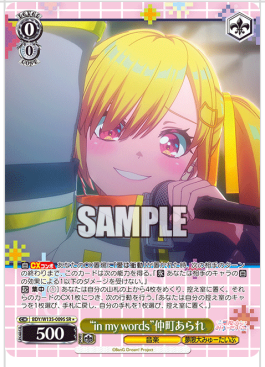
No./100:	100				
BDY/W135-001		**(RR) 0/0 Arale (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room. **AUTO** - [(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 2 <Mugendai Mewtype> characters, show them to your opponent. Your opponent chooses 1 of those characters, send it to Waiting Room, add the rest to your hand, and shuffle your deck afterwards.			*SR & SP*
BDY/W135-002		**(RR) 3/2 Arale (Music/Mugendai Mewtype) - 12000 power** **AUTO - {CX Combo}** [(2) Discard 1 {Copy of this}] At the start of your Attack Phase, if you have the **Choice CX (026)** in your CX Area, and this is in your front row, and all of your characters are <Mugendai Mewtype>, and you have no other front row characters, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Mill 18, then deal 2 damage to your opponent X times. X is equal to the number of CXes milled." b) "Perform **"Dreams are Infinitely Big""** **REPLAY - {1 Per Game} Dreams are Infinitely Big** - Choose 1 card in your Level Zone, send it to Waiting Room, then put the top 4 cards of your deck into Clock, and deal 1 damage to your opponent 5 times. **Note: Has 3 Souls*			*SR & SSP*
BDY/W135-003		**(RR) 3/2 Ritsu (Music/Mugendai Mewtype) - 12000 power** **CONT** - If you have 4 or more <Music> characters, this gets -1 Level in hand. **AUTO** - [Send 1 of your other <Mugendai Mewtype> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Draw up to 2 cards." b) "Choose 1 <Mugendai Mewtype> character in your Clock, add it to hand." **AUTO** - At the start of your Encore Step, send this to Stock.			*SR & SSP*

BDY/W135-004		**(R) 1/0 Arale (Music/Mugendai Mewtype)** **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. **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. **Note: Has a Soul Trigger*		*SR*	
BDY/W135-005		**(R) 1/0 Arale (Music/Mugendai Mewtype) - 1500 power** **CONT** - During your turn, if you have another <Music> character, this gets +6000 power. **AUTO - {CX Combo}** When this attacks, if you have the **Choice CX (027)** in your CX Area, during the Trigger Step of this attack, perform Trigger Check twice, and this turn, this gains the following ability, "**AUTO** - (1) When this card's battle opponent is Reversed, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand." *Note: Has a Soul Trigger	 	*SR & SP*	
BDY/W135-006		**(R) 1/0 Ritsu (Music/Mugendai Mewtype)** **CONT** - You other front row center slot character 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 <Music> character from your Waiting Room, and add it to hand. **Note: Has a Soul Trigger*		*SR*	
BDY/W135-007		**(R) 1/0 Yuno (Music/Mugendai Mewtype)** **AUTO** - [Discard 1 <Mugendai Mewtype> character] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 of your opponent's characters, send it to Memory, at the start of the Encore Step, your opponent places that character on stage in any slot. **AUTO** - [Discard 1 <Mugendai Mewtype> character, Flip 1 of your face-up cards in your Level Zone face-down] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Mugendai Mewtype> character in your Waiting Room, add it to hand.		*SR*	

BDY/W135-008		**(R) 3/2 Arale (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose 1 {RR 3/2 Arale} in your Waiting Room, you may send it to Memory. **AUTO** - [Send 2 of your other <Mugendai Mewtype> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, draw up to 3 cards, then discard 1 card. **AUTO - CHANGE** [Return this to hand] At the start of your CX Phase, you may pay cost. If you do, choose 1 **{RR 3/2 Arale - 002}** in your Memory, place it on stage in this card's former slot.		*SR*	
BDY/W135-009		**(U) 0/0 Arale (Music/Mugendai Mewtype)** **AUTO -** {CX Combo} When the **Choice CX (026)** is placed in your CX Area, until the end of your opponent's next turn, this gains the following ability, "**CONT** - You do not take 1 or less damage from the AUTO effects of your opponent's characters." **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect, "Choose 1 character from your Waiting Room, add it to hand, and discard 1 card." **Note: Has a Soul Trigger*		*SR*	
BDY/W135-010		**(U) 0/0 Arale (Music/Mugendai Mewtype)** **CONT** - During your turn, this gets +2000 power. **AUTO** - [Discard 1 **{R 3/2 Arale Changer - 008}** or **{RR 3/2 Arale - 002}**] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
BDY/W135-011		**(U) 0/0 Nonoka (Music/Mugendai Mewtype)** **ACT** - [(2) Rest this] Heal 1. **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 character from your Waiting Room, and add it to hand.		*SR*	

