No./100:

100

RKN/S115-001



(RR) 0/0 Tsubame (Meiji Kenkaku Romantan/Akabeko)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Meiji Kenkaku Romantan> character, this turn, this does not suffer Soul Penalty when Side Attacking.

AUTO - [(1) Put the top card of your deck into Clock, Return this to hand] At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your other <Meiji Kenkaku Romantan> characters, and return it to hand.



OFR & SP

RKN/S115-002



(RR) 0/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

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

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



OFR & SP

RKN/S115-003



(RR) 3/2 Megumi (Meiji Kenkaku Romantan/Medicine)

CONT - If you have 4 or more <Meiji Kenkaku Romantan> characters, this gets -1 Level in hand.

CONT - For each of your opponent's back row characters, this gets +1000 power.

AUTO - [Discard 1 card] When this is placed on stage from hand, if you have 2 or more other <Meiji Kenkaku Romantan> characters, you may pay cost. If you do, choose 1 card in your Clock, add it to hand.



OFR & SP



(RR) 3/2 Sanosuke (Meiji Kenkaku Romantan/Brawler)

CONT - If all of your characters are <Meiji Kenkaku Romantan>, this gains the following 2 abilities,

- "CONT During your turn, this gets +3000 power."
- "AUTO ENCORE [Discard 1 < Meiji Kenkaku Romantan > character]"

AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have the **Choice CX (036)** in your CX Area, you may pay cost. If you do, then choose up to 3 cards in your Opponent's Waiting Room, your opponent shuffles them into their deck, then deal 4 damage to your opponent.



OFR & SP

RKN/S115-005



(R) 0/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

AUTO - {CX Combo} When the **Choice CX (037)** is placed in your CX Area, if you have 2 or more other <Meiji Kenkaku Romantan> characters, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, search your deck for up to 1 <Meiji Kenkaku Romantan> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."

ACT - [(1) Rest 2 of your characters] Look at up to 3 cards from the top of your deck, choose up to 1 <Meiji Kenkaku Romantan> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



SR

RKN/S115-006



(R) 0/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

CONT - If you have 5 or more hand, this gets +1 Level, +1500 power, and gains the following ability: "**CONT** - The character across from this and this card cannot Side Attack."

AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot with a character in the slot across from it.





(R) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - At the start of your opponent's Attack Phase, if all of your characters are <Meiji Kenkaku Romantan>, you may mill 1. If that card is a Level 2 or lower character, this turn, this gains the following ability, "**AUTO** - When this is Front Attacked, you may return this to hand."



SR

RKN/S115-008



(R) 0/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

CONT - All of your characters gain the following ability. **"CONT** - This cannot side attack."

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



SR

RKN/S115-009



(R) 1/0 Tsubame (Meiji Kenkaku Romantan/Akabeko)

CONT - During your turn, all of your other <Meiji Kenkaku Romantan> characters get +1000 power.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 character with the same card name as a character on your stage, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SF



(R) 2/1 Sanosuke & Yahiko (Meiji Kenkaku Romantan)

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Meiji Kenkaku Romantan> in your Waiting Room, add it to hand.

ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.



SR

RKN/S115-011



(R) 2/1 Megumi (Meiji Kenkaku Romantan/Medicine)

CONT - ASSIST +1500 to <Meiji Kenkaku Romantan> characters.

AUTO - When this is placed on stage from hand, you may send the top card of your opponent's Stock to Waiting Room. If you do, choose 1 card in your opponent's Waiting Room, send it to your opponent's Stock.



SE.

RKN/S115-012



(R) 3/2 Kenshin (Meiji Kenkaku Romantan/Swordsman) - 10500 power

CONT - If you have 2 or more other <Meiji Kenkaku Romantan> characters, this gets +1000 power.

AUTO - RESONATE [Reveal 2 **{RR 0/0 Kenshin - 040}** from your hand] This ability activates up to once per turn. During the turn this is placed on stage from hand, when this card's damage is cancelled, if you have another <Meiji Kenkaku Romantan> character, you may pay cost. if you do, mill 1, then deal X damage to your opponent. X equals the Level of the milled card +2.





(R) 3/2 Sanosuke (Meiji Kenkaku Romantan/Brawler)

AUTO - This ability activates up to once per turn. During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, mill 1. If that card has a Soul Trigger, Stand this.

