

"Astral Harmony" Nanami Hiromachi

[C] If you have 2 or more other :Music: Charas, this gains +1000 Pow.  
[A] CX COMBO [Discard a :Music: Chara from hand to the WR] When this attacks, if "Our Music" is in your CZ and you have another :Music: Chara, may pay. If so, look at up to 5 cards from the top of your LB, choose up to 2 :Music: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music - Morfonica | BD/WE34-01 T: None

L1  
C0

"Astral Harmony" Nanami Hiromachi

[C] If you have 2 or more other :Music: Charas, this gains +1000 Pow.  
[A] CX COMBO [Discard a :Music: Chara from hand to the WR] When this attacks, if "Our Music" is in your CZ and you have another :Music: Chara, may pay. If so, look at up to 5 cards from the top of your LB, choose up to 2 :Music: Charas from among them, show them to your Opp., put them in your hand, and put the remaining cards in the WR.

Music - Morfonica | BD/WE34-01SP T: None

L1  
C0

"Summerly Tone" Touko Kirigaya

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it is Level 1 or higher, you may put this card in Stock. (Climax cards are considered Level 0. Put the revealed card back)

Music - Morfonica | BD/WE34-02 T: None

L0  
C0

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"Summerly Tone" Touko Kirigaya

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.  
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it is Level 1 or higher, you may put this card in Stock. (Climax cards are considered Level 0. Put the revealed card back)

Music - Morfonica | BD/WE34-02OFR T: None

L0  
C0

"Astral Hamony" Touko Kirigaya

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, if you have 4 or more other :Morfonica:: Charas, may pay. If so, choose a Climax in your Opp.'s WR, take all other cards from their WR, return them to your Opp.'s LB, and your Opp. shuffles their LB.

Music - Morfonica | BD/WE34-03 T: Soul

L2  
C1

"Astral Hamony" Touko Kirigaya

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, if you have 4 or more other :Morfonica:: Charas, may pay. If so, choose a Climax in your Opp.'s WR, take all other cards from their WR, return them to your Opp.'s LB, and your Opp. shuffles their LB.

Music - Morfonica | BD/WE34-03SP T: Soul

L2  
C1

Bang Dream Morfonica x Raise A Suilen Extra Pack

"Summerly Tone" Nanami Hiromachi

[A] When this is placed from hand to the Stage, you may choose a Chara in your hand whose Level is equal to or lower than your Level, place it to any Slot of your Stage, and for the turn, that Chara gains +1 Soul.  
[A] [(4)] When this attacks, may pay. If so, choose 1 of your Charas, and for the turn, that Chara gains the following ability. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may Deal the same amount of Damage to your Opp.." (DC can occur)

Music - Morfonica | BD/WE34-04 T: Soul

L3  
C2

"Summerly Tone" Nanami Hiromachi

[A] When this is placed from hand to the Stage, you may choose a Chara in your hand whose Level is equal to or lower than your Level, place it to any Slot of your Stage, and for the turn, that Chara gains +1 Soul.  
[A] [(4)] When this attacks, may pay. If so, choose 1 of your Charas, and for the turn, that Chara gains the following ability. "[A] This ability activates up to once per turn. When this card's Damage is Cancelled, you may Deal the same amount of Damage to your Opp.." (DC can occur)

Music - Morfonica | BD/WE34-04OFR T: Soul

L3  
C2

"Daylight" Nanami Hiromachi

[C] If you have 1 or fewer other Charas, this gains +1500 Pow.  
[A] At the beginning of your Opp.'s Attack Phase, you may move this card to the empty Left Slot in your Front Row. (Leftmost slot only)

Music - Morfonica | BD/WE34-05 T: None

L0  
C0

"Morfonica" Touko Kirigaya

[C] All your other :Music: Charas gain +500 Pow.  
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Daylight" Touko Kirigaya in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)  
[A] [(1) Rest 2 Charas] Put top 2 card of your deck into your WR, choose one of :Music: Chara with level X or lower, and return back to your hand. X is the total level of those cards.

