

[A] **CX COMBO** [(1)] When this attacks, if "Star-connected Bond" is in the CZ and you have 2 or more other Charas with either ::Knocker Up:: and/or ::Yurajima::, look at up to 3 cards from top of your LB and search for up to 1 Chara with either ::Knocker Up:: or ::Yurajima::, reveal it, put it in your hand, put the rest in the WR, and may pay, If so, perform Trigger Check twice during this attack's Trigger Step.

$$\frac{L1}{C0}$$

[A] **CX COMBO** [(1)] When this attacks, if "Star-connected Bond" is in the CZ and you have 2 or more other Charas with either ::Knocker Up:: and/or ::Yurajima::, look at up to 3 cards from top of your LB and search for up to 1 Chara with either ::Knocker Up:: or ::Yurajima::, reveal it, put it in your hand, put the rest in the WR, and may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

L1
C0

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
 [C] If this is in the Front Row, all your Charas with either ::Knocker Up:: or ::Yurajima:: gain +1500 Pow.
 [A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, search your LB for up to 1 Chara with either ::Knocker Up:: or ::Yurajima::, reveal it, put it in your hand, and shuffle your LB.

L3
C2

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
 [C] If this is in the Front Row, all your Charas with either ::Knocker Up:: or ::Yurajima:: gain +1500 Pow.
 [A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards from your WR to the LB. If so, search your LB for up to 1 Chara with either ::Knocker Up:: or ::Yurajima::, reveal it, put it in your hand, and shuffle your LB.

L3
C2

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

L1
C0

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

L1
CO

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.

[A] ([1]) When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower Chara in your WR with either ::Knocker Up:: or ::Yurajima:: and put it in any Slot on the Stage, and at the end of the turn, Send that Chara to Memory.

$$\frac{L1}{C0}$$

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or lower Chara in your WR with either ::Knocker Up:: or ::Yurajima:: and put it in any Slot on the Stage, and at the end of the turn, Send that Chara to Memory.

L1
C0

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

$$\frac{L1}{C1}$$

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

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

$$\frac{L1}{C1}$$

[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 in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

L1
C1

[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 in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

L1
C1

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp." (DC can occur)

L3
C2

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp." (DC can occur)

L3
C2

[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 3 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.

LO
CO

[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 3 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.

$$\frac{L0}{C0}$$

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

LO
CO

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

LO
CO

[C] All your other "Mugen, Lazybone Art Teacher" gain +500 Pow and "[A] **SCORE** [Discard a::Knocker Up: Chara from hand to the WR].
5:: BRAINSTORM (1) Rest 2 of your Charas] 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 ::Knocker Up:: Chara, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[C] All your other "Mugen, Lazybone Art Teacher" gain +500 Pow and "[A] **ENCORE** [Discard a :Knocker Up: Chara from hand to the WR].
[S] **BRAINSTORM** (1) Rest 2 of your Charas] 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 :Knocker Up: Chara, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[A] **RECOLLECTION** [Rest this] At the start of your Attack Phase, if there's a Climax card in your CZ and this is in the Front Row, may pay. If so, choose a "Dreamer" Ariya in your Memory and this, Swap them, and at the start of the Encore Step, Swap them again.

L1
C0

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[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.

[A] **BOND** "Mugen, Lazybone Art Teacher" [Discard a card from your hand to the WR]

L2
C1

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[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.

[A] **BOND***Mugen, Lazybone Art Teacher* [Discard a card from your hand to the WR]

L2
C1

[C] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains the following ability. "[C] All your other ::Knocker Up::: Chara gain +1000 Pow."
 [S] [(2) Rest this] Put the top card of your Clock in the WR.
 [S] [(2) Rest this] Choose 1 of your Opp.'s Charas and

L2
C1

[C] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains the following ability. "[C] All your other ::Knocker Up:: Chara gain +1000 Pow."
 [S] [(2) Rest this] Put the top card of your Clock in the WR.
 [S] [(2) Rest this] Choose 1 of your Opp.'s Charas and return it to their hand.

