

Okarun, Clash of Curses

[C] During your turn, if all your Charas are ::Human:: and/or ::Strange::, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row."

Human - Occult | DDD/S129-001 T: None

L0C0

Okarun, Clash of Curses

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[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row."

Human - Occult | DDD/S129-001S T: None

L0C0

Okarun, Clash of Curses

[C] During your turn, if all your Charas are ::Human:: and/or ::Strange::, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row."

Human - Occult | DDD/S129-001SSP T: None

L0C0

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Okarun, To Keep His Promise

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Battle Between Curses" is in your CX Zone and you have another ::Human:: or ::Strange:: Chara, choose up to 1 ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and reveal the top card of your LB. If it's a Level 2 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Human - Occult | DDD/S129-002 T: None

L1C0

Okarun, To Keep His Promise

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Battle Between Curses" is in your CX Zone and you have another ::Human:: or ::Strange:: Chara, choose up to 1 ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and reveal the top card of your LB. If it's a Level 2 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Human - Occult | DDD/S129-002S T: None

L1C0

Okarun, To Keep His Promise

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Battle Between Curses" is in your CX Zone and you have another ::Human:: or ::Strange:: Chara, choose up to 1 ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and reveal the top card of your LB. If it's a Level 2 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Human - Occult | DDD/S129-002SP T: None

L1C0

Dandadan Vol. 2 Booster Pack

Okarun, A Man's Determination

[C] During your turn, this gains +4000 Pow.

[A] **CX COMBO** At the start of your Attack Phase, if "Ganbare Okarun" is in the CX Zone and there are no other Charas in your Front Row, this gains the following ability for the turn. "[A] **1Turn** [(5) Discard an "Okarun, A Man's Determination" from your hand to the WR, discard 2 ::Human:: and/or ::Strange:: Charas from your hand to the WR] At the end of this card's attack, may pay. If so, deal 1 Damage to your Opp. twice, deal 2 Damage to your Opp. 4 times, Stand this, and at the start of the Encore Step, put this in the WR." (DC can occur)

Human - Occult | DDD/S129-003 T: Soul

L3C2

Okarun, A Man's Determination

[C] During your turn, this gains +4000 Pow.

[A] **CX COMBO** At the start of your Attack Phase, if "Ganbare Okarun" is in the CX Zone and there are no other Charas in your Front Row, this gains the following ability for the turn. "[A] **1Turn** [(5) Discard an "Okarun, A Man's Determination" from your hand to the WR, discard 2 ::Human:: and/or ::Strange:: Charas from your hand to the WR] At the end of this card's attack, may pay. If so, deal 1 Damage to your Opp. twice, deal 2 Damage to your Opp. 4 times, Stand this, and at the start of the Encore Step, put this in the WR." (DC can occur)

Human - Occult | DDD/S129-003S T: Soul

L3C2

Okarun, A Man's Determination

[C] During your turn, this gains +4000 Pow.

[A] **CX COMBO** At the start of your Attack Phase, if "Ganbare Okarun" is in the CX Zone and there are no other Charas in your Front Row, this gains the following ability for the turn. "[A] **1Turn** [(5) Discard an "Okarun, A Man's Determination" from your hand to the WR, discard 2 ::Human:: and/or ::Strange:: Charas from your hand to the WR] At the end of this card's attack, may pay. If so, deal 1 Damage to your Opp. twice, deal 2 Damage to your Opp. 4 times, Stand this, and at the start of the Encore Step, put this in the WR." (DC can occur)

Human - Occult | DDD/S129-003SP T: Soul

L3C2

Okarun, Overfilled with Occult

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, all your Charas gain +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, choose up to 1 ::Human:: or ::Strange:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Human - Occult | DDD/S129-004 T: None

L0C0

Okarun, Overfilled with Occult

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, all your Charas gain +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, choose up to 1 ::Human:: or ::Strange:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Human - Occult | DDD/S129-004S T: None

L0C0

Okarun, Plans After School

[A] **CX COMBO** [Discard a "Battle Between Curses" or "Ganbare Okarun" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Battle Between Curses" or "Ganbare Okarun" in your WR and return it to your hand.

[A] When this attacks, if you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains +4000 Pow for the turn.

Human - Occult | DDD/S129-005 T: Soul

L1C0

Okarun, Plans After School

[A] **CX COMBO** [Discard a "Battle Between Curses" or "Ganbare Okarun" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Battle Between Curses" or "Ganbare Okarun" in your WR and return it to your hand.

[A] When this attacks, if you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains +4000 Pow for the turn.

Human - Occult | DDD/S129-005S T: Soul

L1C0

Okarun, Preparation Against Evil Eye

[C] During your turn, for each of your other ::Human:: and/or ::Strange:: Charas, this gains +1000 Pow.

[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - Occult | DDD/S129-006 T: Soul

L1C0

Okarun, Preparation Against Evil Eye

[C] During your turn, for each of your other ::Human:: and/or ::Strange:: Charas, this gains +1000 Pow.

[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - Occult | DDD/S129-006S T: Soul

L1C0

Recent Okarun

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

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, reveal the top card of your LB. If it's a Level 1 or higher card, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

[S] [Put another ::Human:: or ::Strange:: Chara from your Stage in the WR, Rest this] If you have another "Okarun, A Man's Determination" or "Okarun, Challenger", choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - Occult | DDD/S129-007 T: Soul

L1C1

Recent Okarun

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

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, reveal the top card of your LB. If it's a Level 1 or higher card, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

[S] [Put another ::Human:: or ::Strange:: Chara from your Stage in the WR, Rest this] If you have another "Okarun, A Man's Determination" or "Okarun, Challenger", choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - Occult | DDD/S129-007S T: Soul

L1C1

Okarun, City at Night

[C] If you have "Okarun, Overfilled with Occult" and "Recent Okarun", this gets -1 Level while in your hand.

[C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 3 or more other Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Human - Occult | DDD/S129-008 T: Soul

L3C2

Okarun, City at Night

[C] If you have "Okarun, Overfilled with Occult" and "Recent Okarun", this gets -1 Level while in your hand.
[C] During your turn, if you have 3 or more other Charas, this gains +2000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 3 or more other Charas, may pay. If so, choose a card in your Clock and return it to your hand.

Human - Occult | DDD/S129-008S T: Soul

L3
C2

Okarun, Serious Follow-Up Attack

[A] When this is placed from hand to the Stage or via effect of [A] of "Okarun, Serious Strike" to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Occultic World" is in the CX Zone, may pay. If so, deal 4 Damage to your Opp. (DC can occur)

Human - Occult | DDD/S129-009 T: Soul

L3
C2

Okarun, Serious Follow-Up Attack

[A] When this is placed from hand to the Stage or via effect of [A] of "Okarun, Serious Strike" to the Stage, look at up to 3 cards from top of your LB, put them on top of your LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand.
[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Occultic World" is in the CX Zone, may pay. If so, deal 4 Damage to your Opp. (DC can occur)

Human - Occult | DDD/S129-009S T: Soul

L3
C2

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Okarun, School at Night

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from 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 Opp.'s Charas.
[A] [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Human - Occult | DDD/S129-010 T: None

L0
C0

Okarun, School at Night

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from 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 Opp.'s Charas.
[A] [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Human - Occult | DDD/S129-010S T: None

L0
C0

Okarun, Battle Rhythm

[C] During your turn, if there are 5 or more cards in your hand, this gains +2000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Human - Occult | DDD/S129-011 T: None

L0
C0

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Okarun, Battle Rhythm

[C] During your turn, if there are 5 or more cards in your hand, this gains +2000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Human - Occult | DDD/S129-011S T: None

L0
C0

Okarun, Time to Get Serious

[A] [(1) Discard a card from your hand to the WR, put 1 of your Charas from the Stage in 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 their Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Human - Occult | DDD/S129-012 T: Soul

L2
C1

Okarun, Time to Get Serious

[A] [(1) Discard a card from your hand to the WR, put 1 of your Charas from the Stage in 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 their Stock. If so, put the bottom card of your Opp.'s Stock in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Human - Occult | DDD/S129-012S T: Soul

L2
C1

Okarun, Wants to Rebuild the House

[C] If you have 4 or more other ::Human:: and/or ::Strange:: Charas, this gains +8000 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Human:: and/or ::Strange:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Human:: and/or ::Strange:: Charas, you may choose a ::Human:: or ::Strange7:: Chara in your WR and put it in your Stock.

