

No./100:	100			
UMA/W119-001		<p><b>(RR) 0/0 Fuji Kiseki (Uma Musume)</b></p> <p><b>AUTO - INHERITANCE</b> When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. If there is a Climax among them, choose 1 character from your Waiting Room, and add it to hand.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SP
UMA/W119-002		<p><b>(RR) 1/0 Fuji Kiseki (Uma Musume)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Uma Musume&gt; characters, this gets +1 level and +3500 power.</p> <p><b>AUTO - {CX Combo}</b> At the end of this card's attack, if you have the <b>Choice CX (027)</b> in your CX Area, and you have 2 or more other &lt;Uma Musume&gt; characters, look at 1 cards from the top of your deck, choose up to 1 &lt;Uma Musume&gt; character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, hen you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 <b>{this card}</b> from Memory, and place it on stage in any slot.</p> <p><i>*Note: Has a Soul Trigger</i></p>		SR
UMA/W119-003		<p><b>(RR) 3/2 Jungle Pocket (Uma Musume)</b></p> <p><b>CONT</b> - During your turn, this gets +3000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>a) "You may Heal 1."</p> <p>b) "[Discard 1 card] You may pay cost. If you do, put the top card of your clock underneath this face-up as a Marker."</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Choice CX (025)</b> in your CX Area, and you have 2 or more other &lt;Uma Musume&gt; characters, deal 1 damage to your opponent X times. X is equal to 1 if there are 2 or less Markers underneath this, 2 if 3 Markers, 3 if 4 or more Markers.</p>		SP

UMA/W119-004



(R) 0/0 Dantsu Flame (Uma Musume)

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, 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** - [Discard 1 <Uma Musume> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card.



SR

UMA/W119-005



(R) 0/0 Jungle Pocket (Uma Musume)

**CONT** - During your turn, if there is a Marker underneath this, and you have another <Uma Musume> character, this gets +5000 power.

**AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 character with INHERITANCE in your Waiting Room, place it underneath this card face-up as a Marker.

**AUTO - INHERITANCE** When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.



SR

UMA/W119-006



(R) 0/0 Fuji Kiseki (Uma Musume)

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



SR

UMA/W119-007



(R) 0/0 Dantsu Flame (Uma Musume)

**AUTO** - When this is placed on stage from hand, if you have another <Uma Musume> character, choose 1 of the following 2 effects and resolve it,

- a) "Choose 1 card from your hand, you may send it to Stock."
- b) "Choose 1 of your other characters, choose up to 1 character with INHERITANCE from your hand, show it to your opponent, and place it underneath that character face-up as a Marker."



SR

UMA/W119-008



(U) 0/0 Fuji Kiseki (Uma Musume)

**CONT** - All of your other characters with "Jungle Pocket" in its name gets +500 power and the following ability, "**CONT** - This cannot be targeted by your opponent's effects."



SR

UMA/W119-009









(U) 0/0 Fuji Kiseki (Uma Musume)

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















SR









UMA/W119-010		(U) 0/0 Fuji Kiseki (Uma Musume)  <b>CONT</b> - All of your other characters with "Jungle Pocket" in its name gains the following ability, " <b>AUTO</b> - (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
UMA/W119-011		(U) 1/0 Jungle Pocket (Uma Musume)  <b>CONT</b> - For each Marker underneath this card, this gets +2000 power.  <b>CONT</b> - If you have 2 or more other <Uma Musume> characters, this gets +1000 power and the 2 following abilities,  - " <b>CONT</b> - This cannot be Side Attacked."  - " <b>CONT</b> - This cannot be targeted by your opponent's effects."  <i>*Note: Has a Soul Trigger</i>		SR
UMA/W119-012		(U) 1/0 Jungle Pocket (Uma Musume)  <b>CONT</b> - During your turn, if you have another <Uma Musume> character, this gets +3000 power.  <b>AUTO</b> - { <b>CX Combo</b> } When this attacks, if you have the <b>Shot CX (026)</b> in your CX Area, and you have 2 or more other <Uma Musume> characters, choose 1 of the following 2 effects and resolve it,  a) "Look at up to 4 cards from the top of your deck, choose up to 1 <Uma Musume> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."  b) "Choose up to 2 of your characters, this turn, they get +1 Soul."		SR



