BDY/W135-012		**(U) 0/0 Yuno (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them. **ACT** - [(1) Discard 1 <Music> character, Send this Standing card to Waiting Room] Look at up to 5 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*	
BDY/W135-013		**(U) 0/0 Ritsu (Music/Mugendai Mewtype)** **AUTO - {CX Combo}** [Discard 1 **{3/2 Arale's Choice CX - 026}** or **{1/0 Yuno's Door CX - 062}**] When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{3/2 Arale's Choice CX - 026}** or **{1/0 Yuno's Door CX - 062}** in your Waiting Room, add it to hand.		*SR*	
BDY/W135-014		**(U) 1/1 Arale (Music/Mugendai Mewtype)** **CONT** - If this is in your front row center slot, this gets +4500 power and "**AUTO - ENCORE** [Discard 1 cahracter]" **AUTO** - [Send 1 CX with a Choice Trigger from your CX Area to Waiting Room] At the end of this card's attack, if you have another <Music> character, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand or send it to Stock, send the rest to Waiting Room		*SR*	
BDY/W135-015		**(U) 2/1 Arale (Music/Mugendai Mewtype)** **CONT** - If you have another front row **{U 2/1 Ritsu - 016}**, this gets +4000 power. **AUTO** - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{U 2/1 Ritsu - 016}** in your Waiting Room, place it on stage in any slot. **AUTO - {CX Combo}** When this attacks, if you have the **Shot CX (028)** in your CX Area, and you have another front row **{U 2/1 Ritsu - 016}**, until the end of your opponent's next turn, this gets +5000 power.		*SR*	

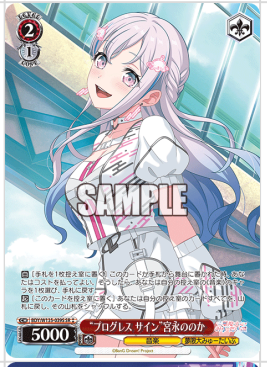
BDY/W135-016		**(U) 2/1 Ritsu (Music/Mugendai Mewtype)** **CONT** - If you have another front row **{U 2/1 Arale - 015}**, this gets +4000 power. **AUTO** - [Discard 1 <Music> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{U 2/1 Arale - 015}** in your Waiting Room, place it on stage in any slot. **AUTO** - {CX Combo} When this attacks, if you have the **Shot CX (028)** in your CX Area, and you have another front row **{U 2/1 Arale - 015}**, until the end of your opponent's next turn, this gets +5000 power.		*SR*	
BDY/W135-017		**(C) 0/0 Arale (Music/Mugendai Mewtype)** **ACT** - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 **{TD 3/2 Arale - T06}** from your hand, place it on stage in this card's former slot. **Note: Has a Soul Trigger*		*SR*	
BDY/W135-018		**(C) 0/0 Arale (Music/Mugendai Mewtype)** **CONT** - During your turn, if all of your characters are <Music>, this gets +2000 power. **AUTO** - {CX Combo} **{1 Per Turn}** When this card's damage is cancelled, if you have **"Tuning" (T09)** in your CX Area, and you have 2 or more other <Music> characters, look at up to 3 cards from the top of your deck, choose up to 2 <Music> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room, and this turn, this gets +2000 power.		*SR*	
BDY/W135-019		**(C) 1/1 Nonoka (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Music> characters, choose 1 <Music> character in your Waiting Room, you may send it to Stock. **AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.		*SR*	

BDY/W135-020		**(C) 2/0 Yuno (Music/Mugendai Mewtype)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 of your opponent's front row cost 0 or lower character and up to 1 of your opponent's back row cost 0 or lower character, send them to Waiting Room.		*SR*	
BDY/W135-021		**(C) 2/1 Arale (Music/Mugendai Mewtype)** **ACT** - [Send this to Waiting Room] Choose 1 of your opponent's characters, Stand it and move it to an opponent's empty slot or choose another 1 of your opponent's characters, stand them and swap them. **ACT - BACKUP** +2500		*SR*	
BDY/W135-022		**(C) 2/1 Nonoka (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room." **Note: Has 2 Souls.*		*SR*	
BDY/W135-023		**(C) 3/2 Nonoka (Music/Mugendai Mewtype)** **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 <Music> characters. **AUTO** - When this is Reversed, if you have 2 or more other <Music> characters, if the battle opponent's level is 3 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*	

BDY/W135-024		**(C) 3/2 Yuno (Music/Mugendai Mewtype)** **CONT** - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. **AUTO** - [(2) Discard 1 card] When this card's Trigger Check reveals a CX, you may pay cost. If you do, deal 2 damage to your opponent, and this turn, this gets +1000 power.		*SR*	
BDY/W135-025		**(R) 1/0 Event** [Rest 1 of your Standing <Music> characters] You may pay cost. If you do, search your deck for up to 2 <Music> characters, show them to your opponent. Your opponent chooses 1 of those characters, send it to Waiting Room, add the rest to your hand, and shuffle your deck afterwards.		*SR & SEC*	
BDY/W135-026		**(CR) Choice CX**		*RRR*	
BDY/W135-027		**(CR) Choice CX**		*RRR*	
BDY/W135-028		**(CR) Shot CX**		*RRR*	