Human - Occult | DDD/S129-013 T: Soul

L2
C1

Okarun, Wants to Rebuild the House

[C] If you have 4 or more other ::Human:: and/or ::Strange:: Charas, this gains +8000 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Human:: and/or ::Strange:: Charas, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Human:: and/or ::Strange:: Charas, you may choose a ::Human:: or ::Strange7:: Chara in your WR and put it in your Stock.

Human - Occult | DDD/S129-013S T: Soul

L2
C1

Okarun, Challenger

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR. X = # of your Opp.'s Charas.
[A] **CHANGE** [Put this is in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Okarun, A Man's Determination" in your WR and put it in the Slot this was in.

Human - Occult | DDD/S129-014 T: Soul

L3
C2

Okarun, Challenger

[A] [Put another Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, choose up to 1 of them and put it in your Stock, and put the rest in the WR. X = # of your Opp.'s Charas.
[A] **CHANGE** [Put this is in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Okarun, A Man's Determination" in your WR and put it in the Slot this was in.

Human - Occult | DDD/S129-014S T: Soul

L3
C2

Okarun, Bad Situation

[C] All your other "Okarun, Let's Go" gain +1500 Pow and +2 Soul.
[A] [Discard a ::Human:: or ::Strange:: Chara 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 "Okarun, Let's Go", reveal it, put it in your hand, and shuffle your LB.

Human - Occult | DDD/S129-015 T: None

L0
C0

Okarun, Bad Situation

[C] All your other "Okarun, Let's Go" gain +1500 Pow and +2 Soul.
[A] [Discard a ::Human:: or ::Strange:: Chara 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 "Okarun, Let's Go", reveal it, put it in your hand, and shuffle your LB.

Human - Occult | DDD/S129-015S T: None

L0
C0

Okarun, Battle in the Music Room

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When "VS Strange Enemies in the Music Room" is placed in your CX Zone, if you have another ::Human:: or ::Strange:: Chara, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and shuffle your LB."

Human - Occult | DDD/S129-016 T: None

L0
C0

Okarun, Battle in the Music Room

[C] During your turn, this gains +2000 Pow.
[A] **CX COMBO** When "VS Strange Enemies in the Music Room" is placed in your CX Zone, if you have another ::Human:: or ::Strange:: Chara, choose 1 of your other Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and shuffle your LB."

Human - Occult | DDD/S129-016S T: None

L0
C0

Okarun, Attack of the Invisible Monster

[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 1 of your Opp.'s Charas and return it to their hand.
[A] When this Direct Attacks, choose 1 of your other Charas, Rest it and move it to an empty Slot in the Back Row.

Human - Occult | DDD/S129-017 T: None

L0
C0

Okarun, Attack of the Invisible Monster

[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 1 of your Opp.'s Charas and return it to their hand.
[A] When this Direct Attacks, choose 1 of your other Charas, Rest it and move it to an empty Slot in the Back Row.

Human - Occult | DDD/S129-017S T: None

L0C0

Kinta "The End of Joy Toy Pegasus" Sakata

[A] When this is placed from hand to the Stage, if you have another ::Human:: or ::Strange:: Chara, this gains +2000 Pow for the turn.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

Human - Chunibyō | DDD/S129-018 T: None

L0C0

Kinta "The End of Joy Toy Pegasus" Sakata

[A] When this is placed from hand to the Stage, if you have another ::Human:: or ::Strange:: Chara, this gains +2000 Pow for the turn.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 1 or higher Charas, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

Human - Chunibyō | DDD/S129-018S T: None

L0C0

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Kinta, Tips of Becoming Popular

[C] During your turn, this gains +3000 Pow.
[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Human - Chunibyō | DDD/S129-019 T: None

L1C0

Kinta, Tips of Becoming Popular

[C] During your turn, this gains +3000 Pow.
[A] When this or the Battle Opp. of this becomes Reversed, that Chara cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Human - Chunibyō | DDD/S129-019S T: None

L1C0

Okarun, Let's Go

--No Text--

Human - Occult | DDD/S129-020 T: None

L1C0

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Okarun, Let's Go

--No Text--

Human - Occult | DDD/S129-020S T: None

L1C0

Okarun, Occultic Summer

[C] If there's a CX with a Choice Trigger Icon in your CX Zone, this gains a Choice Trigger Icon in all zones.
[C] During your turn, if you have another ::Human:: or ::Strange:: Chara, this gains +1 Level and +5500 Pow.
[S] [Put this Standing card in the WR] If you are Level 3 or higher, choose up to 1 "Okarun, Serious Strike" in your hand and put it in the Slot this was in.

Human - Occult | DDD/S129-021S T: Soul

L1C0

Where the Golden Ball Goes

Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and put this on the bottom of your LB. If X is 2 or higher, search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, discard a card from your hand to the Waiting Room, and shuffle your LB. X = sum of Levels of cards put from LB in the WR via this effect. (CX are considered to be Level 0 for this effect)

DDD/S129-022 T: None

L1C0

Where the Golden Ball Goes

Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and put this on the bottom of your LB. If X is 2 or higher, search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, discard a card from your hand to the Waiting Room, and shuffle your LB. X = sum of Levels of cards put from LB in the WR via this effect. (CX are considered to be Level 0 for this effect)

DDD/S129-022S T: None

L1C0

Battle Between Curses

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-023 T: Choice

Battle Between Curses

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-023R T: Choice

Ganbare Okarun

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-024 T: Choice

Ganbare Okarun

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-024R T: Choice

VS Strange Enemies in the Music Room

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-025 T: Choice

VS Strange Enemies in the Music Room

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-025R T: Choice

Aira, Occultic Gal

[C] If all your Charas are ::Human:: and/or ::Strange::, this gains +3000 Pow.
[A] [(1) Put a ::Human:: or ::Strange:: Chara from your WR on the bottom of your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Human - Pretty Girl | DDD/S129-026 T: None

L0C0

Aira, Occultic Gal

[C] If all your Charas are ::Human:: and/or ::Strange::, this gains +3000 Pow.
[A] [(1) Put a ::Human:: or ::Strange:: Chara from your WR on the bottom of your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Human - Pretty Girl | DDD/S129-026S T: None

L0C0

Aira, Occultic Gal

[C] If all your Charas are ::Human:: and/or ::Strange::, this gains +3000 Pow.

[A] [(1) Put a ::Human:: or ::Strange:: Chara from your WR on the bottom of your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Human - Pretty Girl | DDD/S129-026SP T: None

L0C0

Aira, Occultic World

[C] If you have 4 or more ::Human:: and/or ::Strange:: Charas, this gets -1 Level while in your hand.