UMA/W119-013		(U) 1/0 Dantsu Flame (Uma Musume)	<p><b>AUTO</b> - (2) When this is placed on stage from hand, you may pay cost. If you do, shuffle all cards from your Waiting Room into your deck.</p> <p><b>AUTO - INHERITANCE</b> When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p>		SR
UMA/W119-014		(U) 2/1 Fuji Kiseki (Uma Musume)	<p><b>CONT - ASSIST</b> Level x 500.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your {RR 3/2 Jungle Pocket - 003}, choose 1 character with INHERITANCE in your Waiting Room, place it underneath that character face-up as a Marker.</p>		SR
UMA/W119-015		(U) 2/1 Haru Urara (Uma Musume)	<p><b>AUTO</b> - (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.</p> <p><b>ACT - BACKUP</b> +2500</p>		SR

UMA/W119-016		<p><b>(U) 3/2 Jungle Pocket (Uma Musume)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Uma Musume&gt; characters, you may draw 2 cards. if you do, discard 2 cards.</p> <p><b>AUTO</b> - [Discard 1 {Copy of this}] When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to Waiting Room, then puts an equal number of cards from the top of their deck into Stock, and this turn, this gets +3000 power.</p>		SR
UMA/W119-017		<p><b>(C) 0/0 Jungle Pocket (Uma Musume)</b></p> <p><b>CONT</b> - All of your other &lt;Uma Musume&gt; characters gets +500 power.</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Level 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.</p>		SR
UMA/W119-018		<p><b>(C) 0/0 Fuji Kiseki (Uma Musume)</b></p> <p><b>AUTO</b> - [Mill the top card of your deck, discard 1 card] When this is placed on stage from hand, you may pay cost. If the level of the card milled for the cost of this ability is 1 or higher, look at up to 4 cards from the top of your deck, choose up to 1 &lt;Uma Musume&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. If the level of the card milled for the cost of this ability is 0 or lower, choose 1 Level 2 or higher &lt;Uma Musume&gt; character in your Waiting Room, add it to hand.</p>		SR

UMA/W119-019		<p><b>(C) 1/0 Dantsu Flame (Uma Musume)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand or attacks, choose 1 of your &lt;Uma Musume&gt; characters, this turn, it gets +1500 power.</p>		SR
UMA/W119-020		<p><b>(C) 1/0 Fuji Kiseki (Uma Musume)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] During the turn this was placed on stage from your hand, when a CX with a Choice Trigger is placed in your CX Area, you may pay cost. If you do, choose up to 1 CX with a Choice Trigger in your Waiting Room, add it to hand.</p> <p><i>*Note: This has a Soul trigger</i></p>		SR
UMA/W119-021		<p><b>(C) 1/1 Jungle Pocket (Uma Musume)</b></p> <p><b>AUTO</b> - When your character's Trigger Check reveals a Soul Trigger, choose 1 of your &lt;Uma Musume&gt; characters, this turn, it gets +2000 power.</p> <p><b>AUTO</b> - 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.</p>		SR



UMA/W119-022		<p><b>(C) 2/1 Jungle Pocket (Uma Musume)</b></p> <p><b>CONT</b> - When this attacks, reveal the top card of your deck. If that card is an &lt;Uma Musume&gt; character, this turn, all of your characters gets +5000 power.</p>		SR
UMA/W119-023		<p><b>(C) 2/1 Jungle Pocket (Uma Musume)</b></p> <p><b>CONT</b> - If you have 4 or more other &lt;Uma Musume&gt; characters, this gets +6000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, if you have 2 or more other &lt;Uma Musume&gt; characters, you may draw 2 cards. if you do, discard 2 cards.</p>		SR
UMA/W119-024		<p><b>(U) 1/0 Event</b></p> <p><b>COUNTER</b> - If you don't have a &lt;Uma Musume&gt; character, this cannot be played from hand.</p> <p>Look at up to 4 cards from the top of your deck, choose up to 1 &lt;Uma Musume&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		SR
UMA/W119-025		<p><b>(CR) Choice CX</b></p>		RRR