BDY/W135-029		**(RR) 0/0 Yuno (Music/Mugendai Mewtype) - 500 power** **AUTO** - [Discard 1 card] When a CX is placed in your CX Area, 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. **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 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."			*SR & SSP*
BDY/W135-030		**(RR) 0/0 Nonoka (Music/Mugendai Mewtype) - 1000 power** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Mugendai Mewtype> character, choose 1 of your characters, this turn, it gets +2000 power. **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, mill 2, then choose 1 Level X or lower <Mugendai Mewtype> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.			*SR & SSP*
BDY/W135-031		**(RR) 1/0 Yuno (Music/Mugendai Mewtype)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +3000 power, and during this card's battle, your opponent cannot use BACKUP. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (062)** in your CX Area, and you have another character, look at up to 4 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. If you sent a CX to Waiting Room by this effect, look at up to 3 cards from the top of your deck, choose up to 3 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room.			*SR & SP*
BDY/W135-032		**(RR) 3/2 Nonoka (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand or Memory, you may Heal 1. **AUTO - {CX Combo}** When this attacks, if you have the **Door CX (063)** in your CX Area, choose 1 of the following 2 effects and resolve it, a) "Choose up to 2 characters in your Waiting Room, add 1 to hand, and send the rest to the bottom of your Stock, and this turn, this gets +1000 power." b) "[(1) Discard 1 card] You may pay cost. If you do, deal 3 damage to your opponent."			*SR & SP*

BDY/W135-033		**(R) 0/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Music> character, choose 1 of your characters, this turn, it gets +2000 power. **ACT** - [Discard 1 card, Send this to Waiting Room] Choose 1 <Music> character from your Waiting Room, add it to hand.		*SR*	
BDY/W135-034		**(R) 0/0 Yuno (Music/Mugendai Mewtype)** **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{RR 1/0 Yuno - 031}** in your Waiting Room, send it to Memory. **AUTO - {CX Combo} MEMORY** [Send this to the bottom of your Stock] At the start of your CX Phase, if you have the **Door CX (062)** in your CX area, and you are level 1 or higher, you may pay cost. If you do, choose 1 **{RR 1/0 Yuno - 031}** in your Memory, place it on stage in this card's former slot, and until the end of your opponent's next turn, it gets +1500 power.		*SR*	
BDY/W135-035		**(R) 0/0 Nonoka (Music/Mugendai Mewtype)** **AUTO** - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Mugendai Mewtype> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR & SP*	
BDY/W135-036		**(R) 1/0 Miyako (Music/Mugendai Mewtype)** **CONT** - During your turn, if you have another **{RR 0/0 Yuno - 029}**, all of your other <Mugendai Mewtype> characters get +1000 power. **ACT - {CX Combo} BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each **{3/2 Arale's Choice CX - 026}** or **{1/0 Yuno's Door CX - 062}** among them, choose up to 1 <Mugendai Mewtype> character from your Waiting Room, and add it to hand. **Note: Has a Soul Trigger*		*SR*	

BDY/W135-037		**(R) 1/0 Yuno (Music/Mugendai Mewtype)** **CONT** - This does not Stand during your Stand Phase. **AUTO** - [Discard 1 **{copy of this}**, Discard 2 cards] When you use this card's BACKUP, you may pay cost. If you do, choose 1 battling character, this turn, it gains the following ability, "**CONT** - This cannot deal damage to players." **ACT - BACKUP** +0		*SR*	
BDY/W135-038		**(R) 1/1 Nonoka (Music/Mugendai Mewtype)** **CONT - ASSIST** Level x 500 to <Mugendai Mewtype> characters. **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 character from your Waiting Room, and add it to hand**.**		*SR*	
BDY/W135-039		**(R) 2/1 Nonoka (Music/Mugendai Mewtype)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Music> character in your Waiting Room, add it to hand. **ACT** - [Send this to Waiting Room] Shuffle all cards from your Waiting Room into your deck.		*SR*	
BDY/W135-040		**(R) 3/2 Nonoka (Music/Mugendai Mewtype)** **CONT** - If you have 4 or more <Music> characters, this gets -1 Level in hand. **CONT** - All of your other <Music> characters get +1500 power. **AUTO** - [Send 1 of your other <Music> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.		*SR*	

BDY/W135-041		**(R) 3/2 Miyako (Music/Mugendai Mewtype)** **AUTO** - [(1) Discard 1 <Music> character] 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, add it to hand, and shuffle your deck afterwards, then deal 1 damage to your opponent.	 	*SR & SP*
BDY/W135-042		**(R) 3/2 Yuno (Music/Mugendai Mewtype)** **AUTO** - When this attacks, if this is in your front row center slot, during the Trigger Step of this attack, perform Trigger Check twice. **AUTO - {CX Combo}** [(1) Discard 1 card, Send 1 Marker underneath this to Waiting Room] When this attacks, if you have the **Door CX (065)** in your CX Area, and you have another <Music> character, deal 1 damage to your opponent, then you may pay cost. If you do, deal 1 damage to your opponent. **Note: Has 1 Soul*	 	*SR & SP*
BDY/W135-043		**(U) 0/0 Nonoka (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand or attacks, choose 1 of your <Music> characters, this turn, it gets +1500 power. **AUTO - {CX Combo}** When this attacks, if you have the **Stocksoul CX (064)** in your CX Area, and you have 2 or more other <Music> characters, mill up to 3, then choose up to 1 Level X or lower <Music> character from your Waiting Room, add it to hand. X equals the number of <Music> characters sent to Waiting Room by this effect.		*SR*
BDY/W135-044		**(C) 0/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose 1 of your opponent's Back Row characters whose Level is higher than your opponent's Level, during your opponent's next Stand Phase, that character does not Stand. **ACT** - [(1) Send this Standing card to Clock] 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*

