add this card and HV-P01-021 from the Guts to my hand?	Yes. A card with multiple affiliations always has all of those affiliations in every area, so you may add HV-P01-021 and this card to your hand as Nekoma cards from the Guts.
86	HV-P01-072	Hinata · Kozume	During my next turn after my opponent had HV-P01-032 enter the Serve Area, if I have this card enter the Receive Area, does its card name change?	Yes. When HV-P01-072 enters, you choose one of its card names and change its name before it becomes a Character in the Receive Area. Therefore, the ability used before it becomes a Character in the Receive Area is not nullified.
87	HV-P01-072	Hinata · Kozume	With this card's ability, can I choose one copy as "Shoyo Hinata" and another copy as "Kenma Kozume," then have both enter the Block Area side by side?	Yes, you can.
88	HV-P01-072	Hinata · Kozume	After having this card enter the Attack Area as "Kenma Kozume," if I play HV-P01-075, can I increase this Character's Attack Point?	Yes. A card with multiple affiliations always has all of those affiliations in every area. Even if it entered as "Kenma Kozume," it still has the Karasuno affiliation, so playing HV-P01-075 can increase one of its parameters.
89	HV-P01-073	Tsukishima · Kuroo	Can this card enter the Block Area as "Kei Tsukishima" together with another "Tetsuro Kuroo"?	Yes, it can.

90	HV-P01-073	Tsukishima · Kuroo	Can I use the ability of HV-P01-075 to add this card and HV-P01-021 from the Guts to my hand?	Yes. A card with multiple affiliations always has all of those affiliations in every area, so you may add HV-P01-021 and this card to your hand as Nekoma cards from the Guts.
91	HV-P01-073	Tsukishima · Kuroo	During my next turn after my opponent had HV-P01-032 enter the Serve Area, if I have this card enter the Receive Area, does its card name change?	Yes. When HV-P01-073 “Tsukishima · Kuroo” enters, you choose one of its card names and change its name before it becomes a Character in the Receive Area. Therefore, the ability used before it becomes a Character in the Receive Area is not nullified.
92	HV-P01-073	Tsukishima · Kuroo	Can I use the ability of HV-P01-021 to add 2 copies of this card from the Guts to my hand?	No. While in the Guts, both cards are named “Tsukishima·Kuroo,” so they are treated as cards with the same name and cannot be added to your hand by that ability.
93	HV-P01-073	Tsukishima · Kuroo	Can I use the ability of HV-P01-075 to add 2 copies of this card from the Guts to my hand?	Yes. A card with multiple affiliations always has all of those affiliations in every area, so you may add 2 copies of HV-P01-073 “Tsukishima·Kuroo” to your hand as Karasuno or Nekoma cards from the Guts.
94	HV-P01-073	Tsukishima · Kuroo	With this card's ability, can I choose one copy as 'Kei Tsukishima' and another copy as 'Tetsuro Kuroo,' then have both enter the Block Area side by side?	Yes, you can.
95	HV-P01-073	Tsukishima · Kuroo	After having this card enter the Attack Area as 'Tetsuro Kuroo,' if I play HV-P01-075, can I increase this Character's Attack Point?	Yes. A card with multiple affiliations always has all of those affiliations in every area. Even if it entered as 'Tetsuro Kuroo,' it still has the Karasuno affiliation, so playing HV-P01-075 can increase one of its parameters.
96	HV-P01-074	Ikkei Ukai	How many cards does an Event Card with both [=Draw] and [=Receive] count as?	It counts as 1 card. Count the number of Event Cards with those icons, not the number of [=Draw] and [=Receive] icons.
97	HV-P01-075	Kiyoko Shimizu	If I use this card's ability during the Attack Phase to give a Karasuno Character in the Set Area +1 Set Point, does my Offense Point increase by 1?	Yes, it does.
98	HV-P01-076	GOOD LUCK.	Can I add a card from the Guts in the Event Area to my hand?	No. Cards in the Event Area are not Guts.
99	HV-P01-076	GOOD LUCK.	Can I use this card's ability to add a card from an area with only 1 Guts to my hand?	No. With only 1 Guts, the condition requiring cards with the same affiliation cannot be met.

