




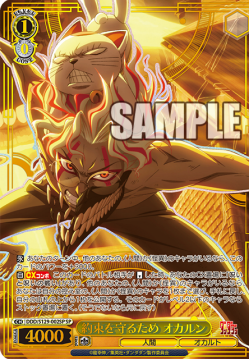






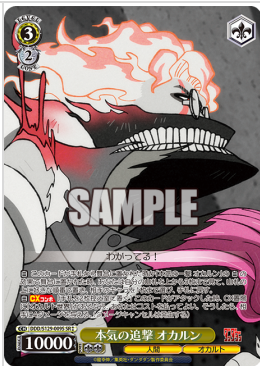








No./104:	104				
DDD/S129-001		<p><b>(RR) 0/0 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - During your turn, if all of your characters are &lt;Human&gt; or &lt;Strange&gt;, this gets +2000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your characters, this turn, it gains the following ability, "<b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot."</p>			SR & SSP
DDD/S129-002		<p><b>(RR) 1/0 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Human&gt; or &lt;Strange&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have the <b>Choice CX (023)</b> in your CX Area, and you have another &lt;Human&gt; or &lt;Strange&gt; character, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand, then reveal the top card of your deck. If that card is a level 2 or lower character, send it to Stock.</p>			SR & SP
DDD/S129-003		<p><b>(RR) 3/2 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - During your turn, this gets +4000 power.</p> <p><b>AUTO</b> - {CX Combo} At the start of your Attack Phase, if you have the <b>Choice CX (024)</b> in your CX Area, and you have no other front row characters, this turn, this gains the following ability, "<b>AUTO</b> - {1 Per Turn} [(5) Discard 1 {Copy of this, Discard 2 &lt;Human&gt; or &lt;Strange&gt; characters} At the end of this card's attack, you may pay cost. If you do, deal 1 damage to your opponent twice, then deal 2 damage to your opponent 4 times, then Stand this, and at the start of your Encore Step, send this to Waiting Room."</p>			SR & SP
DDD/S129-004		<p><b>(R) 0/0 Okarun (Human/Occult)</b></p> <p><b>AUTO</b> - When a CX with a Choice Trigger is placed in your CX Area, this turn, all of your characters get +500 power.</p> <p><b>ACT</b> - <b>BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, and add it to hand, then choose 1 of your characters, this turn, it gets +1000 power.</p>		SR	

<p>DDD/S129-005</p>		<p><b>(R) 1/0 Okarun (Human/Occult)</b></p> <p><b>AUTO</b> - {CX Combo} [Discard 1 {RR 3/2 Okarun's Choice CX - 024} or {RR 1/0 Okarun's Choice CX - 023}] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {RR 3/2 Okarun's Choice CX - 024} or {RR 1/0 Okarun's Choice CX - 024} in your Waiting Room, add it to hand.</p> <p><b>AUTO</b> - When this attacks, if you have 2 or more other &lt;Human&gt; or &lt;Strange&gt; characters, this turn, this gets +4000 power.</p> <p><i>*Note: Has a Soul Trigger</i></p>		<p>SR</p>	
<p>DDD/S129-006</p>		<p><b>(R) 1/0 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - During your turn, for each of your other &lt;Human&gt; or &lt;Strange&gt; characters, this gets +1000 power.</p> <p><b>AUTO</b> - (1) During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p> <p><i>*Note: Has a Soul Trigger</i></p>		<p>SR</p>	
<p>DDD/S129-007</p>		<p><b>(R) 1/1 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - ASSIST level x 500 to &lt;Human&gt; or &lt;Strange&gt; characters.</p> <p><b>AUTO</b> - When a CX with a Choice Trigger is placed in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock.</p> <p><b>ACT</b> - [Send 1 of your other &lt;Human&gt; or &lt;Strange&gt; characters on stage to Waiting Room, Rest this] If you have another {New RR 3/2 Okarun - 003} or {U 3/2 Okarun - 014}, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-008</p>		<p><b>(R) 3/2 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - If you have a {0/0 Okarun - 004} and a {1/1 Okarun - 007}, this gets -1 level in hand.</p> <p><b>CONT</b> - During your turn, if you have 3 or more other characters, this gets +2000 power.</p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, if you have 3 or more other characters, you may pay cost. If you do, choose 1 card in your Clock, add it to hand.</p>		<p>SR</p>	

<p>DDD/S129-009</p>		<p>(R) 3/2 <b>Full Throttle Pursuit, Okarun (DDD/S118-009) (Human/Occult)</b></p> <p><b>AUTO</b> - When this placed on stage from hand or the AUTO effect of "<b>Full Throttle Strike, Okarun - DDD/S118-003</b>", look at up to 3 cards from the top of your deck, and put them back on top in any order, then choose up to 1 of your opponent's characters, return it to hand.</p> <p><b>AUTO</b> - {CX Combo} [Discard 2 cards] When this attacks, if you have "<b>World of Occult - DDD/S118-019</b>" in your CX Area, you may pay cost. If you do, deal 4 damage to your opponent.</p>		<p>SR</p>	
<p>DDD/S129-010</p>		<p>(U) 0/0 <b>Okarun (Human/Occult)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, 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.</p> <p><b>AUTO</b> - [Discard 1 &lt;Human&gt; or &lt;Strange&gt; character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.</p>		<p>SR</p>	
<p>DDD/S129-011</p>		<p>(U) 0/0 <b>Okarun (Human/Occult)</b></p> <p><b>CONT</b> - During your turn, if you have 5 or more hand, this gets +2000 power.</p> <p><b>AUTO</b> - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.</p>		<p>SR</p>	
<p>DDD/S129-012</p>		<p>(U) 2/1 <b>Okarun (Human/Occult)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card, and send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.</p> <p><b>ACT</b> - BACKUP +2500</p>		<p>SR</p>	

