

Maho Akashi, Unexpected Adventure

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] AT the start of your Attack Phase, may pay. If so, choose a Climax card with "**LINK** Groovy Mix" in your CZ and a differently-named Climax card "**LINK** Groovy Mix" in your WR and Swap them.

[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 - Happy Around! | DJ/S97-001 T: None

L0C0

Maho Akashi, Unexpected Adventure

[A] **CX COMBO** [(1) Discard a card from your hand to the WR] AT the start of your Attack Phase, may pay. If so, choose a Climax card with "**LINK** Groovy Mix" in your CZ and a differently-named Climax card "**LINK** Groovy Mix" in your WR and Swap them.

[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 - Happy Around! | DJ/S97-001SP T: None

L0C0

Marika Mizushima, Fit for Social Media

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mermaid | DJ/S97-002 T: None

L0C0

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Marika Mizushima, Fit for Social Media

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mermaid | DJ/S97-002SP T: None

L0C0

Rika Seto, On This Fine Day

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.

[A] [Put 1 of your other ::Music:: Chara from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand. (Otherwise put it back where it was)

Music - Mermaid | DJ/S97-003 T: Soul

L1C0

Rika Seto, On This Fine Day

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.

[A] [Put 1 of your other ::Music:: Chara from the Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand. (Otherwise put it back where it was)

Music - Mermaid | DJ/S97-003SSP T: Soul

L1C0

D4DJ Groovy Mix Booster Pack

Rinku Aimoto, Bright Like the Sun

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR] At the end of this card's battle, if "Full Pow Break through!" is in the CZ, may pay. If so, you declare LB or WR. Look at the zone you declared this way, choose up to 1 Chara with "**LINK** Groovy Mix" and this card and Swap them. If you declared LB this way, shuffle your LB.

Music - Happy Around! | DJ/S97-004 T: Soul

L3C2

Rinku Aimoto, Bright Like the Sun

[A] When this is placed from hand to the Stage, draw up to 2 cards, discard 2 cards from your hand to the WR, and put up to 1 card from top of your LB in your Stock.

[A] **CX COMBO** [(3) Discard 2 cards from your hand to the WR] At the end of this card's battle, if "Full Pow Break through!" is in the CZ, may pay. If so, you declare LB or WR. Look at the zone you declared this way, choose up to 1 Chara with "**LINK** Groovy Mix" and this card and Swap them. If you declared LB this way, shuffle your LB.

Music - Happy Around! | DJ/S97-004SSP T: Soul

L3C2

Saori Hidaka, Rookie Teacher

[A] This ability activates up to once per turn. When you use **ACCELERATE**, you may draw a card. If so, discard a card from your hand to the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card with a Shot Trigger Icon revealed this way, choose up to 1 ::Merm4id:: Chara in your WR and return it to your hand.

Music - Mermaid | DJ/S97-005 T: None

L0C0

Saori Hidaka, Rookie Teacher

[A] This ability activates up to once per turn. When you use **ACCELERATE**, you may draw a card. If so, discard a card from your hand to the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card with a Shot Trigger Icon revealed this way, choose up to 1 ::Merm4id:: Chara in your WR and return it to your hand.

Music - Mermaid | DJ/S97-005SP T: None

L0C0

Marika Mizushima, On A Snowy Holy Night At A Street

[C] During your turn, if all your Charas are ::Merm4id::, this gains +2000 Pow.

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Opp.'s Attack Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

Music - Mermaid | DJ/S97-006 T: None

L0C0

Marika Mizushima, On A Snowy Holy Night At A Street

[C] During your turn, if all your Charas are ::Merm4id::, this gains +2000 Pow.

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Opp.'s Attack Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

Music - Mermaid | DJ/S97-006S T: None

L0C0

Dalia Matsuyama, Everyone's Dream

[C] If there is a Climax card with a Shot Trigger Icon in your CZ, this card gains [Shot Trigger] Trigger Icon while in any Zone.

[C] During your turn, if all your Charas are ::Music::, this gains +6000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Whirling Flower Red Carpet" is in your CZ, choose up to 1 ::Music:: Chara in your WR and put it in your Stock, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mermaid | DJ/S97-007 T: Soul

L2C1

Dalia Matsuyama, Everyone's Dream

[C] If there is a Climax card with a Shot Trigger Icon in your CZ, this card gains [Shot Trigger] Trigger Icon while in any Zone.

[C] During your turn, if all your Charas are ::Music::, this gains +6000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Whirling Flower Red Carpet" is in your CZ, choose up to 1 ::Music:: Chara in your WR and put it in your Stock, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mermaid | DJ/S97-007SP T: Soul

L2C1

Maho Akashi, Which Do You Want?

