














No./100:	100				
DDD/S118-001		<p>(RR) 0/0 Okarun (Human/Occult)</p> <p>CONT - If all of your characters are <Human> or <Strange>, this gets +3000 power.</p> <p>AUTO - When this is Reversed, if you have 4 or more hand, reveal the top card of your deck. If that card is Level 1 or higher, you may return this to hand.</p>	 	SR & SP	
DDD/S118-002		<p>(RR) 1/0 Okarun (Human/Occult)</p> <p>AUTO - When this is placed on stage from hand, if you have another <Human> or <Strange> character, this turn, this gets +1 Level and +3500 power.</p> <p>AUTO - {CX Combo} [Discard 1 card] When this attacks, if you have the Choice CX (018) in your CX Area, you may pay cost. If you do, perform the following effect twice, "Look at up to 3 cards from the top of your deck, choose up to 1 <Human> or <Strange> character or {1/0 Event - 017} from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."</p>	 	SR & SP	
DDD/S118-003		<p>(RR) 3/2 Okarun (Human/Occult)</p> <p>AUTO - When this is placed on stage from hand or by FUSION, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock.</p> <p>AUTO - {CX Combo} [(4) Discard 1 card] At the end of this card's attack, if you have the Choice CX (019) in your CX Area, you may pay cost. If you do, send all Markers underneath this to Waiting Room, then choose 1 {3/2 Okarun - 008} or {3/2 Okarun - 009} in your Waiting Room, place it on stage in this card's slot, place this underneath that character face-up as a Marker, and at the end of the turn, swap them.</p>	  	SR, SP, SEC+	
DDD/S118-004		<p>(R) 0/0 Okarun (Human/Occult)</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 	SR & SP	

DDD/S118-005



(R) 0/0 Okarun (Human/Occult)

AUTO - When you Trigger a CX, choose 1 of your characters, this turn, it gets +1000 power.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 <Human> or <Strange> character from your Waiting Room, and add it to hand.



SR

DDD/S118-006



(R) 2/1 Turbo Granny (Strange/Modern Monster)

AUTO - (2) When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.

ACT - FUSION [Put 1 {0/0 Okarun - 010} underneath this card Face-up as a Marker] Search your deck for up to 1 {RR 3/2 Okarun - 003}, place it on stage in this card's slot, then put this card and all Markers underneath it underneath that card Face-up as Markers in any order, then shuffle your deck afterwards.



SR & SP

DDD/S118-007



(R) 2/1 Okarun (Human/Occult)

CONT - For each of your other <Human> or <Strange> characters, this gets +1000 power.

AUTO - {CX Combo} (1) While this is in your Waiting Room, when the **Soul Trigger Salvage Splitsoul CX (020)** is placed in your CX Area, if you are Level 2 or higher, you may pay cost. If you do, place this on stage in any slot.

Note: Has 2 Soul.



SR

DDD/S118-008



(R) 3/2 Okarun (Human/Occult)

AUTO - When this is placed on stage from hand or by the **AUTO** effect of {RR 3/2 Okarun - 003}, you may heal 1.

AUTO - {CX Combo} When this attacks, if you have the **Choice CX (019)** in your CX Area, and you have 2 or more other <Human> or <Strange> characters, this turn, this gains the following ability, **AUTO** - This ability activates up to once per turn. When this card's damage is cancelled, you may deal 5 damage to your opponent."



SR & SP

DDD/S118-009



(R) 3/2 Okarun (Human/Occult)

CONT - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice.

AUTO - **{CX Combo}** [Discard 2 cards] When this attacks, if you have the **Choice CX (019)** in your CX Area, you may pay cost. If you do, deal 3 damage to your opponent, and this turn, this gets +2000 power, and at the end of this card's attack, if you don't have another **{2/0 Momo - 054}**, send the top 3 cards of your deck into Clock.



SR & SP

DDD/S118-010



(U) 0/0 Okarun (Human/Occult)

ACT - [Rest this] Choose 1 of your <Human> or <Strange> characters, this turn, it gets +2500 power.



SR

DDD/S118-011



(U) 0/0 Turbo Granny (Strange/Modern Monster)

AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR

DDD/S118-012



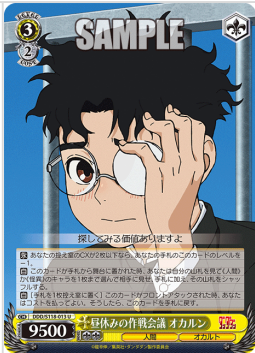
(U) 1/0 Okarun (Human/Occult)

AUTO - This ability activates up to once per turn. When you use an ACT, this turn, this gets +1500 power and the following ability, "**AUTO** - When this attacks, reveal the top card of your deck. if that card is Level 1 or higher, send it to Stock."



SR

DDD/S118-013



(U) 3/2 Okarun (Human/Occult)

CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.

AUTO - When this is placed on stage from hand, search your deck for up to 1 <Human> or <Strange> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - [Discard 1 card] When this is front attacked, you may pay cost. If you do, return this to hand.



SR

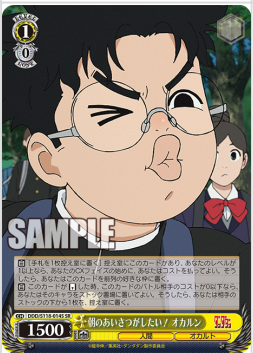
DDD/S118-014



(C) 1/0 Okarun (Human/Occult)

AUTO - [Discard 1 card] While this is in your Waiting Room, if you are Level 1 or higher, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any front row slot.

AUTO - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.