BDY/W135-045		**(U) 0/0 Yuno (Music/Mugendai Mewtype)** **AUTO** - [(1) Discard 1 card] When this card is triggered, you may pay cost. If you do, heal 1. **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character. **Note: Has a Soul Trigger*		*SR*	
BDY/W135-046		**(U) 0/0 Nonoka (Music/Mugendai Mewtype)** **AUTO** - (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. **AUTO** - When a CX is placed in your opponent's CX Area, you may send this to Stock.		*SR*	
BDY/W135-047		**(U) 0/0 Miyako (Music/Mugendai Mewtype)** **CONT -** During your turn, if all of your characters are <Music>, this gets +8000 power. **AUTO** - When this is Reversed, put the top card of your deck into Clock, Rest this.		*SR*	
BDY/W135-048		**(C) 1/1 Yuno (Music/Mugendai Mewtype)** **AUTO** - When a CX with a Door Trigger is placed in your CX Area, choose up to 2 of your characters, this turn, they get +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** - [Rest this Standing card] When your other character attacks, you may pay cost. If you do, this turn, that character gets +3000 power.		*SR*	

BDY/W135-049		**(U) 1/1 Nonoka (Music/Mugendai Mewtype)** **CONT** - During your turn, all of your other <Music> characters get +1000 power. **AUTO - {CX Combo} MEMORY** [(1) Send this to Waiting Room] During your CX Phase, when the **Door CX (063)** is placed in your CX Area, if you are level 2 or higher, you may pay cost. If you do, choose 1 **{RR 3/2 Nonoka - 032}** in your Memory, place it on stage in this card's former slot. **ACT** - [Rest this] Choose 1 **{RR 3/2 Nonoka - 032}** in your Waiting Room, send it to Memory.		*SR*	
BDY/W135-050		**(U) 2/0 Miyako (Music/Mugendai Mewtype)** **CONT** - During your turn, if all of your characters are <Mugendai Mewtype>, this gets +2000 power. **AUTO** - [Discard 1 <Mugendai Mewtype> character] 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, heal 1.		*SR*	
BDY/W135-051		**(U) 2/1 Nonoka (Music/Mugendai Mewtype)** **AUTO** - [(1) Discard 1 <Music> character] When you use this card's BACKUP, you may pay cost. If you do, heal 1. **ACT - BACKUP** +2500		*SR*	
BDY/W135-052		**(C) 2/1 Yuno (Music/Mugendai Mewtype)** **AUTO** - [Discard 1 <Mugendai Mewtype> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card. ACT - [Put 1 **{RR 0/0 Yuno - 029}** underneath this card face-up as a Marker] If you are level 2 or higher, choose 1 **{R 3/2 Yuno - 042}** in your Waiting Room, place it on stage in this card's slot, then put all the markers underneath this and this card underneath that **{R 3/2 Yuno - 042}** face-up as Markers in any order.		*SR*	

BDY/W135-053		**(U) 3/2 Yuno (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {1 Per Turn}** [(1) Discard 1 card, Flip 3 of your face-up cards in your Level Zone face-down] At the end of this card's attack, if you have 2 or more other <Music> characters, you may pay cost. If you do, reveal the top card of your deck. If that card is a <Music> character, Stand this.		*SR*	
BDY/W135-054		**(C) 0/0 Yuno (Music/Mugendai Mewtype)** **AUTO** - At the end of this card's attack, if this is in your front row center slot, reveal the top card of your deck. If that card is a <Music> character, you may move this to an empty slot in your back row. **AUTO** - [Rest this Standing character] When you other <Music> character attacks, you may pay cost. If you do, this turn, that character gets +1000 power.		*SR*	
BDY/W135-055		**(C) 0/0 Yuno (Music/Mugendai Mewtype)** **CONT** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - [(1) Discard 1 <Music> character] When this card is triggered, you may pay cost. If you do, deal 1 damage to your opponent.		*SR*	
BDY/W135-056		**(C) 0/0 Nonoka (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Mugendai Mewtype> characters, 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." **ACT** - [(1) Send this to Waiting Room] If you are level 2 or higher, choose 1 of your opponent's characters, return it to hand, then choose 1 of your characters, this turn, it gets +1000 power.		*SR*	