AUTO - {CX Combo} [Discard 2 cards] When this attacks, if you have the Level 1 or lower Stocksoul CX (038) in your CX Area, you may pay cost. If you do, deal 5 damage to your opponent.



RKN/S115-014



(U) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.

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



SR

1500

RKN/S115-015



(U) 0/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Meiji Kenkaku Romantan> character, choose 1 of your characters, this turn, it gets +2000 power.

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 card from your Clock, add it to hand, and put the top card of your deck into Clock.





(U) 1/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Meiji Kenkaku Romantan> characters times 500.

AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.



SR

RKN/S115-017



(U) 1/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - When this attacks, if you have 4 or more cards in hand, this turn, this gets +3000.

ACT - BRAINSTORM [(1) Rest 2 of your characters] 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

RKN/S115-018



(U) 1/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

CONT - If you have 2 or more other <Meiji Kenkaku Romantan> characters, this gets +2500 power and the following "**AUTO** - **ENCORE** [Put 1 <Meiji Kenkaku Romantan> character from your Waiting Room on the bottom of your Clock]"





(U) 1/1 Yutarou (Meiji Kenkaku Romantan/Swordplay)

CONT - If you have another character with "Karou" in its name, this gets +1500 power.

CONT - For each Marker underneath this card, this gets +1 Level and +1500 power.

AUTO - When this card's battle opponent is Reversed, you may place the top card of your deck underneath this card face-up as a Marker.



SR

RKN/S115-020



(U) 2/1 Kaoru (Meiji Kenkaku Romantan/Instructor)

AUTO - When you use this card's BACKUP, if all of your characters are <Meiji Kenkaku Romantan>, you may put the top card of your deck into Stock.

ACT - BACKUP +3000



SR

RKN/S115-021



(U) 2/1 Tsunan (Meiji Kenkaku Romantan/Nishiki-e Artist)

CONT - All of your other <Meiji Kenkaku Romantan> characters gets +X power. X is equal to that character's level x 500.

ACT - [Rest this] Choose 1 **{2/0 Event - 035}** in your Waiting Room, place it underneath this card face-up as a Marker.

ACT - [Send a Marker underneath this to Waiting Room] Choose 1 of your opponent's front row Cost 0 or lower characters, send it to Waiting Room.



CD



(C) 0/0 Megumi (Meiji Kenkaku Romantan/Medicine)

AUTO - (2) When your other character with "Sanosuke" in its name is placed on stage from Waiting Room, you may pay cost. If you do, heal 1.

ACT - [Rest this] Choose 1 of your <Meiji Kenkaku Romantan> characters, this turn, it gets +1000 power.



SR

RKN/S115-023



(C) 0/0 Yutarou (Meiji Kenkaku Romantan/Swordplay)

CONT - If you do not have another {copy of this}, all of your other **{2/1 Isurugi Vanilla - 095}** gets +2000 power and the following ability, **"AUTO** - When this card's Level 1 or higher battle opponent is Reversed, you may put the top card of your deck into Stock."

ACT - [Discard 1 < Meiji Kenkaku Romantan> character, Rest this] Choose 1 **{2/1 Isurugi Vanilla - 095}** in your Waiting Room, add it to hand.



SR

RKN/S115-024



(C) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

ACT - [(1) Discard 1 <Meiji Kenkaku Romantan> character, Rest this] 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.

ACT - BRAINSTORM [(1) Rest 2 of your characters] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX with 2 Soul Triggers among them, choose up to 1 character from your Waiting Room, and add it to hand.



SF



(C) 0/0 Tsunan (Meiji Kenkaku Romantan/Nishiki-e Artist)

CONT - If you have the **{2/0 Event - 035}** in your Marker Area, and you have another <Meiji Kenkaku Romantan> character, this gains the following ability, "**AUTO** - When this is Reversed, you may Reverse this card's battle opponent."

AUTO - [Discard 1 < Meiji Kenkaku Romantan> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 **{2/0 Event - 035}**, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

RKN/S115-026



(C) 0/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

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

AUTO - (1) When this attacks, you may pay cost. If you do, look at the top card of your opponent's deck, and put it on top or bottom of their deck.