[C] **LINK** Groovy Mix

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Rinku Aimoto, Bright Like the Sun" to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** When this attacks, if there's a Climax card with "**LINK** Groovy Mix" in the CZ and you have another ::Music:: Chara, this gains the following ability until the next end of your Opp.'s turn. "[A] At the start of your Opp.'s Attack Phase, choose up to 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn."

Music - Happy Around! | DJ/S97-008 T: Soul

L3C2

Maho Akashi, Which Do You Want?

[C] **LINK** Groovy Mix

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Rinku Aimoto, Bright Like the Sun" to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO** When this attacks, if there's a Climax card with "**LINK** Groovy Mix" in the CZ and you have another ::Music:: Chara, this gains the following ability until the next end of your Opp.'s turn. "[A] At the start of your Opp.'s Attack Phase, choose up to 1 of your Opp.'s Charas, and that Chara gets -1 Soul for the turn."

Music - Happy Around! | DJ/S97-008S T: Soul

L3C2

Rinku Aimoto, Bright Star Shining

[C] **LINK** Groovy Mix

[A] When this is placed from hand to the Stage or via effect of [A] of "Rinku Aimoto, Bright Like the Sun" to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] **CX COMBO** When this attacks, if there's a Climax card with "**LINK** Groovy Mix" in the CZ and you have 2 or more other ::Music:: Charas, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Happy Around! | DJ/S97-009 T: Soul

L3C2

Rinku Aimoto, Bright Star Shining

[C] **LINK** Groovy Mix

[A] When this is placed from hand to the Stage or via effect of [A] of "Rinku Aimoto, Bright Like the Sun" to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] **CX COMBO** When this attacks, if there's a Climax card with "**LINK** Groovy Mix" in the CZ and you have 2 or more other ::Music:: Charas, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Music - Happy Around! | DJ/S97-009SP T: Soul

L3C2

Rika Seto, Lookalike Pair

[A] When this attacks, you may choose a YELLOW card in your WR and put it on top of your LB.
[A] **CX COMBO** This ability activates up to once per turn. When the Damage dealt by this is Cancelled, if "Brilliant Neon and Yin Qipao" is in your CZ and you have 4 or more other ::Music:: Charas, deal 1 Damage to your Opp. and put up to 1 card from top of your Clock in the WR. (DC can occur)

Music - Mermaid | DJ/S97-010 T: Soul

L3
C2

Rika Seto, Lookalike Pair

[A] When this attacks, you may choose a YELLOW card in your WR and put it on top of your LB.
[A] **CX COMBO** This ability activates up to once per turn. When the Damage dealt by this is Cancelled, if "Brilliant Neon and Yin Qipao" is in your CZ and you have 4 or more other ::Music:: Charas, deal 1 Damage to your Opp. and put up to 1 card from top of your Clock in the WR. (DC can occur)

Music - Mermaid | DJ/S97-010SP T: Soul

L3
C2

Mana Kase, Blooming Full Moon Flowers

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.
[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.

Music - Call of Artemis | DJ/S97-011 T: None

L0
C0

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Mana Kase, Blooming Full Moon Flowers

[A] When this is placed from hand to the Stage, all of your Opp.'s Front Row Charas get -500 Pow for the turn.
[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.

Music - Call of Artemis | DJ/S97-011S T: None

L0
C0

Dalia Matsuyama, Presents From Out The Window

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Music:: Chara, put the top card of your Clock in the WR." (Put the revealed card back where it was)
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Mermaid | DJ/S97-012 T: None

L0
C0

Dalia Matsuyama, Presents From Out The Window

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Music:: Chara, put the top card of your Clock in the WR." (Put the revealed card back where it was)
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Mermaid | DJ/S97-012S T: None

L0
C0

D4DJ Groovy Mix Booster Pack

Saori Hidaka, A Careless Delivery

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, if you have another ::Music:: Chara, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Music - Mermaid | DJ/S97-013 T: None

L1
C0

Saori Hidaka, A Careless Delivery

[C] During your turn, if you have another ::Music:: Chara, this gains +3000 Pow.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, if you have another ::Music:: Chara, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Music - Mermaid | DJ/S97-013S T: None

L1
C0

Marika Mizushima, Swaying Jellyfish

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

[A] When you use **ACCELERATE**, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] When your Chara's Trigger Check reveals a Climax card with a Shot Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

Music - Mermaid | DJ/S97-014 T: Soul

L1
C1

Marika Mizushima, Swaying Jellyfish

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When you use **ACCELERATE**, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)
[A] When your Chara's Trigger Check reveals a Climax card with a Shot Trigger Icon, choose 1 of your Charas, and that Chara gains +1000 Pow and +1 Soul for the turn.