L2
C1

[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 ::Knocker Up:: Charas in the Back Row, this gains +1500 Pow.
 [A] **CX COMBO** When this attacks, if "Welcome to Paradise" is in the CZ, reveal the top 6 cards of your LB, shuffle your LB, and deal X Damage to your Opp.. X = # of cards with **BOND** among them. (DC can occur)

L3
C2

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

L3
C2

[A] When this card's Trigger Check reveals a Climax card with a Choice Trigger Icon, you may choose a Chara in your WR and return it to your hand.
[A] **BOND/"Ariya**, Singing-and-Dancing Battle Miko" "Ariya, Shrine Girl" [Discard a card from your hand to the WR]

$$\frac{L0}{C0}$$

[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 ::Knocker Up:: Chara in your WR and return it to your hand.

LO
CO

[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 ::Knocker Up:: Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Knocker Up:: or ::Yurajima::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

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

$$\frac{L2}{C1}$$

[C] **RECOLLECTION** If there are 2 or more Charas with either :Knocker Up: and/or :Yurajima: in your Memory, this gains +3500 Pow and [A] **ENCORE** [Discard a Chara with either :Knocker Up: and/or :Yurajima: from your hand to the WR]

[A] **CX COMBO** [Put a "Swordplay" from your CZ to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look up to 4 cards from the top of your LB and search for up to 4 Charas with either :Knocker Up: and/or :Yurajima:, reveal them, put them in your hand, and put the rest in the WR.

L2
C2

You may discard a card from your hand to the WR. If so, all your Opp.'s Charas get -1500 Pow for the turn.
Put this in Clock.

L1
C0

Look at up to X cards from top of your LB, choose up to 2 of them and put them in your hand, and put the rest in the WR. X = # of your ::Knocker Up:: Charas.

$$\frac{L3}{C1}$$

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

1-

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

—

Maron, Investigation at Night

[A] When this becomes Reversed, if the Level 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.
[A] **BOND/"Jyuri**, Patrolling Today Too" [Discard a card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-032 T: None

L0
C0

Maron, Investigation at Night

[A] When this becomes Reversed, if the Level 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.
[A] **BOND/"Jyuri**, Patrolling Today Too" [Discard a card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-032S T: None

L0
C0

Maron, Goofy Rookie Police

[C] **RECOLLECTION** If there is a card in your Memory, this gains +1500 Pow.
[A] When your Climax is placed in the CZ, this gains 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."

Knocker Up - Weapon | DCT/S86-033 T: None

L1
C0

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Maron, Goofy Rookie Policewoman

[C] **RECOLLECTION** If there is a card in your Memory, this gains +1500 Pow.
[A] When your Climax is placed in the CZ, this gains 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."

Knocker Up - Weapon | DCT/S86-033SP T: None

L1
C0

Jyuri, Heiress Policewoman

[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When "Sunset Action" is placed to your CZ, if this is in the Front Row and you have another ::Knocker Up:: Chara, you may choose 1 of your Opp.'s Level 1 or higher Chara. If so, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way minus 1.

Knocker Up - Weapon | DCT/S86-034 T: None

L1
C0

Jyuri, Heiress Policewoman

[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When "Sunset Action" is placed to your CZ, if this is in the Front Row and you have another ::Knocker Up:: Chara, you may choose 1 of your Opp.'s Level 1 or higher Chara. If so, your Opp. chooses a Level X or lower Chara in their WR and Swap the chosen Charas. X = Level of the Chara you chose this way minus 1.

Knocker Up - Weapon | DCT/S86-034SP T: None

L1
C0

D_Cide Traumerei Booster Pack

Eri, Charming Rouge

[A] When this attacks, if you have another ::Knocker Up:: Chara, this gains +1500 Pow for the turn.
[A] **CX COMBO** When this attacks, if "Friendly Peacock-san" is in the CZ and you have 2 or more other ::Knocker Up:: Charas, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] At the end of this card's attack, you may draw a card. If so, discard a card from your hand to the WR." "[A] When this is Front Attacked, you may return this to your hand."

Knocker Up - Shibuya | DCT/S86-035 T: None

L1
C0

Jyuri, Patrolling Today Too

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-036 T: Soul

L2
C1

Jyuri, Patrolling Today Too

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-036S T: Soul

L2
C1

"Dreamer" Eri

[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +1000 Pow.
[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 ::Knocker Up:: Charas.
[A] When your Climax card is placed in the CZ, this gains +2500 Pow and the following ability for the turn. "[C] This cannot be chosen as target of Opp.'s effects."