SR

RKN/S115-027



(C) 1/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

AUTO - [Discard 1 CX with 2 Soul Triggers] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with 2 Soul Triggers from your Waiting Room, and add it to hand.

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.



SF



(C) 1/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - When you use this card's BACKUP, if you have a <Meiji Kenkaku Romantan> character, choose 1 of your battling characters, this turn, it gets +1000 power.

ACT - BACKUP +1000



SR

RKN/S115-029



(C) 1/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - ASSIST +500.

AUTO - {CX Combo} [Send 1 of your characters with "Yahiko" in its name on stage to Waiting Room] When the **Choice CX (039)** is placed in your CX Area, choose 1 **{2/0 Yahiko - 032}** in your Waiting Room, place it on stage in an empty slot, and this turn, it gets +3000 power.



SR

RKN/S115-030



(C) 1/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - For each of your other back row <Meiji Kenkaku Romantan> character, this gets +1000 power.

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





(C) 1/1 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - ASSIST Level x 500 to <Meiji Kenkaku Romantan> characters.

AUTO - When a CX with 2 Soul Triggers is placed in your CX Area, look at up to 3 cards from the top of your deck, and put them back on top in any order.



SR

RKN/S115-032



(C) 2/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - If all of your characters are <Meiji Kenkaku Romantan>, this gets +5000 power.

AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the **Choice CX (039)** in your CX Area, you may deal 1 damage to your opponent.



SR

RKN/S115-033



(C) 2/2 Kenshin vanilla (Meiji Kenkaku Romantan/Swordsman)



SAMPLE SAMPLE

(U) 1/2 Event

Your opponent mills 14, then reveal the top card of your deck. If that card is a <Meiji Kenkaku Romantan> character, add it to hand.



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SR

(U) 2/0 Event

If you don't have a character with "Tsunan" or "Sanosuke" in its name, this cannot be played from hand.

Choose 1 of the following 2 effects and resolve it,

a) "Look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest back on top of your deck in any order."

b) "Choose 1 of your opponent's cost 0 or lower characters, send it to Waiting Room."



SR

RKN/S115-036



(CR) Choice CX



RRR

RKN/S115-037



(CR) Choice CX



RRR

RKN/S115-038



(CR) Level 1 or Lower Stock Soul CX



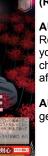
RKN/S115-039 RKN/S115-040

(CR) Choice CX



RRR

(RR) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)



AUTO - [(1) Put 1 < Meiji Kenkaku Romantan > character from your Waiting Room on the bottom of your Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.

AUTO - When this attacks, choose 1 of your other characters, this turn, it aets +1500 power.



SEC

RKN/S115-041



(RR) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

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

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.



OFR & SP

RKN/S115-042



(RR) 1/0 Kenshin & Kaoru (Meiji Kenkaku Romantan)

AUTO - When this attacks, if you have 2 or more other <Meiji Kenkaku Romantan> characters, 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 +2000 power.

AUTO - {CX Combo} When this attacks, if you have the Door CX (068) in your CX Area, and you have 2 or more other <Meiji Kenkaku Romantan> characters, look at up to 5 cards from the top of your deck, choose up to 1 <Meiji Kenkaku Romantan> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room



SEC



(RR) 3/2 Kenshin (Meiji Kenkaku Romantan/Swordsman)

CONT - If you have 2 or more other <Meiji Kenkaku Romantan> characters, this gets +1000 power.

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

AUTO - {CX Combo} RESONATE [(2) Discard 1 < Meiji Kenkaku Romantan> character, Reveal 2 **{RR 0/0 Kenshin - 040}** from your hand] When this attacks, if you have the **Door CX (069)** in your CX Area, and you have 2 or more other < Meiji Kenkaku Romantan> characters, you may pay cost. If you do, deal 2 damage to your opponent twice.



OFR & SP

RKN/S115-044



(R) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - [Send this to Waiting Room] When your other <Meiji Kenkaku Romantan> character is sent from stage to Waiting Room, if this is in your Back Row, you may pay cost. If you do, return that character to stage in its former slot Rested

ACT - [Rest this] Choose 1 of your <Meiji Kenkaku Romantan> characters, this turn, it gets +1500 power.



SR

RKN/S115-045



(R) 0/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - During your turn, this gets +1000 power.