UMA/W119-026		(CR) Shot CX		RRR
UMA/W119-027		(CR) Choice CX		RRR
UMA/W119-028		(RR) 0/0 Meisho Doto (Uma Musume)  <b>AUTO</b> - When this attacks, choose 1 of your other character, this turn, it gets +1500 power.  <b>AUTO</b> - [(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, look at up to 2 cards from the top of your deck, choose up to 2 <Uma Musume> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		SP
UMA/W119-029		(RR) 3/2 T.M. Opera O (Uma Musume)  <b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.  <b>AUTO</b> - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Bar CX (052) in your CX Area, and there is a Marker underneath this, and you have another <Uma Musume> character, you may pay cost. If you do, look at the top card of your deck, then declare a number, and deal X damage to your opponent. X is equal to the number you declared.		SP

UMA/W119-030



(RR) 3/2 Narita Top Road (Uma Musume)

**AUTO** - [(2) Discard 1 card] At the start of your Encore Step, you may pay cost. If you do, deal 1 damage to your opponent.

**AUTO - CHANGE** [Send this to Waiting Room] At the start of your Draw Phase, you may pay cost. If you do, choose up to 1 <Uma Musume> character in your Waiting Room, place it on stage in this card's former slot, and this turn, it gets +3000 power.



SP

UMA/W119-031



(R) 0/0 T.M. Opera O (Uma Musume)

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

**AUTO** - When this is placed on stage from hand, this turn, all of your opponent's front row characters get -500 power.



SR

UMA/W119-032



(R) 0/0 Narita Top Road (Uma Musume)

**ACT** - [Rest this] If you have 4 or more other <Uma Musume> character, draw 1 card, then discard 1 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, search your deck for up to 1 <Uma Musume> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR



UMA/W119-033



(R) 0/0 T.M. Opera O (Uma Musume)

**AUTO** - (1) When your CX is placed on the CX Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Uma Musume> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.

**AUTO** - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.



SR

UMA/W119-034



(R) 0/0 Agnes Tachyon (Uma Musume)

**AUTO** - [Send 1 of your other <Uma Musume> characters on stage to Waiting Room] At the end of this card's attack, you may pay cost. If you do, move this to an open position in your back row.

**AUTO** - INHERITANCE When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.



SR

UMA/W119-035



(R) 1/0 T.M. Opera O (Uma Musume)

**CONT** - If you have 2 or more other <Uma Musume> characters, this gets +2000 power.

**AUTO** - {CX Combo} [Discard 1 card] When this attacks, if you have the Bar CX (053) in your CX Area, and you have 2 or more other <Uma Musume> characters, you may pay cost. If you do, choose 1 <Uma Musume> character in your Waiting Room, add it to hand, and until the end of your opponent's next turn, this gains the following ability, "**CONT** - During your opponent's turn, this cannot be Reversed."



SR

UMA/W119-036



(R) 2/1 Meisho Doto (Uma Musume)

**AUTO** - [(2) Discard 1 <Uma Musume> character] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -2 Souls.

**ACT** - BACKUP +2500



SR

UMA/W119-037



(R) 3/2 Agnes Tachyon (Uma Musume)

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

**CONT** - During your turn, if you have another <Uma Musume> character, this gets +3000 power.

**AUTO** - [(1) Discard 2 <Uma Musume> characters] 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, you may pay cost. If you do, Stand this.



SP

UMA/W119-038



(U) 0/0 Meisho Doto (Uma Musume)

**AUTO** - When this direct attacks, this turn, this gets +1 Soul.

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



SR

UMA/W119-039



(U) 1/0 Agnes Tachyon (Uma Musume)

**AUTO** - (1) When this is placed on stage from hand, you may pay cost. If you do, discard any number of cards in your hand, then draw X cards. X is equal to the number of cards discarded by this effect.