Knocker Up - Weapon | DCT/S86-037 T: Soul

L3
C2

Eri, Leave the Preparation to Me

[A] When this attacks, choose 1 of your other ::Knocker Up:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Knocker Up:: Charas.
[A] **BOND/"Dreamer" Rena'** [Put a ::Knocker Up:: Chara from your WR on the bottom of the Clock]

Knocker Up - Weapon | DCT/S86-038 T: None

L0
C0

"Dreamer" Jessica

[C] All your other ::Knocker Up:: Charas gain +500 Pow.
[S] [Discard a "Jessica, Really An Adult" from hand to the WR, Rest this] Search your LB for up to 1 ::Knocker Up:: Chara, reveal it, put it in your hand, and shuffle your LB.

Knocker Up - Weapon | DCT/S86-039 T: None

L0
C0

Hana, Discovery of the Century

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."
[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 ::Knocker Up:: Chara in your WR and return it to your hand.

Knocker Up - Yurajima | DCT/S86-040 T: None

L0
C0

Hana, Discovery of the Century

[A] When this is placed from hand to the Stage, all players perform the following action. "If there are 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in your Memory other than those chosen this way in the WR."
[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 ::Knocker Up:: Chara in your WR and return it to your hand.

Knocker Up - Yurajima | DCT/S86-040S T: None

L0
C0

Jessica, It's Not Bad to Be Lively

[A] When you use the **BACKUP** of this, if you have a ::Knocker Up:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Knocker Up - Shibuya | DCT/S86-041 T: None

L1
C0

Jessica, Let's Play a Trick!

[C] During your turn, if you have 2 or more other ::Knocker Up:: Charas, this gains +2000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Knocker Up - Weapon | DCT/S86-042 T: None

L1
C0

Jessica Clayborn

--No Text--

Knocker Up - Weapon | DCT/S86-043 T: None

L1
C0

Jessica, Break Time

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Climax card among them, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Knocker Up:: Charas, at the start of your Climax Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Knocker Up - Shibuya | DCT/S86-044 T: Soul

L2
C1

Eri, Queen's Charisma
[C] If you have another Chara with "Rena" in name, this gains +7500 Pow.
[A] **BOND**"Rena, Thinks of Friends" [Discard a card from your hand to the WR]

Knocker Up - Shibuya | DCT/S86-045 T: Soul

L2
C1

Paradise Treasure Ship
You may discard a Climax card from your hand to the WR. If so, choose up to 2 Chara in your WR and return them to your hand.

DCT/S86-046 T: None

L1
C1

Bringing Dreams to Life!
Choose 1 of the following 3 effects and perform it.
"Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB."
"All your Charas gain +1 Soul for the turn."
"Choose a Chara in your WR and return it to your hand."

DCT/S86-047 T: None

L3
C0

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The Strongest Tag Team
[C] All your Charas gain +1000 Pow and +1 Soul.

DCT/S86-048 T: Treasure

The Strongest Tag Team
[C] All your Charas gain +1000 Pow and +1 Soul.

DCT/S86-048R T: Treasure

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

DCT/S86-049 T: Treasure

D_Cide Traumerei Booster Pack

Friendly Peacock-san
[C] All your Charas gain +1000 Pow and +1 Soul.

DCT/S86-050 T: Treasure

Ryuhei, Spirited High Schooler Fighter
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
[S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Knocker Up:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Knocker Up - Weapon | DCT/S86-051 T: None

L0
C0

Ryuhei, Spirited High Schooler Fighter
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.
[S] [(1) Send this to Memory] Look at up to 3 cards from the top of your LB and search for up to 1 ::Knocker Up:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Knocker Up - Weapon | DCT/S86-051SP T: None

L0
C0

Rena, Thinks of Friends
[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When "Takoyaki Party" is placed in your CZ, if this is in the Front Row, you may choose a ::Knocker Up:: Chara in your WR and either return it to your hand or put it in Stock. If you put that card in Stock this way, this gains +2000 Pow for the turn.

Knocker Up - Weapon | DCT/S86-052 T: None

L1
C0

Rena, Thinks of Friends
[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +1000 Pow.
[A] **CX COMBO** When "Takoyaki Party" is placed in your CZ, if this is in the Front Row, you may choose a ::Knocker Up:: Chara in your WR and either return it to your hand or put it in Stock. If you put that card in Stock this way, this gains +2000 Pow for the turn.