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



SF



(R) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

AUTO - {CX Combo} [Return this to hand, Send the **Standby CX (070)** from your CX Area to Waiting Room] When the Standby CX is placed in your CX Area, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 <Meiji Kenkaku Romantan> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose 1 of your characters, this turn, it gets +500 power and +1 Soul.



SR

RKN/S115-047



(R) 1/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - [Discard 1 card] During the turn this was placed on stage from your hand, when a CX with a Door Trigger is placed in your CX Area, if you have another <Meiji Kenkaku Romantan> character, you may pay cost. If you do, choose up to 1 CX with a Door Trigger in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gains the following ability, "**AUTO** - [(1) Send this to Waiting Room] When your other character is Front Attacked, you may pay cost. If you do, return that character to hand."



SF

RKN/S115-048



(R) 1/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

*Note: This has 2 Souls.

CONT - During your turn, if you have another <Meiji Kenkaku Romantan> character, this gets +3000 power.

AUTO - When the character across from this attacks, your opponent mills 3.





(R) 1/1 Kaoru (Meiji Kenkaku Romantan/Instructor)

AUTO - When a CX with a Door Trigger is placed in your CX Area, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this attacks, reveal the top card of your deck. If that card is level 1 or higher, send it to Stock."

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 characters, this turn, it gets +2000 power.



SR

RKN/S115-050



(R) 3/2 Kenshin (Meiji Kenkaku Romantan/Swordsman)

CONT - If this is in the Front Row, all of your <Meiji Kenkaku Romantan> characters get +1500 power.

AUTO - {CX Combo} (2) When this attacks, if you have the **Standby CX** (071) in your CX Area, you may pay cost. If you do, send all of the cards in your opponent's deck to Waiting Room, then 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 +2000 power.



SR

RKN/S115-051



(U) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

CONT - During your turn, if you have another <Meiji Kenkaku Romantan> 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.





(U) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

AUTO - When this is placed on stage from hand, if you have 2 or more other <Meiji Kenkaku Romantan> characters, you may draw 1 card, if you do, discard 1 card.

AUTO - [(1) Put the top card of your deck into Clock] When this is Front Attacked, you may pay cost. If you do, choose up to 1 **{1/1 Kenshin - 054}** in your hand, swap it with this card as the defending character.



SR

RKN/S115-053



(U) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

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



SR

RKN/S115-054



(U) 1/1 Kenshin (Meiji Kenkaku Romantan/Swordsman)

CONT - During your turn, if you have another <Meiji Kenkaku Romantan> character, this gets +3000 power.

CONT - If the Cost of the character across from this is 0 or lower, this cannot be Reversed.

*Note: has a soul trigger, when this profile usually doesn't.





(U) 2/1 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - If you are Level 2 or higher, and you have 2 or more other <Meiji Kenkaku Romantan> characters, this gains the following ability, "ACT - [(2) Discard 1 <Meiji Kenkaku Romantan> character, Rest this] Choose 1 **{3/2 Kenshin - 050}** in your Waiting Room, place it on stage in any slot."

CONT - ASSIST +1000.



SR

RKN/S115-056



(U) 3/2 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - If you have 4 or more <Meiji Kenkaku Romantan> characters, this gets -1 Level in hand.

AUTO - When this is placed on stage from hand, draw up to 2 cards, then discard 1 card, and this turn, this gets +3000 power.

AUTO - [Discard 2 cards] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent.



SR

RKN/S115-057



(C) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - Your {2/2 Vanilla Kenshin - 033} in your hand gets -2 Cost.

AUTO - [Discard 2 cards] When this is placed on stage from hand, if you have 6 or less hand, and you have 2 or more other <Meiji Kenkaku Romantan> characters, you may pay cost. If you do, search your deck for up to 2 {2/2 Vanilla Kenshin - 033}, show them to your opponent, add them to hand, and shuffle your deck afterwards.



CD



(C) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

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

AUTO - When this attacks, choose 1 of your <Meiji Kenkaku Romantan> characters, this turn, it gets +1500 power.



SR

RKN/S115-059



(C) 0/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

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

AUTO - When this card's battle opponent is Reversed, if you have another <Meiji Kenkaku Romantan> character, reveal the top card of your deck. If that card is a Level 2 or higher character, add it to hand.



