










No./100:	100				
YRC/W116-001		<p>(RR) 0/0 Ena &amp; Hanpen &amp; Chikuwa (Yuru Camp△/My Pace)</p> <p><b>AUTO</b> - [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. If X is 1 or higher, choose 1 of your characters with "Tent" in its name, you may place the top card of your deck underneath that character face-up as a Marker. X equals the Level of the revealed card.</p>			SP & SR
YRC/W116-002		<p>(RR) 1/0 Chiaki (Yuru Camp△/Glasses)</p> <p><b>CONT</b> - During your turn, if you have another &lt;Yuru Camp△&gt; character, this gets +3000 power.</p> <p><b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have the Bar CX (026) in your CX Area, put up to 1 card from the top of your deck into Stock, then reveal the top card of your deck, then choose 1 Level X or lower &lt;Yuru Camp△&gt; character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.</p>			SP & SR
YRC/W116-003		<p>(RR) 3/2 Aoi (Yuru Camp△/Kansai Dialect)</p> <p><b>CONT</b> - If you have 4 or more &lt;Yuru Camp△&gt; characters, this gets -1 Level in hand.</p> <p><b>CONT</b> - If you have 3 or more other characters, this gains the following 2 abilities,</p> <p>- "CONT - During your turn, this gets +2000 power."</p> <p>- "AUTO - (1) When this is Front Attacked, you may pay cost. If you do, return this to hand."</p> <p><b>AUTO</b> - [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.</p>			SP & SR

YRC/W116-004

**(R) 0/0 Aoi (Yuru CampΔ/Kansai Dialect)**

**AUTO** - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Yuru CampΔ> character from your Waiting Room, and add it to hand.

**AUTO** - When this is Reversed, if the battle opponent's Level is 0 or lower, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.



SR

YRC/W116-005

**(R) 0/0 Chiaki (Yuru CampΔ/Glasses)**

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

**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.



SP &amp; SR

YRC/W116-006






**(R) 0/0 Nadeshiko (Yuru CampΔ/Cooking)**

**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 <Yuru CampΔ> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.









SR



YRC/W116-007		<p><b>(R) 1/0 Rin (Yuru CampΔ/Bike)</b></p> <p><b>AUTO</b> - When this attacks, choose 1 of your other &lt;Yuru CampΔ&gt; characters, this turn, it gets +X power. X equals the number of your other &lt;Yuru CampΔ&gt; characters times 500.</p> <p><b>AUTO</b> - When this attacks, this turn, all of your characters currently on stage gain the following ability, "<b>AUTO</b> - [Discard 1 CX] When this card's Trigger Check reveals a CX, you may pay cost. If you do, choose 1 &lt;Yuru CampΔ&gt; character from your Waiting Room, add it to hand."</p>		SR	
YRC/W116-008		<p><b>(R) 1/1 Aoi (Yuru CampΔ/Kansai Dialect)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 of your characters with "Tent" in its name, and choose 1 &lt;Yuru CampΔ&gt; character in your Waiting Room, you may place it underneath that character face-up as a Marker.</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 the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock.</p>	 	SP & SR	
YRC/W116-009		<p><b>(R) 2/1 Ena &amp; Chikuwa (Yuru CampΔ/My Pace)</b></p> <p><b>CONT</b> - All of your other {TD 3/2 Rin CXC - T09} gets +1000 power and the following ability, "<b>AUTO</b> - (4) When this card's battle opponent is Reversed, you may pay cost. If you do, deal 2 damage to your opponent."</p> <p><b>CONT - ASSIST</b> Level x 500.</p>		SR	







YRC/W116-010		<p><b>(R) 3/2 Chiaki (Yuru CampΔ/Glasses)</b></p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose up to 1 &lt;Yuru CampΔ&gt; character from your hand whose Level is equal or lower than your Level, place it on stage in any slot.</p> <p><b>AUTO</b> - (1) 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.</p>		SSP & SR
YRC/W116-011		<p><b>(R) 3/2 Ena (Yuru CampΔ/My Pace)</b></p> <p><b>AUTO</b> - {CX Combo} When this card's battle opponent is Reversed, if you have the <b>Bar CX (027)</b> in your CX Area, and you have 4 or more other &lt;Yuru CampΔ&gt; characters, until the end of your opponent's next turn, this gains the following ability, "<b>CONT</b> - The character across from this gets -3 Soul."</p> <p><b>AUTO</b> - When this is Front Attacked, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p>		SP & SR
YRC/W116-012		<p><b>(U) 0/0 Tent in Mount Mizugaki (Yuru CampΔ)</b></p> <p><b>CONT</b> - All of your other &lt;Yuru CampΔ&gt; characters get +500 power.</p> <p><b>CONT</b> - If there is 1 or more Marker underneath this, this cannot be targeted by your opponent's effects. If there is 2 or more, this gains the following ability, "<b>AUTO</b> - [Discard 1 CX] When you Trigger a CX, you may pay cost. If you do, draw 1 card." If there is 3 or more, during your turn, all of your other &lt;Yuru CampΔ&gt; characters get +500 power. If there is 4 or more, this gains the following ability, "<b>ACT</b> - [Rest this] Put the top card of your deck into Stock."</p> <p><b>AUTO</b> - At the end of the turn, if there is 5 or more cards in your Marker Areas, send this to Waiting Room.</p>		SR