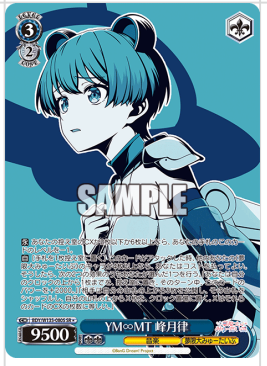
BDY/W135-057		**(C) 1/0 Nonoka (Music/Mugendai Mewtype)** **AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, heal 1. **AUTO** - When your other <Music> character attacks, this turn, this gets +2000 power.		*SR*	
BDY/W135-058		**(C) 1/0 Miyako (Music/Mugendai Mewtype)** **CONT** - During your turn, for each Marker underneath this, this gets +3000 power. **AUTO** - When this card's battle opponent is reversed, choose 1 <Music> character in your Waiting Room, you may place it underneath this face-up as a Marker. **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.		*SR*	
BDY/W135-059		**(C) 2/1 Miyako (Music/Mugendai Mewtype)** **CONT** - During your turn, this gets +6000 power. **AUTO - ALARM** [Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1. **AUTO - SHIFT** Lv. 0		*SR*	
BDY/W135-060		**(C) 2/1 Yuno (Music/Mugendai Mewtype)** **CONT** - All of your opponent's characters get "**AUTO - ENCORE** (2)". **AUTO** - [Send this to Waiting Room] When your other front row center slot <Music> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +5000 power.		*SR*	

BDY/W135-061		**(U) 2/1 Event** [Send 1 of your <Mugendai Mewtype> characters on stage to Waiting Room] You may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Choose up to 2 characters in your Waiting Room, add them to hand." b) "Choose up to 2 of your opponent's characters, return them to hand."		*SR*	
BDY/W135-062		**(CR) Door CX**		*RRR*	
BDY/W135-063		**(CR) Door CX**		*RRR*	
BDY/W135-064		**(CR) Stocksoul CX**		*RRR*	
BDY/W135-065		**(CR) Door CX**		*RRR*	
BDY/W135-066		**(RR) 0/0 Miyako (Music/Mugendai Mewtype)** **CONT** - If all of your characters are <Mugendai Mewtype>, this gets +3000 power. **AUTO** - During your turn, when this card's battle opponent is Reversed, if all of your characters are <Mugendai Mewtype>, reveal the top card of your deck. If that card is a level 2 or lower character, add it to hand.	 	*SR & SSP*	

BDY/W135-067		**(RR) 1/0 Ritsu (Music/Mugendai Mewtype)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power. **AUTO -** {CX Combo} [Discard 1 card] When this attacks, if you have the **Pants CX (096)** in your CX Area, and you have 2 or more other <Music> characters, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 3 <Music> characters or **{1/1 Blue Event - 095}** from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.			*SR & SP*
BDY/W135-068		**(RR) 3/2 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand or Memory, choose 1 of the following 2 effects and resolve it, a) "You may heal 1." b) "Choose 1 {Copy of this} in your Memory, you may place it on stage in any slot, and this turn, this gets +2000 power." **AUTO -** {CX Combo} When the **Draw Splitsoul Book CX (097)** is placed in your CX Area, this turn, this gains the following ability, "**AUTO** - [(1) Discard 3 cards, Send this to Memory] At the end of this card's attack, you may pay cost. If you do, choose 1 <Mugendai Mewtype> character in your Waiting Room, place it on stage in this card's former slot."			*SR & SP*
BDY/W135-069		**(R) 0/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - At the start of your CX Phase, choose 1 of your <Music> characters, this turn, it gets +1000 power. **ACT** - [(1) Rest 2 of your characters] Mill 2, then choose up to 1 Level X or lower <Music> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect**.**			*SR*
BDY/W135-070		**(R) 0/0 Arale (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. **ACT** - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.			*SR*

BDY/W135-071		**(R) 0/0 Ritsu (Music/Mugendai Mewtype)** **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 <Music> character or **{New Blue 1/1 Event - 095}** from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		*SR*	
BDY/W135-072		**(R) 1/0 Viola (Music/Fairy Bouquet)** **CONT** - If all of your characters are <Music>, this gets +3000 power. **AUTO - {CX Combo}** [Send 1 of your other <Music> characters on stage to Waiting Room] At the start of your Encore Step, if you have the **+2 Soul CX (100)** in your CX Area, and this is in your front row, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gets +4000 power.		*SR*	
BDY/W135-073		**(R) 1/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - [Discard 1 card, Send 1 Blue CX from your CX Area to Waiting Room] At the start of your Encore Step, if you have another character, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand. **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 character from your Waiting Room, and add it to hand.		*SR*	
BDY/W135-074		**(R) 3/2 Ritsu (Music/Mugendai Mewtype) - 10000 power** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO - {CX Combo}** At the end of this card's attack, if you have the **Pants CX (098)** in your CX Area, and you have 2 or more other <Music> characters, perform the following 2 effects once each, - "Deal 1 damage to your opponent or heal 1." - "Until the end of your opponent's next turn, this gains the following ability, "**CONT** - The character across from this cannot side attack, and during this card's battle, you do not take damage from the AUTO effects of your opponent's characters.""		*SR & SP*	