[C] If you have 3 or more other Charas, this gains +4000 Pow.

[A] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, put them on top of your LB in any order, and draw a card." "[1] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Human - Pretty Girl | DDD/S129-027 T: Soul

L3C2

Aira, Occultic World

[C] If you have 4 or more ::Human:: and/or ::Strange:: Charas, this gets -1 Level while in your hand.

[C] If you have 3 or more other Charas, this gains +4000 Pow.

[A] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, put them on top of your LB in any order, and draw a card." "[1] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Human - Pretty Girl | DDD/S129-027S T: Soul

L3C2

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Aira, Occultic World

[C] If you have 4 or more ::Human:: and/or ::Strange:: Charas, this gets -1 Level while in your hand.

[C] If you have 3 or more other Charas, this gains +4000 Pow.

[A] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, put them on top of your LB in any order, and draw a card." "[1] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Human - Pretty Girl | DDD/S129-027SP T: Soul

L3C2

Aira, Overfilled with Occult

[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 Level 0 or lower ::Human:: or ::Strange:: Chara in your WR and put it in any Slot on the Stage.

[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Human - Pretty Girl | DDD/S129-028 T: None

L1C0

Aira, Overfilled with Occult

[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 Level 0 or lower ::Human:: or ::Strange:: Chara in your WR and put it in any Slot on the Stage.

[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Human - Pretty Girl | DDD/S129-028S T: None

L1C0

Dandadan Vol. 2 Booster Pack

Chiquitita

[A] When this is placed from hand to the Stage or when this attacks, if all your Charas are ::Human:: and/or ::Strange::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Strange - Milk | DDD/S129-029 T: None

L0C0

Chiquitita

[A] When this is placed from hand to the Stage or when this attacks, if all your Charas are ::Human:: and/or ::Strange::, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Strange - Milk | DDD/S129-029S T: None

L0C0

Aira, Morning Routine

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Human - Pretty Girl | DDD/S129-030 T: None

L0C0

Aira, Morning Routine

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of your LB in any order.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

Human - Pretty Girl | DDD/S129-030S T: None

L0C0

Aira, Roaring Music

[A] When this is placed from hand to the Stage, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +3000 Pow for the turn.

[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Human - Pretty Girl | DDD/S129-031 T: None

L1C0

Aira, Roaring Music

[A] When this is placed from hand to the Stage, look at the top card of your LB, put it either on top of the LB or in the WR, and this gains +3000 Pow for the turn.

[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Human - Pretty Girl | DDD/S129-031S T: None

L1C0

Aira, Battle Rhythm

[A] [Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose an "Aira, Battle Rhythm" in your WR and return it to your hand.

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

Human - Pretty Girl | DDD/S129-032 T: Soul

L2C1

Aira, Battle Rhythm

[A] [Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose an "Aira, Battle Rhythm" in your WR and return it to your hand.

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

Human - Pretty Girl | DDD/S129-032S T: Soul

L2C1

Aira, Her Real Self

[C] During your turn, if you have another ::Human:: or ::Strange:: Chara, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and discard a card from your hand to the WR."

Human - Pretty Girl | DDD/S129-033 T: Soul

L0C0

Aira, Her Real Self

[C] During your turn, if you have another ::Human:: or ::Strange:: Chara, this gains +2500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, choose a ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and discard a card from your hand to the WR."

Human - Pretty Girl | DDD/S129-033S T: Soul

L0C0

Aira, Battle in the Music Room

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Time to Dance!" is in your CX Zone and you have another ::Human:: or ::Strange:: Chara, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Human - Pretty Girl | DDD/S129-034 T: None

L0C0

Aira, Battle in the Music Room

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

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "It's Time to Dance!" is in your CX Zone and you have another ::Human:: or ::Strange:: Chara, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Human - Pretty Girl | DDD/S129-034S T: None

L0C0

Chiquitita, Helping Out

[C] During your turn, all your other ::Human:: and/or ::Strange:: Charas gain +1000 Pow.

[S] [(1) Discard a card from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

Strange - Milk | DDD/S129-035 T: None

L1
C0

Chiquitita, Helping Out

[C] During your turn, all your other ::Human:: and/or ::Strange:: Charas gain +1000 Pow.

[S] [(1) Discard a card from your hand to the WR, Rest this] Choose a Chara in your WR and return it to your hand.

Strange - Milk | DDD/S129-035S T: None

L1
C0

Aira, Everyone Sleeping Over

[C] If all your Charas are ::Human:: and/or ::Strange::, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, if there's a CX with a Treasure Trigger Icon in your CX Zone, draw up to 2 cards, and discard the same number of cards from your hand to the WR.

Human - Pretty Girl | DDD/S129-036 T: Soul

L1
C1

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Aira, Everyone Sleeping Over

[C] If all your Charas are ::Human:: and/or ::Strange::, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, if there's a CX with a Treasure Trigger Icon in your CX Zone, draw up to 2 cards, and discard the same number of cards from your hand to the WR.

Human - Pretty Girl | DDD/S129-036S T: Soul

L1
C1

Aira, City at Night

[C] If you have 3 or more other Charas, this gains the following 2 abilities. "[C] During your turn, this gains +4000 Pow." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **CX COMBO** [Put a "Pretty Girl VS Unknown Enemy" from your CX Zone in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, put the rest in the WR, choose up to 2 ::Human:: and/or ::Strange:: Charas in your WR and put them in your Stock in any order.

Human - Pretty Girl | DDD/S129-037 T: Soul

L2
C1

Aira, City at Night

[C] If you have 3 or more other Charas, this gains the following 2 abilities. "[C] During your turn, this gains +4000 Pow." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **CX COMBO** [Put a "Pretty Girl VS Unknown Enemy" from your CX Zone in the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, put the rest in the WR, choose up to 2 ::Human:: and/or ::Strange:: Charas in your WR and put them in your Stock in any order.

Human - Pretty Girl | DDD/S129-037S T: Soul

L2
C1

Dandadan Vol. 2 Booster Pack

Aira, Occultic Girl

[C] All your other "Aira, Because I'm the Chosen One" and "Aira, Acrobatic Pretty Girl" gain +500 Pow and the following ability. "[A] When this attacks, look at the top card of your LB and put it either on top of the LB or in the WR."

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - Pretty Girl | DDD/S129-038S T: None

L0
C0

Gratitude From the Galaxy

[Put a Chara from your Stage in the WR] may pay. If so, search your LB for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, and shuffle your LB.

DDD/S129-039 T: None

L2
C1

Gratitude From the Galaxy

[Put a Chara from your Stage in the WR] may pay. If so, search your LB for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, and shuffle your LB.

DDD/S129-039S T: None

L2
C1

It's Time to Dance!

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

(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-040 T: Treasure

It's Time to Dance!

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

(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-040R T: Treasure

Pretty Girl VS Unknown Enemy

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

(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-041 T: Treasure

Pretty Girl VS Unknown Enemy

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

(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-041R T: Treasure

Momo, Occultic Gal

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR] When this attacks, may pay. If so, put up to 3 cards from top of your LB in the WR, choose a Level X or lower ::Human:: or ::Strange:: Chara in your WR and return it to your hand. X = # of ::Human:: and/or ::Strange:: Charas among those cards.

Human - ESP | DDD/S129-042 T: None

L0
C0

Momo, Occultic Gal

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR] When this attacks, may pay. If so, put up to 3 cards from top of your LB in the WR, choose a Level X or lower ::Human:: or ::Strange:: Chara in your WR and return it to your hand. X = # of ::Human:: and/or ::Strange:: Charas among those cards.