Music - Mermaid | DJ/S97-014S T: Soul

L1
C1

Maho Akashi, Swaying Windmill

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

Music - Happy Around! | DJ/S97-015 T: Soul

L2
C1

Maho Akashi, Swaying Windmill

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

Music - Happy Around! | DJ/S97-015S T: Soul

L2
C1

Rika Seto, Can't Say It Usually

[C] If you have 4 or more ::Merm4id:: Charas, this gets -1 Level while in your hand.
[C] If all your Charas are ::Merm4id::, this gains +2000 Pow and the following 3 abilities. "[A] [(1)] When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR." "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] **ENCORE** [Discard a ::Merm4id:: Chara from your hand to the WR]"

Music - Mermaid | DJ/S97-016 T: Soul

L2
C1

Rika Seto, Can't Say It Usually

[C] If you have 4 or more ::Merm4id:: Charas, this gets -1 Level while in your hand.
[C] If all your Charas are ::Merm4id::, this gains +2000 Pow and the following 3 abilities. "[A] [(1)] When you use **ACCELERATE**, if there are 4 or more cards in your Clock, may pay. If so, put the top card of your Clock in the WR." "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] **ENCORE** [Discard a ::Merm4id:: Chara from your hand to the WR]"

Music - Mermaid | DJ/S97-016S T: Soul

L2
C1

Rinku Aimoto, Special Seashell

[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 ::Happy Around!:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Happy Around!:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Happy Around! | DJ/S97-017 T: None

L0
C0

Rinku Aimoto, Special Seashell

[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 ::Happy Around!:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Happy Around!:: Charas, and that Chara gains +3000 Pow for the turn.

Music - Happy Around! | DJ/S97-017S T: None

L0
C0

Muni Ohnaruto, Attract With Sweet Scent

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Volley! Giant Nyochio Cannon" in your WR and return it to your hand.

Music - Happy Around! | DJ/S97-018 T: None

L0
C0

Muni Ohnaruto, Attract With Sweet Scent

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Volley! Giant Nyochio Cannon" in your WR and return it to your hand.

Music - Happy Around! | DJ/S97-018S T: None

L0
C0

Saori Hidaka, Critical JACKPOT

[A] [Return 2 ::Music:: Charas from your WR to the LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Music:: Charas, and that Chara gains +1 Soul for the turn.
[S] [Put this in the WR] Choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music - Mermaid | DJ/S97-019 T: None

L0
C0

Saori Hidaka, Critical JACKPOT

[A] [Return 2 ::Music:: Charas from your WR to the LB, shuffle your LB] When this is placed from hand to the Stage, may pay. If so, choose 1 of your ::Music:: Charas, and that Chara gains +1 Soul for the turn.
[S] [Put this in the WR] Choose 1 of your ::Music:: Charas, and that Chara gains +2000 Pow for the turn.

Music - Mermaid | DJ/S97-019S T: None

L0
C0

Rika Seto, Hype UP 777

--No Text--

Music - Mermaid | DJ/S97-020 T: None

L0
C0

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Rika Seto, Hype UP 777

--No Text--

Music - Mermaid | DJ/S97-020S T: None

L0
C0

Maho Akashi, Esoteric Art! Silver Flower and Flash

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.
[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Music:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Happy Around! | DJ/S97-021 T: None

L1
C0

Maho Akashi, Esoteric Art! Silver Flower and Flash

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.
[A] When this is placed from the Stage to the WR, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Music:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Music - Happy Around! | DJ/S97-021S T: None

L1
C0

D4DJ Groovy Mix Booster Pack

Dalia Matsuyama, The Enchanted Shuten-doji

[A] This ability activates up to once per turn. When you use **ACCELERATE**, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Music - Mermaid | DJ/S97-022 T: None

L1
C0

Dalia Matsuyama, The Enchanted Shuten-doji

[A] This ability activates up to once per turn. When you use **ACCELERATE**, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Music - Mermaid | DJ/S97-022S T: None

L1
C0

Marika Mizushima, Find Hidden Peta1

[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.
[A] When your other ::Music:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music - Mermaid | DJ/S97-023 T: Soul

L2
C1

Marika Mizushima, Find Hidden Peta1

[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.
[A] When your other ::Music:: Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other ::Music:: Charas.