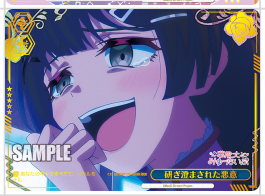
BDY/W135-075		**(U) 0/0 Ritsu (Music/Mugendai Mewtype)** **CONT** - During your turn, if you have another <Music> character, this gets +3000 power. **AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice		*SR*	
BDY/W135-076		**(U) 0/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room. **AUTO - {CX Combo}** [Return this to hand] When the **Draw Splitsoul Book CX (096)** is placed in your CX Area, if you have another <Music> character, you may pay cost. If you do, choose 1 level 0 or lower <Music> character in your Waiting Room, place it on stage in any slot.		*SR*	
BDY/W135-077		**(U) 0/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck. **AUTO** - [Discard 1 card, 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 2 cards from the top of your deck, and put them back on top in any order, then choose 1 <Music> character from your Waiting Room, add it to hand.		*SR*	
BDY/W135-078		**(U) 1/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 **{RR 1/0 Ritsu - 067}** in your Waiting Room, send it to Memory. **AUTO - {CX Combo} MEMORY** [Send this to the bottom of your Stock] During your CX Phase, when the **Pants CX (096)** is placed in your CX Area, you may pay cost. If you do, choose 1 **{RR 1/0 Ritsu - 067}** in your Memory, place it on stage in this card's former slot, and until the end of your opponent's next turn, it gets +1500 power.		*SR*	

BDY/W135-079		**(U) 2/0 Viola (Music/Fairy Bouquet)** **AUTO -** {CX Combo} (1) At the start of your Attack Phase, if you have the **+2 Soul CX (100)** in your CX Area, and this is in your front row, and you have 2 or more other <Music> characters, you may pay cost. If you do, perform the following effect twice, "Choose 1 of your opponent's characters, Stand it and move it to an opponent's empty slot or choose another 1 of your opponent's characters, stand them and swap them."		*SR*
BDY/W135-080		**(U) 3/2 Ritsu (Music/Mugendai Mewtype)** **CONT** - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand. **AUTO** - [Discard 1 card] When this attacks, if you have 4 or more other <Mugendai Mewtype> characters, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Heal up to 1, and this turn, this gets +2000 power." b) "Your opponent reveals the top 3 cards of their deck, shuffles their deck, then send X cards from the top of their deck to Clock. X is equal to the number of CXes revealed."		*SR*
BDY/W135-081		**(U) 3/2 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, search your deck for up to 1 <Mugendai Mewtype> character, send it to Waiting Room, and shuffle your deck afterwards, then choose up to 2 **{RR 3/2 Miyako - 068}** in your Waiting Room, send up to 2 of them to Stock in any order, and send the rest to Memory. **AUTO - MEMORY** [Return this to hand] At the start of your CX Phase, you may pay cost. If you do, choose 1 **{RR 3/2 Miyako - 068}** in your Memory, place it on stage in this card's former slot.		*SR*
BDY/W135-082		**(C) 0/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, add up to 2 cards from the bottom of your Stock to hand, then choose an equal number of cards from hand, place them on the bottom of your Stock in any order.		*SR*

BDY/W135-083		**(C) 0/0 Bell (Music/Fairy Bouquet)** **AUTO** - When this is placed on stage from hand or attacks, 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*	
BDY/W135-084		**(C) 0/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Music> characters, this turn, it gets +1500 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 2 <Music> character, and show them to your opponent. Your opponent chooses 1 of those characters, send it to Waiting Room, add the rest to hand, and shuffle your deck afterwards, then look at up to 2 cards from the top of your deck, and put them back on top in any order.		*SR*	
BDY/W135-085		**(C) 0/0 Popo (Music/Fairy Bouquet)** **AUTO** - When this is placed on stage from hand, if you have another <Music> 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*	
BDY/W135-086		**(C) 1/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - [Discard 2 cards] 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 Waiting Room. **ACT - BACKUP** +1000		*SR*	

BDY/W135-087		**(C) 1/0 Arale (Music/Mugendai Mewtype)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +4000 power. **AUTO** - When this is Reversed, if the battle opponent's Cost is 0 or lower, you may send that character to the bottom of your opponent's deck**.**		*SR*	
BDY/W135-088		**(C) 1/0 Miyako (Music/Mugendai Mewtype)** **CONT** - During your turn, if you have 2 or more other <Music> characters, this gets +2000 power. **AUTO** - [(1) Discard 1 card, Rest 1 of your other Standing <Music> characters] During the turn this is placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 2 <Music> characters in your Waiting Room, add them to hand.		*SR*	
BDY/W135-089		**(C) 2/1 Miyako (Music/Mugendai Mewtype)** **ACT** - [(1) Send this to the bottom of your deck] Choose up to 2 <Mugendai Mewtype> characters in your Waiting Room, add them to hand. **ACT - BACKUP** +3000		*SR*	
BDY/W135-090		**(C) 2/1 Ritsu (Music/Mugendai Mewtype)** **CONT** - All of your other **{RR 1/0 Ritsu - 067}** gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, look at up to 3 cards from the top of your deck, and put them back on top in any order." **AUTO** - When a CX is placed in your CX Area, choose up to 2 of your characters, until the end of your opponent's next turn, it gets +2500 power.		*SR*	