Human - ESP | DDD/S129-042S T: None

L0
C0

Momo, Occultic Gal

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR] When this attacks, may pay. If so, put up to 3 cards from top of your LB in the WR, choose a Level X or lower ::Human:: or ::Strange:: Chara in your WR and return it to your hand. X = # of ::Human:: and/or ::Strange:: Charas among those cards.

Human - ESP | DDD/S129-042SP T: None

L0
C0

Momo, To Keep Her Promise

[C] If you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains +5000 Pow.

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"

[A] **CX COMBO EXPERIENCE** When this attacks, if "Momo's Promise" is in the CX Zone and the sum of Levels of cards in your Level Zone is 3 or higher, look at the top card of your LB, put it either on top of the LB or in the WR, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - ESP | DDD/S129-043 T: None

L1
C0

Momo, To Keep Her Promise

[C] If you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains +5000 Pow.

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"

[A] **CX COMBO EXPERIENCE** When this attacks, if "Momo's Promise" is in the CX Zone and the sum of Levels of cards in your Level Zone is 3 or higher, look at the top card of your LB, put it either on top of the LB or in the WR, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - ESP | DDD/S129-043S T: None

L1
C0

[C] **EXPERIENCE** [[Rest this Standing card] When "Moe Moe Ki Cannon" is placed in your CX Zone, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal 3 Damage to your Opp. twice. (DC can occur)

[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] **EXPERIENCE** [[Rest this Standing card] When "Moe Moe Ki Cannon" is placed in your CX Zone, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal 3 Damage to your Opp. twice. (DC can occur)

[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] **EXPERIENCE** [[Rest this Standing card] When "Moe Moe Ki Cannon" is placed in your CX Zone, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal 3 Damage to your Opp. twice. (DC can occur)

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

L3
C2

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.

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

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.

LO
CO

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.

LO
C0

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

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

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

LO
CO

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

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

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

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

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks, you can't use another card 2 for each 2 of your cards.

LO
CO

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks,

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

[A] [(1) Discard 2 cards from your hand to the WR] During the turn this is placed from hand to the Stage, when this attacks,

may pay. If so, search your LB for up to 2 ::Human:: and/or ::Strange:: Charas, reveal it, put it in your hand, and shuffle your LB.

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

[C] EXPERIENCE If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"

[A] EXPERIENCE When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 3 or higher, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, discard a card from your hand to the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

L1
C0

[C] EXPERIENCE If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"

[A] **EXPERIENCE** When this is placed from hand to the Stage, if the sum of Levels of cards in your Level Zone is 3 or higher, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, discard a card from your hand to the WR, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

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

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

[A] **1/Turn** When you use an [S] ability, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your hand and discard a card from

[A] **1/Turn** When you use an [S] ability, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] **EXPERIENCE** [Rest this] If the sum of Levels of cards in your Level Zone is 3 or higher, choose 1 of your ::Human:: or ::Strange:: Charas, and that Chara gains +2500 Pow for the turn.

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

[C] ASSIST All your ::Human:: and/or ::Strange:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] **1/Turn** When you use an [S] ability, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your hand and discard a card from

[A] **1/Turn** When you use an [S] ability, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] **EXPERIENCE** [Rest this] If the sum of Levels of cards in your Level Zone is 3 or higher, choose 1 of your ::Human:: or ::Strange:: Charas, and that Chara gains +2500 Pow for the turn.

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

[C] EXPERIENCE If this is in your hand and the sum of Levels of cards in your Level Zone is 6 or higher, this gains the following ability. "[S] [Counter]

[A] **EXPERIENCE** [Discard 2 Charas with **BACKUP** from your hand to the WR]

BACKUP 5000, Level 3 [Discard this card from your hand to the WR]
[A] EXPERIENCE [Discard 2 Charas with **BACKUP** from your hand to the WR]
 When you use the **BACKUP** of this, if the sum of Levels of cards in your

When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 6 or higher and there's a "Momo, Occultic World" in your Front Row, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.

L3
C2

[C] **EXPERIENCE** This is in your hand and the sum of Levels of cards in your Level Zone is 6 or higher, this gains the following ability. "[S] [Counter] **BACKUP 5000, Level 3** [Discard this card from your hand to the WR]"

[A] **EXPERIENCE** [Discard 2 Charas with **BACKUP** from your hand to the WR] When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 6 or higher and there's a "Momo, Occultic World" in your Front Row, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.

L3
C2

[C] **EXPERIENCE** During your turn, if this is in your hand and the sum of Levels of cards in your Level Zone is 6 or higher, this gains the following ability. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand."

[A] When this is placed from hand to the Stage, you may choose a CX with a Comeback Trigger Icon in your WR and return it to your hand.

L3
C2

[C] **EXPERIENCE** During your turn, if this is in your hand and the sum of Levels of cards in your Level Zone is 6 or higher, this gains the following ability. "[C] During battles involving this, your Opp. cannot play Events or **BACKUP** from hand."
[A] When this is placed from hand to the Stage, you may choose a CX with a Comeback Trigger Icon in your WR and return it to your hand.

L3
C2

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. [S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

[A] When this attacks, choose 1 of your ::Human:: or ::Strange:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [Rest 1 of your ::Human:: or ::Strange:: Charas] Choose a ::Human:: or ::Strange:: Chara in your Level Zone and a ::Human:: or ::Strange:: Chara in your WR and swap them.

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

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. [S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR!]

[A] When this attacks, choose 1 of your ::Human:: or ::Strange:: Charas, and that Chara gains +1500 Pow for the turn.

[S] [Rest 1 of your ::Human:: or ::Strange:: Charas] Choose a ::Human:: or ::Strange:: Chara in your Level Zone and a ::Human:: or ::Strange:: Chara in your WR and swap them.

LO
CO

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. [S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

[A] **CX COMBO** [Discard a "Momo's Promise" or "Moe Moe Ki Cannon" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Momo's Promise" or "Moe Moe Ki Cannon" in your WR and return it to your hand.

LC
CC

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] **CX COMBO** [Discard a "Momo's Promise" or "Moe Moe Ki Cannon" from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Momo's Promise" or "Moe Moe Ki Cannon" in your WR and return it to your hand.

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

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

[S] [(1)] Put this in the WR Put the top 3 cards of your LB in the WR, choose a Level X or lower ::Human:: or ::Strange:: Chara in your WR and return it to your hand. X = # of ::Human:: and/or ::Strange:: Charas among those cards.

LO
CO

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

[S] [(1)] Put this in the WR! Put the top 3 cards of your LB in the WR, choose a Level X or lower ::Human:: or ::Strange:: Chara in your WR and return it to your hand. X = # of ::Human:: and/or ::Strange:: Charas among those cards.

$$\frac{LC}{CC}$$

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]."
 [A] [(1) Discard a card 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 at up to 2 cards from top of your LB, put them on top of the LB in any order, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

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

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] ([1] Discard a card 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 at up to 2 cards from top of your LB, put them on top of the LB in any order, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

LO
CO

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"
[S] [Discard a card from your hand to the WR, put this in the WR] If you have a ::Human:: or ::Strange:: Chara, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

$$\frac{LC}{CC}$$

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[S] [Discard a card from your hand to the WR, put this in the WR] If you have a ::Human:: or ::Strange:: Chara, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

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

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

LO
CO

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"

[A] When this is placed from the Stage to the WR, look at up to 3 cards from top of your LB and search for up to 1 CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

$$\frac{LC}{CC}$$

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. [S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]. [A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +4500 Pow for the turn, and reveal the top card of your LB. If it's a Chara with [Counter], put it in your Stock. (Otherwise put it back where it was)

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

[C] **EXPERIENCE** This is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. [S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR.] [A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 3 or higher, this gains +4500 Pow for the turn, and reveal the top card of your LB. If it's a Chara with [Counter], put it in your Stock. (Otherwise put it back where it was)

L1
C0

[A] When your other **Human** or **Stranger** Chara attacks, this gains +X Pow for the turn. X = 500 times # of your other **Human** and/or **Stranger** Charas.