SR

DDD/S118-015



(C) 1/0 Okarun (Human/Occult)

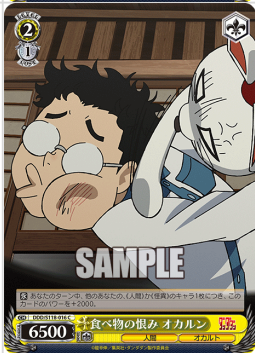
AUTO - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.

AUTO - At the start of your Draw Phase, if you have no other front row characters, this turn, this gets +4000 power.



SR

DDD/S118-016















(C) 2/1 Okarun (Human/Occult)

CONT - During your turn, for each of your other <Human> or <Strange> characters, this gets +2000 power.



SR

DDD/S118-017		(U) 1/0 Event If all of your characters are <Human> or <Strange>, choose up to 1 character in your clock, add it to hand, then choose 1 of your characters, this turn, it gains the following ability, " AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." Send this to Clock.		SR		
DDD/S118-018		(CR) Choice CX		RRR		
DDD/S118-019		(CR) Choice CX			RRR & RRR+	
DDD/S118-020		(CR) Soul Trigger Salvage Splitsoul CX		RRR		
DDD/S118-021		(RR) 0/0 Aira (Human/Bishoujo) CONT - If you have 5 or more hand, this gets +1000 power. AUTO - When this is sent from Stage to Waiting Room, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Human> or <Strange> character or an {1/1 Green Event - 041} from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.			SR & SP	

DDD/S118-022



(RR) 1/0 Aira (Human/Bishoujo)

CONT - During your turn, if you have 2 or more other characters, this gets +3000 power.

AUTO - **{CX Combo}** When this attacks, if you have the **Bar CX (042)** in your CX Area, and you have 3 or more other <Human> or <Strange> characters, Mill up to 4, choose up to 1 Level X or lower <Human> or <Strange> character from your Waiting Room, add it to hand, and this turn, this gets +1000 power. X equals the number of cards with a Soul Trigger milled.

Note: Has a Soul Trigger



SR & SP

DDD/S118-023



(RR) 3/2 Aira (Human/Bishoujo)

AUTO - When this is placed on stage from hand or by FUSION, choose 1 <Human> or <Strange> character from your Clock, you may put it on the bottom of your deck.

AUTO - **{CX Combo}** [Discard 1 card] When this attacks, if you have the **Bar CX (043)** in your CX Area, and you have another <Human> or <Strange> character, you may pay cost. If you do, deal 1 famage to your opponent, then mill 1 card. If that card has a Soul Trigger or is a CX with a Bar Trigger, deal 1 damage to your opponent.



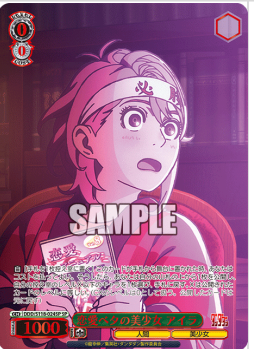
SR, SP, SEC+

DDD/S118-024



(R) 0/0 Aira (Human/Bishoujo)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.



SR & SP

DDD/S118-025



(R) 0/0 Acrobatic Silky (Strange/Mother)

AUTO - [Discard 1 card] When you Trigger a CX with a Bar Trigger, you may pay cost. If you do, draw 1 card.

AUTO - [Send this to Waiting Room] When your other character with "Aira" in its name is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested.

Note: Has a Soul Trigger.



SR & SP

DDD/S118-026



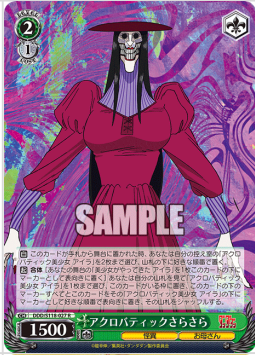
(R) 1/0 Aira (Human/Bishoujo)

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them repeat the following effect: "Look at up to 4 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."



SR & SP

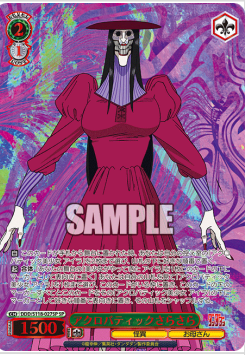
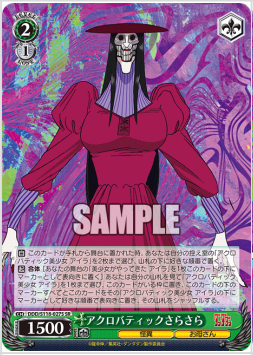
DDD/S118-027



(R) 2/1 Acrobatic Silky (Strange/Mother)

AUTO - When this is placed on stage from hand, choose up to 2 {RR 3/2 Aira - 023} from your Waiting Room, and put them on the bottom of your deck in any order.

ACT - FUSION [Put 1 {U 0/0 Aira - 030} underneath this card Face-up as a Marker] Search your deck for up to 1 {RR 3/2 Aira - 023}, place it on stage in this card's slot, then put this card and all Markers underneath it underneath that card Face-up as Markers in any order, then shuffle your deck afterwards.



SR & SP

DDD/S118-028



(R) 3/2 Aira (Human/Bishoujo)

AUTO - When this is placed on stage from hand, choose 1 {copy of this} in your Level Zone and 1 character on your Stage, you may swap them.

AUTO - [Discard 1 {RR 0/0 Aira - 021}] When this attacks, you may pay cost. If you do, look at up to 2 cards from the top of your opponent's deck, choose up to 1 card from among them, put it on the bottom of your opponent's deck, and put the rest back on top in any order.