<p>DDD/S129-013</p>		<p><b>(U) 2/1 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - If you have 4 or more other &lt;Human&gt; or &lt;Strange&gt; characters, this gets +6000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Human&gt; or &lt;Strange&gt; characters, you may draw 2 cards. If you do, discard 2 cards.</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 4 or more other &lt;Human&gt; or &lt;Strange&gt; characters, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, you may send it to Stock.</p>		<p>SR</p>	
<p>DDD/S129-014</p>		<p><b>(U) 3/2 Okarun (Human/Occult)</b></p> <p><b>AUTO</b> - [Send 1 of your other characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1, add it to hand, then choose up to 1, send it to Stock, and send the rest to Waiting Room. X is equal to the number of your opponent's characters.</p> <p><b>AUTO - CHANGE</b> [Send this to Waiting Room] At the start of your CX Phase, you may pay cost. If you do, choose 1 {New RR 3/2 Okarun - 003} in your Waiting Room, place it on stage in this card's former slot.</p>		<p>SR</p>	
<p>DDD/S129-015</p>		<p><b>(C) 0/0 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - All of your other {1/0 Vanilla Okarun - 020} gets +1500 power and +2 Souls.</p> <p><b>AUTO</b> - [Discard 1 &lt;Human&gt; or &lt;Strange&gt; character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {1/0 Vanilla Okarun - 020}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		<p>SR</p>	
<p>DDD/S129-016</p>		<p><b>(C) 0/0 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - During your turn, this gets +2000 power.</p> <p><b>AUTO</b> - {CX Combo} When the <b>Choice CX (025)</b> is placed in your CX Area, if you have another &lt;Human&gt; or &lt;Strange&gt; character, choose 1 of your other characters, this turn, it gains the following ability, "<b>AUTO</b> - When this card's battle opponent is Reversed, search your deck for up to 1 &lt;Human&gt; or &lt;Strange&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards."</p>		<p>SR</p>	

DDD/S129-017



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

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.

**AUTO** - When this direct attacks, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot.



SR

DDD/S129-018



(C) 0/0 Kenta (Human/Chuunibyou)

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

**AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swaps the two characters. X equals the Level of the character chosen by you -1.



SR

DDD/S129-019



(C) 1/0 Kenta (Human/Chuunibyou)

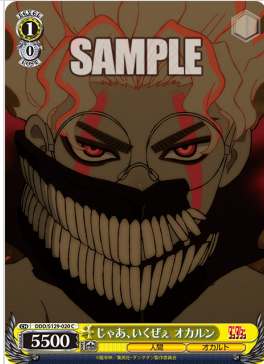
**CONT** - During your turn, this gets +3000 power.

**AUTO** - When this card's battle opponent is Reversed, this turn, that character cannot use "AUTO - ENCORE"

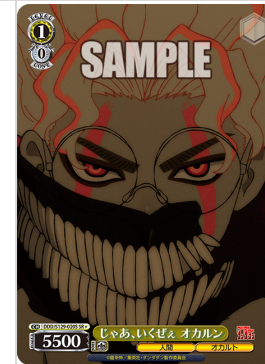


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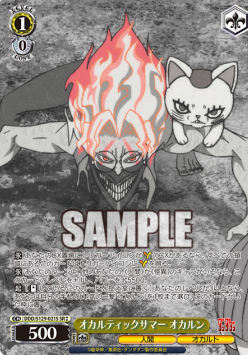








DDD/S129-020














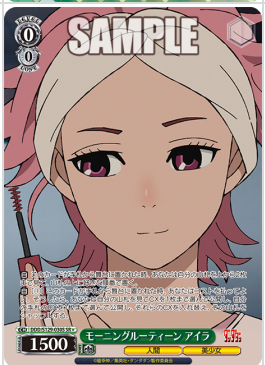



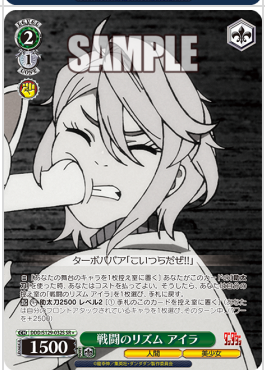
(C) 1/0 Vanilla Okarun



SR

<p>DDD/S129-021</p>		<p><b>(SR2) 1/0 Okarun (Human/Occult)</b></p> <p><b>CONT</b> - If a CX with a Choice Trigger is in your CX Area, this card in any area gains Choice Trigger.</p> <p><b>CONT</b> - During your turn, if you have another &lt;Human&gt; or &lt;Strange&gt; character, this gets +1 Level and +5500 power.</p> <p><b>ACT</b> - [Send this Standing card to Waiting Room] If you are Level 3 or higher, choose up to 1 "<a href="#">Full Throttle Strike, Okarun - DDD/S118-003</a>" from your hand, place it on stage in this card's former slot.</p> <p><i>*Note: Has a Soul Trigger</i></p>		<p>SR</p>	
<p>DDD/S129-022</p>		<p><b>(U) 1/0 Event</b></p> <p>Mill 2, then choose up to 1 Level X or lower &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, and add it to hand, then send this to the bottom of your deck. If X is 2 or higher, search your deck for up to 1 &lt;Human&gt; or &lt;Strange&gt; character, show it to your opponent, add it to hand, then discard 1 card, and shuffle your deck afterwards. X equals the sum of Levels of cards milled by this effect.</p>		<p>SR</p>	
<p>DDD/S129-023</p>		<p><b>(CR) Choice CX</b></p>		<p>RRR</p>	
<p>DDD/S129-024</p>		<p><b>(CR) Choice CX</b></p>		<p>RRR</p>	
<p>DDD/S129-025</p>		<p><b>(CR) Choice CX</b></p>		<p>RRR</p>	