100	HV-P01-076	GOOD LUCK.	If I have 5 cards in my hand including this card, then play this card and place it in the Event Area so that I have 4 cards left in my hand, can I use this card's ability?	Yes. An Event Card's ability is used after the card is placed in the Event Area from your hand, so you can use the ability if you have 4 or fewer cards in hand at that time.
101	HV-P01-076	GOOD LUCK.	I had one HV-P01-072 "Hinata•Kozume" enter as 'Shoyo Hinata' and another as "Kenma Kozume," and both have already become Guts. Can I use this card's ability to add both copies of "Hinata•Kozume" from the Guts to my hand?	Yes, you can.
102	HV-P01-077	WE FIGHT TO THE LAST, RIGHT?	During the Receive Phase of the turn in which I played this card, can I play another HV-P01-077 in the Event Area?	Yes. However, that card's ability is nullified, so you cannot use its ability.
103	HV-P01-078	FOUR SET	My deck had no cards, so I could not draw 2 cards. In that case, can I choose not to drop 1 card from my hand?	No. Resolve as much of the skill as possible. If you have a card in your hand, you must drop 1 card.
104	HV-P01-078	FOUR SET	Does 'If there are 2 or fewer "FOUR SET" cards in your Event Area' include this card whose ability is being used?	Yes, it does.
105	HV-P01-078	FOUR SET	If there is a "Shoyo Hinata" in my Drop Area, can I choose not to have it enter through this card's ability?	No. You must have it enter if possible.
106	HV-P01-078	FOUR SET	If the Character in my Set Area is "Shoyo Hinata," can I use this card's ability to have "Shoyo Hinata" enter from the Drop Area?	No, you cannot.
107	HV-P01-079	I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN.	During your opponent's next turn after playing this card targeting "Kei Tsukishima," if a Character with 1 Receive Point enters your opponent's Receive Area, what is that Character's Receive Point?	Its Receive Point becomes -1. If the Block Offense Point is 0, the Receive fails.
108	HV-P01-079	I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN.	If I play this card targeting "Kei Tsukishima," can I choose not to add the Character named "Tadashi Yamaguchi" in my Serve Area to my hand and still give -2 Receive Point to a Character that enters my opponent's Receive Area during their next turn?	Yes. Because the text says "up to N cards," you may choose 0 cards and therefore do not have to add the Character named "Tadashi Yamaguchi" in your Serve Area to your hand.
109	HV-P01-079	I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN.	If I play 2 copies of this card targeting "Kei Tsukishima," do the skills that give -2 Receive Point to a Character entering my opponent's Receive Area during their next turn stack?	Yes. Apply the -2 skill once for each copy of this card used.

110	HV-P01-079	I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN.	If I play this card targeting "Kei Tsukishima," can I add a "Tadashi Yamaguchi" card from the Guts in my Serve Area to my hand?	No. Because the ability specifies a Character, it cannot reference a Guts card.
111	HV-P01-080	Yasufumi Nekomata	How many cards does an Event Card with both [=Set] and [=Attack] count as?	It counts as 1 card. Count the number of Event Cards with those icons, not the number of [=Set] and [=Attack] icons.
112	HV-P01-082	THAT'S THE IMPORTANCE... OF STAYING CONNECTED AS A TEAM.	During my next turn after my opponent played "I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN," if I play this card, in what order is the Receive Point reduction by "I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN" applied?	First apply the Receive Point reduction from "I AM UNDER NO ILLUSIONS THAT I COULD EVER BEAT YOU ON MY OWN." Then, you may play this card.
113	HV-P01-082	THAT'S THE IMPORTANCE... OF STAYING CONNECTED AS A TEAM.	If I use HV-D01-011 on a Character with 4 Receive Point, then play this card targeting that Character, can its Receive Point become 7?	Yes. HV-D01-011 first makes its Receive Point 5, satisfying this card's condition, so its Receive Point becomes 7.
114	HV-P01-083	FIRST TEMPO... SYNCHRO ATTACK!	What does "pay a total of 6 Guts from your court" mean?	Choose any number of Guts from your court and pay them so that the total number paid is 6.
115	HV-P01-084	A FULL APPROACH... IS WHAT GIVES SHOYO HIS WINGS.	Can I play this card if there is no Character named "Kenma Kozume" in my Set Area?	Yes. However, you cannot use this card's ability.
116	HV-P01-084	A FULL APPROACH... IS WHAT GIVES SHOYO HIS WINGS.	During your opponent's next turn after playing this card while there is a Character named 'Kenma Kozume' in your Set Area, can your opponent have HV-P01-072 "Hinata·Kozume" enter the Attack Area from their hand?	No, they cannot.
117	HV-P01-085	Nobuteru Irihata	What does 'pay a total of 8 Guts from your court' mean?	Choose any number of Guts from your court and pay them so that the total number paid is 8.
118	HV-P01-085	Nobuteru Irihata	During the turn in which I played this card and paid 8 Guts, if I have HV-P01-033 "Toru Oikawa" enter, which ability can I use first, this card's ability or "Toru Oikawa"'s ability?	You may use them in any order.
119	HV-P01-087	SO DID I. ☆	During your opponent's next turn after playing this card while there is a Character named "Toru Oikawa" in your Set Area, if your opponent adds 2 cards to their hand with HV-P01-021, how many cards must they discard from their hand by this card's ability?	They must discard 2 cards.