SR

UMA/W119-040



(U) 2/1 T.M. Opera O (Uma Musume)

**CONT** - If you have 4 or more <Uma Musume> characters, this gets -1 Level in hand.

**CONT** - If this is in your front row center slot, this gets +6000 power.

**AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may send that character to the top of your opponent's deck.



SR

UMA/W119-041



(U) 2/1 Narita Top Road (Uma Musume)







**CONT - ASSIST** +2000 to Level 3 or higher characters.







**ACT** - [Rest this] Look at up to 2 cards from the top of your opponent's deck, and put them back on top in any order.



SR



UMA/W119-042		<p><b>(U) 2/1 Agnes Tachyon (Uma Musume)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Uma Musume&gt; characters, this gets +4000 power.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> When this attacks, if you have the <b>Bar CX (054)</b> in your CX Area, during this attack this gets +2000 power, and during the Trigger Step, perform Trigger Check twice.</p>		SR
UMA/W119-043		<p><b>(C) 0/0 Agnes Tachyon (Uma Musume)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +3000 power.</p> <p><b>AUTO</b> - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Uma Musume&gt; character from your Waiting Room, and add it to hand.</p>		SR
UMA/W119-044		<p><b>(C) 0/0 Admire Vega &amp; Curren Chan (Uma Musume)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +4500 power.</p>		SR

UMA/W119-045		<p><b>(C) 0/0 Agnes Tachyon (Uma Musume)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, reveal the top card of your deck. If that card is a Level 0 or lower character, send it to Stock.</p>		SR
UMA/W119-046		<p><b>(C) 1/0 T.M. Opera O (Uma Musume)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your &lt;Uma Musume&gt; characters times 1000.</p>		SR
UMA/W119-047		<p><b>(C) 1/0 Narita Top Road (Uma Musume)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, this turn, this gets +2500 power and the following ability, "<b>AUTO</b> - When this card's battle opponent is Reversed, you may send this to Memory. If you do, at the start of your next Draw Phase, choose 1 {this card} from Memory, and place it on stage in any slot."</p>		SR

UMA/W119-048



(C) 1/0 Meisho Doto (Uma Musume)

**CONT** - If there is a Marker underneath this, and you have 2 or more other <Uma Musume> characters, this gets +2500 power and the following ability, "**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

UMA/W119-049



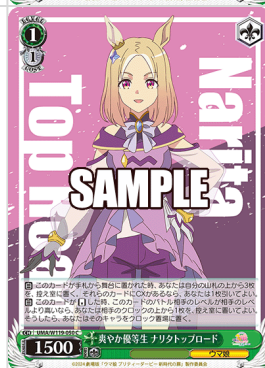
(C) 1/0 Agnes Tachyon (Uma Musume)

**AUTO** - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets +3000 power.



SR

UMA/W119-050



(C) 1/1 Narita Top Road (Uma Musume)











**AUTO** - When this is placed on stage from hand, mill 3. If there is a CX(es) among those cards, you may draw 1 card.

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



SR



UMA/W119-051		(C) 2/1 Agnes Tachyon (Uma Musume)  <b>AUTO</b> - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +6000 power.  <b>AUTO</b> - When this card's battle opponent is Reversed, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.		SR
UMA/W119-052		(CR) Bar CX		RRR
UMA/W119-053		(CR) Bar CX		RRR
UMA/W119-054		(CR) Bar CX		RRR
UMA/W119-055		(RR) 1/0 Manhattan Cafe (Uma Musume)  <b>CONT</b> - During your turn, if you have another <Uma Musume> character, this gets +3000 power.  <b>AUTO</b> - <b>{CX Combo}</b> When the <b>Door CX (076)</b> is placed in your CX Area, if this is in your front row, and you have 2 or more other <Uma Musume> characters, search your deck for up to 2 <Uma Musume> 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, and if there is a Marker underneath this, choose 1 <Uma Musume> character in your Waiting Room, add it to hand.		SP

UMA/W119-056



(RR) 3/2 Agnes Tachyon (Uma Musume)

**AUTO** - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

**AUTO** - **{CX Combo}** (1) When this attacks, if you have the **Door CX (075)** in your CX Area, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it,

- a) "If you are Level 3, and your opponent is Level 2 with 4 or more clock, discard 2 cards. If you discarded 2 cards, your opponent chooses 1 card in their clock, send it to Level, and send the rest of their Clock to Waiting Room."
- b) "Deal 2 damage to your opponent."



SP

UMA/W119-057



(R) 0/0 Agnes Tachyon (Uma Musume)

**AUTO** - During your turn this was placed on stage from hand, at the end of your turn, if you have 2 or more other <Uma Musume> characters, choose 1 of your front row <Uma Musume> characters and choose 1 of your back row <Uma Musume> characters, you may Rest and swap them.