Knocker Up - Weapon | DCT/S86-052SP T: None

L1
C0

Rena, Charming Rouge
[A] When this is placed from hand to the Stage, choose 1 of your ::Knocker Up:: Charas, and that Chara gains +1500 Pow for the turn.
[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.

Knocker Up - Shibuya | DCT/S86-053 T: None

L0
C0

Rena, Charming Rouge
[A] When this is placed from hand to the Stage, choose 1 of your ::Knocker Up:: Charas, and that Chara gains +1500 Pow for the turn.
[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.

Knocker Up - Shibuya | DCT/S86-053S T: None

L0
C0

Aruto, In a Flash
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Knocker Up:: Chara in your WR and return it to your hand.

Knocker Up - Weapon | DCT/S86-054 T: None

L0
C0

Aruto, In a Flash
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Knocker Up:: Chara in your WR and return it to your hand.

Knocker Up - Weapon | DCT/S86-054S T: None

L0
C0

Ryuhei, Running
[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 1000, Level 1** [Discard this card from your hand to the WR]

Knocker Up - Shibuya | DCT/S86-055 T: Soul

L1
C0

Ryuhei, Running
[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 1000, Level 1** [Discard this card from your hand to the WR]

Knocker Up - Shibuya | DCT/S86-055S T: Soul

L1
C0

Aruto, Genius Programmer
[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +2000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Battle for Pudding" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Knocker Up - Weapon | DCT/S86-056 T: None

L1
C1

Aruto, Genius Programmer

[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +2000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Battle for Pudding" is in your CZ, you may choose a Chara in your WR and return it to your hand.

Knocker Up - Weapon | DCT/S86-056SP T: None

L1C1

"Dreamer" Ryuhei

[C] **CX COMBO** If "Battle for Pudding" is in your CZ, this card gains Standby Trigger Icon in all Zones.

[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** [Put a "Battle for Pudding" from your CZ in the WR] When this attacks, may pay. If so, you may choose a Climax card in your hand and put it in the CZ.

Knocker Up - Weapon | DCT/S86-057 T: Soul

L3C2

"Dreamer" Ryuhei

[C] **CX COMBO** If "Battle for Pudding" is in your CZ, this card gains Standby Trigger Icon in all Zones.

[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** [Put a "Battle for Pudding" from your CZ in the WR] When this attacks, may pay. If so, you may choose a Climax card in your hand and put it in the CZ.

Knocker Up - Weapon | DCT/S86-057S T: Soul

L3C2

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Eiji, After Store Closes

[C] All your other "Hazuki, Day Napping With Ponta" gain ::Sweets:: and the following ability. "[A] When this attacks, look at the top card of your LB, put it either on top or bottom of the LB, and this gains +1000 Pow for the turn."

[A] **BOND/"Hazuki, Day Napping With Ponta"** [Put a ::Knocker Up:: Chara from your WR on the bottom of the Clock]

Knocker Up - Yurajima | DCT/S86-058 T: None

L0C0

Eiji, After Store Closes

[C] All your other "Hazuki, Day Napping With Ponta" gain ::Sweets:: and the following ability. "[A] When this attacks, look at the top card of your LB, put it either on top or bottom of the LB, and this gains +1000 Pow for the turn."

[A] **BOND/"Hazuki, Day Napping With Ponta"** [Put a ::Knocker Up:: Chara from your WR on the bottom of the Clock]

Knocker Up - Yurajima | DCT/S86-058S T: None

L0C0

Rena, Positive Influencer

[C] All your other ::Knocker Up:: Charas gain +500 Pow.

[S] [(2) Rest this] Choose either a ::Knocker Up:: Chara or a "Selfie at the Cafe" in your WR and return it to your hand. If you return a "Selfie at the Cafe" to your hand this way, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Knocker Up - Weapon | DCT/S86-059 T: None

L0C0

D_Cide Traumerei Booster Pack

Aruto, Inline Skating

[A] At the start of your Climax Phase, choose 1 of your ::Knocker Up:: Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[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 ::Knocker Up:: Chara, you may move this to an empty Slot in the Front Row."

Knocker Up - Shibuya | DCT/S86-060 T: None

L0C0

Aruto, Inline Skating

[A] At the start of your Climax Phase, choose 1 of your ::Knocker Up:: Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[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 ::Knocker Up:: Chara, you may move this to an empty Slot in the Front Row."