SR

RKN/S115-060



(C) 1/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

AUTO - When this attacks, choose 1 of your other <Meiji Kenkaku Romantan> characters, until the end of your opponent's next turn, it gets +1500 power and "**AUTO - ENCORE** [Discard 1 character]".

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



0.5



(C) 1/1 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - If you have 2 or more other <Meiji Kenkaku Romantan> characters, this gets +2000 power.

AUTO - ENCORE [Discard 1 character]



SR

RKN/S115-062



(C) 2/1 Sanosuke (Meiji Kenkaku Romantan/Brawler)

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



SR

RKN/S115-063



(C) 2/1 Kaoru (Meiji Kenkaku Romantan/Instructor)

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

AUTO - At the start of your opponent's Encore Step, if you have 2 or more other <Meiji Kenkaku Romantan> characters, choose 1 of your other characters, this turn, it gains "**AUTO - ENCORE** [Discard 1 character]"



CD



(C) 2/2 Kenshin (Meiji Kenkaku Romantan/Swordsman)

CONT - For each of your other <Meiji Kenkaku Romantan> characters, this gets +1000 power.

AUTO - ENCORE [Discard 1 character]



RKN/S115-065



(C) 3/2 Kaoru (Meiji Kenkaku Romantan/Instructor)

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

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

AUTO - When this attacks, if you have 2 or more other <Meiji Kenkaku Romantan> characters, this turn, this gets +4000 power.



SR

SR

RKN/S115-066



(U) 2/1 Event

COUNTER - Choose 1 of your characters, this turn, it gets +1500 power and the following ability. "**AUTO** - When this card's battle opponent is Reversed, you may deal 1 damage to your opponent."



RKN/S115-067	SAMPLE O A SECULULAR MERITAN STATEMENT AND	(U) 2/3 Event COUNTER - If you have 5 or more <meiji kenkaku="" romantan=""> characters, choose 1 battling character, this turn, it gains the following ability, "CONT - This cannot deal damage to players." Choose 1 of your characters, this turn, it gets +1500 power.</meiji>	SAMPLE O ENDOYMENT REMINENCE TO A ROCKET IN HORD - DOWN THE WAS CONTROLLED TO A ROCKET IN HORD - DOWN THE WAS CONTR
RKN/S115-068	SAMPLE DOGGLES	(CR) Door CX	RRR SALPLE 333841 04501602
RKN/S115-069	SAMPLE SA	(CR) Door CX	OFR SAMPLE 2039-84-5 R-27/2(16)-2
RKN/S115-070	SAILE E	(CR) Standby CX	RRR SALFUE Languages Langu
RKN/S115-071	SAMPLE BARBAY PARAMETERS OF THE PARAMETERS OF TH	(CR) Standby CX	OFR SANCE PARTY OF A ABBARA



(RR) 1/0 Hajime (Meiji Kenkaku Romantan/Spy)

CONT - If all of your characters are <Meiji Kenkaku Romantan>, this gets +2000 power.

AUTO - {CX Combo} When this attacks, if you have the **Pants CX (097)** in your CX Area, and you have 2 or more other <Meiji Kenkaku Romantan> characters, reveal the top card of your deck. If that card is a <Meiji Kenkaku Romantan> character, add it to hand, then choose 1 of your opponent's Cost 0 or lower back row characters, send it to Waiting Room.



OFR & SP

RKN/S115-073



(RR) 3/2 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

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

AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the **Pants CX (098)** in your CX Area, you may pay cost. If you do, this turn, this gets +1000 power, then perform the following effect 3 times, "Send the bottom 2 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."



OFR & SP

RKN/S115-074



(R) 0/0 Hajime (Meiji Kenkaku Romantan/Spy)

AUTO - During your opponent's turn, when this is Reversed, if the battle opponent's Cost is 0 or lower, you may Reverse that character.

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





(R) 0/0 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

AUTO - When you trigger a CX, choose 1 of your <Oniwabanshu> characters, this turn, it gets +500 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."

ACT - RESONATE [(1) Reveal {0/0 Aoshi - 076} from your hand, Rest this] Look at up to 3 cards from the top of your deck, choose up to 1 <Meiji Kenkaku Romantan> character from among them, show it to your opponent, add it to your hand, and put the rest into the Waiting Room.