[A] When the Battle Opp. of this becomes **Reversed**, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

L1
CO

Seiko, Preparing Counters

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

[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Human - Medium | DDD/S129-060S T: None

L1C0

Momo, City at Night

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]"

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +4500 Pow and the following 3 abilities. "[C] During your turn, this gains +2000 Pow." "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +4500 Pow for the turn." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Human - ESP | DDD/S129-061 T: None

L1C1

Momo, City at Night

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]"

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +4500 Pow and the following 3 abilities. "[C] During your turn, this gains +2000 Pow." "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +4500 Pow for the turn." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Human - ESP | DDD/S129-061S T: None

L1C1

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Turbo Granny, He's A Crybaby

[A] When this attacks, if you have 4 or more other ::Human:: and/or ::Strange:: Charas, choose 1 of your Charas, and that Chara gains +4500 Pow for the turn.

[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

Strange - Lucky Cat | DDD/S129-062 T: Soul

L2C1

Turbo Granny, He's A Crybaby

[A] When this attacks, if you have 4 or more other ::Human:: and/or ::Strange:: Charas, choose 1 of your Charas, and that Chara gains +4500 Pow for the turn.

[A] [(1) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put the bottom 4 cards of your Opp.'s LB in the WR, and deal X Damage to your Opp.. X = # of CX among those cards. (DC can occur)

Strange - Lucky Cat | DDD/S129-062S T: Soul

L2C1

Momo, Enemy Assault!?

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

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and cannot be chosen as target of Opp.'s effects.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand, and may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Human - ESP | DDD/S129-063 T: Soul

L3C2

Dandadan Vol. 2 Booster Pack

Momo, Enemy Assault!?

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

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 6 or higher, this gains +1000 Pow and cannot be chosen as target of Opp.'s effects.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to their hand, and may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Human - ESP | DDD/S129-063S T: Soul

L3C2

Turbo Granny, I'll Turn a Blind Eye This Time

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

[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 500 times # of your other ::Human:: and/or ::Strange:: Charas.

Strange - Lucky Cat | DDD/S129-064 T: None

L0C0

Turbo Granny, I'll Turn a Blind Eye This Time

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

[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -X Pow for the turn. X = 500 times # of your other ::Human:: and/or ::Strange:: Charas.

Strange - Lucky Cat | DDD/S129-064S T: None

L0C0

Seiko, Wants to Rebuild the House

[A] **CX COMBO** When "First, Let's Go to the Super Bathroom" is placed in your CX Zone, if you have another ::Human:: or ::Strange:: Chara, you may choose a ::Human:: or ::Strange:: Chara in your WR and put it in your Stock.

[S] [(2) Discard a ::Human:: or ::Strange:: Chara from your hand to the WR. Rest this] Choose a Chara in your WR and return it to your hand, choose a Chara in your WR with the same card name as the Chara returned to your hand this way and return it to your hand.

Human - Medium | DDD/S129-065 T: None

L0C0

Seiko, Wants to Rebuild the House

[A] **CX COMBO** When "First, Let's Go to the Super Bathroom" is placed in your CX Zone, if you have another ::Human:: or ::Strange:: Chara, you may choose a ::Human:: or ::Strange:: Chara in your WR and put it in your Stock.

[S] [(2) Discard a ::Human:: or ::Strange:: Chara from your hand to the WR. Rest this] Choose a Chara in your WR and return it to your hand, choose a Chara in your WR with the same card name as the Chara returned to your hand this way and return it to your hand.

Human - Medium | DDD/S129-065S T: None

L0C0

Manjiro, Seiko's Pupil

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

[A] When the Battle Opp. of this becomes Reversed, if you have another ::Human:: or ::Strange:: Chara, reveal the top card of your LB. If it's a Level 2 or higher Chara, put it in your hand. (Otherwise put it back where it was)

Human - Shinto Priest | DDD/S129-066 T: None

L0C0

Manjiro, Seiko's Pupil

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.

[A] When the Battle Opp. of this becomes Reversed, if you have another ::Human:: or ::Strange:: Chara, reveal the top card of your LB. If it's a Level 2 or higher Chara, put it in your hand. (Otherwise put it back where it was)

Human - Shinto Priest | DDD/S129-066S T: None

L0C0

Momo, Everyone Paying a Visit

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Human - ESP | DDD/S129-067 T: None

L1C0

Momo, Everyone Paying a Visit

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Human - ESP | DDD/S129-067S T: None

L1C0

Turbo Granny, Taking a Nap

[S] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn. (Put the revealed card back where it was)

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Strange - Lucky Cat | DDD/S129-068 T: None

L1C0

Turbo Granny, Taking a Nap

[S] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn. (Put the revealed card back where it was)

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Strange - Lucky Cat | DDD/S129-068S T: None

L1C0

Seiko, Talented Medium

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

[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 3 or higher, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, put the rest in the WR, and this gains +3000 Pow for the turn.

Human - Medium | DDD/S129-069 T: None

L1C0

Seiko, Talented Medium

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

[A] **EXPERIENCE** When this attacks, if the sum of Levels of cards in your Level Zone is 3 or higher, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, put the rest in the WR, and this gains +3000 Pow for the turn.

Human - Medium | DDD/S129-069S T: None

L1C0

Turbo Granny, Battle Rhythm

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: 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]

Strange - Lucky Cat | DDD/S129-070 T: Soul

L1C1

Turbo Granny, Battle Rhythm

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: 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]

Strange - Lucky Cat | DDD/S129-070S T: Soul

L1C1

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Momo, Issue Regarding Evil Eye

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following ability. "[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]"

[A] **CX COMBO EXPERIENCE** When this attacks, if "Exorcism of Evil Eye" is in the CX Zone and the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 card in your Opp.'s WR and put it on top of the LB.

Human - ESP | DDD/S129-071 T: Soul

L2C1

Momo, Issue Regarding Evil Eye

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following ability. "[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]"

[A] **CX COMBO EXPERIENCE** When this attacks, if "Exorcism of Evil Eye" is in the CX Zone and the sum of Levels of cards in your Level Zone is 5 or higher, choose up to 1 Chara in your WR and return it to your hand, choose up to 1 card in your Opp.'s WR and put it on top of the LB.

Human - ESP | DDD/S129-071S T: Soul

L2C1

Momo, Everyone Dining Together

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following ability. "[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]"

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, this gains +9000 Pow.

[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

Human - ESP | DDD/S129-072 T: Soul

L2C1

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Momo, Everyone Dining Together

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following ability. "[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]"

[C] **EXPERIENCE** During your turn, if the sum of Levels of cards in your Level Zone is 5 or higher, this gains +9000 Pow.

[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory.