YRC/W116-013		<b>(U) 0/0 Chiaki (Yuru CampΔ/Glasses)</b> <b>CONT</b> - All of your other <Yuru CampΔ> characters get +500 power. <b>AUTO</b> - [Discard 1 <Yuru CampΔ> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 {TD 1/0 Nadeshiko CXC - T06}, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR	
YRC/W116-014		<b>(U) 1/1 Toba-Sensei (Yuru CampΔ/Alcohol)</b> <b>CONT</b> - ASSIST Level x 500 to <Yuru CampΔ> characters. <b>AUTO</b> - [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	
YRC/W116-015		<b>(U) 2/1 Chiaki (Yuru CampΔ/Glasses)</b> <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 level 2 or higher battle opponent is Reversed, you may put the top card of your deck into Stock.		SR	











YRC/W116-016		<p><b>(U) 2/1 Aoi (Yuru CampΔ/Kansai Dialect)</b></p> <p><b>CONT</b> - If you have 4 or more &lt;Yuru CampΔ&gt; characters, this gets -1 Level in hand.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> [Send the <b>Bar CX (028)</b> from your CX Area to Waiting Room] At the start of your Encore Step, if this is in the front row, and you have 2 or more other &lt;Yuru CampΔ&gt; characters, you may pay cost. If you do, choose up to 2 &lt;Yuru CampΔ&gt; characters in your Waiting Room add them to hand.</p>		SR	
YRC/W116-017		<p><b>(U) 2/1 Ena (Yuru CampΔ/My Pace)</b></p> <p><b>AUTO</b> - <b>{CX Combo}</b> [Send this to Waiting Room] During your CX Phase, when the <b>Bar CX (027)</b> is placed in your CX Area, if you have another &lt;Yuru CampΔ&gt; character, you may pay cost. If you do, choose up to 1 <b>{R 3/2 Ena - 011}</b> from your hand, place it on stage in this card's former slot, and until the end of your opponent's next turn, it gains the following ability, "<b>CONT</b> - This cannot be targeted by your opponent's effects."</p>		SR	
YRC/W116-018		<p><b>(C) 0/0 Toba-Sensei (Yuru CampΔ/Alcohol)</b></p> <p><b>CONT</b> - <b>ASSIST</b> +500.</p> <p><b>AUTO</b> - When a CX is placed in your CX Area or you Trigger a CX, choose 1 of your characters, this turn, it gets +1000 power.</p>		SR	











YRC/W116-019		<p><b>(C) 0/0 Chiaki (Yuru CampΔ/Glasses)</b></p> <p><b>CONT</b> - If this is in your front row center slot, this gets +3000 power.</p> <p><b>ACT</b> - [Send this to Waiting Room] Choose 1 character with "Tent" in its name, then choose 1 &lt;Yuru CampΔ&gt; character in your Waiting Room, place it underneath that character face-up as a Marker.</p>		SR	
YRC/W116-020		<p><b>(C) 0/0 Rin (Yuru CampΔ)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.</p> <p><b>AUTO</b> - (2) When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Yuru CampΔ&gt; character from your Waiting Room, add it to hand.</p>		SR	
YRC/W116-021		<p><b>(C) 0/0 Aoi (Yuru CampΔ/Kansai Dialect)</b></p> <p><b>CONT</b> - You cannot play Events or BACKUPS from hand.</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may mill 3.</p>		SR	

YRC/W116-022	<p><b>(C) 1/0 Mei (Yuru CampΔ)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose a card in your hand and put it into Clock.</p> <p><b>AUTO</b> - When this attacks, if you have another &lt;Yuru CampΔ&gt; character, this turn, this gets +3000 power.</p>	<p>SR</p>	
YRC/W116-023	<p><b>(C) 1/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>CONT</b> - For each of your other &lt;Yuru CampΔ&gt; characters, this gets +500 power.</p> <p><b>AUTO</b> - [(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 &lt;Yuru CampΔ&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	<p>SR</p>	
YRC/W116-024	<p><b>(C) 1/1 Aoi (Yuru CampΔ/Kansai Dialect)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, reveal the top card of your deck. If that card is a &lt;Yuru CampΔ&gt; character, add it to hand and discard 1 card.</p> <p><b>ACT - BACKUP</b> +2000</p>	<p>SR</p>	