SR

RKN/S115-076



(R) 0/0 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

CONT - During your turn, if you have another <Meiji Kenkaku Romantan> character, this gets +1500 power.

AUTO - {CX Combo} When the **Pants CX (099)** is placed in your CX Area, if this is in your front row, and you have another <Meiji Kenkaku Romantan> characters, until the end of your opponent's next turn, this gains the following 2 abilities.

- "CONT - The character across from this cannot Side Attack."

- "AUTO - When this is Front Attacked, you may return this to hand."



SF

RKN/S115-077



(R) 0/0 Hajime (Meiji Kenkaku Romantan/Spy)

AUTO - When a CX with a Pants Trigger is placed in your CX Area, choose up to 2 of your characters, this turn, they get +1000 power and the following ability, "**AUTO** - When this attacks, look at the top card of your deck, and put it on top or bottom of your deck."





(R) 3/2 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

CONT - ASSIST +2000

CONT - MEMORY - If you have {0/0 Beshimi - 080} and {0/0 Hyottoko - 081} and {1/0 Shikijou - 082} and {1/0 Han'nya - 084} in your Memory, all of your other characters with "Aoshi" in its name gains the following ability, "AUTO - When this attacks, look at the top card of your opponent's deck, and put it on top or bottom of their deck."

AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, it gets +2000 power.



SR

RKN/S115-079



(R) 3/2 Hajime (Meiji Kenkaku Romantan/Spy)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Meiji Kenkaku Romantan> character, choose 1 of your opponent's Front Row Level 3 or lower characters, you may send it to the bottom of your opponent's deck.

AUTO - {CX Combo} [(1) Discard 1 card] When this Direct Attacks, if you have the **Pants CX (100)** in your CX Area, you may pay cost. If you do, deal 3 damage to your opponent, then choose 1 of your characters, this turn, it gets +1000 power.



SR

RKN/S115-080



(U) 0/0 Beshimi (Meiji Kenkaku Romantan/Oniwabanshu)

CONT - All of your other <Oniwabanshu> characters get +500 power.

ACT - (1) Choose 1 of your opponent's characters, this turn, it gets -500 power.

ACT - [(1) Send this to Memory] Look at up to 3 cards from the top of your deck, choose up to 1 <Oniwabanshu> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.



СD



(U) 0/0 Hyottoko (Meiji Kenkaku Romantan/Oniwabanshu)

AUTO - When this is placed on stage from hand, if your opponent has 1 or less characters in their Front Row, choose 1 Cost 0 or lower character in your opponent's Front Row, you may send it to Waiting Room.

AUTO - When this is Reversed, reveal the top card of your deck. If that card is a <Oniwabanshu> character, you may send this to Memory.



RKN/S115-082



(U) 1/0 Shikijou (Meiji Kenkaku Romantan/Oniwabanshu)

AUTO - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your opponent's characters times 1000.

AUTO - [(1) Send this to Memory] When your other <Oniwabanshu> character is Front Attacked, you may pay cost. If you do, return that character to hand.



SR

SR

RKN/S115-083



(U) 1/0 Hajime (Meiji Kenkaku Romantan/Spy)

CONT - During your opponent's turn, all of your other <Meiji Kenkaku Romantan> characters get +1000 power.

ACT - [Rest this] If there are no Markers underneath this, choose 1 {2/1 Hajime - 088} in your Waiting Room, place it underneath this card face-up as a Marker.

ACT - [Rest this] Choose 1 **{2/1 Hajime - 088}** underneath this card as a Marker and this card, swap them. If you do, at the end of your turn, swap that character and this card.





(U) 1/0 Han'nya (Meiji Kenkaku Romantan/Oniwabanshu)

CONT - If all of your characters are <Oniwabanshu>, this gets +1500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put the top card of your deck into Stock."

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Oniwabanshu> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, then choose 1 of your other <Oniwabanshu> characters, this turn, it gets +1000 power, and at the start of your Encore Step, send this to Memory.



SR

RKN/S115-085



(U) 1/1 Isurugi (Meiji Kenkaku Romantan/Swordplay)

CONT - This card's battle opponent cannot be Reversed.

AUTO - When your opponent's character is added from their Waiting Room to hand, you may put the top card of your deck into Stock.