Knocker Up - Shibuya | DCT/S86-060S T: None

L0C0

Hazuki, Day Nap With Ponta

[A] When this is placed from hand to the Stage, if you have another ::Knocker Up:: Chara, this gains +2000 Pow for the turn.

[A] [(1) Rest 1 of your other Standing ::Knocker Up:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Knocker Up:: Chara, reveal it, put it in your hand, and shuffle your LB.

Knocker Up - Yurajima | DCT/S86-061 T: None

L1C0

Hazuki, Day Nap With Ponta

[A] When this is placed from hand to the Stage, if you have another ::Knocker Up:: Chara, this gains +2000 Pow for the turn.

[A] [(1) Rest 1 of your other Standing ::Knocker Up:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Knocker Up:: Chara, reveal it, put it in your hand, and shuffle your LB.

Knocker Up - Yurajima | DCT/S86-061S T: None

L1C0

Eiji, Mysterious Bartender

[C] For each of your other ::Knocker Up:: Chara in the Back Row, this gains +2000 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Knocker Up - Weapon | DCT/S86-062 T: Soul

L2C2

Eiji, Mysterious Bartender

[C] For each of your other ::Knocker Up:: Chara in the Back Row, this gains +2000 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Knocker Up - Weapon | DCT/S86-062SP T: Soul

L2C2

Hazuki, Tiny Champion

[C] If this is in the Front Row, all your ::Knocker Up:: Charas gain +1500 Pow.

[A] **CX COMBO** When "Lunch Party!" is placed in your CZ, if this is in the Front Row, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, if you have 4 or more other ::Knocker Up:: Charas, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Knocker Up - Weapon | DCT/S86-063 T: Soul

L3C2

Hazuki, Tiny Champion

[C] If this is in the Front Row, all your ::Knocker Up:: Charas gain +1500 Pow.

[A] **CX COMBO** When "Lunch Party!" is placed in your CZ, if this is in the Front Row, choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB.

[A] [(2) Discard 2 cards from your hand to the WR] When this attacks, if you have 4 or more other ::Knocker Up:: Charas, may pay. If so, deal 5 Damage to your Opp.. (DC can occur)

Knocker Up - Weapon | DCT/S86-063SP T: Soul

L3C2

Rena, Easy Victory

[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.

Knocker Up - Weapon | DCT/S86-064 T: Soul

L3C2

Aruto, Gadget Boy

[C] All your other "Jessica Clayborn" gain +500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, if there's a Climax card in your CZ, you may put the top card of your LB in Stock."

[S] [Rest 2 of your ::Knocker Up:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Knocker Up - Shibuya | DCT/S86-065 T: None

L0C0

Rena, Charisma Knocker Up

--No Text--

Knocker Up - Weapon | DCT/S86-066 T: None

L0C0

"Dreamer" Rena

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

[A] **BOND/"Ryuhei, Iron Fists of Justice"** [Discard a card from your hand to the WR]

Knocker Up - Weapon | DCT/S86-067 T: None

L1C0

[C] For each of your other ::Knocker Up:: Charas, this gains +500 Pow.
[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn.

$$\frac{L1}{C0}$$

[A] When you use the **BACKUP** of this, put X cards from the bottom of your Opp.'s LB in the WR. X = # of your ::Knocker Up:: Charas.

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

[C] When you play this from your hand, you may choose 1 of your "Rena, Charisma Knocker Up" and put it in the WR. If so, you may play this with 0 Cost.
[C] If you have 2 or more other ::Knocker Up:: Charas, this gains +4000 Pow.

L2
C2

You may choose 1 of your ::Knocker Up:: Charas and put it in the WR. If so, Send this to Memory.
[C] **RECOLLECTION** If this is in Memory, all your ::Knocker Up:: Charas gain +1000 Pow.

$$\frac{L1}{C1}$$

Perform the following 2 effects once each in any order of your choice.

"Choose up to 3 cards in your Opp.'s WR and return them to the LB, and your Opp. shuffles that LB."

"Deal 3 Damage to your Opp.." (DC can occur)

L3
C6

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

—

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

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

[A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either ::Knocker Up::, ::Yurajima::, or ::Mystery:: and put it face-down under this as Marker.