YRC/W116-025		(U) 2/2 Event		SR	
YRC/W116-026		(CR) Bar CX			RRR & RRR+
YRC/W116-027		(CR) Bar CX		RRR	
YRC/W116-028		(CR) Bar CX		RRR	
YRC/W116-029		(RR) 0/0 Nadeshiko (Yuru CampΔ/Cooking)			SEC+ & SR

YRC/W116-030		<p><b>(RR) 1/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>CONT</b> - For each of your other backrow &lt;Yuru CampΔ&gt; characters, this gets +1500 power.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> When the <b>Door CX (060)</b> is placed in your CX Area, if you have 2 or more other characters, this turn, this gains the following 2 abilities,</p> <p>- "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice."</p> <p>- "AUTO - When this attacks, reveal the top card of your deck. If that card is a &lt;Yuru CampΔ&gt; character, add it to hand."</p>	<div>   </div> <p>SP &amp; SR</p>
YRC/W116-031		<p><b>(RR) 3/2 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>AUTO</b> - 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, mill 1, then deal X damage to your opponent. X equals the Level of the milled card +1.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> [(2) Discard 2 cards] This ability activates up to once per turn. At the end of this card's attack, if you have the <b>Door CX (061)</b> in your CX Area, you may pay cost. If you do, Stand this.</p> <p>*Note: Has 3 Souls.</p>	<div>   </div> <p>SP &amp; SR</p>
YRC/W116-032		<p><b>(R) 0/0 Chiaki (Yuru CampΔ/Glasses)</b></p> <p><b>AUTO</b> - [Return this to hand] When your CX is placed on the CX Area, 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 of your deck in any order, then choose 1 of your characters, this turn, it gets +1000 power.</p> <p><b>AUTO</b> - <b>{CX Combo}</b> [Send a CX from your CX Area to Waiting Room] When the <b>Standby CX (062)</b> is placed in your CX Area, you may pay cost. If you do, search your deck for up to 2 &lt;Yuru CampΔ&gt; 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.</p>	<div>  </div> <p>SR</p>



YRC/W116-033



(R) 0/0 Aoi (Yuru CampΔ/Kansai Dialect)

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



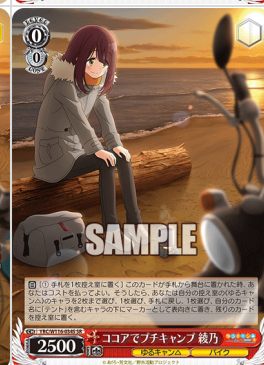
SP &amp; SR

YRC/W116-034



(R) 0/0 Ayano (Yuru CampΔ/Bike)

**AUTO** - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose up to 2 <Yuru CampΔ> characters in your Waiting Room, choose 1, add it to hand, choose 1, place it underneath a character with "Tent" in its name face-up as a Marker, send the rest to Waiting Room.



SSP &amp; SR

YRC/W116-035











(R) 2/1 Chiaki (Yuru CampΔ/Glasses)

**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









SP &amp; SR







YRC/W116-036	 <p><b>(R) 2/1 Nadeshiko (Yuru Camp△/Cooking)</b></p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock.</p> <p><i>*Note: Has 2 Souls.</i></p>	  <p>SP &amp; SR</p>
YRC/W116-037	 <p><b>(R) 2/2 Aoi (Yuru Camp△/Kansai Dialect)</b></p> <p><b>CONT - ASSIST</b> +1500.</p> <p><b>ACT</b> - [Rest this] Look at up to 2 cards from the top of your deck, and put them back on top in the original order.</p>	  <p>SSP &amp; SR</p>
YRC/W116-038	 <p><b>(R) 3/2 Nadeshiko (Yuru Camp△/Cooking)</b></p> <p><b>AUTO</b> - When this attacks, reveal the top card of your deck. If that card is a &lt;Yuru Camp△&gt; character, deal X damage to your opponent. X equals the Level of the revealed card.</p>	 <p>SR</p>