Music - Mermaid | DJ/S97-023S T: Soul

L2
C1

Saori Hidaka, Shine Parade with Us

[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, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to Stage, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Mermaid | DJ/S97-024 T: Soul

L3
C2

Saori Hidaka, Shine Parade with Us

[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, you may put the top card of your Clock in the WR.
[A] When this is placed from hand to Stage, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

Music - Mermaid | DJ/S97-024S T: Soul

L3
C2

Dalia Matsuyama, Hug Cutle Masc0t

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
[A] [(4) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Music - Mermaid | DJ/S97-025 T: Soul

L3
C2

Dalia Matsuyama, Hug Cutle Masc0t

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
[A] [(4) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Music - Mermaid | DJ/S97-025S T: Soul

L3
C2

The Lost Child of Inari

Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand, choose 1 of your Opp.'s Charas and return it to their hand." (Otherwise put it back where it was)

DJ/S97-026 T: None

L1
C1

The Lost Child of Inari

Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand, choose 1 of your Opp.'s Charas and return it to their hand." (Otherwise put it back where it was)

DJ/S97-026S T: None

L1
C1

Dreamy Love Over Night

[Counter] Choose 1 of the following 2 effects and perform it.
"Choose 1 of your Charas, that Chara gains +500 Pow for the turn, and deal 1 Damage to your Opp.." (DC can occur)
"Choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn."

DJ/S97-027 T: None

L2
C2

Dreamy Love Over Night

[Counter] Choose 1 of the following 2 effects and perform it.
"Choose 1 of your Charas, that Chara gains +500 Pow for the turn, and deal 1 Damage to your Opp.." (DC can occur)
"Choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn."

DJ/S97-027S T: None

L2
C2

<

Noa Fukushima, Give Me Cute Memories Please

[C] If "Saki Izumo, Observation Lock On!" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.
[A] **RESONANCE** [Reveal a "Saki Izumo, Starry Sky" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Photon Maiden | DJ/S97-037 T: Soul

L3
C2

Noa Fukushima, Give Me Cute Memories Please

[C] If "Saki Izumo, Observation Lock On!" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.
[A] **RESONANCE** [Reveal a "Saki Izumo, Starry Sky" from your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow until the next end of your Opp.'s turn.

Music - Photon Maiden | DJ/S97-037SP T: Soul

L3
C2

Miiko Takeshita, Admiring Big Sister

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Put 1 of your other Charas from the Stage in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Lyrical Lily | DJ/S97-038 T: Soul

L3
C2

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Miiko Takeshita, Admiring Big Sister

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Put 1 of your other Charas from the Stage in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Music - Lyrical Lily | DJ/S97-038SP T: Soul

L3
C2

Airi Amano, Clad in a Dazzling Moon Frost

[A] When this is placed from hand to the Stage, look at up to X cards from 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 ::Music: Charas
[A] When your Climax card is laced in the CZ, if you are Level 3 or higher and you have 2 or more other ::Music:: Charas, perform the following action twice. "You may reveal the top card of your LB. If you do and it's either a ::Music:: Chara or an Event, put that card in your Stock." (Otherwise put it back where it was)

Music - Call of Artemis | DJ/S97-039 T: Soul

L3
C2

Airi Amano, Clad in a Dazzling Moon Frost

[A] When this is placed from hand to the Stage, look at up to X cards from 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 ::Music: Charas
[A] When your Climax card is laced in the CZ, if you are Level 3 or higher and you have 2 or more other ::Music:: Charas, perform the following action twice. "You may reveal the top card of your LB. If you do and it's either a ::Music:: Chara or an Event, put that card in your Stock." (Otherwise put it back where it was)

Music - Call of Artemis | DJ/S97-039S T: Soul

L3
C2

D4DJ Groovy Mix Booster Pack

Miiko Takeshita, Paddle Through The Waves

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.
[S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Lyrical Lily | DJ/S97-040 T: None

L0
C0

Miiko Takeshita, Paddle Through The Waves

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Return this to your hand] When your Climax card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.
[S] [Rest 1 of your ::Music:: Charas] This gains +1000 Pow for the turn.

Music - Lyrical Lily | DJ/S97-040S T: None

L0
C0

Muni Ohnaruto, Happiest Moment

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Music - Happy Around! | DJ/S97-041 T: None

L0
C0

Muni Ohnaruto, Happiest Moment

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Music:: Chara, you may choose a Chara in your Opp.'s Front Row and move it to another empty Slot in the Front Row.

Music - Happy Around! | DJ/S97-041S T: None

L0
C0

Ibuki Nijijima, Our Road Ahead -Player-

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Photon Maiden:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Photon Maiden | DJ/S97-042 T: None

L0
C0

Ibuki Nijijima, Our Road Ahead -Player-

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Photon Maiden:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Photon Maiden | DJ/S97-042S T: None

L0
C0

Miiko Takeshita, Special Move! Heavy Snow Gatling

[A] [(1) Put this in the WR] When your Climax card is placed in the CZ, if you have another ::Music: Chara, may pay. If so, choose a ::Music: Chara in your WR and return it to your hand, and all your ::Music: Charas gain +500 Pow for the turn.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Lyrical Lily | DJ/S97-043 T: None