SR

DDD/S118-029



(U) 0/0 Aira (Human/Bishoujo)

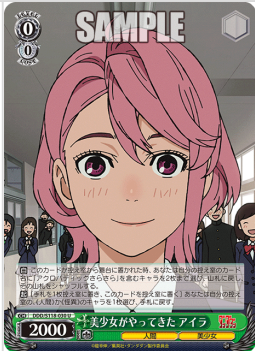
CONT - For each of your other {copies of this}, this gets +1 Level and +1500 power.

AUTO - {CX Combo} [(2) Discard 1 card] During your CX Phase, when the Level 1 or Lower Stocksoul CX (044) is placed in your CX Area, you may pay cost. If you do, choose up to 3 {copies of this} in your Waiting Room, place them on stage in separate slots, then search your deck for up to 3 {copies of this}, place them on stage in separate slots, and shuffle your deck afterwards.



SR

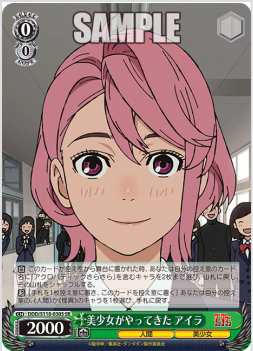
DDD/S118-030



(U) 0/0 Aira (Human/Bishoujo)

AUTO - When this is placed on Stage from Waiting Room, choose up to 2 characters with "Acrobatic Silky" in its name in your Waiting Room, shuffle them into your deck.

ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Human> or <Strange> character in your Waiting Room, add it to hand.



SR

DDD/S118-031



(U) 1/0 Acrobatic Silky (Strange/Mother)

CONT - If there is a Marker underneath this, for each of your other <Human> or <Strange> characters, this gets +1500 power.

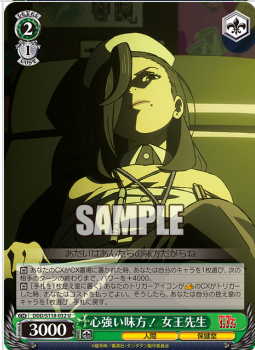
AUTO - When this is placed on stage from hand, choose 1 {0/0 Aira Vanilla - 037} in your Waiting Room, you may place it underneath this card face-up as a Marker.

Note: Has a Soul Trigger



SR

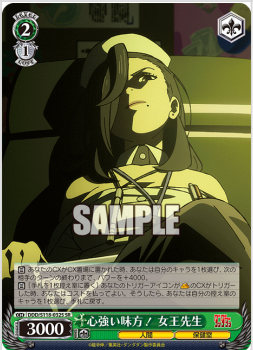
DDD/S118-032



(U) 2/1 Queen-Sensei (Human/Medical Room)

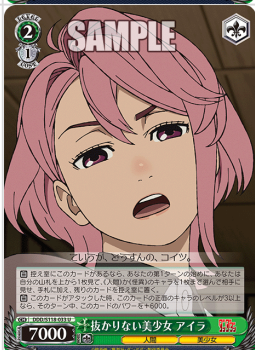
AUTO - When a CX is placed in your CX Area, choose 1 of your characters, until the end of your opponent's next turn, it gets +4000 power.

AUTO - [Discard 1 card] When you Trigger a CX with a Bar Trigger, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.



SR

DDD/S118-033



(U) 2/1 Aira (Human/Bishoujo)

AUTO - While this is in your Waiting Room, at the start of your First Turn, look at up to 1 card from the top of your deck, choose up to 1 <Human> or <Strange> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.

AUTO - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.



SR

DDD/S118-034



(U) 2/2 Aira (Human/Bishoujo)

CONT - When you would play this from your hand, you may choose 1 of your {RR 0/0 Momo Brainstorm - 045}, and send it to Waiting Room. If you do, you can play this for 0 cost.

CONT - ASSIST All of your characters in front of this gets +500 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."

AUTO - CHANGE [(1) Discard 1 card, Send this to Waiting Room] At the start of your CX Phase, you may pay cost. If you do, choose 1 {3/2 Momo - 065} in your Waiting Room, place it on stage in this card's former slot.



SR

DDD/S118-035

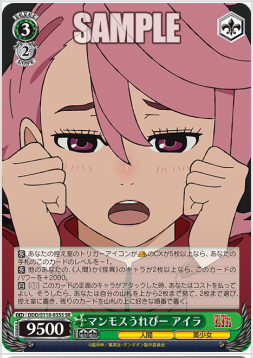


(U) 3/2 Aira (Human/Bishoujo)

CONT - If you have 5 or more CXes with Bar Triggers in your Waiting Room, this gets -1 Level in hand.

CONT - If you have 2 or more other <Human> or <Strange> characters, this gets +2000 power.

AUTO - (1) When the character across from this Attacks, you may pay cost. If you do, Look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, send them to Waiting Room, and put the rest on top of your deck in any order.



SR

DDD/S118-036



(C) 0/0 Aira (Human/Bishoujo)

AUTO - When this is placed on stage from hand, if you have another <Human> or <Strange> character, this turn, this gets +2000 power.

AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "**CONT** - This cannot move to other slots."



SR

DDD/S118-037



(C) 0/0 Aira Vanilla



SR

DDD/S118-038



(C) 1/0 Aira (Human/Bishoujo)

AUTO - [Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, you may send the top card of your opponent's Clock to Waiting Room. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Clock.

ACT - BACKUP +1000



SR

DDD/S118-039



(C) 1/0 Acrobatic Silky (Strange/Mother)

CONT - During your turn, for each of your other <Human> or <Strange> characters, this gets +1000 power.

AUTO - During this card's battle, when the damage you take is cancelled, you may return this to your hand.