<p>DDD/S129-026</p>		<p><b>(RR) 0/0 Aira (Human/Bishoujo)</b></p> <p><b>CONT</b> - If all of your characters are &lt;Human&gt; or &lt;Strange&gt;, this gets +3000 power.</p> <p><b>AUTO</b> - [(1) Put 1 &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room on the bottom of your Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 &lt;Human&gt; or &lt;Strange&gt; characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>			<p>SR &amp; SP</p>
<p>DDD/S129-027</p>		<p><b>(RR) 3/2 Aira (Human/Bishoujo)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Human&gt; or &lt;Strange&gt; characters, this gets -1 Level in hand.</p> <p><b>CONT</b> - If you have 3 or more other characters, this gets +4000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Look at up to 3 cards from the top of your deck, and put them back on top in any order, then draw 1 card."</p> <p>b) "[(1) Discard 1 card] You may pay cost. If you do, deal 2 damage to your opponent."</p>			<p>SR &amp; SP</p>
<p>DDD/S129-028</p>		<p><b>(C) 1/0 Aira (Human/Bishoujo)</b></p> <p><b>AUTO</b> - [Discard 1 Card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 0 or lower &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, place it on stage in any slot.</p> <p><b>AUTO</b> - When a CX with a Bar Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +3000 power.</p>		<p>SR</p>	

DDD/S129-029		<p><b>(U) 0/0 Chiquitita (Strange/Milk)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand or attacks, if all of your characters are &lt;Human&gt; or &lt;Strange&gt;, choose 1 of your characters, this turn, it gets +2000 power.</p>		SR	
DDD/S129-030		<p><b>(U) 0/0 Aira (Human/Bishoujo)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p><b>AUTO</b> - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 CX, show it to your opponent, then choose up to 1 CX in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.</p>		SR	
DDD/S129-031		<p><b>(U) 1/0 Aira (Human/Bishoujo)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +3000 power.</p> <p><b>AUTO</b> - When a CX with a Bar Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gets +1000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."</p>		SR	
DDD/S129-032		<p><b>(U) 2/1 Aira (Human/Bishoujo)</b></p> <p><b>AUTO</b> - [Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 {this card} from your Waiting Room, and add it to hand.</p> <p><b>ACT</b> - BACKUP +2500</p>		SR	

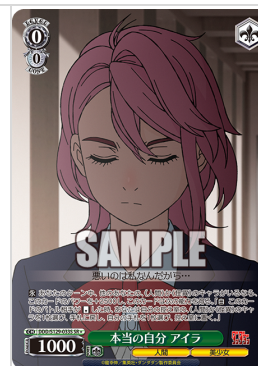
DDD/S129-033



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

**CONT** - During your turn, if you have another <Human> or <Strange> character, this gets +2500 power and the following ability, "**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."

*\*Note: Has a Soul Trigger*



SR

DDD/S129-034



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

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

**AUTO** - {CX Combo} When this card's battle opponent is Reversed, if you have the **Bar CX (040)** in your CX Area, and you have another <Human> or <Strange> character, choose 1 <Human> or <Strange> character in your Waiting Room, add it to hand, then choose 1 of your characters, this turn, it gets +1500 power.



SR

DDD/S129-035



(C) 1/0 Chiquitita (Strange/Milk)

**CONT** - During your turn, all of your other <Human> or <Strange> characters gets +1000 power.

**ACT** - [(1) Discard 1 card, Rest this] Choose 1 character in your Waiting Room, add it to hand.



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DDD/S129-036



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

**CONT** - If all of your characters are <Human> or <Strange>, this gains the following 2 abilities,






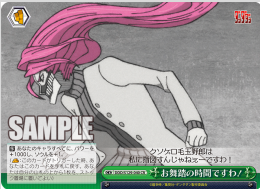
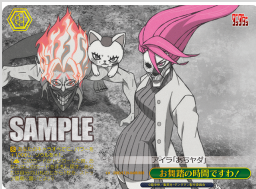
- "**CONT** - During your turn, this gets +5000 power."


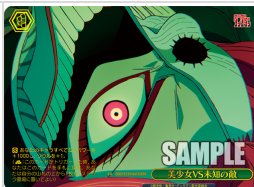








- "**AUTO** - **ENCORE** [Discard 1 character]"

**AUTO** - When this card's battle opponent is Reversed, if you have a CX with a Bar Trigger in your CX Area, draw up to 2 cards, then discard the same amount.





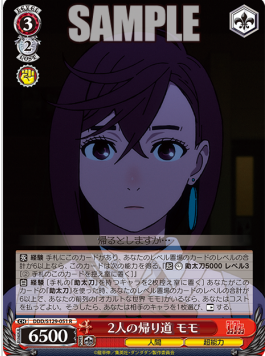





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<p>DDD/S129-037</p>		<p><b>(C) 2/1 Aira (Human/Bishoujo)</b></p> <p><b>CONT</b> - If you have 3 or more other characters, this gains the following 2 abilities,</p> <p>"<b>CONT</b> - During your turn, this gets +4000 power."</p> <p>"<b>AUTO - ENCORE</b> [Discard 1 character]"</p> <p><b>AUTO - {CX Combo}</b> [Send the <b>Bar CX (041)</b> from your CX Area to Waiting Room] When this card's battle opponent is Reversed, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 &lt;Human&gt; or &lt;Strange&gt; characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room, then choose up to 2 &lt;Human&gt; or &lt;Strange&gt; characters in your Waiting Room, send them to Stock in any order.</p>		<p>SR</p>	
<p>DDD/S129-038</p>	<p>SR only</p>	<p><b>(SR2) 0/0 Aira (Human/Bishoujo)</b></p> <p><b>CONT</b> - All of your other "<a href="#">"Because I'm the Chosen One, Aira - DDD/S118-022"</a> and "<a href="#">"Acrobatic Pretty Girl, Aira - DDD/S118-023"</a> gets +500 power and the following ability, "<b>AUTO</b> - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room."</p> <p><b>ACT - BRAINSTORM</b> [(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 &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, and add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-039</p>		<p><b>(R) 2/1 Event</b></p> <p>[Send 1 of your characters from stage to Waiting Room] You may pay cost. If you do, search your deck for up to 2 &lt;Human&gt; or &lt;Strange&gt; character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p>		<p>SR</p>	
<p>DDD/S129-040</p>		<p><b>(CR) Bar CX</b></p>		<p>RRR</p>	