YRC/W116-039		<p><b>(U) 0/0 Ayano (Yuru CampΔ/Bike)</b></p> <p><b>CONT</b> - All of your other {Unknown Nadeshiko} gets +1 Soul and the following ability, "<b>AUTO</b> - When this card's damage is cancelled, you may return this to your hand."</p> <p><b>ACT</b> - [(1) Rest 2 of your characters] Mill 2, then choose up to 1 Level X or lower &lt;Yuru CampΔ&gt; character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>		SR	
YRC/W116-040		<p><b>(U) 0/0 Aoi (Yuru CampΔ/Kansai Dialect)</b></p> <p><b>AUTO</b> - [Discard 1 &lt;Yuru CampΔ&gt; character] When this is placed on stage from hand or attacks, you may pay cost. If you do, draw 1 card.</p> <p><b>AUTO</b> - When this is Reversed, if the battle opponent's Level is 0 or lower, you may Reverse that character.</p>		SR	
YRC/W116-041		<p><b>(U) 0/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>ACT</b> - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 2 &lt;Yuru CampΔ&gt; character from among them, show them to your opponent, choose 1, add it to hand, choose 1, place it underneath a character with "Tent" in its name face-up as a Marker, send the rest to Waiting Room.</p>		SR	







YRC/W116-042		<p><b>(U) 0/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>CONT</b> - If you have 5 or more hand, this gets +2000 power.</p> <p><b>ACT - BRAINSTORM</b> (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 &lt;Yuru CampΔ&gt; character from your Waiting Room, add it to hand, and discard 1 card."</p>		SR	
YRC/W116-043		<p><b>U) 0/0 Chiaki (Yuru CampΔ/Glasses)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Yuru CampΔ&gt; character from your Waiting Room, add it to hand, then choose 1 of your other &lt;Yuru CampΔ&gt; characters, this turn, it gets +1000 power.</p>		SR	
YRC/W116-044		<p><b>(U) 0/0 Tent in Oigawa (Yuru CampΔ)</b></p> <p><b>CONT</b> - This cannot be targeted by your opponent's effects.</p> <p><b>CONT</b> - If there is 1 or more Marker underneath this, all of your other &lt;Yuru CampΔ&gt; characters get +500 power. If there is 2 or more, this gains the following ability, "<b>AUTO</b> - At the start of your CX Phase, choose 1 of your &lt;Yuru CampΔ&gt; characters, this turn, it gets +1500 power." If there is 3 or more, this gains the following ability, "<b>CONT - ASSIST</b> +1000." If there is 4 or more, this gains the following ability, "<b>AUTO</b> - At the start of your CX Phase, choose 1 of your &lt;Yuru CampΔ&gt; characters, this turn, it gets +1 Soul."</p> <p><b>AUTO</b> - At the end of the turn, if there is 5 or more cards in your Marker Areas, send this to Waiting Room.</p>		SR	



YRC/W116-045		<b>(U) 0/0 Nadeshiko (Yuru Camp△/Cooking)</b>  <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 <Yuru Camp△> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.		SR	
YRC/W116-046		<b>(U) 1/0 Chiaki (Yuru Camp△/Glasses)</b>  <b>AUTO</b> - During your turn, if you have 2 or more other <Yuru Camp△> characters, this gets +2000 power.  <b>AUTO</b> - [(1) Rest 1 of your other Standing <Yuru Camp△> 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 <Yuru Camp△> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR	
YRC/W116-047		<b>(U) 1/0 Sakura (Yuru Camp△/Reliable)</b>  <b>AUTO</b> - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Yuru Camp△> characters times 500.  <b>AUTO</b> - [(1) Discard 1 card] When this is Front Attacked, you may pay cost. If you do, choose 1 of your other character with "Nadeshiko" in its name and this card, add them to hand.		SR	









YRC/W116-048	 <p><b>(U) 1/1 Aoi (Yuru CampΔ/Kansai Dialect)</b></p> <p><b>CONT</b> - If you have 2 or more other &lt;Yuru CampΔ&gt; characters, this gets +1500 power and "<b>AUTO - ENCORE</b> [Discard 1 character]"</p> <p><b>AUTO - {CX Combo}</b> When this card's battle opponent is Reversed, if you have the <b>Standby CX (063)</b> in your CX Area, choose 1 character in your Waiting Room, you may add it to hand.</p>	 <p>SR</p>	
YRC/W116-049	 <p><b>(U) 2/2 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>AUTO - ALARM</b> [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, look at up to 3 cards from the top of your deck, choose up to 1 &lt;Yuru CampΔ&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p> <p><b>AUTO - ENCORE</b> [Discard 1 &lt;Yuru CampΔ&gt; character]</p>	 <p>SR</p>	
YRC/W116-050	 <p><b>(U) 3/2 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>CONT</b> - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>CONT</b> - If you have 2 or more other &lt;Yuru CampΔ&gt; characters, this gets +1000 power.</p> <p><b>AUTO</b> - When this is placed on stage from hand, search your deck for up to 1 &lt;Yuru CampΔ&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>SR</p>	
