Note: Has a Soul Trigger



SR

DDD/S118-040



(C) 1/1 Aira (Human/Bishoujo)

CONT - If a CX with a Bar Trigger is in your CX Area, this card in any area gains Bar Trigger.

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.



SR

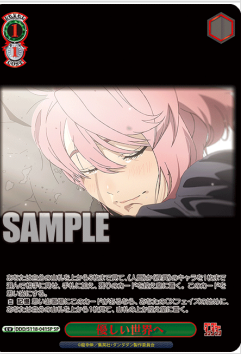
DDD/S118-041



(R) 1/1 Event

Look at up to 5 cards from the top of your deck, choose up to 1 <Human> or <Strange> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. Send this to Memory.

AUTO - MEMORY - If this is in your Memory, at the start of your CX Phase, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.



SR & SP

DDD/S118-047



(RR) 3/2 Seiko (Human/Medium)

CONT - If you have 4 or more <Human> or <Strange> characters, this gets -1 Level in hand.

CONT - EXPERIENCE 3 - If the sum of Levels of cards in your Level Zone is 3 or more, this gets +2500 power and "**AUTO - ENCORE** [Discard 1 <Human> or <Strange> character]"

AUTO - When this is placed on stage from hand, you may Heal 1.



SR & SP

DDD/S118-048



(RR) 3/2 Momo (Human/Supernatural Power)

AUTO - {CX Combo} When this is placed on stage from hand, choose 1 {**Door CX - 076**} in your Waiting Room, you may add it to hand or send it to Stock.

AUTO - {CX Combo} When this attacks, if you have the **Door CX (076)** in your CX Area, and you have 2 or more other characters, choose 1 of the following 2 effects and resolve it,

a) "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock, then look at the top card of your opponent's deck, and put it on top of their deck or into their Waiting Room."

b) "[(1) Discard 1 card] You may pay cost. If you do, deal 2 damage to your opponent."



SR, SP, SEC+

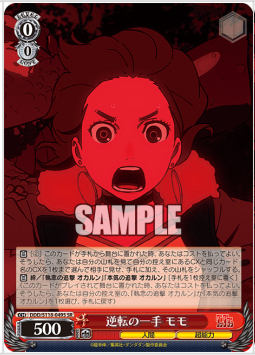
DDD/S118-049



(R) 0/0 Momo (Human/Supernatural Power)

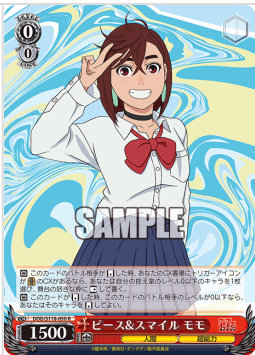
AUTO - (2) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX that has the same name as a CX in your Waiting Room, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - BOND [Discard 1 card] to {3/2 Okarun - 008} or {3/2 Okarun - 009}



SR & SP

DDD/S118-050



(R) 0/0 Momo (Human/Supernatural Power)

AUTO - When this card's battle opponent is Reversed, if you have a CX with a Door Trigger in your CX Area, choose 1 Level 0 or lower character in your Waiting Room, place it on stage in any slot Rested.

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.



SR & SP

DDD/S118-051



(R) 1/0 Momo (Human/Supernatural Power)

AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.

AUTO - **{CX Combo}** [Send 1 of your other characters on stage to Stock] When the **Standby CX (077)** is placed in your CX Area, if this is in your front row, and all of your characters are <Human> or <Monster>, you may pay cost. If you do, choose 1 <Human> or <Monster> character in your Waiting Room, add it to hand.



SR

DDD/S118-052



(R) 1/0 Momo (Human/Supernatural Power)

AUTO - **EXPERIENCE 2** [Discard 1 card] When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 2 or more, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR & SP

DDD/S118-053



(R) 1/1 Momo (Human/Supernatural Power)

CONT - If you don't have another **{copy of this}**, all of your other CXes with a Door Trigger in any area gains a Soul Trigger.

CONT - All of your other **{TD 1/0 Momo CXC - T14}** and **{RR 3/2 Momo - 048}** gets +500 power.

CONT - **ASSIST** +1000 to <Human> or <Monster> characters.



SR & SP

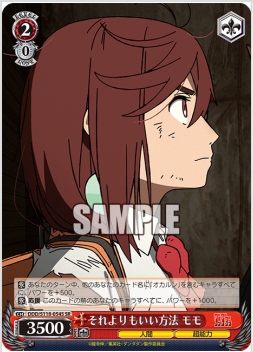
DDD/S118-054



(R) 2/0 Momo (Human/Supernatural Power)

CONT - During your turn, all of your other characters with "Okarun" in its name gets +500 power.

CONT - ASSIST +1000.



SR

DDD/S118-055



(U) 0/0 Turbo Granny (Strange/Modern Monster)

AUTO - **{CX Combo}** [Send the **Door CX (078)** from your CX Area to Waiting Room] At the start of your Encore Step, if you have another <Human> or <Strange> character, you may pay cost. If you do, search your deck for up to 1 <Human> or <Strange> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

ACT - [(1) Send 1 of your other characters on stage to Waiting Room, Rest this] Look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.



SR

DDD/S118-056



(U) 0/0 Muko (Human/Friend)

AUTO - [Return this to hand] When a CX is placed on your CX Area, you may pay cost. If you do, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room."

AUTO - EXPERIENCE - If this is in your Level Zone, at the start of your Main Phase, choose 1 <Human> or <Strange> character in your Waiting Room and this card, you may swap them.



