

### "Smiley Planet" Hagumi Kitazawa

[C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Hello, Happy World! | BD/WE32-01BDR T: None

L0  
C0

### "Smiley Planet" Hagumi Kitazawa

[C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Hello, Happy World! | BD/WE32-01S T: None

L0  
C0

### "Smiley Planet" Kokoro Tsurumaki

[C] If you have no other ::Hello, Happy World!:: Charas, this does not Stand during your Stand Phase.  
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Hello, Happy World! | BD/WE32-02BDR T: None

L0  
C0

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### "Smiley Planet" Kokoro Tsurumaki

[C] If you have no other ::Hello, Happy World!:: Charas, this does not Stand during your Stand Phase.  
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Hello, Happy World! | BD/WE32-02S T: None

L0  
C0

### "Innocent Flap" Nanami Hiromachi

[C] If you have no other ::Morfonica:: Charas, this does not Stand during your Stand Phase.  
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Morfonica | BD/WE32-03BDR T: None

L0  
C0

### "Innocent Flap" Nanami Hiromachi

[C] If you have no other ::Morfonica:: Charas, this does not Stand during your Stand Phase.  
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Morfonica | BD/WE32-03S T: None

L0  
C0

## Bang Dream Girls Band Party! Premium Booster

### "Blooming Air" Hina Hikawa

[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 +1000 Pow for the turn.

Music - Pastel \* Palettes | BD/WE32-04BDR T: None

L1  
C0

### "Blooming Air" Hina Hikawa

[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 +1000 Pow for the turn.

Music - Pastel \* Palettes | BD/WE32-04S T: None

L1  
C0

### "Smiley Planet" Kanon Matsubara

[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 +1000 Pow for the turn.

Music - Hello, Happy World! | BD/WE32-05BDR T: None

L1  
C0

### "Smiley Planet" Kanon Matsubara

[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 +1000 Pow for the turn.

Music - Hello, Happy World! | BD/WE32-05S T: None

L1  
C0

### "Innocent Flap" Touko Kirigaya

[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 +1000 Pow for the turn.

Music - Morfonica | BD/WE32-06BDR T: None

L1  
C0

### "Innocent Flap" Touko Kirigaya

[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 +1000 Pow for the turn.

Music - Morfonica | BD/WE32-06S T: None

L1  
C0

### "Smiley Planet" Kaoru Seta

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hello, Happy World!:: Chara, choose 1 of your ::Hello, Happy World!:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Hello, Happy World! | BD/WE32-07BDR T: None

L1  
C0

### "Smiley Planet" Kaoru Seta

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Hello, Happy World!:: Chara, choose 1 of your ::Hello, Happy World!:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Hello, Happy World! | BD/WE32-07S T: None

L1  
C0

### "Blooming Air" Chisato Shirasagi

[A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Pastel \* Palettes | BD/WE32-08BDR T: Soul

L2  
C1

### "Blooming Air" Chisato Shirasagi

[A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Pastel \* Palettes | BD/WE32-08S T: Soul

L2  
C1

### "Smiley Planet" Misaki Okusawa

[A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Hello, Happy World! | BD/WE32-09BDR T: Soul

L2  
C1

### "Smiley Planet" Misaki Okusawa

[A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Hello, Happy World! | BD/WE32-09S T: Soul

L2  
C1

**"Scarlet Soul" Himari Uehara**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Afterglow | BD/WE32-10BDR T: None

L0  
C0

**"Scarlet Soul" Himari Uehara**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Afterglow | BD/WE32-10S T: None

L0  
C0

**"Scarlet Soul" Tsugumi Hazawa**  
 [C] If you have no other ::Afterglow:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Afterglow | BD/WE32-11BDR T: None

L0  
C0

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**"Scarlet Soul" Tsugumi Hazawa**  
 [C] If you have no other ::Afterglow:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Afterglow | BD/WE32-11S T: None

L0  
C0

**"Scarlet Soul" Ako Udagawa**  
 [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 +1000 Pow for the turn.

Music - Afterglow | BD/WE32-12BDR T: None

L1  
C0

**"Scarlet Soul" Ako Udagawa**  
 [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 +1000 Pow for the turn.

Music - Afterglow | BD/WE32-12S T: None

L1  
C0

**Bang Dream Girls Band Party! Premium Booster**

**"Excite Perform" Lock**  
 [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 +1000 Pow for the turn.

Music - Raise a Suilen | BD/WE32-13BDR T: None

L1  
C0

**"Excite Perform" Lock**  
 [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 +1000 Pow for the turn.

Music - Raise a Suilen | BD/WE32-13S T: None

L1  
C0

**"Scarlet Soul" Ran Mitake**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Afterglow:: Chara, choose 1 of your ::Afterglow:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Afterglow | BD/WE32-14BDR T: None