**AUTO** - **INHERITANCE** When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.



SR

UMA/W119-058



(R) 0/0 Manhattan Cafe (Uma Musume)

**AUTO** - When this is placed on stage from hand, choose 1 of your other <Uma Musume> characters, this turn, it gets +1000 power.

**AUTO** - **{CX Combo}** [Send the **Standby CX (077)** from your CX Area to Waiting Room] When the **Standby CX (070)** is placed in your CX Area, if you have 6 or less hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Uma Musume> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, then choose 1 of your <Uma Musume> characters, this turn, it gets +1000 power.



SR

UMA/W119-059



(R) 1/0 Manhattan Cafe (Uma Musume)

**AUTO** - [Discard 2 cards] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Event in your Waiting Room, add it to hand.

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



SR

UMA/W119-060



(R) 1/0 Manhattan Cafe (Uma Musume)

**CONT** - During your turn, all of your other <Uma Musume> characters gets +1000 power.

**AUTO** - (1) When you trigger a CX with a Door Trigger, you may pay cost. If you do, look at up to 2 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



SR

UMA/W119-061



(R) 1/0 Agnes Tachyon (Uma Musume)

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

**AUTO** - [(1) Rest 1 of your other Standing <Uma Musume> 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, search your deck for up to 1 <Uma Musume> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR



UMA/W119-062



(R) 3/2 Manhattan Cafe (Uma Musume)

**CONT** - If you have 4 or more <Uma Musume> characters, this gets -1 Level in hand.

**AUTO** - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.

**AUTO** - When this attacks, if you have a CX in your CX Area, and you have another <Uma Musume> character, reveal the top card of your deck. If that card is a <Uma Musume> character, choose up to 1 card in your Opponent's Waiting Room, place it on top of their deck, and this turn, this gets +4000 power.



SR

UMA/W119-063



(U) 0/0 Manhattan Cafe (Uma Musume)

**AUTO** - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.

**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

UMA/W119-064



(U) 0/0 Manhattan Cafe (Uma Musume)

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Uma Musume> character from your Waiting Room, add it to hand, then choose 1 of your other <Uma Musume> characters, this turn, it gains the following ability, "**AUTO** - When this attacks, look at up to 2 cards from the top of your deck, choose 1 card among them, put it back on top of your deck, and send the rest to Waiting Room."



SR

UMA/W119-065		(U) 1/0 Agnes Tachyon (Uma Musume)	<p><b>AUTO</b> - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.</p> <p><b>AUTO - ACCELERATE</b> [Put 1 &lt;Uma Musume&gt; character from your Waiting Room on the bottom of your Clock] At the start of your CX Phase, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 &lt;Uma Musume&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room</p>		SR
UMA/W119-066		(U) 2/1 Agnes Tachyon (Uma Musume)	<p><b>CONT - ASSIST</b> +2000 to Level 3 or higher characters.</p> <p><b>AUTO - ACCELERATE</b> [Put 1 &lt;Uma Musume&gt; character from your Waiting Room on the bottom of your Clock, Rest this Standing card] At the start of your CX Phase or Encore Step, if you have another {RR 3/2 Agnes Tachyon - 056}, you may pay cost. If you do, deal 1 damage to your opponent.</p>		SR
UMA/W119-067		(U) 2/1 Manhattan Cafe (Uma Musume)	<p><b>CONT - ASSIST</b> +1000 power.</p> <p><b>AUTO - INHERITANCE</b> When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room, then put the top card of your deck into Stock.</p> <p><b>ACT</b> - [Rest this] Choose 1 of your &lt;Uma Musume&gt; characters, this turn, it gets +1500 power.</p>		SR

UMA/W119-068



(C) 0/0 Rice Shower (Uma Musume)

**CONT - ASSIST** +1000 to Level 0 or lower characters.

**ACT** - (1) Choose 1 of your <Uma Musume> characters, this turn, it gets +1 Soul.



SR

UMA/W119-069



(C) 0/0 Manhattan Cafe (Uma Musume)

**AUTO** - [(1) Discard 1 <Uma Musume> character] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 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

UMA/W119-070



(C) 0/0 Manhattan Cafe (Uma Musume)