SR

DDD/S118-057



(U) 0/0 Momo (Human/Supernatural Power)

AUTO - [Discard 1 <Human> or <Strange> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 **{U 0/0 Okarun - 010}**, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - When this card's battle opponent is Reversed, choose 1 <Human> or <Strange> character in your Waiting Room, add it to hand, then discard 1 card.



SR

DDD/S118-058



(U) 0/0 Momo (Human/Supernatural Power)

AUTO - When this is Reversed, look at up to 4 cards from the top of your deck, choose up to 1 CX with a Choice Trigger from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.



SR

DDD/S118-059



(U) 0/0 Turbo Granny (Strange/Modern Monster)

CONT - All of your opponent's characters get **"AUTO - ENCORE (2)"**.

ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Human> or <Strange> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



SR

DDD/S118-060



(U) 1/0 Momo (Human/Supernatural Power)

AUTO - When this is placed on stage from hand, look at up to 4 cards from the top of your deck, choose up to 1 {TD 1/0 Momo CXC - T14} from among them, place it on stage in any slot, and send the rest to Waiting Room.



SR

DDD/S118-061



(U) 1/1 Queen-Sensei (Human/Medical Room)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 character with "Momo" or "Okarun" in its name in your Waiting Room, add it to hand.

AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory.



SR

DDD/S118-062



(U) 2/1 Seiko (Human/Medium)

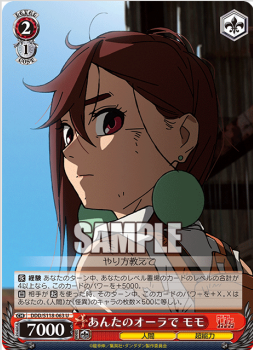
AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent chooses 1 Climax from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck.

AUTO - When this is Reversed, if the battle opponent's Level is 2 or lower, you may Reverse that character.



SR

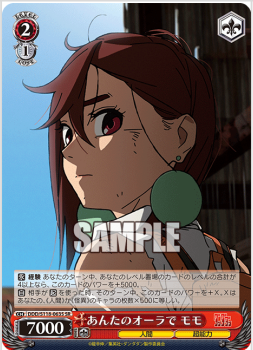
DDD/S118-063



(U) 2/1 Momo (Human/Supernatural Power)

CONT - EXPERIENCE 4 - During your turn, if the sum of Levels of cards in your Level Zone is 4 or more, this gets +5000 power.

AUTO - When your opponent uses an ACT, this turn, this gets +X Power. X is equal to the number of your <Human> or <Strange> characters times 500.



SR

DDD/S118-064



(U) 2/2 Turbo Granny (Strange/Modern Monster)

CONT - For each of your other <Human> or <Strange> characters, this gets +1000 power.

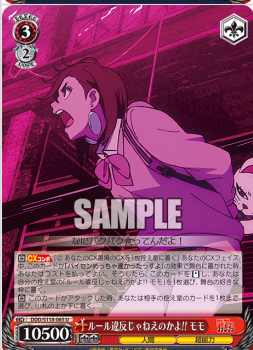
AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice

AUTO - ENCORE [Discard 1 <Human> or <Strange> character]



SR

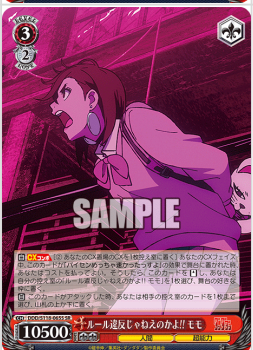
DDD/S118-065



(U) 3/2 Momo (Human/Supernatural Power)

AUTO - {CX Combo} [(2) Send 1 CX from your CX Area to Waiting Room] During your CX Phase, if this is placed on stage from the effect of {Standby CX - 079}, you may pay cost. If you do, Stand this, then choose 1 {copy of this} in your Waiting Room, place it on stage in any slot.

AUTO - When this attacks, choose up to 1 card in your opponent's Waiting Room, place it on the top or bottom of their deck.



SR

DDD/S118-070



(C) 1/0 Momo (Human/Supernatural Power)

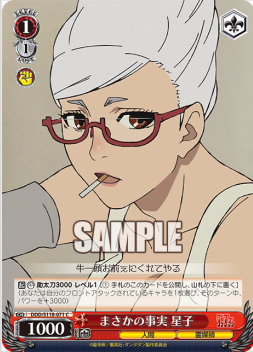
AUTO - When this is placed on stage from hand, choose 1 card from your hand and 1 character from your Level Zone, you may swap them.

AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.



SR

DDD/S118-071



(C) 1/1 Seiko (Human/Medium)

ACT - BACKUP +3000 [(1) Reveal this from you hand and place this on the bottom of your deck]



SR

DDD/S118-072



(C) 1/1 Turbo Granny (Strange/Modern Monster)

CONT - During your turn, if you have another <Human> or <Strange> character, this gets +3000 power.

AUTO - [Send this to Waiting Room] When your other <Human> or <Strange> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +2500 power.



SR

DDD/S118-073

















(C) 2/1 Momo (Human/Supernatural Power)

AUTO - When you use this card's BACKUP, send X cards from the bottom of your opponent's deck to Waiting Room. X equals the number of your <Human> or <Strange> characters.