L0
C0

Miiko Takeshita, Special Move! Heavy Snow Gatling

[A] [(1) Put this in the WR] When your Climax card is placed in the CZ, if you have another ::Music: Chara, may pay. If so, choose a ::Music: Chara in your WR and return it to your hand, and all your ::Music: Charas gain +500 Pow for the turn.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Lyrical Lily | DJ/S97-043S T: None

L0
C0

Rei Togetsu, Secret Love On The Lips

[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack."
[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 - Happy Around! | DJ/S97-044 T: None

L0
C0

Rei Togetsu, Secret Love On The Lips

[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack."
[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 - Happy Around! | DJ/S97-044S T: None

L0
C0

Kurumi Shiratori, Pranks Are A Given

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "My Precious Friends" is in your CZ, choose up to 1 ::Music: Chara in your WR and put it in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Lyrical Lily | DJ/S97-045 T: None

L1
C0

Kurumi Shiratori, Pranks Are A Given

[A] When this attacks, if you have another ::Music:: Chara, this gains +1500 Pow for the turn.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "My Precious Friends" is in your CZ, choose up to 1 ::Music: Chara in your WR and put it in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered to be Level 0 for this effect. Otherwise put it back where it was)

Music - Lyrical Lily | DJ/S97-045S T: None

L1
C0

Saki Izumo, Angelic Intravenous

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] This ability activates up to once per turn. When you use **RESONANCE**, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[A] [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, may pay. If so, look at up to 2 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.

Music - Photon Maiden | DJ/S97-046 T: None

L1
C1

Saki Izumo, Angelic Intravenous

[C] **ASSIST** All your ::Music:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] This ability activates up to once per turn. When you use **RESONANCE**, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.
[A] [Discard a Climax card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, may pay. If so, look at up to 2 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.

Music - Photon Maiden | DJ/S97-046S T: None

L1
C1

Ibuki Nijijima, Dokidoki Heartbeat

[C] If all your Charas are ::Music::, this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **RESONANCE** [Reveal a "Saki Izumo, Starry Sky" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Music - Photon Maiden | DJ/S97-047 T: None

L1
C1

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Ibuki Nijijima, Dokidoki Heartbeat

[C] If all your Charas are ::Music::, this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **RESONANCE** [Reveal a "Saki Izumo, Starry Sky" from your hand] At the start of your Climax Phase, may pay. If so, this gains +4000 Pow for the turn.

Music - Photon Maiden | DJ/S97-047S T: None

L1
C1

Rinku Aimoto, Chained Sick Cute Angel -Equal Love-

[A] When this attacks, this gains +X Pow for the turn. X = 1500 times # of your other ::Music:: Charas.
[A] **CX COMBO** At the end of this card's attack, if "Overwhelming Torrents of Water" is in the CZ and you have another ::Music:: Chara, put the top 2 cards of your LB in your WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand, choose up to 1 ::Music:: Chara in your WR and put it in your Stock. X = sum of Levels of cards put in the WR via this effect. (Climax Cards are considered to be Level 0 for this effect)

Music - Happy Around! | DJ/S97-048 T: Soul

L2
C1

Rinku Aimoto, Chained Sick Cute Angel -Equal Love-

[A] When this attacks, this gains +X Pow for the turn. X = 1500 times # of your other ::Music:: Charas.
[A] **CX COMBO** At the end of this card's attack, if "Overwhelming Torrents of Water" is in the CZ and you have another ::Music:: Chara, put the top 2 cards of your LB in your WR, choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand, choose up to 1 ::Music:: Chara in your WR and put it in your Stock. X = sum of Levels of cards put in the WR via this effect. (Climax Cards are considered to be Level 0 for this effect)

Music - Happy Around! | DJ/S97-048S T: Soul

L2
C1

D4DJ Groovy Mix Booster Pack

Muni Ohnaruto, Chained Sick Cute Angel -Partial Love-

[A] [Discard a card from your hand to the WR] When your Climax card is placed in the CZ, may pay. If so, draw a card.
[S] [(1) Rest this] Choose 1 of your ::Music:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your WR and return it to your hand."

Music - Happy Around! | DJ/S97-049 T: None

L0
C0

Muni Ohnaruto, Chained Sick Cute Angel -Partial Love-

[A] [Discard a card from your hand to the WR] When your Climax card is placed in the CZ, may pay. If so, draw a card.
[S] [(1) Rest this] Choose 1 of your ::Music:: Charas, and it gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your WR and return it to your hand."