Music - Morfonica | BD/WE34-06 T: None

L1  
C0

"Daylight" Touko Kirigaya

[A] When this attacks, choose 1 of your other :Music: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other :Music: Charas.  
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Morfonica" Touko Kirigaya in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music - Morfonica | BD/WE34-07 T: None

L1  
C0

"In Charge of Guitar" Touko Kirigaya

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.  
[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Morfonica | BD/WE34-08 T: None

L0  
C0

"Morfonica" Nanami Hiromachi

[C] This gets -2 Level while on the Stage.  
[C] If you have 2 or more other :Music: Charas, this gains +1500 Pow and the card Opposite this gains "[C] This cannot Side Attack."  
[A] When this is placed from hand to the Stage, if you have 4 or more other :Music: Charas, you may choose a :Music: Chara in your WR and put it in your Stock.

Music - Morfonica | BD/WE34-09 T: Soul

L2  
C2

Our Music

[C] All your Charas gain +1000 Pow and +1 Soul.

BD/WE34-10 T: Choice

"Rausch und/and Craziness II" Layer

[C] Your Opp. may not play Events from hand during battles involving this.  
[A] When this is placed from hand to the Stage, search your LB for up to 1 :Music: Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] CX COMBO [Discard 2 cards from your hand to the WR] When this attacks, if "Beautiful Birthday" is in your CZ, may pay. If so, Deal 2 Damage to your Opp., look at the top card of your Opp.'s LB, and put it on the top or bottom of their LB. (DC can occur)

Music - Raise a Suilen | BD/WE34-11 T: Soul

L3  
C2

"Rausch und/and Craziness II" Layer

[C] Your Opp. may not play Events from hand during battles involving this.  
[A] When this is placed from hand to the Stage, search your LB for up to 1 :Music: Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] CX COMBO [Discard 2 cards from your hand to the WR] When this attacks, if "Beautiful Birthday" is in your CZ, may pay. If so, Deal 2 Damage to your Opp., look at the top card of your Opp.'s LB, and put it on the top or bottom of their LB. (DC can occur)

Music - Raise a Suilen | BD/WE34-11SP T: Soul

L3  
C2

"Rausch und/and Craziness II" Lock

[A] [Discard a card from hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
[A] When this card's Damage is cancelled, you may return this to hand.

Music - Raise a Suilen | BD/WE34-12 T: None

L0  
C0

"Rausch und/and Craziness II" Lock

[A] [Discard a card from hand to the WR] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.  
[A] When this card's Damage is cancelled, you may return this to hand.

Music - Raise a Suilen | BD/WE34-12SP T: None

L0  
C0

### "Rausch und/and Craziess II" Masking

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] CX COMBO When this attacks, if "Pushing for your Dream" is in your CZ, choose 1 of your ::Music:: Charas and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand."

Music - Raise a Suilen | BD/WE34-13 T: None

L1  
C0

### "Rausch und/and Craziess II" Masking

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] CX COMBO When this attacks, if "Pushing for your Dream" is in your CZ, choose 1 of your ::Music:: Charas and for the turn that Chara gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Music:: Chara in your WR and return it to your hand."

Music - Raise a Suilen | BD/WE34-13SP T: None

L1  
C0

### "The Depths" Lock

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] [Rest this] When you use **ACCELERATE**, if this is Standing, may pay. If so, choose 1 ::Music:: Chara in your WR and put it in your Stock.

Music - Raise a Suilen | BD/WE34-14 T: Soul

L1  
C1

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### "The Depths" Lock

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] [Rest this] When you use **ACCELERATE**, if this is Standing, may pay. If so, choose 1 ::Music:: Chara in your WR and put it in your Stock.

Music - Raise a Suilen | BD/WE34-14OFR T: Soul

L1  
C1

### "The Depths" Layer

[A] [(2)] When this is placed from hand to the Stage, if you have 4 or more other ::Raise A Suilen:: Charas, may pay. If so, place all of your Opp.'s Stock in their WR, and place the same number of cards from the top of their LB to their Stock.