DDD/S129-041		(CR) Bar CX		RRR	
DDD/S129-042		<p>(RR) 0/0 Momo (Human/Supernatural Power)</p> <p><b>CONT</b> - If this is in your hand, and you have a character with "BACKUP", this gains the following ability, "ACT - BACKUP +1000."</p> <p><b>AUTO</b> - [Discard 1 &lt;Human&gt; or &lt;Strange&gt; character] When this attacks, you may pay cost. If you do, Mill up to 3, choose up to 1 Level X or lower &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, add it to hand. X equals the number of &lt;Human&gt; or &lt;Strange&gt; characters sent to Waiting Room by this effect.</p>			SR & SP
DDD/S129-043		<p>(RR) 1/0 Momo (Human/Supernatural Power)</p> <p><b>CONT</b> - If you have 2 or more other &lt;Human&gt; or &lt;Strange&gt; characters, this gets +5000 power.</p> <p><b>CONT - EXPERIENCE 3</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 3 or more, this gains "ACT - BACKUP +2000"</p> <p><b>AUTO - {CX Combo} EXPERIENCE 3</b> - When this attacks, if you have the <b>Door CX (078)</b> in your CX Area, and the sum of Levels of cards in your Level Zone is 3 or more, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p>		SR	
DDD/S129-044		<p>(RR) 3/2 Momo (Human/Supernatural Power)</p> <p><b>CONT - EXPERIENCE 6</b> - If the sum of Levels of cards in your Level Zone is 6 or more, all of your &lt;Human&gt; or &lt;Strange&gt; characters get +1500 power,</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - {CX Combo} EXPERIENCE 6</b> [Rest this Standing character] When the <b>Door CX (079)</b> is placed in your CX Area, if this is in your front row, and the sum of Levels of cards in your Level Zone is 6 or more, you may pay cost. If you do, deal 3 damage to your opponent twice.</p>			SR & SP

<p>DDD/S129-045</p>		<p><b>(R) 0/0 Turbo Granny (Strange/Modern Monster)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.</p> <p><b>AUTO</b> - [(1) Discard 1 card] 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.</p>			<p>SR &amp; SP</p>
<p>DDD/S129-046</p>		<p><b>(R) 0/0 Momo (Human/Supernatural Power)</b></p> <p><b>CONT</b> - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".</p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Human&gt; or &lt;Strange&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is front attacked, you may pay cost. If you do, choose 1 of your other &lt;Human&gt; or &lt;Strange&gt; characters and this card, return them to hand.</p>		<p>SR</p>	
<p>DDD/S129-047</p>		<p><b>(R) 0/0 Momo (Human/Supernatural Power)</b></p> <p><b>CONT</b> - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".</p> <p><b>ACT - {CX Combo} BRAINSTORM</b> [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each {RR 1/0 Momo Door CX - 078} or {RR 3/2 Momo Door CX - 079} among them, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, and add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-048</p>		<p><b>(R) 0/0 Seiko (Human/Medium)</b></p> <p><b>AUTO</b> - [(1) Discard 2 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, search your deck for up to 2 &lt;Human&gt; or &lt;Strange&gt; character, show them to your opponent, add them to hand, and shuffle your deck afterwards.</p>		<p>SR</p>	

<p>DDD/S129-049</p> 	<p>(R) 1/0 Momo (Human/Supernatural Power)</p> <p><b>CONT - EXPERIENCE 3</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 3 or more, this gains "<b>ACT - BACKUP +2000</b>"</p> <p><b>AUTO - EXPERIENCE 3</b> - When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 3 or more, look at up to 3 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, then discard 1 card, and choose 1 of your characters, this turn, it gets +1000 power.</p>		<p>SR</p>	
<p>DDD/S129-050</p> 	<p>(R) 1/1 Momo (Human/Supernatural Power)</p> <p><b>CONT - ASSIST</b> level x 500 to &lt;Human&gt; or &lt;Strange&gt; characters.</p> <p><b>AUTO - {1 Per Turn}</b> When you use an ACT, reveal the top card of your deck. If that card is a &lt;Human&gt; or &lt;Strange&gt; character, add it to hand and discard 1 card.</p> <p><b>ACT - EXPERIENCE 3</b> [Rest this] If the sum of Levels of cards in your Level Zone is 3 or more, choose 1 of your &lt;Human&gt; or &lt;Strange&gt; characters. this turn, it gets +2500 power.</p>		<p>SR</p>	
<p>DDD/S129-051</p> 	<p>(R) 3/2 Momo (Human/Supernatural Power)</p> <p><b>CONT - EXPERIENCE 6</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 6 or more, this gains "<b>ACT - BACKUP +5000</b>"</p> <p><b>AUTO - EXPERIENCE 6</b> - [Discard 2 characters with "BACKUP"] When you use this card's BACKUP, if the sum of Levels of cards in your Level Zone is 6 or more, and you have a front row {New RR 3/2 Momo}, you may pay cost. If you do, choose 1 of your opponent's characters, Rest it.</p>		<p>SR</p>	
<p>DDD/S129-052</p> 	<p>(R) 3/2 Momo (Human/Supernatural Power)</p> <p><b>CONT - EXPERIENCE 6</b> - During your turn, if the sum of Levels of cards in your Level Zone is 6 or more, this gets +5000 power and the following ability, "<b>CONT</b> - During this card's battle, your opponent cannot play Events or BACKUPS from hand."</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 CX with a Door Trigger in your Waiting Room, you may add it to hand.</p>		<p>SR</p>	

DDD/S129-053



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

**CONT** - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".

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

**ACT** - [Rest 1 of your <Human> or <Strange> characters] Choose 1 <Human> or <Strange> characters character in your Level Zone and 1 <Human> or <Strange> characters in your Waiting Room, swap them.