[A] When your Chara on the Stage Swaps with a Chara in Memory, you may put a Marker from under this in Stock.

[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 Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[A] When this is placed from hand to the Stage, you may choose a Chara in your WR with either ::Knocker Up::, ::Yurajima::, or ::Mystery:: and put it face-down under this as Marker.

[A] When your Chara on the Stage Swaps with a Chara in Memory, you may put a Marker from under this in Stock.

[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 Chara in your WR and return it to your hand.

$$\frac{L0}{C0}$$

[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 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

$$\frac{L0}{C0}$$

[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 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

$$\frac{L0}{C0}$$

[C] If you have 4 or more Charas with either ::Knocker Up::, ::Yurajima::, or ::Mystery::, this gets -1 Level while in your hand.

[C] **ASSIST** All your ::Knocker Up:: Charas in front of this gain +2000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

L3
C2

[C] If you have 4 or more Charas with either ::Knocker Up::, ::Yurajima::, or ::Mystery::, this gets -1 Level while in your hand.

[C] **ASSIST** All your ::Knocker Up:: Charas in front of this gain +2000 Pow.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

L3
C2

[C] RECOLLECTION If there are 2 or more "Aki, Plan for Tomorrow" in your Memory, this gains +2500 Pow and the following ability. "[A] ([1] Discard a card from your hand to the WR) When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp.* (DC can occur)"

[A] When this is placed from hand or Memory to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO RECOLLECTION** [(1) Discard a card from your hand to the [WR] When this attacks, if "Anger Within" is in the CZ and there are 3 or more cards in your Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

L3
C2

[C] RECOLLECTION If there are 2 or more "Aki, Plan for Tomorrow" in your Memory, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 1 Damage to your Opp." (DC can occur)

[A] When this is placed from hand or Memory to the Stage, you may put the top card of your Clock in the WR.

[A] **CX COMBO RECOLLECTION** [(1) Discard a card from your hand to the WR] When this attacks, if "Anger Within" is in the CZ and there are 3 or more cards in your Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

L3
C2

Rando, Deepened Bond

[A] This ability activates up to 3 times per turn. When your other Chara with **BOND** is placed from hand to the Stage, 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."
[S] [Rest this] Choose 1 of your other Chara with **BOND** and put it in Stock.

Knocker Up - Yurajima | DCT/S86-080 T: None

L0
C0

Aki, Plan for Tomorrow

[C] All your other Charas with either ::Knocker Up:: or ::Yurajima:: gain +500 Pow.
[S] [(1)] Send this Standing Chara to Memory] Choose from your WR either a "Rando, Dreamer High School Student", "Rando, The Moment the Rainbow Appeared", or a "Rando Furukata" and return it to your hand.

Yurajima | DCT/S86-081 T: None

L0
C0

Aki, Plan for Tomorrow

[C] All your other Charas with either ::Knocker Up:: or ::Yurajima:: gain +500 Pow.
[S] [(1)] Send this Standing Chara to Memory] Choose from your WR either a "Rando, Dreamer High School Student", "Rando, The Moment the Rainbow Appeared", or a "Rando Furukata" and return it to your hand.

Yurajima | DCT/S86-081SP T: None

L0
C0

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Eru, Secretly Santa Claus

[C] If you have another "Rando, Deepened Bond" in your Back Row, this gains +2000 Pow.
[A] **BOND**/"Rando, Deepened Bond" [Discard a card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-082 T: None

L0
C0

Eru, Secretly Santa Claus

[C] If you have another "Rando, Deepened Bond" in your Back Row, this gains +2000 Pow.
[A] **BOND**/"Rando, Deepened Bond" [Discard a card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-082S T: None

L0
C0

Eru, Mysterious Maid

[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 Chara with either ::Knocker Up::, ::Yurajima::, or ::Mystery::, reveal it, put it in your hand, and shuffle your LB.

Knocker Up - Weapon | DCT/S86-083 T: None

L0
C0

D_Cide Traumerei Booster Pack

Eru, Mysterious Maid

[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 Chara with either ::Knocker Up::, ::Yurajima::, or ::Mystery::, reveal it, put it in your hand, and shuffle your LB.

