

[A] **CX COMBO** When this is placed from hand to the Stage, if there are 3 or more Climax Cards with "[Link] Groovy Mix" in your WR, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

[A] ([1]) Discard a ::Music:: Chara from your hand to the [WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look up to 3 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.

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

[A] **CX COMBO** When this is placed from hand to the Stage, if there are 3 or more Climax cards with "[Link] Groovy Mix" in your WR, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

[A] ([1] Discard a ::Music:: Chara from your hand to the WR) When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look up to 3 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.

**LO**  
**CO**

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

L0
C0

[A] When your other ::Music:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

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

[C] If there are 3 or fewer cards in your Stock, this gains +1 Level and +1500 Pow.

**LO**  
**CO**

[C] If there are 3 or fewer cards in your Stock, this gains +1 Level and +1500 Pow.

**L0**  
**C0**

[C] During your turn, for each of your other **::Music::** Charas, this gains +500 Pow.

[A] **CXCOMBO** When the Battle Opp. of this becomes Reversed, if Everyone's Friends-<sup>2</sup> is in your C2 and you have 2 or more other **::Music::** Charas, search your LB for up to 1 **::Music::** Chara, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

L1  
C0

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

L1  
C0

[C] If this is in the Front Row Center Slot, this gains +1 Soul.

[A] When this attacks, if you have 2 or more other  
::Music:: Charas, this gains +2000 Pow for the turn.

**L1**  
**C0**

[C] If this is in the Front Row Center Slot, this gains +1 Soul.  
[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

L1  
C0

[A] When you use the **BACKUP** of this, 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)  
[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, 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)

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

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

[C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.

**L2**  
**C1**

[C] For each of your other Back Row ::Music:: Charas, this gains +2500 Pow.

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

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

**L3**  
**C2**

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

[A] When this is placed from hand to the Stage, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage, and this gains +2000 Pow for the turn.

**L3**  
**C2**

[C] **LINK** Groovy Mix  
[C] All your Charas gain +1000 Pow and +1 Soul.

1-

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

—

Happy Stage

[C] **LINK** Groovy Mix

[C] All your Charas gain +2 Soul.

DJ/S97-T10 T: 2 Soul

Happy Stage

[C] **LINK** Groovy Mix

[C] All your Charas gain +2 Soul.

DJ/S97-T10R T: 2 Soul

Haruna Kasuga, To the New Stage!

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

[A] [(1) Put this in your WR] When your other ::Music:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in, and that Chara gains +3000 Pow until the end of the next turn.

Music - Lyrical Lily | DJ/S97-T11 T: None

L0  
C0

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Haruna Kasuga, To the New Stage!

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

[A] [(1) Put this in your WR] When your other ::Music:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in, and that Chara gains +3000 Pow until the end of the next turn.

Music - Lyrical Lily | DJ/S97-T11R T: None

L0  
C0

Miiko Takeshita, To the New Stage!

[C] All your other "Kurumi Shiratori, To the New Stage!" gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **BOND**/"Kurumi Shiratori, To the New Stage!" [Discard a card from your hand to the WR]

Music - Lyrical Lily | DJ/S97-T12 T: None

L0  
C0

Miiko Takeshita, To the New Stage!

[C] All your other "Kurumi Shiratori, To the New Stage!" gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **BOND**/"Kurumi Shiratori, To the New Stage!" [Discard a card from your hand to the WR]

Music - Lyrical Lily | DJ/S97-T12R T: None

L0  
C0

D4DJ Groovy Mix Trial Deck

Miiko Takeshita, Lyrical Lily

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

[A] When this attacks, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Music - Lyrical Lily | DJ/S97-T13 T: None

L0  
C0

Miiko Takeshita, Lyrical Lily

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

[A] When this attacks, choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.

Music - Lyrical Lily | DJ/S97-T13R T: None

L0  
C0

Kurumi Shiratori, Lyrical Lily

[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Music - Lyrical Lily | DJ/S97-T14 T: None

L0  
C0

Kurumi Shiratori, Lyrical Lily

[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Music - Lyrical Lily | DJ/S97-T14R T: None

L0  
C0

Kurumi Shiratori, To the New Stage!

--No Text--

Music - Lyrical Lily | DJ/S97-T15 T: None

L1  
C0

Kurumi Shiratori, To the New Stage!