YRC/W116-051		<p><b>(C) 0/0 Sakura (Yuru CampΔ/Reliable)</b></p> <p><b>CONT - ALARM</b> - If this is on top of your Clock, all of your &lt;Yuru CampΔ&gt; characters gain the following ability, "<b>AUTO</b> - When this attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order."</p>		SR	
YRC/W116-052		<p><b>(C) 0/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>CONT</b> - During your turn, this gets +1000 power.</p> <p><b>AUTO</b> - 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.</p>		SR	
YRC/W116-053		<p><b>(C) 1/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, if you have an &lt;Yuru CampΔ&gt; character, choose 1 of your battling characters, this turn, it gets +1000 power.</p> <p><b>ACT - BACKUP</b> +1000</p>		SR	










YRC/W116-054		<p><b>(C) 1/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>CONT</b> - If all of your characters are &lt;Yuru CampΔ&gt;, this gets +2000 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, look at up to 2 cards from the top of your deck, and put them back on top in any order.</p>		SR	
YRC/W116-055		<p><b>(C) 1/0 Nadeshiko (Yuru CampΔ/Cooking)</b></p> <p><b>AUTO</b> - When this attacks, reveal the top card of your deck. If that card is Level 1 or higher, you may place it underneath a character with "Tent" in its name face-up as a Marker.</p>		SR	
YRC/W116-056		<p><b>(C) 1/0 Nadeshiko vanilla (Yuru CampΔ/Cooking)</b></p>		SR	











YRC/W116-057		(C) 1/1 Chiaki (Yuru CampΔ/Glasses) <b>CONT</b> - If you have 2 or more other <Yuru CampΔ> characters, this gets +2000 power. <b>AUTO - ENCORE</b> [Discard 1 character]		SR	
YRC/W116-058		(C) 2/1 Ayano (Yuru CampΔ/Bike) <b>CONT</b> - During your turn, if you have 2 or more other <Yuru CampΔ> characters, this gets +6000 power. <b>AUTO - {CX Combo}</b> At the start of your Encore Step, if you have the <b>Door CX (064)</b> in your CX Area, and this is in your front row, and the slot across from this has either no character or a Reversed character, put up to 1 card from the top of your deck into Stock, and until the end of your opponent's next turn, this gains the following ability, "CONT - This cannot be Reversed."		SR	
YRC/W116-059		(C) 2/2 Aoi (Yuru CampΔ/Kansai Dialect) <b>CONT</b> - For each of your other front row <Yuru CampΔ> characters, this gets +2000 power. <b>AUTO - ENCORE</b> [Discard 1 character]		SR	
YRC/W116-060		(CR) Door CX		RRR	

YRC/W116-061		(CR) Door CX			RRR & RRR+
YRC/W116-062		(CR) Standby CX		RRR	
YRC/W116-063		(CR) Standby CX		RRR	
YRC/W116-064		(CR) Door CX			RRR & RRR+
YRC/W116-065		(RR) 0/0 Rin (Yuru Camp△/Bike) <b>AUTO</b> - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards. <b>AUTO</b> - At the start of your CX Phase, choose 1 of your <Yuru Camp△> characters, this turn, it gets +1000 power.			SEC+ & SR



YRC/W116-066		<p><b>(RR) 0/0 Ayano (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - If you have 2 or less Stock, this gets +1500 power.</p> <p><b>AUTO</b> - When this card's battle opponent is Reversed, choose 1 of your other &lt;Yuru Camp△&gt; characters, Rest it, and move it to an empty Back Row slot.</p>	 	SSP & SR
YRC/W116-067		<p><b>(RR) 1/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - During your turn, if you have 2 or more other &lt;Yuru Camp△&gt; characters, this gets +2000 power.</p> <p><b>AUTO</b> - {CX Combo} [Discard 1 card] When this attacks, if you have the <b>Pants CX (097)</b> in your CX Area, you may pay cost. If you do, perform the following effect twice, "look at up to 3 cards from the top of your deck, choose up to 1 &lt;Yuru Camp△&gt; character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."</p>	 	SP & SR
YRC/W116-068		<p><b>(RR) 3/2 Rin (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - If the number of Markers you have underneath other characters with "Tent" in its name is 3 or more, this gets +2500 power and the following ability, "<b>AUTO</b> - [(1) Discard 1 card] When this attacks, you may pay cost. If you do, deal 1 damage to your opponent."</p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO</b> - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the <b>Pants CX (098)</b> in your CX Area, and you have 2 or more other &lt;Yuru Camp△&gt; characters, you may pay cost. If you do, deal 3 damage to your opponent.</p>	 	SSP & SR