**CONT** - You cannot play Events or BACKUPS from hand.











**AUTO - INHERITANCE** When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.









SR









UMA/W119-071		<p><b>(C) 1/0 Agnes Tachyon (Uma Musume)</b></p> <p><b>AUTO</b> - [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 Memory.</p> <p><b>ACT - BACKUP</b> +1000</p>		SR
UMA/W119-072		<p><b>(C) 2/1 Manhattan Cafe (Uma Musume)</b></p> <p><b>ACT - BACKUP</b> +3500 [(1) Reveal this from you hand and place this on the bottom of your deck]</p>		SR
UMA/W119-073		<p><b>(U) 1/0 Event</b></p> <p>If you have 1 or less &lt;Uma Musume&gt; characters, this cannot be played from hand.</p> <p>Choose up to 2 of your &lt;Uma Musume&gt; characters, this turn, they get +1 Soul. This turn, your {copies of this card} in any area gains Door Trigger and Standby Trigger.</p>		SR

UMA/W119-074		<b>(U) 2/1 Event</b>  <b>COUNTER</b> - look at up to 3 cards from the top of your deck, choose up to 3 cards from among them, send them to Waiting Room, return the rest to the deck, and shuffle your deck afterwards.		SR
UMA/W119-075		<b>(CR) Door CX</b>		RRR
UMA/W119-076		<b>(CR) Door CX</b>		RRR
UMA/W119-077		<b>(CR) Standby CX</b>		RRR
UMA/W119-078		<b>(RR) 0/0 Jungle Pocket (Uma Musume)</b>  <b>CONT</b> - During your turn, your other front row center slot <Uma Musume> character gets +1000 power.  <b>AUTO</b> - [(1) Rest this Standing character] This ability activates up to once per turn. When a card is placed in your Marker Area from a non-Marker Area, you may cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Uma Musume> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		SP

UMA/W119-079	 <p><b>(RR) 3/2 Dantsu Flame (Uma Musume)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Uma Musume&gt; characters, this gets -1 Level in hand.</p> <p><b>CONT</b> - During your turn, this gets +8000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO</b> - At the end of this card's attack, choose 1 of your other &lt;Uma Musume&gt; characters, you may send this underneath that character face-up as a Marker. If you do, you may put the top card of your deck into Stock.</p> <p><i>*Note: Has 3 souls.</i></p>	 <p>SP</p>
UMA/W119-080	 <p><b>(R) 0/0 Dantsu Flame (Uma Musume)</b></p> <p><b>AUTO</b> - This ability activates up to once per turn. When you use BRAINSTORM, if there is a Marker underneath this, and a CX was sent to your Waiting Room by the effect, reveal the top 2 cards of your deck, your opponent choose 1 character or Event from among them, you add it to hand, and send the rest to Waiting Room, then choose 1 of your characters, this turn, it gets +1000 power.</p> <p><b>ACT - BRAINSTORM</b> [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX 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."</p>	 <p>SP</p>
UMA/W119-081	 <p><b>(R) 0/0 Fuji Kiseki (Uma Musume)</b></p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send that character to the bottom of your opponent's deck.</p> <p><b>AUTO - INHERITANCE</b> When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p>	 <p>SR</p>



UMA/W119-082		<p><b>(R) 0/0 Dantsu Flame (Uma Musume)</b></p> <p><b>AUTO</b> - When this is sent from Stage to Waiting Room, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p> <p><b>AUTO</b> - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		SR
UMA/W119-083		<p><b>(R) 2/0 Jungle Pocket (Uma Musume)</b></p> <p><b>AUTO</b> - <b>{CX Combo}</b> When this attacks, if you have the <b>Pants CX (098)</b> in your CX Area, choose up to 1 &lt;Uma Musume&gt; character in your Waiting Room, add it to hand, and at the end of the turn, perform the following effect, "Choose 1 of your front row &lt;Uma Musume&gt; characters and 1 of your back row &lt;Uma Musume&gt; characters, you may Rest and swap them."</p> <p><b>AUTO</b> - <b>INHERITANCE</b> When your other character is placed on stage from hand, if that character does not have a Marker underneath it, you may choose up to 1 Marker underneath this and this card, you may place them underneath that card face-up as Markers in any order. If you do, send the rest of the Markers to Waiting Room.</p>		SR
UMA/W119-084		<p><b>(R) 3/2 Jungle Pocket (Uma Musume)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room.</p>		SR

UMA/W119-085



(U) 1/0 Jungle Pocket (Uma Musume)

**CONT** - During your turn, if you have another <Uma Musume> character, this gets +3000 power.

**AUTO** - At the start of your CX Phase, if this is in your front row, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room."