--No Text--

Music - Lyrical Lily | DJ/S97-T15R T: None

L1  
C0

Miyu Sakurada, Lyrical Lily

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

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Lyrical Lily | DJ/S97-T16 T: None

L1  
C1

Miyu Sakurada, Lyrical Lily

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

[A] **ENCORE** [Put a ::Music:: Chara from your WR on the bottom of your Clock]

Music - Lyrical Lily | DJ/S97-T16R T: None

L1  
C1

Hasuna Kasuga, Lyrical Lily

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

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

Music - Lyrical Lily | DJ/S97-T17 T: Soul

L2  
C1

Hasuna Kasuga, Lyrical Lily

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

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

Music - Lyrical Lily | DJ/S97-T17R T: Soul

L2  
C1

Miyu Sakurada, To the New Stage!

[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** When this attacks, if "Hummingbird Flight" is in the CZ and you have 2 or more other ::Music:: Charas, put the bottom 5 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

Music - Lyrical Lily | DJ/S97-T18 T: Soul

L3  
C2

Miyu Sakurada, To the New Stage!

[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** When this attacks, if "Hummingbird Flight" is in the CZ and you have 2 or more other ::Music:: Charas, put the bottom 5 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of Climax cards among those cards. (DC can occur)

Music - Lyrical Lily | DJ/S97-T18SP T: Soul

L3  
C2

Fancy PARTY

You may play this from hand without meeting the color requirement.  
Send this to Memory.  
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)  
[A] **RECOLLECTION** If this is in Memory, at the start of your Draw Phase, look at the top card of your LB and put it either on top of the LB or in the WR.

DJ/S97-T19 T: None

L1  
C1

Fancy PARTY

You may play this from hand without meeting the color requirement.  
Send this to Memory.  
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)  
[A] **RECOLLECTION** If this is in Memory, at the start of your Draw Phase, look at the top card of your LB and put it either on top of the LB or in the WR.

DJ/S97-T19S T: None

L1  
C1

Hummingbird Flight

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

DJ/S97-T20 T: Treasure

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Hummingbird Flight

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

DJ/S97-T20R T: Treasure

Shinobu Inuyose, To the New Stage!

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] [Put this in the WR] When your other ::Music:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Music - Peaky P-Key | DJ/S97-T21 T: None

L0  
C0

Shinobu Inuyose, To the New Stage!

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] [Put this in the WR] When your other ::Music:: Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Music - Peaky P-Key | DJ/S97-T21R T: None

L0  
C0

D4DJ Groovy Mix Trial Deck

Yuka Jennifer Sasago, Peaky P-key

[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)

Music - Peaky P-Key | DJ/S97-T22 T: None

L0  
C0

Yuka Jennifer Sasago, Peaky P-key

[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)

Music - Peaky P-Key | DJ/S97-T22R T: None

L0  
C0

Esora Shimizu, To the New Stage!

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.

Music - Peaky P-Key | DJ/S97-T23 T: None

L0  
C0

Esora Shimizu, To the New Stage!

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.

Music - Peaky P-Key | DJ/S97-T23R T: None

L0  
C0

Kyoko Yamate, To the New Stage!

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."  
[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 up to 1 ::Music::Charcater in your WR and return it to your hand, choose 1 of your other ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Music - Peaky P-Key | DJ/S97-T24 T: None

L0  
C0

Kyoko Yamate, To the New Stage!

[C] All your Charas gain the following ability. "[C] This cannot Side Attack."  
[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 up to 1 ::Music::Charcater in your WR and return it to your hand, choose 1 of your other ::Music:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR."

Music - Peaky P-Key | DJ/S97-T24SP T: None

L0  
C0

Esora Shimizu, Peaky P-key

[C] If you have not played a "Yuka Jennifer Sasago, To the New Stage!" this turn, "Yuka Jennifer Sasago, To the New Stage!" in your hand gets -2 Cost. If you have played exactly 1 this turn, "Yuka Jennifer Sasago, To the New Stage!" in your hand gets -1 Cost.  
[A] **BOND!**"Yuka Jennifer Sasago, To the New Stage!" [Discard a card from your hand to the WR]

Music - Peaky P-Key | DJ/S97-T25 T: None

L1  
C0

Esora Shimizu, Peaky P-key

[C] If you have not played a "Yuka Jennifer Sasago, To the New Stage!" this turn, "Yuka Jennifer Sasago, To the New Stage!" in your hand gets -2 Cost. If you have played exactly 1 this turn, "Yuka Jennifer Sasago, To the New Stage!" in your hand gets -1 Cost.  
[A] **BOND!**"Yuka Jennifer Sasago, To the New Stage!" [Discard a card from your hand to the WR]

Music - Peaky P-Key | DJ/S97-T25R T: None

L1  
C0

Shinobu Inuyose, Peaky P-key

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Put 1 of your other ::Music:: Charas from the Stage in the WR, Rest this] Draw a card.