SR

DDD/S129-054



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

**CONT** - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".

**AUTO** - {CX Combo} [Discard 1 {RR 1/0 Momo Door CX - 078} or {RR 3/2 Momo Door CX - 079} When this is placed on stage from hand, you may pay cost. If you do, choose 1 {RR 1/0 Momo Door CX - 078} or {RR 3/2 Momo Door CX - 079} in your Waiting Room, add it to hand.



SR

DDD/S129-055



(U) 0/0 Turbo Granny (Strange/Beckoning Cat)

**AUTO** - (1) At the start of your opponent's attack phase, you may pay the cost. If you do, move this to an empty slot in your back row.

**ACT** - [(1) Send this to Waiting Room] Mill 3, choose up to 1 Level X or lower <Human> or <Strange> character from your Waiting Room, add it to hand. X equals the number of <Human> or <Strange> characters sent to Waiting Room by this effect.



SR

DDD/S129-056



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

**CONT** - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".

**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, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose 1 <Human> or <Strange> character from your Waiting Room, add it to hand.



SR

DDD/S129-057



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

**CONT** - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".

**ACT** - [Discard 1 card, Send this to Waiting Room] If you have another <Human> or <Strange> character, choose 1 of your opponent's characters, move it to an opponent's empty slot.



SR

DDD/S129-058



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

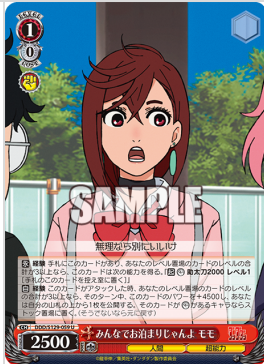
**CONT** - While this is in your hand, if you have a character with a COUNTER icon, this gains "ACT - BACKUP +1000".

**AUTO** - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX 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/S129-059



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

**CONT - EXPERIENCE 3** - While this is in your hand, if the sum of Levels of cards in your Level Zone is 3 or more, this gains "ACT - BACKUP +2000"

**AUTO - EXPERIENCE 3** - When this attacks, if the sum of Levels of cards in your Level Zone is 3 or more, this turn, this gets +4500 power, then reveal the top card of your deck. If that card is a character with a COUNTER icon, send it to Stock.



SR

DDD/S129-060



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

**AUTO** - When your other <Human> or <Strange> character attacks, this turn, this gets +X power. X equals the number of your other <Human> or <Strange> characters times 500.

**AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, reveal the top card of your deck. If that card is a level 1 or higher, add it to hand.



SR

DDD/S129-061



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

CONT - EXPERIENCE 3 - While this is in your hand, if the sum of Levels of cards in your Level Zone is 3 or more, this gains "ACT - BACKUP +2500"

CONT - EXPERIENCE 3 - If the sum of Levels of cards in your Level Zone is 3 or more, this gets +4500 power and the following 3 abilities,

- "CONT - During your turn, this gets +2000 power."

- "AUTO - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +4500 power."

- "AUTO - ENCORE [Discard 1 character]"



SR

DDD/S129-062



(U) 2/1 Turbo Granny (Strange/Beckoning Cat)

AUTO - When this attacks, if you have 4 or more other <Human> or <Strange> characters, choose 1 of your characters, this turn, it gets +4500 power.

AUTO - [(1) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of CXes sent to Waiting Room by this effect.



SR

DDD/S129-063



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




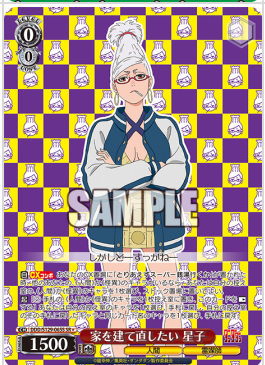



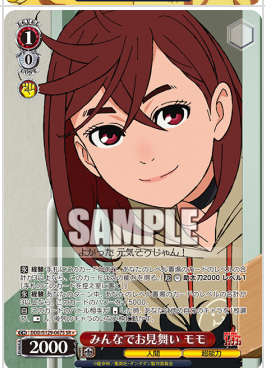
CONT - If your opponent has a Level 3 or higher character, this gets -1 Level in hand.








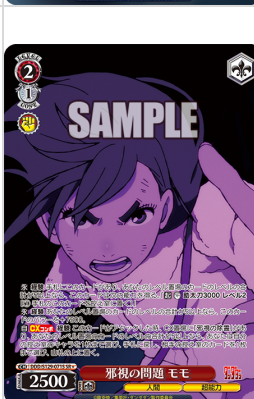
CONT - EXPERIENCE 6 - If the sum of Levels of cards in your Level Zone is 6 or more, this gets +1000 power and this cannot be targeted by your opponent's effects.


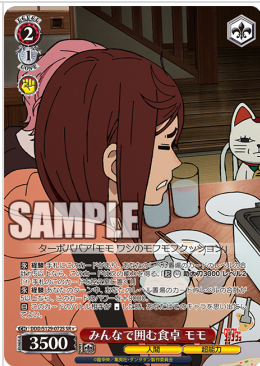
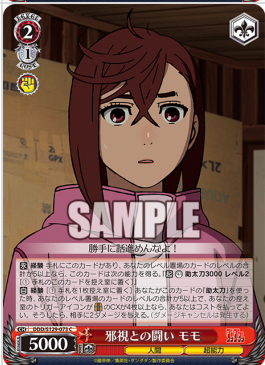
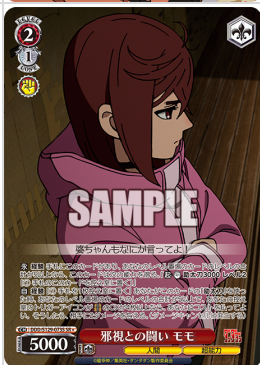



AUTO - [Discard 1 card] When this is placed on stage from hand, choose up to 1 of your opponent's characters, return it to hand, then you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand.