L1  
C0

**"Scarlet Soul" Ran Mitake**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Afterglow:: Chara, choose 1 of your ::Afterglow:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Afterglow | BD/WE32-14S T: None

L1  
C0

**"Blooming Air" Eve Wakamiya**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Pastel \* Palettes:: Chara, choose 1 of your ::Pastel \* Palettes:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Pastel \* Palettes | BD/WE32-15BDR T: None

L1  
C0

**"Blooming Air" Eve Wakamiya**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Pastel \* Palettes:: Chara, choose 1 of your ::Pastel \* Palettes:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Pastel \* Palettes | BD/WE32-15S T: None

L1  
C0

**"Excite Perform" Layer**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Raise a Suilen:: Chara, choose 1 of your ::Raise a Suilen:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Raise a Suilen | BD/WE32-16BDR T: None

L1  
C0

**"Excite Perform" Layer**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Raise a Suilen:: Chara, choose 1 of your ::Raise a Suilen:: Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

Music - Raise a Suilen | BD/WE32-16S T: None

L1  
C0

**"Scarlet Soul" Moca Aoba**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Afterglow | BD/WE32-17BDR T: Soul

L2  
C1

**"Scarlet Soul" Moca Aoba**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Afterglow | BD/WE32-17S T: Soul

L2  
C1

**"Excite Perform" Masking**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Raise a Suilen | BD/WE32-18BDR T: Soul

L2  
C1

**"Excite Perform" Masking**  
 [A] When you use the **BACKUP** of this, if you have a ::Music:: Chara, 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]

Music - Raise a Suilen | BD/WE32-18S T: Soul

L2  
C1

**"Peaceful Jump!" Rimi Ushigome**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Poppin' Party | BD/WE32-19BDR T: None

**L0**  
**CO**

**"Peaceful Jump!" Rimi Ushigome**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Poppin' Party | BD/WE32-19S T: None

**L0**  
**CO**

**"Blooming Air" Maya Yamato**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Pastel \* Palettes | BD/WE32-20BDR T: None

**L0**  
**CO**

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**"Blooming Air" Maya Yamato**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Pastel \* Palettes | BD/WE32-20S T: None

**L0**  
**CO**

**"Peaceful Jump!" Asuka Toyama**  
 [C] If you have no other ::Poppin' Party:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Poppin' Party | BD/WE32-21BDR T: None

**L0**  
**CO**

**"Peaceful Jump!" Asuka Toyama**  
 [C] If you have no other ::Poppin' Party:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Poppin' Party | BD/WE32-21S T: None

**L0**  
**CO**

**Bang Dream Girls Band Party! Premium Booster**

**"Peaceful Jump!" Saaya Yamabuki**  
 [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 +1000 Pow for the turn.

Music - Poppin' Party | BD/WE32-22BDR T: None

**L1**  
**CO**

**"Peaceful Jump!" Saaya Yamabuki**  
 [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 +1000 Pow for the turn.

Music - Poppin' Party | BD/WE32-22S T: None

**L1**  
**CO**

**"Lofty Ambition" Ako Udagawa**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Roselia | BD/WE32-23BDR T: None

**L0**  
**CO**

**"Lofty Ambition" Ako Udagawa**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Roselia | BD/WE32-23S T: None

**L0**  
**CO**

**"Innocent Flap" Rui Yashio**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Morfonica | BD/WE32-24BDR T: None

**L0**  
**CO**

**"Innocent Flap" Rui Yashio**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Morfonica | BD/WE32-24S T: None

**L0**  
**CO**

**"Excite Perform" Pareo**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Raise a Suilen | BD/WE32-25BDR T: None

**L0**  
**CO**

**"Excite Perform" Pareo**  
 [C] During your turn, if there's a Marker under this, this gains +2000 Pow.  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, you may put it face-down under this as Marker. (If you don't, put it back where it was)

Music - Raise a Suilen | BD/WE32-25S T: None

**L0**  
**CO**

**"Blooming Air" Aya Maruyama**  
 [C] If you have no other ::Pastel \* Palettes:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Pastel \* Palettes | BD/WE32-26BDR T: None