Music - Peaky P-Key | DJ/S97-T26 T: Soul

L2  
C1

Shinobu Inuyose, Peaky P-key

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Put 1 of your other ::Music:: Charas from the Stage in the WR, Rest this] Draw a card.

Music - Peaky P-Key | DJ/S97-T26R T: Soul

L2  
C1

Yuka Jennifer Sasago, To the New Stage!

--No Text--

Music - Peaky P-Key | DJ/S97-T27 T: Soul

L2  
C2

Yuka Jennifer Sasago, To the New Stage!

--No Text--

Music - Peaky P-Key | DJ/S97-T27R T: Soul

L2  
C2

[A] When this is placed from hand to the Stage, you may Choose a ::Music: Chara in your WR and return it to your hand.

[A] **CX COMBO** (1) Discard a ::Music:: Chara from your hand to the WRs [A] When this attacks, if "Destination = HEAVEN" is in the CZ, may pay. If so, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, deal 1 Damage to your Opp., and deal 6 Damage to your Opp.." (DC can occur)

L3  
C2

[A] When this is placed from hand to the Stage, you may choose a ::Music:: Chara in your WR and return it to your hand.

[A] **CK COMBO** ((1) Discard a ::Music:: Chara from your hand to the WR) When this attacks, if "Destination - HEAVEN" is in the CZ, may pay. If so, this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, deal 1 Damage to your Opp., and deal 6 Damage to your Opp." (DC can occur)

L3  
C2

If you don't have a ::Music:: Chara, you cannot from this from hand. You may play this from your hand without meeting the color requirement.  
Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

L1	
C1	

If you don't have a **Music** Chara, you cannot form this from hand. You may play this from your hand without meeting the color requirement.  
Search your LB for up to 1 Climax card, reveal it, put it in your hand, and shuffle your LB.

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

L0
C0

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

LO
CO

LO	
CO	

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

LO
CO

L1	
C0	

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

L1  
C0

L1  
C0

**Ibuki Nijijima, Photon Maiden**

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Female Leopard" is in the CZ and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of the cards put into WR by this effect. (Climax cards are considered to be Level 0 for this effect)

Music - Photon Maiden | DJ/S97-T37 T: None

L1

C0

**Ibuki Nijijima, Photon Maiden**

[C] During your turn, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Female Leopard" is in the CZ and you have another ::Music:: Chara, put the top 2 cards of your LB in the WR, and choose up to 1 Level X or lower ::Music:: Chara in your WR and return it to your hand. X = sum of Levels of the cards put into WR by this effect. (Climax cards are considered to be Level 0 for this effect)

Music - Photon Maiden | DJ/S97-T37R T: None

L1

C0

**Towa Hanamaki, To the New Stage!**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.  
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Music - Photon Maiden | DJ/S97-T38 T: Soul

L2

C1

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**Towa Hanamaki, To the New Stage!**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.  
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Music - Photon Maiden | DJ/S97-T38R T: Soul

L2

C1

**Saki Izumo, Photon Maiden**

[C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Photon Maiden | DJ/S97-T39 T: Soul

L3

C2

**Saki Izumo, Photon Maiden**

[C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Music - Photon Maiden | DJ/S97-T39R T: Soul

L3

C2

D4DJ Groovy Mix Trial Deck

**Female Leopard**

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

DJ/S97-T40 T: Soul Gate

**Female Leopard**

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

DJ/S97-T40R T: Soul Gate

**Saori Hidaka, To the New Stage!**

[C] During your turn, all your other ::Music:: Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Music - Mermaid | DJ/S97-T41 T: None

L0

C0

**Saori Hidaka, To the New Stage!**

[C] During your turn, all your other ::Music:: Charas gain +500 Pow.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each Climax card revealed this way, draw up to 1 card.