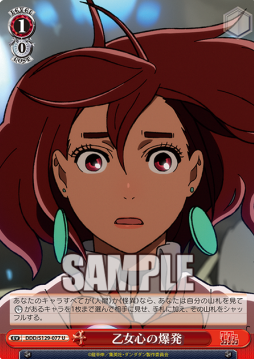





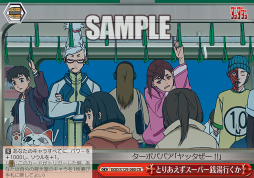
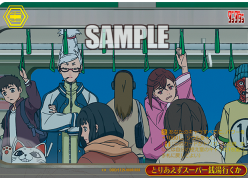

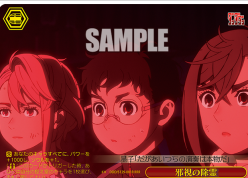


SR

<p>DDD/S129-064</p>		<p><b>(C) 0/0 Turbo Granny (Strange/Beckoning Cat)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Human&gt; or &lt;Strange&gt; characters, you may draw 1 card. If you do, discard 1 card.</p> <p><b>AUTO</b> - When this attacks, choose 1 of your opponent's front row characters, this turn, it gets -X power. X equals the number of your other &lt;Human&gt; or &lt;Strange&gt; characters times 500.</p>		<p>SR</p>	
<p>DDD/S129-065</p>		<p><b>(C) 0/0 Seiko (Human/Medium)</b></p> <p><b>AUTO</b> - {CX Combo} When the <b>Door CX (080)</b> is placed in your CX Area, if you have another &lt;Human&gt; or &lt;Strange&gt; character, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, you may send it to Stock.</p> <p><b>ACT</b> - [(2) Discard 1 &lt;Human&gt; or &lt;Strange&gt; character, Rest this] Choose 1 character from your Waiting Room, add it to hand, then choose 1 character from your Waiting Room with the same name as the added card, and add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-066</p>		<p><b>(C) 0/0 Manjiro (Human/Priest)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 500.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, if you have another &lt;Human&gt; or &lt;Strange&gt; character, reveal the top card of your deck. If that card is a level 2 or higher character, add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-067</p>		<p><b>(C) 1/0 Momo (Human/Supernatural Power)</b></p> <p><b>CONT - EXPERIENCE 3</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 3 or more, this gains "<b>ACT - BACKUP +2000</b>"</p> <p><b>CONT - EXPERIENCE 3</b> - During your turn, if the sum of Levels of cards in your Level Zone is 3 or more, this gets +5000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot.</p>		<p>SR</p>	

DDD/S129-068		<p><b>(C) 1/0 Turbo Granny (Strange/Beckoning Cat)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Human&gt; or &lt;Strange&gt; character, choose 1 of your characters, this turn, it gets +4000 power.</p> <p><b>AUTO</b> - (2) When this is sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p>		SR	
DDD/S129-069		<p><b>(C) 1/0 Seiko (Human/Medium)</b></p> <p><b>AUTO</b> - ENCORE [Discard 1 character]</p> <p><b>AUTO</b> - <b>EXPERIENCE 3</b> - When this attacks, if the sum of Levels of cards in your Level Zone is 3 or more, 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, and this turn, this gets +3000 power.</p>		SR	
DDD/S129-070		<p><b>(C) 1/1 Turbo Granny (Strange/Beckoning Cat)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, reveal the top card of your deck. If that card is a &lt;Human&gt; or &lt;Strange&gt; character, add it to hand and discard 1 card.</p> <p><b>ACT</b> - BACKUP +2000</p>		SR	
DDD/S129-071		<p><b>(C) 2/1 Momo (Human/Supernatural Power)</b></p> <p><b>CONT</b> - <b>EXPERIENCE 5</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 5 or more, this gains "<b>ACT</b> - BACKUP +3000"</p> <p><b>CONT</b> - <b>EXPERIENCE 5</b> - If the sum of Levels of cards in your Level Zone is 5 or more, this gets +7500 power.</p> <p><b>AUTO</b> - <b>{CX Combo} EXPERIENCE 5</b> - When this attacks, if you have the <b>Door CX (081)</b> in your CX Area, and the sum of Levels of cards in your Level Zone is 5 or more, choose up to 1 character in your Waiting Room, add it to hand, the choose up to 1 card in your opponent's Waiting Room, place it on top of their deck.</p>		SR	




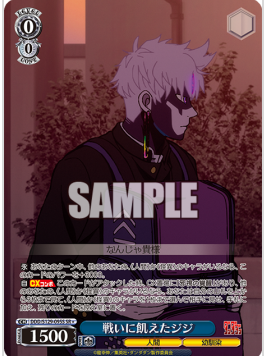




<p>DDD/S129-072</p>		<p><b>(C) 2/1 Momo (Human/Supernatural Power)</b></p> <p><b>CONT - EXPERIENCE 5</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 5 or more, this gains "<b>ACT - BACKUP +3000</b>"</p> <p><b>CONT - EXPERIENCE 5</b> - During your turn, if the sum of Levels of cards in your Level Zone is 5 or more, this gets +9000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, you may send that character to Memory.</p>		<p>SR</p>	
<p>DDD/S129-073</p>		<p><b>(C) 2/1 Momo (Human/Supernatural Power)</b></p> <p><b>CONT - EXPERIENCE 5</b> - While this is in your hand, if the sum of Levels of cards in your Level Zone is 5 or more, this gains "<b>ACT - BACKUP +3000</b>"</p> <p><b>AUTO - EXPERIENCE 5</b> [(1) Discard 1 card] When you use this card's BACKUP, if the sum of Levels of cards in your Level Zone is 5 or more, and you have 4 or more CXes with a Door Trigger in your Waiting Room, you may pay cost. If you do, deal 2 damage to your opponent.</p>		<p>SR</p>	
<p>DDD/S129-074</p>		<p><b>(C) 2/1 Seiko (Human/Medium)</b></p> <p><b>CONT - EXPERIENCE 5</b> - If the sum of Levels of cards in your Level Zone is 5 or more, this gains the following 2 abilities,</p> <ul style="list-style-type: none"> <li>- "<b>CONT</b> - During your turn, this gets +5000 power."</li> <li>- "<b>AUTO - ENCORE</b> [Discard 1 &lt;Human&gt; or &lt;Strange&gt; character]"</li> </ul> <p><b>AUTO</b> - When this card's battle opponent is Reversed, reveal the top card of your deck. If that card is a &lt;Human&gt; or &lt;Strange&gt; character, add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-075</p>	<p>SR only</p>	<p><b>(SR2) 2/0 Turbo Granny (Strange/Modern Monster)</b></p> <p><b>CONT</b> - This card can be played without meeting Color requirement.</p> <p><b>AUTO</b> - (2) When this is placed on stage from hand, you may pay cost. If you do, 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.</p>		<p>SR</p>	