SR

UMA/W119-086



(U) 1/0 Fuji Kiseki (Uma Musume)

**AUTO** - [Discard 1 card] When you trigger a CX, you may pay cost. If you do, choose 1 of your other characters whose level is equal to or lower than your level, then choose 1 character in your Waiting Room with INHERITANCE, place it underneath that character face-up as a Marker, and this turn, it gets +1000 power.

**ACT** - [Rest this] Choose 1 of your <Uma Musume> characters, this turn, it gets +1500 power.



SR

UMA/W119-087



(U) 2/1 Dantsu Flame (Uma Musume)

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

**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

UMA/W119-088



(U) 3/2 Dantsu Flame (Uma Musume)

**AUTO** - When this is placed on stage from hand, put up to 1 card from the top of your deck into Stock, and this turn, this gets +4500 power and the following ability, "**CONT** - This cannot be targeted by your opponent's effects."

**AUTO** - {**CX Combo**} **ACCELERATE** [(2) Discard 1 card, Put the top card of your deck into Clock] This ability activates up to once per turn. At the end of this card's attack, if you have the **Pants CX (100)** in your CX Area, and you have 2 or more other <Uma Musume> characters, you may pay cost. If you do, Stand this.



SR

UMA/W119-089



(C) 0/0 Jungle Pocket (Uma Musume)

**AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is an <Uma Musume> character, this turn, this gets +4000 power.

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



SR

UMA/W119-090



(C) 0/0 Jungle Pocket (Uma Musume)

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

**AUTO** - {**CX Combo**} [Return 1 of your other <Uma Musume> character on stage to hand, Send the **Level 1 or lower Stock Soul CX (099)** from your CX Area to Waiting Room] When this attacks, you may pay cost. If you do, until the end of your opponent's next turn, this gains the following ability, "**AUTO** - When this is Front Attacked, you may return this to hand."



SR



UMA/W119-091



(C) 0/0 Dantsu Flame (Uma Musume)

**CONT** - Your other <Uma Musume> character in the front row center slot gets +1500 power.

**AUTO** [(1) Send this to Waiting Room] When you trigger a CX, you may pay cost. If you do, choose 1 <Uma Musume> character in your Waiting Room, add it to hand.



SR

UMA/W119-092



(C) 0/0 Jungle Pocket (Uma Musume)

**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.

**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 <Uma Musume> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR

UMA/W119-093



(C) 1/0 Dantsu Flame (Uma Musume)

**ACT - BACKUP** +X. X equals the number of your <Uma Musume> characters times 500.



SR

UMA/W119-094



(C) 1/0 Fuji Kiseki (Uma Musume)

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

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



SR

UMA/W119-095



(C) 1/0 Jungle Pocket (Uma Musume)

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

**AUTO** - When this attacks, choose 1 of your other <Uma Musume> characters, this turn, it gets +X power. X equals the number of your other <Uma Musume> characters times 500.



SR

UMA/W119-096













(U) 1/1 Event

**COUNTER** - If you don't have a <Uma Musume> character, this cannot be played from hand. Choose 1 of your characters, this turn, it gains the following ability, "**CONT** - This cannot be Reversed."



SR

UMA/W119-097		(U) 1/1 Event  Search your deck for up to 1 <Uma Musume> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. Send this to Memory.		SR
UMA/W119-098		(CR) Pants CX		RRR
UMA/W119-099		(CR) Level 1 or Lower Stock Soul CX		RRR
UMA/W119-100		(CR) Pants CX		RRR
UMA/W119-P01  November / December Tournament PR Packs		(PR) 1/0 Jungle Pocket (Uma Musume)  <b>CONT</b> - If you have 2 or more other <Uma Musume> characters, this gets +2000 power.  <b>AUTO</b> - [Discard 1 Card] When this card is placed from your hand to the stage, you may pay cost, if you do, choose a Level 0 or lower character in your Waiting Room, place it on stage in any slot.		Foil