Music - Mermaid | DJ/S97-T41R T: None

L0

C0

**Marika Mizushima, Merm4id**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Music - Mermaid | DJ/S97-T42 T: None

L0

C0

**Marika Mizushima, Merm4id**

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Music - Mermaid | DJ/S97-T42R T: None

L0

C0

**Saori Hidaka, Merm4id**

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mermaid | DJ/S97-T43 T: None

L0

C0

**Saori Hidaka, Merm4id**

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas and a Trait on that Chara, and that Chara loses all instances of that Trait for the turn.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Music:: Chara, reveal it, put it in your hand, and shuffle your LB.

Music - Mermaid | DJ/S97-T43R T: None

L0

C0

**Dalia Matsuyama, Merm4id**

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Music - Mermaid | DJ/S97-T44 T: None

L0

C0

**Dalia Matsuyama, Merm4id**

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Music - Mermaid | DJ/S97-T44R T: None

L0

C0

**Rika Seto, Merm4id**

[A] When this becomes Reversed in battle, 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 - Mermaid | DJ/S97-T45 T: None

L0

C0

**Rika Seto, Merm4id**

[A] When this becomes Reversed in battle, 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 - Mermaid | DJ/S97-T45R T: None

L0

C0

[C] During your turn, this gains +4000 Pow.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

L1  
C0

[C] During your turn, this gains +4000 Pow.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

L1  
CO

[C] During your turn, for each of your other **::Music::** Charas, this gains +1500 Pow.  
 [A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

L2	
C1	

[C] During your turn, for each of your other ::Music:: Charas, this gains +1500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may Send that Chara to Memory.

**L2**  
**C1**

[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** [(1) Discard a card from your hand to the WR] When this attacks, if "Aqua Splash" is in the CZ and you have 2 or more other ::Music:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

L3  
C2

[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** [(1) Discard a card from your hand to the WR] When this attacks, if "Aqua Splash" is in the CZ and you have 2 or more other :[Music]: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

**L3**  
**C2**

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[A] [Clock] **SHIFT Level0**

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[A] [Clock] **SHIFT Level0**

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

[A] [Put this in the WR] When your other "Nagisa Tsukimiyama, To the New Stage!" is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

[A] **BOND:** "Nagisa Tsukimiyama, To the New Stage!" [Put a ::Music:: Chara from your WR on the bottom of the Clock]

LC  
CO

[A] [Put this in the WR] When your other "Nagisa Tsukimiyama, To the New Stage!" is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

[A] **BOND::Nagisa** Tsukimiyama, To the New Stage!" [Put a ::Music:: Chara from your WR on the bottom of the Clock]

LO	
CO	

$$\frac{L0}{C0}$$
$$\frac{LC}{CC}$$

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
 [A] **CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Songweavers of Bliss" is in your CZ and you have another ::Music:: Chara, may pay. If so, choose up to 2 cards in your WR that are either ::Music:: Chara and/or "Sun and Moon" and return them to your hand.

L1	
C0	

[C] During your turn, if all your Charas are ::Music::, this gains +2000 Pow.  
**A) CX COMBO** [Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, if "Songweavers of Bliss" is in your CZ and you have another ::Music:: Chara, may pay. If so, choose up to 2 cards in your WR that are either ::Music:: Chara and/or "Sun and Moon" and return them to your hand.

$$\frac{L1}{C0}$$
$$\frac{L1}{C1}$$
$$\frac{L1}{C1}$$

[A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your ::Music:: Charas in battle, and that Chara gains +2000 Pow for the turn.

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

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

[A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your ::Music:: Charas in battle, and that Chara gains +2000 Pow for the turn.

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

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

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

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

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
 [S] [Rest this] Look at the top 2 cards of your LB and put them on top of your LB in any order.

**L2**  
**C1**

[A] When this is placed from hand to the Stage, 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.

[A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

L3  
C2

[A] When this is placed from hand to the Stage, 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.  
[A] [(2) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

L3  
C2

If you don't have a ::Music:: Chara, you cannot from this from hand. You may play this from your hand without meeting the color requirement

Search your LB for up to 1 **Music**: Chara, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

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

If you don't have a ::Music:: Chara, you cannot from this from hand. You may play this from your hand without meeting the color requirement.

Search your LB for up to 1 **Music**: Chara, reveal it, put it in your hand, shuffle your LB, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

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

[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 +2 Soul.

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[C] All your Charas gain +2 Soul.

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