YRC/W116-069 	<p><b>(R) 0/0 Ena (Yuru Camp△/My Pace)</b></p> <p><b>AUTO</b> - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose up to 2 &lt;Yuru Camp△&gt; characters in your Waiting Room, choose 1, add it to hand, choose 1, place it underneath a character with "Tent" in its name face-up as a Marker, send the rest to Waiting Room.</p>	  <p>SP &amp; SR</p>
YRC/W116-070 	<p><b>(R) 0/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>ACT</b> - (1) Draw 1 card, discard 1 card.</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, search your deck for up to 1 &lt;Yuru Camp△&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>SR</p>
YRC/W116-071 	<p><b>(R) 0/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>ACT</b> - [Discard 1 card, Send this to Waiting Room] Choose 1 of your characters with "Tent" in its name, choose up to 1 {of this card} in your Waiting Room, place it underneath that character face-up as a Marker, and choose 1 &lt;Yuru Camp△&gt; character in your Waiting Room, add it to hand.</p>	  <p>SP &amp; SR</p>



YRC/W116-072



(R) 0/0 Ena (Yuru Camp△/My Pace)

**AUTO** - [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.

**ACT** - [Send this to Waiting Room] Choose 1 of your <Yuru Camp△> characters, this turn, it gets +2000 power.



SSP &amp; SR

YRC/W116-073



(R) 1/0 Ayano (Yuru Camp△/Bike)

**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 Level 0 or lower character, place it on stage in any slot, and shuffle your deck afterwards.

**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.



SP &amp; SR

YRC/W116-074



(R) 1/1 Ayano (Yuru Camp△/Bike)







**ACT** - [Send this to the bottom of your deck] Search your deck for up to 1 <Yuru Camp△> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SR







YRC/W116-075	<div></div> <p><b>(R) 2/1 Ayano (Yuru Camp△/Bike)</b></p> <p><b>AUTO</b> - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "<b>AUTO</b> - When this card's battle opponent is Reversed, send it to Memory."</p> <p><b>ACT - BACKUP</b> +3000</p>	<div></div> <p>SP &amp; SR</p>
YRC/W116-076	<div></div> <p><b>(U) 0/0 Tent in Oigawa (Yuru Camp△)</b></p> <p><b>CONT</b> - This cannot be targeted by your opponent's effects.</p> <p><b>CONT</b> - If there is 1 or more Marker underneath this, all of your other &lt;Yuru Camp△&gt; characters get +500 power. If there is 2 or more, this gains the following ability, "<b>AUTO</b> - [Discard 1 card] When you Trigger a CX, if you have another &lt;Yuru Camp△&gt; character you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand." If there is 3 or more, this gains the following ability, "<b>CONT - ASSIST</b> +1000."</p> <p><b>AUTO</b> - At the end of the turn, if there is 5 or more cards in your Marker Areas, send this to Waiting Room.</p>	<div></div> <p>SR</p>
YRC/W116-077	<div></div> <p><b>(U) 0/0 Ayano (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - During your turn, if all of your characters are &lt;Yuru Camp△&gt;, this gets +2000 power.</p> <p><b>AUTO - {CX Combo}</b> When this attacks, if you have the <b>Pants CX (099)</b> in your CX Area, and you have 3 or more other &lt;Yuru Camp△&gt; characters, 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.</p>	<div></div> <p>SR</p>





YRC/W116-078		<b>(U) 1/0 Ena (Yuru Camp△/My Pace)</b>  <b>AUTO</b> - When this is placed on stage from hand, perform the following effect twice, "Look at the top card of your deck, and put it on top or bottom of your deck."  <b>AUTO</b> - When this is Reversed, if the battle opponent's Level is X or lower, you may Reverse that character. X is equal to the number of {RR 3/2 Rin - 068} in your Waiting Room.		SR	
YRC/W116-079		<b>(U) 1/0 Rin (Yuru Camp△/Bike)</b>  <b>CONT</b> - During your turn, if you have 2 or more other <Yuru Camp△> characters, this gets +2000 power.  <b>AUTO</b> - When this attacks, if you have a CX in your CX Area, reveal the top card of your deck. If that card is Level 1 or higher, send it to Stock.		SR	
YRC/W116-080		<b>(U) 1/0 Rin (Yuru Camp△/Bike)</b>  <b>AUTO</b> - [(1) Rest 1 of your other Standing <Yuru Camp△> characters] During the turn this was placed on stage from hand or deck, when this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 2 <Yuru Camp△> characters in your Waiting Room, choose 1, add it to hand, choose 1, place it underneath a character with "Tent" in its name face-up as a Marker, send the rest to Waiting Room.		SR	