<p>DDD/S129-076</p>	<p>SR only</p>	<p><b>(SR2) 3/2 Momo (Human/Supernatural Power)</b></p> <p><b>CONT</b> - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>CONT - EXPERIENCE 4</b> - If the sum of Levels of cards in your Level Zone is 4 or more, this gets +1500 power and the following ability, "<b>AUTO</b> - [(1) Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, deal 1 damage to your opponent."</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p>		<p>SR</p>	
<p>DDD/S129-077</p>		<p><b>(U) 1/0 Event</b></p> <p>If all of your characters are &lt;Human&gt; or &lt;Strange&gt;, search your deck for up to 1 character with a COUNTER icon, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		<p>SR</p>	
<p>DDD/S129-078</p>		<p><b>(CR) Door CX</b></p>		<p>RRR</p>	
<p>DDD/S129-079</p>		<p><b>(CR) Door CX</b></p>		<p>RRR</p>	
<p>DDD/S129-080</p>		<p><b>(CR) Door CX</b></p>		<p>RRR</p>	
<p>DDD/S129-081</p>		<p><b>(CR) Door CX</b></p>		<p>RRR</p>	

<p>DDD/S129-082</p>		<p><b>(RR) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - [Discard 1 CX with a Pants Trigger] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p> <p><b>AUTO</b> - When this attacks, if you have another &lt;Human&gt; or &lt;Strange&gt; character, this turn, this gets +3000 power.</p>			<p>SR &amp; SSP</p>
<p>DDD/S129-083</p>		<p><b>(RR) 3/2 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - {CX Combo} When this attacks if you have the <b>Pants CX (102)</b> in your CX Area, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room, and until the end of your opponent's next turn, during this card's battle, you do not take damage from the AUTO effects of your opponent's characters.</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] When this is placed on stage from hand or by the effect of CHANGE, you may pay cost. If you do, deal 1 damage to your opponent.</p>		<p>SR</p>	
<p>DDD/S129-084</p>		<p><b>(R) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] When a CX is placed in your CX Area, you may pay cost. If you do, this turn, all of your characters get +1000 power.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Pants Trigger among them, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, and add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-085</p>		<p><b>(R) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - [(1) Discard 1 CX with a Pants Trigger] When this is placed on stage from hand, you may pay cost. If you do, look at the top card of your deck, and put it on top or bottom of your deck or into your Waiting Room, then choose up to 1 CX with a Pants Trigger in your Waiting Room, add it to hand.</p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p>		<p>SR</p>	

<p>DDD/S129-086</p>		<p><b>(R) 1/0 Jiji (Human/Childhood Friend)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other characters, this gets +3000 power.</p> <p><b>AUTO - {CX Combo} RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] When this attacks, if you have the <b>Pants CX (103)</b> in your CX Area, and you have 2 or more other characters, you may pay cost. If you do, look at up to 2 cards from the top of your deck, and put them back on top in any order, then choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p>		<p>SR</p>	
<p>DDD/S129-087</p>		<p><b>(R) 1/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - When a CX with a Pants Trigger is placed in your CX Area, this turn, this gets +1000 power and the following ability, "<b>AUTO</b> - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +2000 power.</p>		<p>SR</p>	
<p>DDD/S129-088</p>		<p><b>(R) 3/2 Jiji (Human/Childhood Friend)</b></p> <p><b>CONT</b> - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] When this attacks, you may pay cost. If you do, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand, then discard 1 card, and this turn, this gets +4000 power.</p>		<p>SR</p>	
<p>DDD/S129-089</p>		<p><b>(R) 3/2 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO - CHANGE RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand, Send this to Waiting Room] At the start of your CX Phase, you may pay cost. If you do, choose up to 1 {RR 3/2 Jiji - 083} in your Waiting Room, place it on stage in this card's former slot, and this turn, it gets +2000 power.</p>		<p>SR</p>	

<p>DDD/S129-090</p>		<p><b>(U) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - [Discard 1 CX with a Pants Trigger] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 &lt;Human&gt; or &lt;Strange&gt; character in your Waiting Room, add it to hand.</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +1 soul.</p>		<p>SR</p>	
<p>DDD/S129-091</p>		<p><b>(U) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - At the start of your CX Phase, choose 1 of your &lt;Human&gt; or &lt;Strange&gt; characters, this turn, it gets +1000 power.</p> <p><b>AUTO</b> - (1) At the start of your Encore Phase, if you have a CX with a Pants Trigger in your CX Area, you may pay cost. If you do, look at up to 5 cards from the top of your deck, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		<p>SR</p>	
<p>DDD/S129-092</p>		<p><b>(U) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - [Discard 1 &lt;Human&gt; or &lt;Strange&gt; character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {R 0/0 Jiji CX Swap - 085}, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +2000 power.</p>		<p>SR</p>	
<p>DDD/S129-093</p>		<p><b>(U) 1/1 Jiji (Human/Childhood Friend)</b></p> <p><b>CONT - ASSIST</b> Level x 500 to &lt;Human&gt; or &lt;Strange&gt; characters.</p> <p><b>AUTO</b> - When a CX with a Pants Trigger is placed in your CX Area, this turn, all of your characters get +1000 power.</p> <p><b>ACT - RESONATE</b> [(1) Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand, Rest this] Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		<p>SR</p>	