Music - Raise a Suilen | BD/WE34-15 T: Soul

L2  
C1

### "The Depths" Layer

[A] [(2)] When this is placed from hand to the Stage, if you have 4 or more other ::Raise A Suilen:: Charas, may pay. If so, place all of your Opp.'s Stock in their WR, and place the same number of cards from the top of their LB to their Stock.

Music - Raise a Suilen | BD/WE34-15OFR T: Soul

L2  
C1

## Bang Dream Morfonica x Raise A Suilen Extra Pack

### "The Depths" Masking

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.  
[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, choose a card from your WR, return all other cards in your WR to your LB, and shuffle your LB.

Music - Raise a Suilen | BD/WE34-16 T: Soul

L3  
C2

### "The Depths" Masking

[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.  
[A] **ACCELERATE** [Put a ::Music:: Chara from your WR on the bottom of your Clock] At the start of your Climax Phase, may pay. If so, choose a card from your WR, return all other cards in your WR to your LB, and shuffle your LB.

Music - Raise a Suilen | BD/WE34-16OFR T: Soul

L3  
C2

### Lock, Shooting an MV

[A] When this is placed from hand to the Stage, all of your Level 0 and lower Charas gain the following ability for the turn. "[A] When this attacks, look at the top card of your LB, and put it on top of your LB or in your WR."  
[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your other ::Music:: Charas.

Music - Raise a Suilen | BD/WE34-17 T: None

L0  
C0

### "Sound Can't Lie" Masking

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.  
[A] When this attacks, all of your Charas gain the following ability for the turn. "[A] When the Trigger Check of this reveals a Climax card with a Treasure Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR."

Music - Raise a Suilen | BD/WE34-18 T: None

L0  
C0

### "At the Moment of Shooting for your Dream!" Layer

[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and until the next end of your Opp.'s turn, that Chara gains the following ability. "[C] This cannot move to another Slot."  
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Music - Raise a Suilen | BD/WE34-19 T: None

L1  
C0

### Lock, Chasing a Dream

[A] When this attacks, reveal the top card of your LB. If that card is a Chara with ::Poppin' Party:: or ::Raise A Suilen::, or an Event, choose 1 of your Charas with ::Poppin' Party:: or ::Raise A Suilen:: and for the turn that Chara gains +3000 Pow.

Music - Raise a Suilen | BD/WE34-20 T: None

L1  
C0

### Masking, Final Stage

[C] During battles involving this, no player may play **BACKUP** from hand.  
[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.

Music - Raise a Suilen | BD/WE34-21 T: Soul

L2  
C1

### Layer, Best Live

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[A] When this reveals a Treasure Trigger Icon during Trigger Check, you may choose a Chara in your WR and return it to hand.

Music - Raise a Suilen | BD/WE34-22 T: None

L0  
C0

### Lock, To a New Stage

[C] For each of your Opp.'s Back Row Charas, this gains +2500 Pow.  
[A] **ENCORE** [(1)] Put a Chara from the Stage to the WR]

Music - Raise a Suilen | BD/WE34-23 T: Soul

L2  
C1

### Beautiful Birthday

[C] All your Charas gain +1000 Pow and +1 Soul.

BD/WE34-24 T: Treasure

### Pushing for your Dream

[C] All your Charas gain +1000 Pow and +1 Soul.

BD/WE34-25 T: Treasure

### "Astral Harmony" Tsukushi Futaba

[S] [Discard 2 cards from hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR whose Level is equal to or lower than your Level and place it to the Slot this was in.  
[S] **BRAINSTORM** [(1)] Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Morfonica | BD/WE34-26 T: None

L0  
C0

"Astral Harmony" Tsukushi Futaba  
[S] [Discard 2 cards from hand to the WR, put this in the WR] Choose a ::Music:: Chara in your WR whose Level is equal to or lower than your Level and place it to the Slot this was in.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put the top card in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Morfonica | BD/WE34-26SP T: None

L0  
C0

"Rausch und/and Craziiness II" Pareo  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If the revealed card is a ::Music:: Chara, this gets +1 Level and +1500 Pow for the turn. (Put the revealed card back where it was)  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Raise a Suilen | BD/WE34-27 T: None

L0  
C0

"Rausch und/and Craziiness II" Pareo  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If the revealed card is a ::Music:: Chara, this gets +1 Level and +1500 Pow for the turn. (Put the revealed card back where it was)  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Music:: Charas, Rest it and move it to an empty Slot in the Back Row.