Human - ESP | DDD/S129-072S T: Soul

L2C1

Momo, Battle Against Evil Eye

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following ability. "[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]"

[A] **EXPERIENCE** [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 5 or higher and there are 4 or more CX with a Comeback Trigger Icon in your WR, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Human - ESP | DDD/S129-073 T: Soul

L2C1

Momo, Battle Against Evil Eye

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following ability. "[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]"

[A] **EXPERIENCE** [(1) Discard a card from your hand to the WR] When you use the **BACKUP** of this, if the sum of Levels of cards in your Level Zone is 5 or higher and there are 4 or more CX with a Comeback Trigger Icon in your WR, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Human - ESP | DDD/S129-073S T: Soul

L2C1

Seiko, Battle Against Evil Eye

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your hand. (Otherwise put it back where it was)

Human - Medium | DDD/S129-074 T: Soul

L2C1

Seiko, Battle Against Evil Eye

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 5 or higher, this gains the following 2 abilities. "[C] During your turn, this gains +5000 Pow." "[A] **ENCORE** [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR]"

[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your hand. (Otherwise put it back where it was)

Human - Medium | DDD/S129-074S T: Soul

L2C1

Turbo Granny, Beckoning Cat

[C] You may play this from your hand without meeting the color requirement.

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all cards from their Stock to their LB, shuffles that LB, and puts the same number of cards from top of their LB in their Stock.

Strange - Lucky Cat | DDD/S129-075S T: Soul

L2C0

Turbo Granny, Beckoning Cat

[C] You may play this from your hand without meeting the color requirement.

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all cards from their Stock to their LB, shuffles that LB, and puts the same number of cards from top of their LB in their Stock.

Strange - Lucky Cat | DDD/S129-075SIR T: Soul

L2C0

Momo, Supernatural Power

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

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1500 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 to the Stage, you may put the top card of your Clock in the WR.

Human - ESP | DDD/S129-076S T: Soul

L3C2

Maiden's Hear Exploding

If all your Charas are ::Human:: and/or ::Strange::, search your LB for up to 1 Chara with [Counter], reveal it, put it in your hand, and shuffle your LB.

DDD/S129-077 T: None

L1C0

Maiden's Hear Exploding

If all your Charas are ::Human:: and/or ::Strange::, search your LB for up to 1 Chara with [Counter], reveal it, put it in your hand, and shuffle your LB.

DDD/S129-077S T: None

L1C0

Momo's Promise

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-078 T: Salvage

Momo's Promise

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-078R T: Salvage

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

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[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

[C] All your Charas gain +1000 Pow and +1 Soul.
 ([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

--

[A] Discard a CX with a Gate Trigger Icon 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 at up to 5 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] When this attacks, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow for the turn.

LC
CC

[A] Discard a CX with a Gate Trigger Icon 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 at up to 5 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] When this attacks, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow for the turn.

	LC
	CC

[A] Discard a CX with a Gate Trigger Icon 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 at up to 5 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] When this attacks, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow for the turn.

	L0
	C0

[A] **CX COMBO** When this attacks, if "Evil Eye's Plaything" is in the CX Zone, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, and until the next end of your Opp.'s turn, during battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas.

L3
C2

[A] **CX COMBO** When this attacks, if "Evil Eye's Plaything" is in the CX Zone, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, and until the next end of your Opp.'s turn, during battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas.

	L3
	C2

[A] **RESONANCE** ([Reveal a "Jiji, Curse of the Evil Eye" from your hand] When your CX is placed in the CX Zone, may pay. If so, all your Charas gain +1000 Pow for the turn.

[S] **BRAINSTORM** ([1] Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Gate Trigger Icon revealed this way, look

	$\frac{L0}{C0}$
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[A] **RESONANCE** (Reveal a "Jiji, Curse of the Evil Eye" from your hand) When your CX is placed in the CX Zone, may pay. If so, all your Charas gain +1000 Pow for the turn.

[3] **BRAINSTORM** ([1 Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Gate Trigger Icon revealed this way, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose up to 1 ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

LC
CC

[A] (1) Discard a CX with a Gate Trigger Icon from your hand to the WR. When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB, put it either on top or bottom of the LB or in the WR, choose a CX with a Gate Trigger Icon in your WR and return it to your hand.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

LC
CC

[A] (1) Discard a CX with a Gate Trigger Icon from your hand to the WR. When this is placed from hand to the Stage, may pay. If so, look at the top card of your LB, put it either on top or bottom of the LB or in the WR, choose a CX with a Gate Trigger Icon in your WR and return it to your hand.

[S] [Discard a card from your hand to the WR, put this in the WR] Choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

	L0
	C0

[C] During your turn, if you have 2 or more other Charas, this gains +3000 Pow.
[A] **CX COMBO RESONANCE** (Reveal a "Jiji, Curse of the Evil Eye" from your hand) When this attacks, if "I Won't Forgive You" is in the CX Zone and you have 2 or more other Charas, may pay. If so, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose up to 1 ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

L1
C0

[C] During your turn, if you have 2 or more other Charas, this gains +3000 Pow.
[A] **CX COMBO RESONANCE** (Reveal a "Jiji, Curse of the Evil Eye" from your hand) When this attacks, if "I Won't Forgive You" is in the CX Zone and you have 2 or more other Charas, may pay. If so, look at up to 2 cards from top of your LB, put them on top of your LB in any order, choose up to 1 ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

L1
C0

[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, this gains +1000 Pow and the following ability for the turn. "[A] ([1]) When this attacks, may pay. If so, perform Trigger Check twice during this attacks' Trigger Step."

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +2000 Pow for the turn.

L1
C0

Jiji, Seal Successful?

[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, this gains +1000 Pow and the following ability for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attacks' Trigger Step.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +2000 Pow for the turn.

Human - Childhood Friend | DDD/S129-087S T:

L1
C0

Jiji, Awakened Power

[C] If there are either 2 or fewer OR 6 or more CX in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When this attacks, may pay. If so, choose a ::Human:: or ::Strange:: Chara in your WR, return it to your hand, discard a card from your hand to the WR, and this gains +4000 Pow for the turn.

Human - Childhood Friend | DDD/S129-088 T: Soul

L3
C2

Jiji, Awakened Power

[C] If there are either 2 or fewer OR 6 or more CX in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When this attacks, may pay. If so, choose a ::Human:: or ::Strange:: Chara in your WR, return it to your hand, discard a card from your hand to the WR, and this gains +4000 Pow for the turn.

Human - Childhood Friend | DDD/S129-088S T: Soul

L3
C2

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Jiji, Genius-Level Spiritual Power

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand, put this in the WR] At the start of your CX Phase, may pay. If so, choose a "Jiji, Good Rival" in your WR, put it in the Slot this was in, and this gains +2000 Pow for the turn.

Human - Childhood Friend | DDD/S129-089 T: Soul

L3
C2

Jiji, Genius-Level Spiritual Power

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CHANGE RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand, put this in the WR] At the start of your CX Phase, may pay. If so, choose a "Jiji, Good Rival" in your WR, put it in the Slot this was in, and this gains +2000 Pow for the turn.

Human - Childhood Friend | DDD/S129-089S T: Soul

L3
C2

Jiji, Too Much Power

[A] [Discard a CX with a Gate Trigger Icon 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, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +1 Soul for the turn.

Human - Childhood Friend | DDD/S129-090 T: None

L0
C0

Dandadan Vol. 2 Booster Pack

Jiji, Too Much Power

[A] [Discard a CX with a Gate Trigger Icon 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, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +1 Soul for the turn.