<p>DDD/S129-094</p>		<p><b>(U) 3/2 Jiji (Human/Childhood Friend)</b></p> <p><b>CONT</b> - If you have 3 or more CXes with a Pants Trigger in your Waiting Room, this gets -1 Level in hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Human&gt; or &lt;Strange&gt; character, send it to Stock, then choose up to 1 of your opponent's level 3 or lower characters, send it to Waiting Room.</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] At the start of your CX Phase, you may pay cost. If you do, until the end of your opponent's next turn, this gets +3000 power.</p>		<p>SR</p>	
<p>DDD/S129-095</p>		<p><b>(C) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>CONT</b> - During your turn, if you have another &lt;Human&gt; or &lt;Strange&gt; character, this gets +3000 power.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Pants CX (104)</b> in your CX Area, look at up to 3 cards from the top of your deck, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		<p>SR</p>	
<p>DDD/S129-096</p>		<p><b>(C) 0/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] When this is placed on stage from hand or attacks, you may pay cost. If you do, choose 1 of your characters, this turn, it gets +1500 power and the following ability, "<b>CONT</b> - This cannot be Reversed by your opponent's AUTO effects."</p>		<p>SR</p>	
<p>DDD/S129-097</p>		<p><b>(C) 1/0 Jiji (Human/Childhood Friend)</b></p> <p><b>AUTO</b> - [Discard 1 card] When this attacks, you may pay cost. If you do, choose 1 of your other &lt;Human&gt; or &lt;Strange&gt; characters, return it to hand.</p> <p><b>AUTO - RESONATE</b> [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] At the start of your CX Phase, if this is in your front row, you may pay cost. If you do, choose 1 of your other characters and this card, this turn, they get +3000 power.</p>		<p>SR</p>	

DDD/S129-098



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

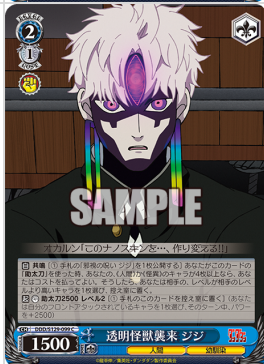
**AUTO - RESONATE** [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand]  
At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +4000 power.

**AUTO - RESONATE** [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand]  
When this card's battle opponent is Reversed, if you have a CX with a Pants Trigger in your CX Area, you may pay cost. If you do, draw up to 3 cards, then discard the same amount.



SR

DDD/S129-099



(C) 2/1 Jiji (Human/Childhood Friend)

**AUTO - RESONATE** [(1) Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand] When you use this card's BACKUP, if you have 4 or more <Human> or <Strange> characters, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Waiting Room.

**ACT - BACKUP** +2500



SR

DDD/S129-100



(C) 2/1 Jiji (Human/Childhood Friend)

**CONT** - If you have 2 or more other <Human> or <Strange> characters, this gains the following 2 abilities,

- "**AUTO** - When this card's battle opponent is Reversed, search your deck for up to 1 <Human> or <Strange> character, show it to your opponent, add it to hand, then discard 1 card, and shuffle your deck afterwards."

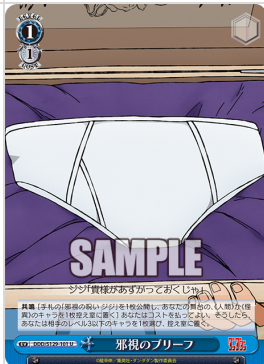
- "**AUTO - ENCORE** [Discard 1 character]"

**AUTO - RESONATE** [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand]  
At the start of your CX Phase, you may pay cost. If you do, this turn, this gets +6000 power.



SR

DDD/S129-101









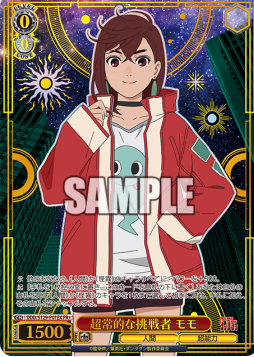




(U) 1/1 Event

**RESONATE** [Reveal 1 {R 0/0 Jiji CX Swap - 085} from your hand, Send 1 of your <Human> or <Strange> characters on stage to Waiting Room] You may pay cost. If you do, choose 1 of your opponent's level 3 or lower characters, send it to Waiting Room.



SR

<p>DDD/S129-102</p>		<p><b>(CR) Pants CX</b></p>		<p>RRR</p>	
<p>DDD/S129-103</p>		<p><b>(CR) Pants CX</b></p>		<p>RRR</p>	
<p>DDD/S129-104</p>		<p><b>(CR) Pants CX</b></p>		<p>RRR</p>	
<p>DDD/S129-P01</p> <p>July/August Store PR Pack</p>		<p><b>(PR) 0/0 Momo (Human/Supernatural Power)</b></p> <p><b>CONT</b> - All of your other &lt;Human&gt; or &lt;Strange&gt; characters get +500 power.</p> <p><b>ACT</b> - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 &lt;Human&gt; or &lt;Strange&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>			<p>Foil &amp; PR+</p>
<p>DDD/S129-P02</p> <p>June Climax Challenge PR</p>		<p><b>(PR) 0/0 Okarun (Human/Occult)</b></p> <p><b>AUTO</b> - When a CX with a Choice Trigger is placed in your CX Area, this turn, all of your characters get +500 power.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them, choose up to 1 &lt;Human&gt; or &lt;Strange&gt; character from your Waiting Room, and add it to hand, then choose 1 of your characters, this turn, it gets +1000 power.</p>		<p>PR+</p>	