ACT - BACKUP +3000



SR

DDD/S118-074	 <p>(R) 1/1 Event</p> <p>If you don't have a <Human> or <Strange> character, this cannot be played from hand.</p> <p>Search your deck for up to 1 CX with a Door Trigger, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>Choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them.</p> <p>Send this to Memory.</p>	 <p>SR</p>		
DDD/S118-075	 <p>(U) 1/0 Event</p> <p>If you don't have a <Human> or <Strange> character, this cannot be played from hand.</p> <p>Choose 1 character in your Level Zone, add it to hand, then choose 1 card in your hand or Waiting Room, place it in your Level Zone.</p>	  <p>SR & SP</p>		
DDD/S118-076	 <p>(CR) Door CX</p>	  <p>RRR & RRR+</p>		
DDD/S118-077	 <p>(CR) Standby CX</p>	 <p>RRR</p>		
DDD/S118-078	 <p>(CR) Door CX</p>	 <p>RRR</p>		
DDD/S118-079	 <p>(CR) Standby CX</p>	 <p>RRR</p>		

DDD/S118-080



(R) 1/0 Jiji (Human/Childhood Friend)

CONT - During your turn, this gets +4000 power.

AUTO - {CX Combo} When the **Pants CX (099)** is placed in your CX Area, if you have 2 or more other characters, until the end of your opponent's next turn, this gains 1 of the following 2 abilities of your choice,

- a) "AUTO - When this attacks, choose 1 Blue or <Strange> character in your Waiting Room, you may send it to Stock."
- b) "AUTO - When this is Front Attacked, you may return this to hand."



SR

DDD/S118-081



(R) 3/2 Okarun (Human/Occult)

CONT - MEMORY - If you have 2 or more of the {U 1/1 Blue Event - 098} in your Memory, this gets -1 level in hand.

AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters.

AUTO - When this is placed on stage from hand, this turn, this gets +3000 power.



SR

DDD/S118-082



(R) 3/2 Momo (Human/Supernatural Power)

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - {CX Combo} MEMORY [(1) Discard 2 card] When this attacks, if you have the **Pants CX (100)** in your CX Area, and you have 2 or more {Blue U 1/1 Event - 098} in your Memory, and you have 3 or more other characters, you may pay cost. If you do, look at the top card of your opponent's deck, and put it on top or bottom of their deck, then choose 1 of your back row characters, this turn, it gains the following ability, "CONT - If this Standing card is in your Back Row, you may choose this card to Attack with. If you do, this card's Attack is a Direct Attack."



SR

DDD/S118-083



(U) 0/0 Dover Demon (Strange/Mantis Shrimp)

AUTO - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Human> or <Strange> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

DDD/S118-084



(U) 1/0 Turbo Granny (Strange/Modern Monster)

CONT - During your turn, if there is a Marker underneath this, this gets +6000 power.

AUTO - When this is placed on stage from hand, choose 1 {2/1 Earthbound Crab - 095} in your Waiting Room, you may place it underneath this card face-up as a Marker.

Note: Has a Soul Trigger



SR

DDD/S118-085



(U) 2/1 Kamissie (Strange/Nessie)

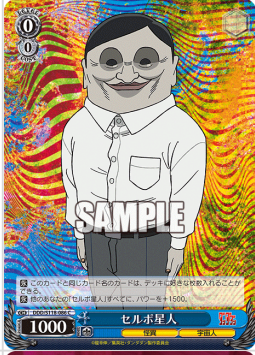
AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your Blue or <Strange> characters times 1000.

AUTO - (1) When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent, and at the end of the turn, deal 1 damage to yourself.



SR

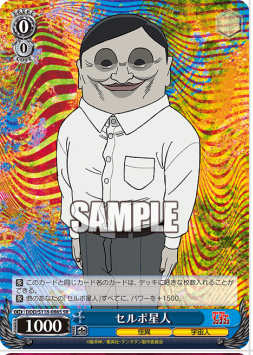
DDD/S118-086



(C) 0/0 Serpo Alien (Strange/Alien)

CONT - You may have as many copies of this card in your deck as you like.

CONT - All of your other {copies of this} gets +1500 power.



SR

DDD/S118-087



(C) 0/0 Acrobatic Silky (Strange/Mother)

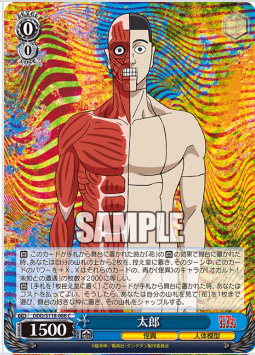
CONT - Your other character in the front row center slot gets +500 power.

ACT - **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, search your deck for up to 1 Blue or <Strange> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

DDD/S118-088



(C) 0/0 Taro (Strange/Human Body Model)

AUTO - When this is placed on stage from hand or by the AUTO effect of {0/0 Hana - 089}, mill 2, and this turn, this gets +X power. X equals the number of Blue or <Strange> characters or {U 1/1 Blue Event - 098} milled times 2000.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Hana - 089}, place it on stage in any slot, and shuffle your deck afterwards.



SR

DDD/S118-089



(C) 0/0 Hana (Strange/Human Body Model)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {0/0 Taro - 088}, place it on stage in any slot, and shuffle your deck afterwards.

AUTO - [Send this to Clock] When this is Reversed, you may pay cost. If you do, put the top card of your deck into Stock.



SR

DDD/S118-090



(C) 0/0 Okarun (Human/Occult)

CONT - When you pay the cost of {3/2 Momo - 082}'s CX Combo, you may discard this card in place of 2 cards.

AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 {Blue U 1/1 Event - 098} in your Waiting Room, add it to hand.



SR

DDD/S118-091



(C) 0/0 Evil Eye (Strange/Mountain Monster)

CONT - The character across from this and all of your characters gain the following ability, "**CONT** - This cannot Side Attack."

AUTO - At the start of your opponent's Draw Phase, reveal the top card of your deck. If that card is Level 0 or lower, you may return this card to hand.