ACT - [(4) Discard 3 card] This turn, this gains the following ability, "**CONT** - If this Standing card is in your Back Row, you may choose this card to Attack with. If you do, this card's Attack is a Direct Attack."

Note: Has 2 Souls.



OFR

RKN/S115-086



(U) 2/1 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

AUTO - (2) When you use this card's BACKUP, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.

ACT - BACKUP +2500



QE



(U) 2/1 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

CONT - If all of your characters are <Meiji Kenkaku Romantan>, this gets +5000 power and "AUTO - ENCORE [Discard 1 character]"

AUTO - When this card's battle opponent is Reversed, if you have a CX with a Pants Trigger in your CX Area, 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.



SR

RKN/S115-088



(U) 2/1 Hajime (Meiji Kenkaku Romantan/Spy)

CONT - If you are Level 2 or higher, or you have a Marker underneath this, during your turn, all of your other <Meiji Kenkaku Romantan> characters get +X power. X is equal to your Level times 1000.

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



SR

RKN/S115-089



(C) 0/0 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

CONT - During your opponent's turn, if all of your characters are <Meiji Kenkaku Romantan>, this gets +1 Level and +1500 power.

AUTO - [(1) Put the top card of your deck into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 Cost 0 <Meiji Kenkaku Romantan> character whose Level is equal or lower than your Level, place it on stage in any slot Rested, and shuffle your deck afterwards.



CD



(C) 0/0 Hajime (Meiji Kenkaku Romantan/Spy)

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 or move it to an opponent's empty slot.



SR

RKN/S115-091



(C) 0/0 Hajime (Meiji Kenkaku Romantan/Spy)

CONT - You cannot play Events or BACKUPs from hand.

AUTO - When this is placed on stage from hand, if you have another <Meiji Kenkaku Romantan> look at up to 2 cards from the top of your deck, and put them back on top in any order.



SR

RKN/S115-092



(C) 1/0 Takeda (Meiji Kenkaku Romantan/Gatling)

ACT - (3) Deal 1 damage to your opponent.

ACT - [Rest this] If this card does not have any Markers underneath it, choose 1 character with "Megumi" in its name from your Waiting Room, and put it underneath this card Face-up as a Marker.

ACT - [Rest this] Choose 1 Marker underneath this card, and send it to Stock.



OFR



(C) 1/1 Aoshi (Meiji Kenkaku Romantan/Oniwabanshu)

AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your opponent's deck, and put them back on top in the original order, then choose 1 of your opponent's characters, this turn, it gets -500 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.



SR

RKN/S115-094



(C) 2/1 Souji (Meiji Kenkaku Romantan/Shinsengumi)

CONT - If your opponent has 3 or less CXes in their Waiting Room, this gets -1 Level in hand.

AUTO - When this is placed on stage from hand, until the end of your opponent's next turn, this gains the following 2 abilities,

- "CONT - During your opponent's turn, this gets +4000 power."

- "CONT - BODYGUARD"

AUTO - At the start of your Draw Phase, you may put the top card of your deck into Clock. If you do not, send this to Memory.



SR

RKN/S115-095



(C) 2/1 Isurugi Vanilla



CD

RKN/S115-096	(U) 1/1 Event COUNTER - If you don't have a <meiji kenkaku="" romantan=""> character, this cannot be played from hand. Choose 1 of your characters, this turn, it gains the following ability. "CONT - This cannot be Reversed."</meiji>	SAMPLE SAMPLE SECTION OF THE PROPERTY OF THE P
RKN/S115-097	SAMPLE SUPERIOR OF THE PROPERTY OF THE PROPERT	SAMPLE REPORTED TO SAMPLE
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RKN/S115-100	(CR) Pants CX	SAMPLE STORMUT

No./21: 21 RKN/S115-T01 (TD) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman) ACT - [Discard 1 card, Send this to Waiting Room] Search your deck for up to 1 Level 2 or higher <Meiji Kenkaku Romantan> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, RRR then send them to Waiting Room. For each CX among them, draw up to 1 RKN/S115-T02 (TD) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman) CONT - All of your other {1/0 Sanosuke Vanilla - T08} gets +1500 power and "AUTO - ENCORE [Discard 1 character]". AUTO - BOND [Discard 1 card] to {1/0 Sanosuke Vanilla - T08} RRR RKN/S115-T03 (TD) 0/0 Sanosuke (Meiji Kenkaku Romantan/Brawler) CONT - If there are no other characters in your front row, this gets +1 Level and +2500 power. AUTO - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot. RRR



(TD) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - During your turn, this gets +1000 power.