BDY/W135-091		**(C) 2/1 Ritsu (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, choose 1 of your other <Music> characters, this turn, it gains the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power." **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck. **Note: Has 2 Souls*		*SR*	
BDY/W135-092		**(C) 2/1 Arale (Music/Mugendai Mewtype)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power. **ACT** - [Send 1 of your other <Mugendai Mewtype> characters on stage to Waiting Room, Send this Standing card to Waiting Room] Choose 1 CX in your Waiting Room, add it to hand.		*SR*	
BDY/W135-093		**(C) 3/2 Arale (Music/Mugendai Mewtype)** **CONT** - If your opponent has a Level 3 or higher character, this gets -1 Level in hand. **AUTO** - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power. **AUTO** - When a CX is placed in your opponent's CX Area, you may send this to Stock.		*SR*	
BDY/W135-094		**(C) 3/2 Viola (Music/Fairy Bouquet)** **AUTO** - When this is placed on stage from hand, 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. **AUTO** - (1) When this attacks, you may pay cost. If you do, choose 1 card in your opponent's Waiting Room, place it on top of their deck.		*SR*	

BDY/W135-095		**(U) 1/1 Event** If you don't have a <Mugendai Mewtype> character, this cannot be played from hand. Look at up to 2 cards from the top of your deck, choose up to 2 <Mugendai Mewtype> characters or {copies of this} from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room. [Send this to your Level Zone] You may pay cost. If you do, choose 1 card in your Level Zone, send it to Waiting Room. **CONT - EXPERIENCE** - If this is in your Level Zone, and you do not have another {copy of this} in your Level Zone, increase the maximum number of cards in your hand by +1.		*SR*	
BDY/W135-096		**(CR) Pants CX**		*RRR*	
BDY/W135-097		**(CR) Book CX**		*RRR*	
BDY/W135-098		**(CR) Pants CX**		*RRR*	
BDY/W135-099		**(CR) Book CX**		*RRR*	
BDY/W135-100		**(CR) +2 Soul CX**		*RRR*	

BDY/W135-P01 *Bushiroad EXPO 2026*		**(PR) Bushiroad EXPO 2026**			
BDY/W135-P02 *10th Anniversary LIVE PR Card Set*		**(PR) 2/1 Arale (Anniversary/Music/Mugendai Mewtype)** **AUTO** - When you use this card's BACKUP, look at the top card of your deck, and put it on top or bottom of your deck. **ACT - BACKUP** +3000 [Send this from your hand to the bottom of your Deck]			
BDY/W135-P03 *Purchase Campaign*		**(PR) 2/1 Yuno (Music/Mugendai Mewtype)** **ACT - BACKUP** +3500			
BDY/W135-P04 *Ambassador Bushiroad TCG Shop with GiGO*		**(PR) +2 Soul CX**			

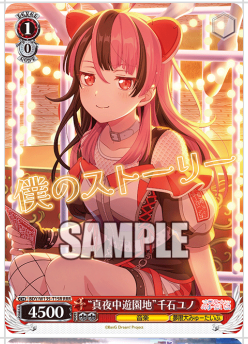
BDY/W135-P05 *Live Show PR*		**(PR) 1/1 47 Prefecture Conquest (Event)** Search your stock for up to 1 CX, reveal it to your opponent, add it to hand, and shuffle your stock.			
BDY/W135-P06 *CX Challenge PR*		**(PR) 1/0 Event** [Rest 1 of your Standing <Music> characters] You may pay cost. If you do, search your deck for up to 2 <Music> characters, show them to your opponent. Your opponent chooses 1 of those characters, send it to Waiting Room, add the rest to your hand, and shuffle your deck afterwards.		*PR+*	
BDY/W135-P07 *Manga PR*		**(PR) 2/1 Arale (Music/Mugendai Mewtype)** **AUTO** - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "**AUTO** - When this card's battle opponent is Reversed, send it to Memory." **ACT - BACKUP** +3000			
VRG/WE52-P05 *Case Topper PR, 4 copies of each of the 3 Virtual Girl @ World's End cards in a case of Mugendai Mewtype, still playable with the Mugendai cards*		**(PR) 0/0 Ai (Apocalyptic World/Music)** **AUTO** - [Discard 1 <Apocalyptic World> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 [""The Other Me" Ai & Ai Tokiwa - RG/WE52-03"] or [""Stage" Ai - VRG/WE52-05"] or ["Vision Eye"], show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.			

VRG/WE52-P06 *Case Topper PR, 4 copies of each of the 3 Virtual Girl @ World's End cards in a case of Mugendai Mewtype, still playable with the Mugendai cards*		**(PR) 0/0 Rinka (Apocalyptic World/Music)** **AUTO** - [Discard 1 <Apocalyptic World> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 **""Alter's Top Vstar" Rinka - VRG/WE52-38"** or **""Alstroemeria" Rinka - VRG/WE52-35"** or **""Perfectly Masked" Rin Katase - VRG/WE52-40"**, show it to your opponent, add it to hand, and shuffle your deck afterwards. **ACT** - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Apocalyptic World> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.			
VRG/WE52-P07 *Case Topper PR, 4 copies of each of the 3 Virtual Girl @ World's End cards in a case of Mugendai Mewtype, still playable with the Mugendai cards*		**(PR) 2/1 Maki (Apocalyptic World/Music)** **AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room. **ACT** - [Send 1 of your other <Apocalyptic World> characters on stage to Waiting Room, Send this to the bottom of your deck] Choose 1 card in your Clock, add it to hand.			