Knocker Up - Weapon | DCT/S86-083S T: None

L0
C0

Rando, The Moment the Rainbow Appeared

[A] When this is placed from hand to the Stage, you may choose a "Rando, Dreamer High School Student" in your WR and Send it to Memory.
[A] **CX COMBO RECOLLECTION** [Rest this] At the start of your Attack Phase, if "Anger Within" is in your CZ, this is in the Front Row, you have another ::Knocker Up:: Chara, and there is an "Aki, Plan for Tomorrow" in your Memory, may pay. If so, choose a "Rando, Dreamer High School Student" in your Memory and this, Swap them, and at the start of the Encore Step, Swap them again.

Knocker Up - Yurajima | DCT/S86-084 T: Soul

L2
C1

Rando, The Moment the Rainbow Appeared

[A] When this is placed from hand to the Stage, you may choose a "Rando, Dreamer High School Student" in your WR and Send it to Memory.
[A] **CX COMBO RECOLLECTION** [Rest this] At the start of your Attack Phase, if "Anger Within" is in your CZ, this is in the Front Row, you have another ::Knocker Up:: Chara, and there is an "Aki, Plan for Tomorrow" in your Memory, may pay. If so, choose a "Rando, Dreamer High School Student" in your Memory and this, Swap them, and at the start of the Encore Step, Swap them again.

Knocker Up - Yurajima | DCT/S86-084S T: Soul

L2
C1

Rin, Girl in Love

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in Stock.
[A] **CX COMBO** When "Even as Rivals for Love" is placed in your CZ, if this is in the Front Row and you have another ::Knocker Up:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects." "[A] When this is Front Attacked, deal 1 Damage to your Opp." (DC can occur)

Knocker Up - Weapon | DCT/S86-085 T: Soul

L3
C2

Rin, Girl in Love

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in Stock.
[A] **CX COMBO** When "Even as Rivals for Love" is placed in your CZ, if this is in the Front Row and you have another ::Knocker Up:: Chara, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects." "[A] When this is Front Attacked, deal 1 Damage to your Opp." (DC can occur)

Knocker Up - Weapon | DCT/S86-085SP T: Soul

L3
C2

Rando, Not Used to Welcoming Others

[C] If you have another Chara with either ::Knocker Up::, ::Yurajima::, or ::Mystery::, all your other "Eru, For the Sake of Revenge" gain +3000 Pow.
[A] **BOND**/"Eru, Incredible Transfer Student" "Eru, Fateful Dawn" [Discard a card from your hand to the WR]

Knocker Up - Yurajima | DCT/S86-086 T: None

L0
C0

Rin, Time After School

[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 ::Knocker Up:: Chara, you may move this to an empty Slot in the Front Row.
[A] **BOND**/"Rando Furukata" [Put another ::Knocker Up:: Chara from your Stage to the WR]

Knocker Up - Yurajima | DCT/S86-087 T: None

L0
C0

Rin, Time After School

[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 ::Knocker Up:: Chara, you may move this to an empty Slot in the Front Row.
[A] **BOND**/"Rando Furukata" [Put another ::Knocker Up:: Chara from your Stage to the WR]

Knocker Up - Yurajima | DCT/S86-087S T: None

L0
C0

Eru, Incredible Transfer Student

[A] When this is placed from hand to the Stage, if there are 2 or fewer cards in your Memory, you may choose an "Eru, Pow of the Sea God" in your WR and Send it to Memory.
[A] **RECOLLECTION** [Rest this] At the start of your Attack Phase, if there's a Climax card in your CZ and this is in the Front Row, may pay. If so, choose an "Eru, Pow of the Sea God" in your Memory and this, Swap them, and at the start of the Encore Step, Swap them again.

Knocker Up - Yurajima | DCT/S86-088 T: None

L1
C0

Eru, Fateful Dawn

[C] If you have 2 or more other Charas with either ::Knocker Up::, ::Yurajima::, and/or ::Mystery::, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Sprouting Friendship" is in your CZ and you have 2 or more other Charas with either ::Knocker Up::, ::Yurajima::, and/or ::Mystery::, choose 1 of the following 2 effects and perform it. "Choose up to 1 Climax card in your CZ and put it in the WR, return all cards from your WR to the LB, and shuffle your LB." "Choose up to 1 Chara in your WR and return it to your hand."