YRC/W116-081	<p><b>(U) 2/1 Ena (Yuru Camp△/My Pace)</b></p> <p><b>AUTO</b> - (2) When you use this card's BACKUP, if you have 4 or more &lt;Yuru Camp△&gt; charactersm 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.</p> <p><b>ACT</b> - BACKUP +2500</p>	<p>SR</p>	
YRC/W116-082	<p><b>(U) 3/2 Rin (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p><b>CONT</b> - For each of your other back row &lt;Yuru Camp△&gt; characters, this gets +500 power.</p> <p><b>AUTO</b> - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 &lt;Yuru Camp△&gt; character from your Clock, add it to hand.</p>	<p>SR</p>	
YRC/W116-083	<p><b>(U) 3/2 Rin (Yuru Camp△/Bike)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, you may Heal 1.</p> <p><b>AUTO</b> - [(3) Discard 2 cards] At the end of this card's attack, you may pay cost. If you do, deal 4 damage to your opponent.</p>	<p>SR</p>	









YRC/W116-084		<p><b>(C) 0/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - If you are Level 1 or higher, your {2/0 Ena Vanilla - 092} in your hand gets -1 Level.</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 Climax among them, choose up to 1 Cost 0 or lower character in your Waiting Room, and place them on stage in separate slots.</p>		SR	
YRC/W116-085		<p><b>(C) 0/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand or attacks, choose 1 of your &lt;Yuru Camp△&gt; characters, this turn, it gets +1500 power.</p>		SR	
YRC/W116-086		<p><b>(C) 0/0 Hajime (Yuru Camp△/Bike)</b></p> <p><b>AUTO</b> - When this attacks, this turn, all of your other characters with "Rin" in its name currently on stage gets +2000 power.</p>		SR	


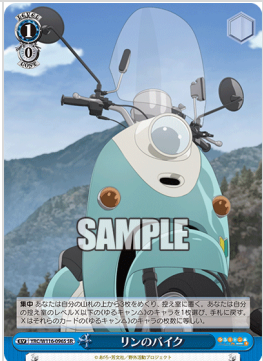








YRC/W116-087		<p><b>(C) 0/0 Ena (Yuru Camp△/My Pace)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot.</p> <p><b>AUTO</b> - When a CX is placed in your Opponent's CX Area, you may send this to Stock.</p>		SR	
YRC/W116-088		<p><b>(C) 1/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +3000 power.</p> <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>		SR	
YRC/W116-089		<p><b>(C) 1/0 Rin (Yuru Camp△/Bike)</b></p> <p><b>CONT</b> - During your turn, this gets +3000 power.</p> <p><b>AUTO</b> - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>		SR	









YRC/W116-090	 <p><b>(C) 1/0 Ena (Yuru Camp△/My Pace)</b></p> <p><b>AUTO</b> - When this is placed on stage from hand, reveal the top card of your deck. If that card is a &lt;Yuru Camp△&gt; character, choose 1 of your characters, this turn, it gets +2000 power.</p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose up to 2 of your characters, this turn, they get +1000 power.</p>	 <p>SR</p>	
YRC/W116-091	 <p><b>(C) 1/1 Ema (Yuru Camp△)</b></p> <p><b>AUTO</b> - When a CX is placed in your CX Area, choose up to 2 of your characters, this turn, they get +1000 power.</p> <p><b>ACT</b> - [Rest this] Choose up to 2 of your characters, this turn, they get +1500 power.</p>	 <p>SR</p>	
YRC/W116-092	 <p><b>(C) 2/0 Ena vanilla (Yuru Camp△/My Pace)</b></p>	 <p>SR</p>	








YRC/W116-093		<b>(C) 2/1 Rin (Yuru Camp△/Bike)</b>  <b>AUTO</b> - 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.  <b>AUTO</b> - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 2000.		SR	
YRC/W116-094		<b>(C) 2/1 Rin (Yuru Camp△/Bike)</b>  <b>CONT</b> - During your turn, all of your other character gets +X power. X is equal to that character's Soul times 1000.		SR	
YRC/W116-095		<b>(C) 2/1 Ena (Yuru Camp△/My Pace)</b>  <b>CONT - ASSIST</b> +2000 to Level 3 or higher characters.  <b>AUTO - {CX Combo}</b> [Discard 1 {Pants CX - 100}] At the start of your opponent's Attack Phase, if you have another <Yuru Camp△> character, you may pay cost. If you do, choose 1 of your opponent's characters, this turn, it gets -2 Souls.		SR	











YRC/W116-096		<b>(U) 1/0 Event</b>  <b>BRAINSTORM</b> - Flip over the top 3 cards of your deck, then send them to Waiting Room. Choose up to 1 Level X or lower <Yuru Camp△> character from your Waiting Room, add it to hand. X equals the number of <Yuru Camp△> characters sent to Waiting Room by this effect.		SR	
YRC/W116-097		<b>(CR) Pants CX</b>		RRR	
YRC/W116-098		<b>(CR) Pants CX</b>		RRR	
YRC/W116-099		<b>(CR) Pants CX</b>		RRR	
YRC/W116-100		<b>(CR) Pants CX</b>		RRR	