Music - Happy Around! | DJ/S97-049S T: None

L0
C0

Noa Fukushima, Three Treasures Dedicated To Cute

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Keep a Cute Heart!" is in the CZ and you have another ::Music:: Chara, look at up to 3 cards from the top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Photon Maiden | DJ/S97-050 T: None

L0
C0

Noa Fukushima, Three Treasures Dedicated To Cute

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Keep a Cute Heart!" is in the CZ and you have another ::Music:: Chara, look at up to 3 cards from the top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Photon Maiden | DJ/S97-050S T: None

L0
C0

Kurumi Shiratori, With A Naughty Smile

[A] When this attacks, if you have another "Miiko Takeshita, Within A Vial Full of Happiness", reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, choose a Chara in your Opp.'s Front Row, and that Chara gets -5000 Pow for the turn. (Put the revealed card back where it was)
[A] **BOND/"Miiko Takeshita, Within A Vial Full of Happiness"** [Discard a card from your hand to the WR]

Music - Lyrical Lily | DJ/S97-051 T: None

L1
C0

Kurumi Shiratori, With A Naughty Smile

[A] When this attacks, if you have another "Miiko Takeshita, Within A Vial Full of Happiness", reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, choose a Chara in your Opp.'s Front Row, and that Chara gets -5000 Pow for the turn. (Put the revealed card back where it was)
[A] **BOND/"Miiko Takeshita, Within A Vial Full of Happiness"** [Discard a card from your hand to the WR]

Music - Lyrical Lily | DJ/S97-051S T: None

L1
C0

Miiko Takeshita, Within A Vial Full of Happiness

[A] When this attacks, if you have another "Kurumi Shiratori, With A Naughty Smile", reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, this gains +7000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)
[A] **BOND/"Kurumi Shiratori, With A Naughty Smile"** [(1)]

Music - Lyrical Lily | DJ/S97-052 T: None

L1
C0

Miiko Takeshita, Within A Vial Full of Happiness

[A] When this attacks, if you have another "Kurumi Shiratori, With A Naughty Smile", reveal the top card of your LB. If it's either a ::Music:: Chara or an Event, this gains +7000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)
[A] **BOND/"Kurumi Shiratori, With A Naughty Smile"** [(1)]

Music - Lyrical Lily | DJ/S97-052S T: None

L1
C0

Rei Togetsu, Smile Politely

[A] [Discard 2 cards from your 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 your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Happy Around! | DJ/S97-053 T: Soul

L2
C1

Rei Togetsu, Smile Politely

[A] [Discard 2 cards from your 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 your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Music - Happy Around! | DJ/S97-053S T: Soul

L2
C1

Towa Hanamaki, Pale and Aromatic Wings

[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Noa Fukushima, Pale and Dainty Wings" in your WR and put it in any Slot on the Stage.
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Noa Fukushima, Pale and Dainty Wings" and this, then Stand and Swap them.
[A] [Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Music - Photon Maiden | DJ/S97-054 T: None

L2
C1

Towa Hanamaki, Pale and Aromatic Wings

[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Noa Fukushima, Pale and Dainty Wings" in your WR and put it in any Slot on the Stage.
[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your "Noa Fukushima, Pale and Dainty Wings" and this, then Stand and Swap them.
[A] [Put this in the WR] When your other ::Music:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Music - Photon Maiden | DJ/S97-054S T: None

L2
C1

Noa Fukushima, Pale and Dainty Wings
--No Text--

Music - Photon Maiden | DJ/S97-055 T: None

L2
C1

Noa Fukushima, Pale and Dainty Wings
--No Text--

Music - Photon Maiden | DJ/S97-055S T: None

L2
C1

Rei Togetsu, Sparkle Clownfish
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music - Happy Around! | DJ/S97-056 T: Soul

L3
C2

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Rei Togetsu, Sparkle Clownfish
[C] For each of your other ::Music:: Charas, this gains +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Music - Happy Around! | DJ/S97-056S T: Soul

L3
C2

Floating Sea turtle
Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
Put this in your Stock.

DJ/S97-057 T: None

L1
C0

Floating Sea turtle
Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."
Put this in your Stock.

DJ/S97-057S T: None

L1
C0

D4DJ Groovy Mix Booster Pack

Overwhelming Torrents of Water
[C] LINK Groovy Mix
[C] All your Charas gain +1000 Pow and +1 Soul.

DJ/S97-058 T: Treasure

Overwhelming Torrents of Water
[C] LINK Groovy Mix
[C] All your Charas gain +1000 Pow and +1 Soul.

DJ/S97-058R T: Treasure

The Angel's Prank
[C] LINK Groovy Mix
[C] All your Charas gain +1000 Pow and +1 Soul.

DJ/S97-059 T: Treasure

The Angel's Prank
[C] LINK Groovy Mix
[C] All your Charas gain +1000 Pow and +1 Soul.