Human - Childhood Friend | DDD/S129-090S T:

L0
C0

Jiji, First Love

[A] At the start of your CX Phase, choose 1 of your ::Human:: or ::Strange:: Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] At the start of your Encore Step, if there is a CX with a Gate Trigger Icon in the CX Zone, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Human - Childhood Friend | DDD/S129-091 T: None

L0
C0

Jiji, First Love

[A] At the start of your CX Phase, choose 1 of your ::Human:: or ::Strange:: Charas, and that Chara gains +1000 Pow for the turn.
[A] [(1)] At the start of your Encore Step, if there is a CX with a Gate Trigger Icon in the CX Zone, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Human - Childhood Friend | DDD/S129-091S T:

L0
C0

Jiji, What's on His Mind

[A] [Discard a ::Human:: or ::Strange:: Chara 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 "Jiji, Curse of the Evil Eye", reveal it, put it in your hand, and shuffle your LB.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +2000 Pow for the turn.

Human - Childhood Friend | DDD/S129-092 T: None

L0
C0

Jiji, What's on His Mind

[A] [Discard a ::Human:: or ::Strange:: Chara 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 "Jiji, Curse of the Evil Eye", reveal it, put it in your hand, and shuffle your LB.
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +2000 Pow for the turn.

Human - Childhood Friend | DDD/S129-092S T:

L0
C0

Jiji, Limit of His Patience

[C] **ASSIST** All your ::Human:: and/or ::Strange:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, all your Charas gain +1000 Pow for the turn.
[S] **RESONANCE** [(1) Reveal a "Jiji, Curse of the Evil Eye" in your hand, Rest this] Look at up to 4 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Human - Childhood Friend | DDD/S129-093 T: Soul

L1
C1

Jiji, Limit of His Patience

[C] **ASSIST** All your ::Human:: and/or ::Strange:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, all your Charas gain +1000 Pow for the turn.
[S] **RESONANCE** [(1) Reveal a "Jiji, Curse of the Evil Eye" in your hand, Rest this] Look at up to 4 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Human - Childhood Friend | DDD/S129-093S T: Soul

L1
C1

Jiji, Start of the Battle

[C] If there are 3 or more CX with a Gate Trigger Icon in your WR this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your Stock, choose up to 1 of your Opp.'s Level 3 or lower Charas and put it in the WR. (Otherwise put it back where it was)
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +3000 Pow until the next end of your Opp.'s turn.

Human - Childhood Friend | DDD/S129-094 T: Soul

L3
C2

Jiji, Start of the Battle

[C] If there are 3 or more CX with a Gate Trigger Icon in your WR this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Human:: or ::Strange:: Chara, put it in your Stock, choose up to 1 of your Opp.'s Level 3 or lower Charas and put it in the WR. (Otherwise put it back where it was)
[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +3000 Pow until the next end of your Opp.'s turn.

Human - Childhood Friend | DDD/S129-094S T: Soul

L3
C2

Jiji, Hunger for Battle

[C] During your turn, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Evil Eye's Awakening" is in the CX Zone and you have another ::Human:: or ::Strange:: Chara, look at up to 3 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Human - Childhood Friend | DDD/S129-095 T: None

L0
C0

Jiji, Hunger for Battle

[C] During your turn, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When this attacks, if "Evil Eye's Awakening" is in the CX Zone and you have another ::Human:: or ::Strange:: Chara, look at up to 3 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Human - Childhood Friend | DDD/S129-095S T:

L0
C0

Jiji, Overfilled with Occult

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +1500 Pow and the following ability for the turn. "[C] This cannot be Reversed by [A] effects of your Opp.'s Charas."

Human - Childhood Friend | DDD/S129-096 T: None

L0
C0

Jiji, Overfilled with Occult

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When this is placed from hand to the Stage or when this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +1500 Pow and the following ability for the turn. "[C] This cannot be Reversed by [A] effects of your Opp.'s Charas."

Human - Childhood Friend | DDD/S129-096S T:

L0C0

Jiji, Trigger of Transformation

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Human:: or ::Strange:: Charas and return it to your hand.

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and those Charas gain +3000 Pow for the turn.

Human - Childhood Friend | DDD/S129-097 T: None

L1C0

Jiji, Trigger of Transformation

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Human:: or ::Strange:: Charas and return it to your hand.

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, if this is in the Front Row, may pay. If so, choose 1 of your other Charas and this, and those Charas gain +3000 Pow for the turn.

Human - Childhood Friend | DDD/S129-097S T:

L1C0

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Jiji, Student Life

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +4000 Pow for the turn.

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When the Battle Opp. of this becomes Reversed, if there's a CX with a Gate Trigger Icon in your CX Zone, may pay. If so, draw up to 3 cards, and discard the same number of cards from your hand to the WR.

Human - Childhood Friend | DDD/S129-098 T: None

L1C0

Jiji, Student Life

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +4000 Pow for the turn.

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When the Battle Opp. of this becomes Reversed, if there's a CX with a Gate Trigger Icon in your CX Zone, may pay. If so, draw up to 3 cards, and discard the same number of cards from your hand to the WR.

Human - Childhood Friend | DDD/S129-098S T:

L1C0

Jiji, Attack of the Invisible Monster

[A] **RESONANCE** [(1) Reveal a "Jiji, Curse of the Evil Eye" from your hand] When you use the **BACKUP** of this, if you have 4 or more ::Human:: and/or ::Strange:: Charas, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

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

Human - Childhood Friend | DDD/S129-099 T: Soul

L2C1

Dandadan Vol. 2 Booster Pack

Jiji, Attack of the Invisible Monster

[A] **RESONANCE** [(1) Reveal a "Jiji, Curse of the Evil Eye" from your hand] When you use the **BACKUP** of this, if you have 4 or more ::Human:: and/or ::Strange:: Charas, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

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

Human - Childhood Friend | DDD/S129-099S T: Soul

L2C1

Jiji, Cursed Home

[C] If you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +6000 Pow for the turn.

Human - Childhood Friend | DDD/S129-100 T: Soul

L2C1

Jiji, Cursed Home

[C] If you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains the following 2 abilities. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB." "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] At the start of your CX Phase, may pay. If so, this gains +6000 Pow for the turn.

Human - Childhood Friend | DDD/S129-100S T: Soul

L2C1

Evil Eye's Briefs

RESONANCE [Reveal a "Jiji, Curse of the Evil Eye" from your hand, put a ::Human:: or ::Strange:: from your Stage in the WR] may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas and put it in the WR.

DDD/S129-101 T: None

L1C1

Evil Eye's Briefs

RESONANCE [Reveal a "Jiji, Curse of the Evil Eye" from your hand, put a ::Human:: or ::Strange:: from your Stage in the WR] may pay. If so, choose 1 of your Opp.'s Level 3 or lower Charas and put it in the WR.

DDD/S129-101S T: None

L1C1

Evil Eye's Plaything

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

DDD/S129-102 T: Soul Gate

Evil Eye's Plaything

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

DDD/S129-102R T: Soul Gate

I Won't Forgive You

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

DDD/S129-103 T: Soul Gate

I Won't Forgive You

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

DDD/S129-103R T: Soul Gate

Evil Eye's Awakening

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

DDD/S129-104 T: Soul Gate

Evil Eye's Awakening

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

DDD/S129-104R T: Soul Gate

Battle Between Curses

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

[(Choice Icon): When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock]

DDD/S129-105 T: Choice

Battle Between Curses

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-105S T: Choice

Ganbare Okarun

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-106 T: Choice

Ganbare Okarun

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-106S T: Choice

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VS Strange Enemies in the Music Room

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-107 T: Choice

VS Strange Enemies in the Music Room

[C] All your Charas gain +1000 Pow and +1 Soul.
([Choice Icon]: When this card is triggered, you may choose a Chara with a Soul Trigger Icon in your WR, and either return it to your hand or put it in your stock)

DDD/S129-107S T: Choice

It's Time to Dance!