Music - Raise a Suilen | BD/WE34-27SP T: None

L0  
C0

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"Astral Harmony" Mashiro Kurata  
[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO [(2) Send this to Memory] When this card's Damage is Cancelled, if "Daylight" is in your CZ and you have 4 or more other ::Music:: Charas may pay. If so, choose a Chara from your WR and place it to the Slot this was in. (Battle does not occur)

Music - Morfonica | BD/WE34-28 T: Soul

L3  
C2

"Astral Harmony" Mashiro Kurata  
[C] For each of your other ::Music:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] CX COMBO [(2) Send this to Memory] When this card's Damage is Cancelled, if "Daylight" is in your CZ and you have 4 or more other ::Music:: Charas may pay. If so, choose a Chara from your WR and place it to the Slot this was in. (Battle does not occur)

Music - Morfonica | BD/WE34-28SP T: Soul

L3  
C2

"Rausch und/and Craziiness II" Chu2  
[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Music:: Charas in the Back Row, this gains +1000 Pow.  
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

Music - Raise a Suilen | BD/WE34-29 T: Soul

L3  
C2

Bang Dream Morfonica x Raise A Suilen Extra Pack

"Rausch und/and Craziiness II" Chu2  
[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Music:: Charas in the Back Row, this gains +1000 Pow.  
[A] During the turn this is placed from hand to the Stage, at the start of your Encore Step, you may put the top card of your Clock in the WR.

Music - Raise a Suilen | BD/WE34-29SP T: Soul

L3  
C2

"Summerly Tone" Mashiro Kurata  
[A] When this attacks, choose 1 of your ::Morfonica:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] [Put the top card of your LB in your Clock] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music - Morfonica | BD/WE34-30 T: None

L0  
C0

"Summerly Tone" Mashiro Kurata  
[A] When this attacks, choose 1 of your ::Morfonica:: Charas, and that Chara gains +1500 Pow for the turn.  
[A] [Put the top card of your LB in your Clock] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Music - Morfonica | BD/WE34-30OFR T: None

L0  
C0

"The Depths" Pareo  
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Raise A Suilen:: Chara in your WR and return it to your hand.

Music - Raise a Suilen | BD/WE34-31 T: None

L0  
C0

"The Depths" Pareo  
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 ::Raise A Suilen:: Chara in your WR and return it to your hand.

Music - Raise a Suilen | BD/WE34-31OFR T: None

L0  
C0

"The Depths" Chu2  
[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Music - Raise a Suilen | BD/WE34-32 T: None

L0  
C0

"The Depths" Chu2  
[C] If there are 2 or fewer cards in your Stock, this gains +1 Level and +1000 Pow.  
[A] At the start of your Opp.'s Attack Phase, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Music - Raise a Suilen | BD/WE34-32OFR T: None

L0  
C0

"Astral Harmony" Rui Yashio  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Music - Morfonica | BD/WE34-33 T: None

L0  
C0

"Astral Harmony" Rui Yashio  
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.  
[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Music - Morfonica | BD/WE34-33SP T: None

L0  
C0

"Summerly Tone" Rui Yashio  
[C] ASSIST All your ::Morfonica:: Charas in front of this gain +1500 Pow.  
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Daylight" Rui Yashio in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music - Morfonica | BD/WE34-34 T: Soul

L2  
C1

"Summerly Tone" Rui Yashio  
[C] ASSIST All your ::Morfonica:: Charas in front of this gain +1500 Pow.  
[A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Daylight" Rui Yashio in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music - Morfonica | BD/WE34-34OFR T: Soul

L2  
C1

"Summerly Tone" Tsukushi Futaba  
[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] When this is placed from Stage to the WR, you may return this to hand. If so, choose 1 choose up to 1 ::Music:: Chara in your WR and place it to Stock.