No./19:	19					
BDY/W135-T01		**(TD) 0/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - At the start of your CX Phase, choose 1 of your <Mugendai Mewtype> characters, this turn, it gains the following ability, "**AUTO** - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room." **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.			*RRR & SP*	
BDY/W135-T02		**(TD) 0/0 Ritsu (Music/Mugendai Mewtype)** **AUTO** - [Put 1 <Music> character from your Waiting Room on the bottom of your Clock] 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 no other front row characters, this turn, this gets +4000 power.		*RRR*		
BDY/W135-T03		**(TD) 0/0 Arale (Music/Mugendai Mewtype)** **AUTO** - When this attacks, you may reveal up to 3 cards from the top of your deck. If you revealed 1 or more, choose up to 1 <Music> character from among them, add it to hand, send the rest to Waiting Room, and discard 1 card.		*RRR*		
BDY/W135-T04		**(TD) 1/0 Arale (Music/Mugendai Mewtype)** **CONT** - During your turn, for each of your other <Music> characters, this gets +1000 power. **AUTO** - During this card's battle, when the damage you take is cancelled, you may send this to Stock. **Note: Has a Soul Trigger*		*RRR*		

BDY/W135-T05		**(TD) 2/0 Ritsu (Music/Mugendai Mewtype)** **CONT** - For each of your other <Music> characters, this gets +1000 power.		*RRR*		
BDY/W135-T06		**(TD) 3/2 Arale (Music/Mugendai Mewtype)** **AUTO** - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other <Music> characters, you may pay cost. If you do, choose 1 card in your Clock, add it to hand. **AUTO - {CX Combo}** [(3) Discard 2 cards] At the end of this card's attack, if you have the **Choice CX (T08)** in your CX Area, you may pay cost. If you do, deal 2 damage to your opponent twice.		*RRR, SR & SP*		
BDY/W135-T07		**(TD) 1/1 Event** Search your deck for up to 1 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*RRR*		
BDY/W135-T08		**(TD) Choice CX**		*RRR*		
BDY/W135-T09		**(TD) +2 Soul CX**		*RRR*		

BDY/W135-T10		**(TD) 0/0 Nonoka (Music/Mugendai Mewtype)** **CONT** - During your turn, all of your other **{1/0 Yuno Vanilla - T15}** gets +2000 power. **AUTO - BOND** (1) to **{1/0 Yuno Vanilla - T15}**		*RRR*	
BDY/W135-T11		**(TD) 0/0 Yuno (Music/Mugendai Mewtype)** **CONT** - All of your other <Music> characters get +500 power. **ACT** - [(2) Rest this] Choose 1 character in your Waiting Room, add it to hand.		*RRR & SP*	
BDY/W135-T12		**(TD) 0/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character. **ACT** - [Discard 1 card, send this to the bottom of your deck] Search your deck for up to 1 <Music> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*RRR & SP*	
BDY/W135-T13		**(TD) 1/0 Miyako (Music/Mugendai Mewtype)** **AUTO** - When you use this card's BACKUP, if you have an <Music> character, choose 1 of your battling characters, this turn, it gets +1000 power. **ACT - BACKUP** +1000		*RRR*	

BDY/W135-T14		**(TD) 1/0 Nonoka (Music/Mugendai Mewtype)** **CONT** - If you have 2 or more other <Music> characters, this gets +3000 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 <Music> characters, choose 1 <Music> character in your Waiting Room, you may add it to hand.		*RRR*	
BDY/W135-T15		**(TD) 1/0 Yuno vanilla (Music/Mugendai Mewtype)**		*RRR*	
BDY/W135-T16		**(TD) 2/1 Miyako (Music/Mugendai Mewtype)** **CONT - ASSIST** Level x 500. **ACT** - [Rest this] Look at the top card of your deck, and put it on top of your deck or into your Waiting Room, then choose 1 of your other **{TD 3/2 Arale - T06}**, this turn, it gets +1000 power and the following ability, "**CONT** - During this card's battle, your opponent cannot use BACKUP."		*RRR*	
BDY/W135-T17		**(TD) 2/1 Nonoka (Music/Mugendai Mewtype)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Music> characters times 1000. **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Music> characters, choose 1 <Music> character in your Waiting Room, you may send it to Stock.		*RRR & SP*	

BDY/W135-T18		**(TD) 3/2 Yuno (Music/Mugendai Mewtype)** **AUTO** - 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. **AUTO** - [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, choose 1 CX from your Waiting Room, and add it to hand.		*RRR*		
BDY/W135-T19		**(TD) Door CX**		*RRR*		