**L0**  
**CO**

**"Blooming Air" Aya Maruyama**  
 [C] If you have no other ::Pastel \* Palettes:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Pastel \* Palettes | BD/WE32-26S T: None

**L0**  
**CO**

**"Lofty Ambition" Lisa Imai**  
 [C] If you have no other ::Roselia:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Roselia | BD/WE32-27BDR T: None

**L0**  
**CO**

**"Lofty Ambition" Lisa Imai**  
 [C] If you have no other ::Roselia:: Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Music - Roselia | BD/WE32-27S T: None

**L0**  
**CO**

**"Excite Perform" Chu2**  
 [C] If you have no other **::Raise a Suilen::** Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

*Music - Raise a Suilen | BD/WE32-28BDR T: None*

**L0**  
**C0**

**"Excite Perform" Chu2**  
 [C] If you have no other **::Raise a Suilen::** Charas, this does not Stand during your Stand Phase.  
 [A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

*Music - Raise a Suilen | BD/WE32-28S T: None*

**L0**  
**C0**

**"Lofty Ambition" Yukina Minato**  
 [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 +1000 Pow for the turn.

*Music - Roselia | BD/WE32-29BDR T: None*

**L1**  
**C0**

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**"Lofty Ambition" Yukina Minato**  
 [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 +1000 Pow for the turn.

*Music - Roselia | BD/WE32-29S T: None*

**L1**  
**C0**

**"Peaceful Jump!" Tae Hanazono**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Poppin' Party::** Chara, choose 1 of your **::Poppin' Party::** Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

*Music - Poppin' Party | BD/WE32-30BDR T: None*

**L1**  
**C0**

**"Peaceful Jump!" Tae Hanazono**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Poppin' Party::** Chara, choose 1 of your **::Poppin' Party::** Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

*Music - Poppin' Party | BD/WE32-30S T: None*

**L1**  
**C0**

**Bang Dream Girls Band Party! Premium Booster**

**"Lofty Ambition" Sayo Hikawa**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Roselia::** Chara, choose 1 of your **::Roselia::** Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

*Music - Roselia | BD/WE32-31BDR T: None*

**L1**  
**C0**

**"Lofty Ambition" Sayo Hikawa**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Roselia::** Chara, choose 1 of your **::Roselia::** Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

*Music - Roselia | BD/WE32-31S T: None*

**L1**  
**C0**

**"Innocent Flap" Tsukushi Futaba**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Morfonica::** Chara, choose 1 of your **::Morfonica::** Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

*Music - Morfonica | BD/WE32-32BDR T: None*

**L1**  
**C0**

**"Innocent Flap" Tsukushi Futaba**  
 [A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a **::Morfonica::** Chara, choose 1 of your **::Morfonica::** Charas, and that Chara gains +1500 Pow for the turn. (Put the revealed card back where it was)

*Music - Morfonica | BD/WE32-32S T: None*

**L1**  
**C0**

**"Peaceful Jump!" Arisa Ichigaya**  
 [A] When you use the **BACKUP** of this, if you have a **::Music::** Chara, 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]

*Music - Poppin' Party | BD/WE32-33BDR T: Soul*

**L2**  
**C1**

**"Peaceful Jump!" Arisa Ichigaya**  
 [A] When you use the **BACKUP** of this, if you have a **::Music::** Chara, 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]

*Music - Poppin' Party | BD/WE32-33S T: Soul*

**L2**  
**C1**

**"Lofty Ambition" Rinko Shirokane**  
 [A] When you use the **BACKUP** of this, if you have a **::Music::** Chara, 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]

*Music - Roselia | BD/WE32-34BDR T: Soul*

**L2**  
**C1**

**"Lofty Ambition" Rinko Shirokane**  
 [A] When you use the **BACKUP** of this, if you have a **::Music::** Chara, 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]

*Music - Roselia | BD/WE32-34S T: Soul*

**L2**  
**C1**

**"Innocent Flap" Mashiro Kurata**  
 [A] When you use the **BACKUP** of this, if you have a **::Music::** Chara, 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]

*Music - Morfonica | BD/WE32-35BDR T: Soul*

**L2**  
**C1**

**"Innocent Flap" Mashiro Kurata**  
 [A] When you use the **BACKUP** of this, if you have a **::Music::** Chara, 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]

*Music - Morfonica | BD/WE32-35S T: Soul*

**L2**  
**C1**

[Empty card frame]

[Empty card frame]