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-108 T: Treasure

Dandadan Vol. 2 Booster Pack**It's Time to Dance!**

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-108S T: Treasure

Pretty Girl VS Unknown Enemy

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-109 T: Treasure

Pretty Girl VS Unknown Enemy

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

DDD/S129-109S T: Treasure

Momo's Promise

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-110 T: Salvage

Momo's Promise

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-110S T: Salvage

Moe Moe Ki Cannon

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-111 T: Salvage

Moe Moe Ki Cannon

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-111S T: Salvage

First, Let's Go to the Super Bathhouse

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-112 T: Salvage

First, Let's Go to the Super Bathhouse

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-112S T: Salvage

Exorcism of Evil Eye

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-113 T: Salvage

Exorcism of Evil Eye

[C] All your Charas gain +1000 Pow and +1 Soul.
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

DDD/S129-113S T: Salvage

Evil Eye's Plaything

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

DDD/S129-114 T: Soul Gate

Evil Eye's Plaything

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

DDD/S129-114S T: Soul Gate

I Won't Forgive You

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

DDD/S129-115 T: Soul Gate

I Won't Forgive You

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

DDD/S129-115S T: Soul Gate

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Evil Eye's Awakening

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

DDD/S129-116 T: Soul Gate

Evil Eye's Awakening

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

DDD/S129-116S T: Soul Gate

Okarun, Clash of Curses

[C] During your turn, if all your Charas are ::Human:: and/or ::Strange::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row."

Human - Occult | DDD/S129-117S T: None

L0
C0

Dandadan Vol. 2 Booster Pack

Okarun, To Keep His Promise

[C] During your turn, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Battle Between Curses" is in your CX Zone and you have another ::Human:: or ::Strange:: Chara, choose up to 1 ::Human:: or ::Strange:: Chara in your WR, return it to your hand, and reveal the top card of your LB. If it's a Level 2 or lower Chara, put it in your Stock. (Otherwise put it back where it was)

Human - Occult | DDD/S129-118S T: None

L1
C0

Okarun, A Man's Determination

[C] During your turn, this gains +4000 Pow.
[A] **CX COMBO** At the start of your Attack Phase, if "Ganbare Okarun" is in the CX Zone and there are no other Charas in your Front Row, this gains the following ability for the turn. "[A] 1/Turn [(5) Discard an 'Okarun, A Man's Determination' from your hand to the WR, discard 2 ::Human:: and/or ::Strange:: Charas from your hand to the WR] At the end of this card's attack, may pay. If so, deal 1 Damage to your Opp. twice, deal 2 Damage to your Opp. 4 times, Stand this, and at the start of the Encore Step, put this in the WR." (DC can occur)

Human - Occult | DDD/S129-119S T: Soul

L3
C2

Aira, Occultic Gal

[C] If all your Charas are ::Human:: and/or ::Strange::, this gains +3000 Pow.

[A] [(1) Put a ::Human:: or ::Strange:: Chara from your WR on the bottom of your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Human:: and/or ::Strange:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Human - Pretty Girl | DDD/S129-120S T: None

L0
C0

Aira, Occultic World

[C] If you have 4 or more ::Human:: and/or ::Strange:: Charas, this gets -1 Level while in your hand.
[C] If you have 3 or more other Charas, this gains +4000 Pow.
[A] When this is placed from hand to the Stage, may pay. If so, choose 1 of the following 2 effects and perform it. "Look at up to 3 cards from top of your LB, put them on top of your LB in any order, and draw a card." "[(1) Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Human - Pretty Girl | DDD/S129-121S T: Soul

L3
C2

Momo, Occultic Gal

[C] If this is in your hand and you have a Chara with [Counter], this gains the following ability. "[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]"
[A] [Discard a ::Human:: or ::Strange:: Chara from your hand to the WR] When this attacks, may pay. If so, put up to 3 cards from top of your LB in the WR, choose a Level X or lower ::Human:: or ::Strange:: Chara in your WR and return it to your hand. X = # of ::Human:: and/or ::Strange:: Charas among those cards

Human - ESP | DDD/S129-122S T: None

L0
C0

Momo, To Keep Her Promise

[C] If you have 2 or more other ::Human:: and/or ::Strange:: Charas, this gains +5000 Pow.

[C] **EXPERIENCE** If this is in your hand and the sum of Levels of cards in your Level Zone is 3 or higher, this gains the following ability. "[S] [Counter] **BACKUP 2000, Level 1** [Discard this card from your hand to the WR]"
[A] **CX COMBO EXPERIENCE** When this attacks, if "Momo's Promise" is in the CX Zone and the sum of Levels of cards in your Level Zone is 3 or higher, look at the top card of your LB, put it either on top of the LB or in the WR, choose a ::Human:: or ::Strange:: Chara in your WR and return it to your hand.

Human - ESP | DDD/S129-123S T: None

L1
C0

Momo, Occultic World

[C] **EXPERIENCE** [(Rest this Standing card] When "Moe Moe Ki Cannon" is placed in your CX Zone, if this is in the Front Row and the sum of Levels of cards in your Level Zone is 6 or higher, may pay. If so, deal 3 Damage to your Opp. twice. (DC can occur)
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Human - ESP | DDD/S129-124S T: Soul

L3
C2

Jiji, Clash of Curses

[A] [Discard a CX with a Gate Trigger Icon 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 at up to 5 cards from top of your LB and search for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] When this attacks, if you have another ::Human:: or ::Strange:: Chara, this gains +3000 Pow for the turn.

Human - Childhood Friend | DDD/S129-125S T:

L0
C0

Jiji, Good Rival

[A] **CX COMBO** When this attacks, if "Evil Eye's Plaything" is in the CX Zone, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, and until the next end of your Opp.'s turn, during battles involving this, you do not take Damage from [A] effects of your Opp.'s Charas.

[A] **RESONANCE** [Reveal a "Jiji, Curse of the Evil Eye" from your hand] When this is placed from hand to the Stage or via **CHANGE** to the Stage, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

Human - Childhood Friend | DDD/S129-126S T: Soul

L3
C2

Momo, Supernatural Challenger

[C] All your other ::Human:: and/or ::Strange:: Charas gain +500 Pow.
[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and shuffle your LB.

Human - ESP | DDD/S129-P01 T: None

L0
C0

Momo, Supernatural Challenger

[C] All your other ::Human:: and/or ::Strange:: Charas gain +500 Pow.
[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and shuffle your LB.

Human - ESP | DDD/S129-P01EX T: None

L0
C0

Momo, Supernatural Challenger

[C] All your other ::Human:: and/or ::Strange:: Charas gain +500 Pow.
[S] [Discard a card from your hand to the WR, put this on the bottom of your LB] Search your LB for up to 1 ::Human:: or ::Strange:: Chara, reveal it, put it in your hand, and shuffle your LB.

Human - ESP | DDD/S129-P01S T: None

L0
C0

Okarun, Overfilled with Occult

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, all your Charas gain +500 Pow for the turn.

[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, choose up to 1 :Human: or :Strange: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Human - Occult | DDD/S129-P02EX T: None

L0

C0

Okarun, Overfilled with Occult

[A] When your CX with a Choice Trigger Icon is placed in the CX Zone, all your Charas gain +500 Pow for the turn.

[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX with a Choice Trigger Icon revealed this way, choose up to 1 :Human: or :Strange: Chara in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Human - Occult | DDD/S129-P02S T: None

L0

C0

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Dandadan Vol. 2 Booster Pack