Music - Morfonica | BD/WE34-35 T: Soul

L3  
C2

"Summerly Tone" Tsukushi Futaba

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[A] When this is placed from Stage to the WR, you may return this to hand. If so, choose 1 choose up to 1 ::Music:: Chara in your WR and place it to Stock.

Music - Morfonica | BD/WE34-35OFR T: Soul

L3  
C2

"In Charge of Violin" Rui Yashio

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, you may draw a card. If so, discard a card from your hand to the WR.

[S] [(1) Place this in the WR] Choose up to 1 ::Music:: Chara in your hand whose Level is equal to or lower than your Level and place it to the Slot this was in.

Music - Morfonica | BD/WE34-36 T: None

L0  
C0

Chu2, Member Introductions

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Music - Raise a Suilen | BD/WE34-37 T: None

L0  
C0

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"Daylight" Mashiro Kurata

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Music - Morfonica | BD/WE34-38 T: Soul

L1  
C1

"Daylight" Tsukushi Futaba

[A] [Discard 2 ::TRAIT:: Charas from hand to the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of the Opp. and put it on the bottom of their LB.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Morfonica | BD/WE34-39 T: Soul

L2  
C1

Pareo, Amazing Speed

[C] If there is another "Rausch und/and Craziness II" Chu2' in your Front Row, this gains +5500 Pow and "[A] **ENCORE** [Discard a ::Music:: Chara from your hand to the WR]".

[C] Your other "Rausch und/and Craziness II" Chu2' gain +2000 Pow and the following 3 abilities. "[C] This cannot be chosen by your Opp.'s effects." "[C] This cannot be Reversed by [A] abilities of your Opp.'s Charas." "[A] [(1) When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Music - Raise a Suilen | BD/WE34-40 T: Soul

L2  
C1

Bang Dream Morfonica x Raise A Suilen Extra Pack

"Daylight" Rui Yashio

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Summerly Tone" Rui Yashio' in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Music - Morfonica | BD/WE34-41 T: Soul

L2  
C1

"Morfonica" Tsukushi Futaba

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

[A] When this is placed from hand to the Stage, your Opp. chooses a number between 0, 1, 2, and 3. Reveal the top card of your LB, and if it's a Chara with the same Level as the number chosen by the Opp., put it in any Slot on the Stage. (Otherwise put it back where it was)

Music - Morfonica | BD/WE34-42 T: None

L0  
C0

"In Charge of Drums" Tsukushi Futaba

[C] For each of your other ::Music:: Charas, this gains +500 Pow.

[A] When this attacks, if the Chara Opposite this is Level 2, for the turn this gains +6000 Pow.

Music - Morfonica | BD/WE34-43 T: None

L1  
C0

Pareo, Gatecrashing

[C] For each of your other "Chu2, Gatecrashing" in the Front Row, this gains +2000 Pow.

Music - Raise a Suilen | BD/WE34-44 T: None

L1  
C0

Chu2, Gatecrashing

[C] For each of your other "Pareo, Gatecrashing" in the Front Row, this gains +2000 Pow.

Music - Raise a Suilen | BD/WE34-45 T: None

L1  
C0

"Morfonica" Rui Yashio

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.

Music - Morfonica | BD/WE34-46 T: None

L1  
C0

Pareo, Member Introductions

[A] When you use **BACKUP** of this, if all your Charas are ::Music::, you may put the top card of your LB in Stock.

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Raise a Suilen | BD/WE34-47 T: Soul

L1  
C1

"Morfonica", Mashiro Kurata

[A] When this card attacks, choose 1 of your Charas and for the turn that Chara gains +5000 Pow.

Music - Morfonica | BD/WE34-48 T: Soul

L2  
C1

Chu2, Budokan Is the Decisive Battle

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] [Rest this] Choose 1 of your other Charas and place it to Stock.

Music - Raise a Suilen | BD/WE34-49 T: Soul

L2  
C1

Daylight

[C] All your Charas gain +1000 Pow and +1 Soul.

BD/WE34-50 T: Soul Gate