DJ/S97-059R T: Treasure

Keep a Cute Heart!
[C] All your Charas gain +1000 Pow and +1 Soul.

DJ/S97-060 T: Treasure

Keep a Cute Heart!
[C] All your Charas gain +1000 Pow and +1 Soul.

DJ/S97-060R T: Treasure

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

DJ/S97-061 T: Treasure

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

DJ/S97-061R T: Treasure

Kyoko Yamate, Bravely Rushing Forward
[A] At the start of your Climax Phase, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.
[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 ::Music:: Chara in your WR and return it to your hand.

Music - Peaky P-Key | DJ/S97-062 T: None

L0
C0

Kyoko Yamate, Bravely Rushing Forward
[A] At the start of your Climax Phase, choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.
[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 ::Music:: Chara in your WR and return it to your hand.

Music - Peaky P-Key | DJ/S97-062SSP T: None

L0
C0

Shinobu Inuyose, Maybe True to Herself Sometimes
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When this attacks, if "Golden Yellow Magical DJ" is in the CZ and you have another ::Music:: Chara, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[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 - Peaky P-Key | DJ/S97-063 T: None

L1
C0

Shinobu Inuyose, Maybe True to Herself Sometimes
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.
[A] CX COMBO When this attacks, if "Golden Yellow Magical DJ" is in the CZ and you have another ::Music:: Chara, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[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 - Peaky P-Key | DJ/S97-063SP T: None

L1
C0

Haruna Kasuga, Unexpected Present

[C] If all your Charas are ::Music::, this gains +2500 Pow and "[A] ENCORE [Discard a ::Music::: Chara from your hand to the WR]"

[A] **CX COMBO** [Put a "Lyrical Illusion!!" from your CZ in the WR] At the start of your Attack Phase, if this is in the Front Row and you have another ::Music::: Chara, may pay. If so, choose 1 of the following 2 effects and perform it. "Stand this." "Deal 1 Damage to your Opp.-" (DC can occur)

Music - Lyrical Lily | DJ/S97-064 T: Soul

L2C2

Haruna Kasuga, Unexpected Present

[C] If all your Charas are ::Music::, this gains +2500 Pow and "[A] ENCORE [Discard a ::Music::: Chara from your hand to the WR]"

[A] **CX COMBO** [Put a "Lyrical Illusion!!" from your CZ in the WR] At the start of your Attack Phase, if this is in the Front Row and you have another ::Music::: Chara, may pay. If so, choose 1 of the following 2 effects and perform it. "Stand this." "Deal 1 Damage to your Opp.-" (DC can occur)

Music - Lyrical Lily | DJ/S97-064SP T: Soul

L2C2

Miyu Sakurada, With Big Sister

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music::: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a ::Music::: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Music - Lyrical Lily | DJ/S97-065 T: None

L0C0

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Miyu Sakurada, With Big Sister

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music::: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Discard a ::Music::: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Music - Lyrical Lily | DJ/S97-065SP T: None

L0C0

Esora Shimizu, Piano in Memories

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

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music::: Chara in your WR and return it to your hand.

Music - Peaky P-Key | DJ/S97-066 T: None

L0C0

Esora Shimizu, Piano in Memories

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

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, choose a ::Music::: Chara in your WR and return it to your hand.

Music - Peaky P-Key | DJ/S97-066SP T: None

L0C0

D4DJ Groovy Mix Booster Pack

Shinobu Inuyose, No One is Standing in My Way!

[C] During your turn, if all your Charas are ::Peaky P-key::, this gains +2000 Pow.

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Music - Peaky P-Key | DJ/S97-067 T: None

L1C0

Shinobu Inuyose, No One is Standing in My Way!

[C] During your turn, if all your Charas are ::Peaky P-key::, this gains +2000 Pow.

[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Music - Peaky P-Key | DJ/S97-067S T: None

L1C0

Haruna Kasuga, The Thoughts Behind Marguerite

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.

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

Music - Lyrical Lily | DJ/S97-068 T: Soul

L2C1

Haruna Kasuga, The Thoughts Behind Marguerite

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to the LB and shuffle your LB.

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

Music - Lyrical Lily | DJ/S97-068S T: Soul

L2C1

Yuka Jennifer Sasago, Moment of Flower Blooming

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[C] For each of your other ::Music::: Charas in the Front Row, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, choose up to 1 ::Music::: Chara in your WR and put it in your Stock, choose up to 1 of your Opp.'s Charas and Send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from their Memory in any Slot on the Stage.

Music - Peaky P-Key | DJ/S97-069 T: Soul

L3C2

Yuka Jennifer Sasago, Moment of Flower Blooming

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.

[C] For each of your other ::Music::: Charas in the Front Row, this gains +1500 Pow.