SR

DDD/S118-092



(C) 1/0 Kitou Family (Human/Landlord)

AUTO - [Discard 2 Blue or <Strange> characters] When you use this card's BACKUP, you may pay cost. if you do, choose 1 battling character, this turn, it gets +5 Soul.

ACT - BACKUP +1000



SR

DDD/S118-093



(C) 1/0 Jiji (Human/Childhood Friend)

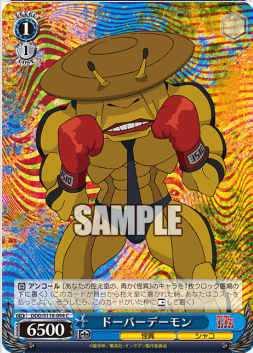
AUTO - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.

AUTO - RESONATE [Discard 1 card, Reveal {Unknown Evil Eye} from your hand] At the start of your opponent's Draw Phase, if this is in your front row, you may pay cost. if you do, choose 1 of your opponent's level 1 or lower characters, this turn, it gains the following ability, "**AUTO** - At the start of your Encore Step, send this to Waiting Room."



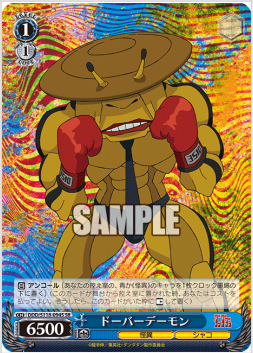
SR

DDD/S118-094



(C) 1/1 Dover Demon (Strange/Mantis Shrimp)

AUTO - ENCORE [Put 1 Blue or <Strange> character from your Waiting Room on the bottom of your Clock]



SR

DDD/S118-095



(C) 2/1 Earthbound Crab (Strange/Tunnel)

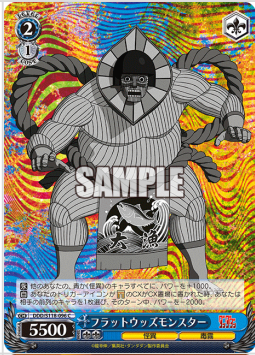
CONT - If there is a Marker underneath this, this gets +8000 power and +1 Soul.

AUTO - When this is placed on stage from hand, choose 1 {1/0 Turbo Granny - 084} in your Waiting Room, you may place it underneath this card face-up as a Marker.



SR

DDD/S118-096



(C) 2/1 Flatwoods Monster (Strange/Poison Mist)

CONT - All of your other Blue or <Strange> characters get +1000 power.

AUTO - When a CX with a Pants Trigger is placed in your CX Area, choose 1 of your opponent's front row characters, this turn, it gets -2000 power.

Note: Has 2 Soul.



SR

DDD/S118-097



(C) 2/1 Serpo Alien (Strange/Alien)

AUTO - When this attacks, if you have 2 or more other {copies of this} Choose up to 1 of your opponent's front row level 3 or lower characters, during your opponent's next Stand Phase, that character does not Stand.



a, b, c versions

DDD/S118-098



(U) 1/1 Event

Choose 1 Blue or <Strange> character in your Waiting Room, add it to hand.

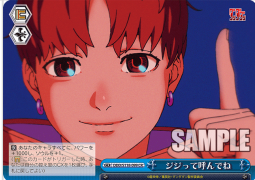
Send this to Memory.

Reveal the top card of your deck. If that card is a level 0 or lower character, send it to Stock.



a, b, c, d versions

DDD/S118-099



(CR) Pants CX

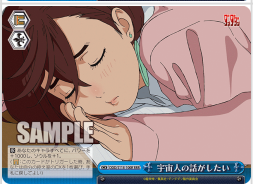


RRR



DDD/S118-100


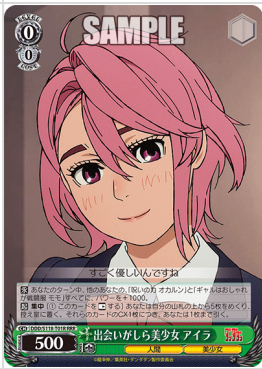


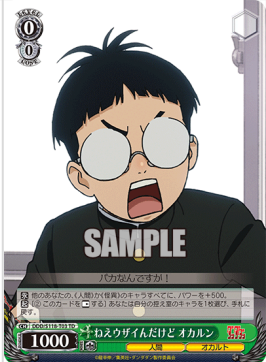



(CR) Pants CX



RRR

DDD/S118-P01 May/June Shop Tournament PR Packs		(PR) 0/0 Aira (Human/Bishoujo) CONT - If you have 3 or less Stock, this gets +2000 power. AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Human> or <Strange> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.				
DDD/S118-P02 WGP 2025 Title Cup PR		(PR) Choice CX Note: for 3/2 Okarun - 003.				

No./20:	20				
DDD/S118-T01		<p>(TD) 0/0 Aira (Human/Bishoujo)</p> <p>CONT - During your turn, all of your other {TD 1/0 Momo Combo - T14} and {TD 3/2 Okarun Combo - T09} gets +1000 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.</p>		RRR	
DDD/S118-T02		<p>(TD) 0/0 Okarun (Human/Occult)</p> <p>CONT - During your turn, all of your other {Vanilla 1/0 Momo - T15} gets +2000 power.</p> <p>AUTO - BOND [Discard 1 card] to {TD 2/1 Turbo Granny - T07} or {Vanilla 1/0 Momo - T15}</p>		RRR	
DDD/S118-T03		<p>(TD) 0/0 Okarun (Human/Occult)</p> <p>CONT - All of your other <Human> or <Strange> characters get +500 power.</p> <p>ACT - [(2) Rest this] Choose 1 character in your Waiting Room, add it to hand.</p>		RRR	

DDD/S118-T04



(TD) 0/0 Aira (Human/Bishoujo)

AUTO - When this attacks, choose 1 of your <Human> or <Strange> characters, this turn, it gets +1500 power.