120	HV-P01-087	SO DID I. ☆	During your opponent's next turn after playing this card while there is a Character named "Toru Oikawa" in your Set Area, if your opponent declares Lost and adds a Score Card to their hand during the Interval, can this card's ability make them drop a card from their hand?	No. The Interval is not part of either player's turn, so this card's ability cannot make them discard a card.
121	HV-P01-087	SO DID I. ☆	Can I play this card if there is no Character named "Toru Oikawa" in my Set Area?	Yes. However, you cannot use this card's ability.
122	HV-P01-087	SO DID I. ☆	During the Set Phase, I had HV-P01-040 enter. If there is a Character named "Toru Oikawa" in my Serve Area, can I play this card?	Yes. You can also use this card's ability.
123	HV-P01-087	SO DID I. ☆	What does "add a card to their hand except by drawing" mean?	It refers to an ability that says to add a card to your hand, rather than an action described as 'draw N cards' or 'draw N cards, then...'
124	HV-P01-087	SO DID I. ☆	I played 2 copies of this card while there was a Character named "Toru Oikawa" in my Set Area. During my opponent's next turn, if they add a card to their hand by an ability, do the skills that make them discard a card from their hand stack?	Yes, they do.
125	HV-P01-089	Takeyuki Yamiji	After looking at 3 cards, can I choose not to reveal 1 of them and not add it to my hand?	Yes, you can.
126	HV-P01-090	THAT MOMENT. IT'S ABOUT WHETHER YOU HAVE IT...OR YOU DON'T.	During my opponent's next turn after I played this card while all my Characters were Fukurodani, my opponent used the ability of HV-P01-035 and then declared Lost. Can I draw a card through this card's ability?	Yes. At the time your opponent declares Lost, it is neither player's turn, so you can draw a card.
127	HV-P01-091	...YOU GUYS DON'T HAVE A MONOPOLY ON WORKING TOGETHER!	When this card's ability gives your opponent's -1 Offense Point, what does their Offense Point become if the Offense Point of their Attack is 0?	Their Offense Point becomes -1.
128	HV-P01-092	THIS YEAR IS SHAPING UP TO BE AN INTERESTING ONE.	If the card revealed by this card's ability is HV-P01-092, can I give an additional +1 Receive Point?	Yes, you can.
129	HV-P01-092	THIS YEAR IS SHAPING UP TO BE AN INTERESTING ONE.	During the Receive Phase of the turn in which I played this card, can I play another HV-P01-092 in the Event Area?	Yes. However, that card's ability is nullified, so you cannot use its ability.

130	HV-P01-093	IT MATTERS NOT WHO IT IS-- WE ACCEPT ALL CHALLENGERS.	If the card revealed by this card's ability is HV-P01-093, can I give +1 to one of its parameters of one Character?	Yes, you can.
131	HV-P01-093	IT MATTERS NOT WHO IT IS-- WE ACCEPT ALL CHALLENGERS.	During the Serve Phase of the turn in which I used this card, can I place another HV-P01-093 in the Event Area?	Yes. However, that card's ability is nullified, so you cannot use its ability.
132	HV-P01-093	IT MATTERS NOT WHO IT IS-- WE ACCEPT ALL CHALLENGERS.	During the Receive Phase of my next turn after my opponent played this card and gave one Character +1 to one of its parameters, can I place HV-P01-075 'Kiyoko Shimizu' in the Event Area?	No. Because it is an Event Card that can be played with [=Attack], you cannot place it there by playing it.