	20			
YRC/W116-T01		(TD) 0/0 Nadeshiko (Yuru Camp△/Cooking)  <b>AUTO</b> - [Send this to Waiting Room] When your other <Yuru Camp△> 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.  <b>AUTO - BOND</b> (1) to {1/0 Vanilla Rin - T07}		RRR
YRC/W116-T02		(TD) 0/0 Ena (Yuru Camp△/My Pace)  <b>AUTO</b> - When a CX is placed in your CX Area, choose 1 of your <Yuru Camp△> characters, this turn, it gets +1500 power.  <b>ACT - BRAINSTORM</b> [(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
YRC/W116-T03		(TD) 0/0 Ena (Yuru Camp△/My Pace)  <b>CONT - ASSIST</b> +500  <b>ACT</b> - [Rest this] Choose 1 of your characters, this turn, it gets +1000 power.		RRR









YRC/W116-T04		(TD) 0/0 Rin (Yuru Camp△/Bike)  <b>AUTO</b> - (1) When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Climax, show it to your opponent, then choose up to 1 Climax in your hand, show it to your opponent, swap them, and shuffle your deck afterwards.  <b>AUTO</b> - At the start of your opponent's Attack Phase, if there is a character in the slot across from this, you may move this to an empty Front Row slot.	 	RRR & SP
YRC/W116-T05		(TD) 1/0 Toba-Sensei (Yuru Camp△/Alcohol)  <b>CONT</b> - For each of your opponent's back row characters, this gets +1500 power.		RRR
YRC/W116-T06		(TD) 1/0 Nadeshiko (Yuru Camp△/Cooking)  <b>CONT</b> - If you have 2 or more other <Yuru Camp△> charcters, this gets +1000 power.  <b>AUTO</b> - {CX Combo} When this attacks, if you have the <b>Bar CX (T10)</b> in your CX Area, and you have another <Yuru Camp△> character, mill 2, then choose up to 1 Level X or lower <Yuru Camp△> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.		RRR







YRC/W116-T07		(TD) 1/0 Rin Vanilla (Yuru Camp△/Bike)		RRR	
YRC/W116-T08		(TD) 2/0 Ena (Yuru Camp△/My Pace)  CONT - ASSIST +1000.		RRR	
YRC/W116-T09		(TD) 3/2 Rin (Yuru Camp△/Bike)  <b>AUTO</b> - 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 <Yuru Camp△> characters.  <b>AUTO</b> - { <b>CX Combo</b> } [Discard 2 cards] When this attacks, if you have the <b>Bar CX (T11)</b> in your CX Area, you may pay cost. If you do, deal 3 damage to your opponent.		RRR	
YRC/W116-T10		(TD) Bar CX		RRR	



YRC/W116-T11		(TD) Bar CX		RRR	
YRC/W116-T12		(TD) 0/0 Chiaki (Yuru CampΔ/Glasses)  CONT - If you have 3 or less Stock, this gets +2000 power.		RRR	
YRC/W116-T13		(TD) 0/0 Aoi (Yuru CampΔ/Kansai Dialect)  AUTO - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Yuru CampΔ> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		RRR	
YRC/W116-T14		(TD) 1/0 Nadeshiko (Yuru CampΔ/Cooking)  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 Level is 1 or lower, you may Reverse that character.	 	RRR & SP	

YRC/W116-T15		(TD) 2/1 Aoi (Yuru Camp△/Kansai Dialect)  ACT - BACKUP +3500.		RRR	
YRC/W116-T16		(TD) 2/1 Chiaki (Yuru Camp△/Glasses)  AUTO - When this attacks, this turn, this gets +X power. X equals the number of your other <Yuru Camp△> characters times 1000.  AUTO - ENCORE [Discard 1 <Yuru Camp△> character]		RRR	
YRC/W116-T17		(TD) 3/2 Aoi (Yuru Camp△/Kansai Dialect)  CONT - If this is in your front row center slot, all of your <Yuru Camp△> characters get +2000 power.  AUTO - When this is placed on stage from hand, you may Heal 1.		RRR	



YRC/W116-T18		<p><b>(TD) 3/2 Chiaki (Yuru Camp△/Glasses)</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;Yuru Camp△&gt; characters times 1000.</p> <p><b>AUTO</b> - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, deal 2 damage to your opponent.</p>		RRR	
YRC/W116-T19		<p><b>(TD) 1/1 Chikuwa (Event)</b></p> <p>Search your deck for up to 1 &lt;Yuru Camp△&gt; character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p> <p>Choose 1 of your &lt;Yuru Camp△&gt; characters, this turn, it gets +3000 power.</p>		RRR	
YRC/W116-T20		<p><b>(TD) +2 Souls CX</b></p>		RRR	