Knocker Up - Yurajima | DCT/S86-089 T: None

L1
C0

Eru, Fateful Dawn

[C] If you have 2 or more other Charas with either ::Knocker Up::, ::Yurajima::, and/or ::Mystery::, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Sprouting Friendship" is in your CZ and you have 2 or more other Charas with either ::Knocker Up::, ::Yurajima::, and/or ::Mystery::, choose 1 of the following 2 effects and perform it. "Choose up to 1 Climax card in your CZ and put it in the WR, return all cards from your WR to the LB, and shuffle your LB." "Choose up to 1 Chara in your WR and return it to your hand."

Knocker Up - Yurajima | DCT/S86-089S T: None

L1
C0

"Dreamer" Eru

[C] During your turn, this gains +1000 Pow.
[A] When this attacks, choose 1 of your other Charas with either ::Knocker Up::, ::Yurajima:: and/or ::Mystery::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Knocker Up::, ::Yurajima:: and/or ::Mystery::.

Knocker Up - Weapon | DCT/S86-090 T: None

L1
C0

Eru, Power of the Sea God

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Chara Opposite this is Level 2, this gains +6000 Pow for the turn."

[A] When this attacks, if there's a Climax card in the CZ, this gains 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."

Knocker Up - Weapon | DCT/S86-091 T: None

L1C1

Rando, Kind Art Club Student

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

/[A] When this is placed from the Stage to the WR, if there are 2 or fewer cards in your Memory, you may choose an "Aki, Plan for Tomorrow" from your WR and Send it to Memory.

Knocker Up - Yurajima | DCT/S86-092 T: None

L0C0

"Dreamer" Rando

[C] If you have 2 or more other Charas with either ::Knocker Up::, ::Yurajima::, and/or ::Mystery::, all your other "Ariya, Promise to Attend School" and "Ariya, Singing-and-Dancing Battle Miko" gain +1000 Pow.

[S] [Rest this] Choose 1 of your "Shuichi, Unrivald Heir", and that Charcater gains +1 Soul for the turn.

Knocker Up - Weapon | DCT/S86-093 T: None

L0C0

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Tris, Servant of God

[C] If you are Level 3 or higher, this gains the following ability. "[S] [(2) Rest this] Choose a "Rando, Dreamer High School Student" in your Memory and put it in any Slot on the Stage."

[C] All your other ::Knocker Up:: Charas gain +500 Pow.

[A] At the start of your Opp.'s Attack Phase, you may choose this card plus either a "Rando, The Moment the Rainbow Appeared", "Eru, Incredible Transfer Student" or "Ariya, Shrine Girl", then Stand and Swap the chosen Charas.

Mystery | DCT/S86-094 T: None

L1C0

Eru, For the Sake of Revenge

--No Text--

Knocker Up - Weapon | DCT/S86-095 T: Soul

L2C2

Speeding Emotions

[Counter] Choose 1 of your Opp.'s Charas and Rest it.

DCT/S86-096 T: None

L2C4

D_Cide Traumerei Booster Pack

Stand Alongside Friends

[Counter] Choose 1 of your Charas, and that Chara gains +3500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp.." (DC can occur)

DCT/S86-097 T: None

L3C1

Anger Within

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

DCT/S86-098 T: Soul Gate

Anger Within

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

DCT/S86-098R T: Soul Gate

Sprouting Friendship

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

DCT/S86-099 T: Soul Gate

Sprouting Friendship

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

DCT/S86-099R T: Soul Gate

Even as Rivals for Love

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

DCT/S86-100 T: Draw

Even as Rivals for Love

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

DCT/S86-100R T: Draw

Ariya, Truly Precious Thing

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.

[C] All your other Charas with either ::Knocker Up:: or ::Yurajima:: gain +500 Pow.

Knocker Up - Weapon | DCT/S86-101 T: None

L0C0

Eri, Cool Beauty

[C] You cannot play Events or **BACKUP** from hand.

Knocker Up - Weapon | DCT/S86-102 T: None

L0C0

Rena, Gentle Smile

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a ::Knocker Up:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Knocker Up - Weapon | DCT/S86-103 T: None

L0C0

Eru, Lonely Soldier

[C] All your other Charas with either ::Knocker Up::, ::Yurajima::, or ::Mystery:: gain +500 Pow.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a Chara in your WR with either ::Knocker Up::, ::Yurajima::, or ::Mystery:: and return it to your hand.

Knocker Up - Weapon | DCT/S86-104 T: None

L0C0