AUTO - When this is placed on stage from hand, choose 1 of your <Meiji Kenkaku Romantan> characters, this turn, it gets +X power. X equals the number of your <Meiji Kenkaku Romantan> characters times 500.



RRR

RKN/S115-T05



(TD) 1/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Meiji Kenkaku Romantan> characters times 1000.

AUTO - When this is Reversed, 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.

*Note: This has a Soul Trigger



SP

RKN/S115-T06



(TD) 1/0 Sanosuke (Meiji Kenkaku Romantan/Brawler)

AUTO - When this attacks, if you have another <Meiji Kenkaku Romantan> character, this turn, this gets +3500 power, and if this is in your front row center slot, until the end of your opponent's turn, this gains "**AUTO** - **ENCORE** [Discard 1 character]".

AUTO - {CX Combo} When this card's battle opponent is Reversed, if you have the Level 1 or lower Stock Soul CX (T11) in your CX Area, perform the following effect twice, "You may mill 1. If that card is a <Meiji Kenkaku Romantan> character. add it to hand."





(TD) 1/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - If you have 2 or more other <Meiji Kenkaku Romantan> characters, this gets +2000 power.

AUTO - ENCORE [Put 1 <Meiji Kenkaku Romantan> character from your Waiting Room on the bottom of your Clock]



RRR

RKN/S115-T08



(TD) 1/0 Sanosuke Vanilla (Meiji Kenkaku Romantan/Brawler)



RRR

RKN/S115-T09



(TD) 3/2 Sanosuke (Meiji Kenkaku Romantan/Brawler)

CONT - If all of your characters are <Meiji Kenkaku Romantan>, this gets +1500 power and "AUTO - ENCORE [Discard 1 <Meiji Kenkaku Romantan> character]".

AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,

- a) "Heal 1."
- b) "Your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck."



RKN/S115-T10 COLDINATION → そして再び流れ行く RKN/S115-T11

(TD) 2/1 Event

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



RRR



(TD) Level 1 or Lower Stock Soul CX



RKN/S115-T12



(TD) +2 Soul CX



RRR

RKN/S115-T13



(TD) 0/0 Kenshin (Meiji Kenkaku Romantan/Swordsman)

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

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



SR & SP



(TD) 0/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - All of your other <Meiji Kenkaku Romantan> characters get +500 power.

AUTO - When this is placed on stage from hand, mill 2. If there is a CX(es) among those cards, choose up to 1 <Meiji Kenkaku Romantan> character in your Waiting Room, send it to Stock.



RRR

RKN/S115-T15



(TD) 0/0 Kaoru (Meiji Kenkaku Romantan/Instructor)

AUTO - (1) When this front attacks, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -1 Level.

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



RRR

RKN/S115-T16



(TD) 0/0 Yahiko (Meiji Kenkaku Romantan/Swordsman)

AUTO - [(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 <Meiji Kenkaku Romantan> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.



(TD) 1/1 Kenshin (Meiji Kenkaku Romantan/Swordsman)

ACT - BACKUP +2500



RRR



(TD) 2/1 Kaoru (Meiji Kenkaku Romantan/Instructor)

CONT - ASSIST Level x 500.

AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Meiji Kenkaku Romantan> character from your Waiting Room, add it to hand.



RRR

RKN/S115-T19



(TD) 2/1 Yahiko (Meiji Kenkaku Romantan/Swordsman)

CONT - During your turn, this gets +10000 power.





(TD) 3/2 Kenshin (Meiji Kenkaku Romantan/Swordsman)

AUTO - When this is placed on stage from hand, 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.

AUTO - {CX Combo} RESONATE [(1) Discard 1 card, Reveal {TD 0/0 Kenshin Riko - T13} from your hand] When this attacks, if you have the Door CX (T21) in your CX Area, you may pay cost. If you do, look at the top card of your opponent's deck, and put it on top or bottom of their deck, then deal 2 damage to your opponent.



RRR

RKN/S115-T21



(TD) Door CX