[A] When this is placed from hand to the Stage, choose up to 1 ::Music::: Chara in your WR and put it in your Stock, choose up to 1 of your Opp.'s Charas and Send it to Memory, and at the start of the Encore Step, your Opp. puts that Chara from their Memory in any Slot on the Stage.

Music - Peaky P-Key | DJ/S97-069SP T: Soul

L3C2

Kyoko Yamate, Duet of Connected Feelings

[A] [Turn a face-up card in your Level Zone face-down] When your Chara attacks, may pay. If so, this gains +1500 Pow for the turn.

[A] **CX COMBO** [(S) Discard 4 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Red Rain - BREATH TAKING" is in your CZ and there are 3 face-down cards in your Level Zone, may pay. If so, deal 3 Damage, 2 Damage, and 1 Damage to your Opp. in that order, and put that Chara in Clock. (DC can occur)

Music - Peaky P-Key | DJ/S97-070 T: Soul

L3C2

Kyoko Yamate, Duet of Connected Feelings

[A] [Turn a face-up card in your Level Zone face-down] When your Chara attacks, may pay. If so, this gains +1500 Pow for the turn.

[A] **CX COMBO** [(S) Discard 4 cards from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Red Rain - BREATH TAKING" is in your CZ and there are 3 face-down cards in your Level Zone, may pay. If so, deal 3 Damage, 2 Damage, and 1 Damage to your Opp. in that order, and put that Chara in Clock. (DC can occur)

Music - Peaky P-Key | DJ/S97-070SP T: Soul

L3C2

Kyoko Yamate, Privilege of the Partner Too?

[C] During your turn, this gains +1000 Pow.

[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect)

Music - Peaky P-Key | DJ/S97-071 T: None

L0C0

Kyoko Yamate, Privilege of the Partner Too?

[C] During your turn, this gains +1000 Pow.

[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's at least 1 Level 2 or higher card among them, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect)

Music - Peaky P-Key | DJ/S97-071S T: None

L0C0

Toka Takao, The Path Shown by the Moonlight

[C] If you have no other Charas, this gains +2000 Pow.

[S] [Rest this] Choose 1 of your ::Music::: Charas, and that Chara gains +1000 Pow and ::Water:: for the turn.

Music - Call of Artemis | DJ/S97-072 T: None

L0C0

Toka Takao, The Path Shown by the Moonlight

[C] If you have no other Charas, this gains +2000 Pow.

[S] [Rest this] Choose 1 of your ::Music::: Charas, and that Chara gains +1000 Pow and ::Water:: for the turn.

Music - Call of Artemis | DJ/S97-072S T: None

L0C0

Hihiro Yano, Surprise Served

[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 [Discard a card from your hand to the WR] When this attacks, if "The Agent of Enchantment" is in the CZ and you have another :Music::Chara, may pay. If so, your Opp. put the top 20 cards of their LB in the WR. If there are 3 or fewer Climax cards among them, deal 1 Damage twice to your Opp.. (DC can occur)

Music - Rondo | DJ/S97-101 T: Soul

L3
C2

Shano Himegami, By the Shimmering Lake Moon
 [A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Back Row whose Level is higher than the Level of your Opp.. That Chara does not Stand during your Opp.'s next Stand Phase.
 [A] ([1] Discard a 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, choose 1 of your other ::Music:: Charas, and that Chara gains +1000 Pow for the turn.

Music - Call of Artemis | DJ/S97-102S T: None

Nagisa Tsukimiyama, Lit By Candlelight
 [A] (Discard a card from your hand to the WR) When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, may pay. If so, choose a Chara in your WR and return it to your hand.
 [B] ((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.

Music - Rondo | DJ/S97-104 T: None

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Saki Izumo, Always, Just Like This Planet

[A] [Discard a Climax card from your hand to the WR] When this is either placed from hand to the Stage or placed from the Stage to the WR, may pay. If so, choose a :Music:: Chara in your WR and return it to your hand.

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Music - Photon Maiden | DJ/S97-105S T: None

L1
C0

Hihiro Yano, Pale Red Magical DJ

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

[A] [Discard a Climax card with a Gate Trigger Icon from your hand to the WR] When your Chara's Trigger Check reveals a Climax card with a Gate Trigger Icon, may pay. If so, choose a Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Rondo | DJ/S97-107 T: Soul

L1
C1

Aoi Miyake, Your Heart to Mine

[C] If all your Charas are ::Music::, this gains +2000 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.
[S] [Discard a card from your hand to the WR] This ability activates up to once per turn. This gains the following ability for the turn. [A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand.

Music - Rondo | DJ/S97-108S T: None

L1
C1

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

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

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

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

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

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

D4DJ Groovy Mix Booster Pack