AUTO - When this card's battle opponent is Reversed, choose 1 of your other <Human> or <Strange> characters, Rest it, and move it to an empty Back Row slot.



RRR & SP

DDD/S118-T05



(TD) 1/0 Okarun (Human/Occult)

AUTO - When this is placed on stage from hand, choose 1 of your <Human> or <Strange> characters, this turn, it gets +1500 power.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower <Human> or <Strange> character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.



RRR & SP

DDD/S118-T06



(TD) 2/1 Alien Serpo (Strange/Alien)

CONT - ASSIST Level x 500.

AUTO - When this is placed on stage from hand, choose 1 of your opponent's back row level 3 or lower characters, during your opponent's next Stand Phase, that character does not Stand.



RRR

DDD/S118-T07



(TD) 2/1 Turbo Granny (Strange/Modern Monster)

AUTO - When this is placed on stage from hand, choose up to 2 {3/2 Okarun - T09} from your Waiting Room, and put them on the bottom of your deck in any order.

ACT - FUSION [Put 1 {0/0 Okarun - T03} underneath this card Face-up as a Marker] Search your deck for up to 1 {3/2 Okarun - T09}, place it on stage in this card's slot, then put this card and all Markers underneath it underneath that card Face-up as Markers in any order, then shuffle your deck afterwards.



RRR

DDD/S118-T08



(TD) 3/2 Aira (Human/Bishoujo)

CONT - If you have 2 or more other <Human> or <Strange> characters, this gets +1500 power and **"AUTO - ENCORE [Discard 1 <Human> or <Strange> character]"**

AUTO - When this is placed on stage from hand, you may Heal 1.



RRR

DDD/S118-T09



(TD) 3/2 Okarun (Human/Occult)

AUTO - When this is placed on stage from hand or by FUSION, you may heal 1.

AUTO - {CX Combo} (1) When this attacks, if you have the **Bar CX (T10)** in your CX Area, you may pay cost. If you do, until the end of your opponent's next turn, this gets +1000 power, then perform the following effect twice, "Send the bottom 2 cards of your opponent's deck to Waiting Room. If there is a CX among those cards, deal 1 damage to your opponent."



RRR

DDD/S118-T10



(TD) Bar CX



RRR

DDD/S118-T11



(TD) 0/0 Momo (Human/Supernatural Power)

CONT - If all of your characters are <Human> or <Strange>, this gets +1000 power.

AUTO - At the start of your opponent's Attack Phase, choose 1 of your <Human> or <Strange> characters, you may move it to an empty Front Row slot with a character in the slot across from it.



RRR

DDD/S118-T12



(TD) 0/0 Seiko (Human/Medium)

AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.

AUTO - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.



RRR

DDD/S118-T13



(TD) 1/0 Seiko (Human/Medium)

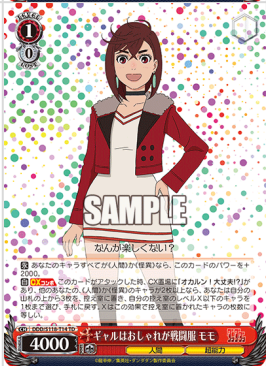
AUTO - When you use this card's BACKUP, if you have an <Human> or <Strange> character, choose 1 of your battling characters, this turn, it gets +1000 power.

ACT - BACKUP +1000



RRR

DDD/S118-T14



(TD) 1/0 Momo (Human/Supernatural Power)

CONT - If all of your characters are <Human> or <Strange>, this gets +2000 power.

AUTO - {CX Combo} When this attacks, if you have the **Door CX (T19)** in your CX Area, and you have 2 or more other <Human> or <Strange> characters, mill 3, choose up to 1 Level X or lower character from your Waiting Room, add it to hand. X equals the number of characters sent to Waiting Room by this effect.



SP & RRR

DDD/S118-T15



(TD) 1/0 Momo vanilla (Human/Supernatural Power)



RRR

DDD/S118-T16



(TD) 1/1 Seiko (Human/Medium)

AUTO - When this is placed on stage from hand, choose 1 of your other characters, you may send it to Stock.

AUTO - When this is placed on stage from hand, if you have 4 or more other <Human> or <Strange> characters, choose 1 <Human> or <Strange> character in your Waiting Room, you may send it to Stock.



RRR

DDD/S118-T17



(TD) 3/2 Momo (Human/Supernatural Power)

AUTO - When this is placed on stage from hand, draw up to 1 card, then choose 1 of your opponent's characters, this turn, it gains the following ability, "**CONT** - During this card's battle, you cannot play Events or BACKUPS from hand."

AUTO - [Discard 1 card] This ability activates up to one per turn. When this card's damage is cancelled, if you have 2 or more other <Human> or <Strange> characters, you may pay cost. If you do, deal 1 damage to your opponent.



RRR

DDD/S118-T18



(TD) 2/1 Event

COUNTER - If you don't have a <Human> or <Strange> character, this cannot be played from hand.

Choose up to 2 characters in your Waiting Room, add them to hand, then discard 1 card.



RRR

DDD/S118-T19



(TD) Door CX

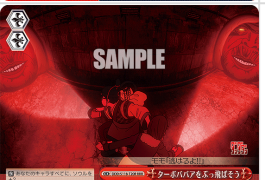


RRR

DDD/S118-T20



(TD) +2 Soul CX



RRR