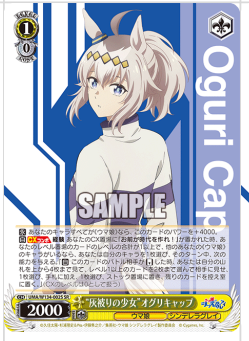
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UMA/W134-001		**(RR) 0/0 Yaeno Muteki (Uma Musume/Cinderella Gray)** **AUTO** - When this is Reversed, if the battle opponent's level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room. **AUTO** - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.			*SR & SP*
UMA/W134-002		**(RR) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - If all of your characters are <Uma Musume>, this gets +4000 power. **AUTO - {CX Combo} EXPERIENCE 1** - When the **Choice CX (031)** is placed in your CX Area, if the sum of Levels of cards in your Level Zone is 1 or more, and you have another <Uma Musume> character, choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, look at up to 4 cards from the top of your deck, choose up to 2 level 1 or higher cards from among them, show them to your opponent, choose 1 add it to hand, choose 1 send it Stock, send the rest to Waiting Room." **Note: Has a Soul Trigger*			*SR & SP*
UMA/W134-003		**(RR) 3/2 Dicta Striker (Uma Musume/Cinderella Gray)** **CONT** - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand. **CONT** - If you have 2 or more other <Uma Musume> characters, this gets +4000 power. **AUTO - EXPERIENCE 3** [Discard 1 card] When this is placed on stage from hand, if the sum of Levels of cards in your Level Zone is 3 or more, heal up to 1, then you may pay cost. If you paid cost, choose 1 of your opponent's characters, return it to hand.			*SR & SP*

UMA/W134-004		**(R) 0/0 Norn Ace (Uma Musume/Cinderella Gray)** **AUTO -** {CX Combo} At the start of your CX Phase, choose 1 **{Shot CX - 032}** in your hand, and 1 CX with a Shot Trigger in your Waiting Room, you may swap them. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Shot 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/W134-005		**(R) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **ACT** - [Discard 1 card, Send this to Waiting Room] Choose up to 1 character with "Oguri Cap" in its name in your hand whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.		*SR*	
UMA/W134-006		**(R) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - This cannot side attack. **AUTO** - When this card's battle opponent is Reversed, choose 1 of your other <Uma Musume> characters, Rest it, and move it to an empty Back Row slot.		*SR*	

UMA/W134-007		**(R) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - During your turn, this gets +5000 power. **AUTO** - {CX Combo} When this attacks, if you have the **Shot CX (033)** in your CX Area, and you have another <Uma Musume> character, until the end of your opponent's next turn, this gains the following 2 abilities, - "**AUTO - {1 Per Turn}** When this card's damage is cancelled, choose **{3/2 Fujimasa March - 011}** in your Waiting Room, you may add it to hand." - "**AUTO** - When this is Front Attacked, you may return this to hand." **Note: Has a Soul Trigger*		*SR*	
UMA/W134-008		**(R) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT - EXPERIENCE 1** - During your turn, if the sum of Levels of cards in your Level Zone is 1 or more, this gets +4500 power. **AUTO** - [(1) Discard 1 card, 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, choose up to 2 <Uma Musume> characters in your Waiting Room, add them to hand. **Note: Has a Soul Trigger*		*SR*	
UMA/W134-009		**(R) 2/1 Belno Light (Uma Musume/Cinderella Gray)** **CONT** - {CX Combo} All of your other **{RR 0/0 Belno Light - 073}** and **{Choice CX for 1/0 Oguri Cap - 031}** in any area gains a Soul Trigger. **CONT - ASSIST** Level x 1000 During your turn. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your <Uma Musume> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Uma Musume> character in your Waiting Room, add it to hand, then discard 1 card."		*SR*	

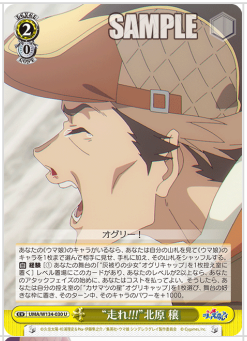
UMA/W134-010		**(R) 3/2 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, this turn, this gets +X power. X equals the number of your <Uma Musume> characters times 1000. **AUTO - {1 Per Turn}** [(2) Discard 1 card] During the turn this was placed on stage from hand, when this card's battle opponent is Reversed, you may pay cost. If you do, send all of your Stock to Waiting Room, then Stand this.		*SR*	
UMA/W134-011		**(R) 3/2 Fujimasa March (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, you may Heal 1. **AUTO** - {CX Combo} [Discard 1 card] When this attacks, if you have the **Shot CX (034)** in your CX Area, and you have 2 or more other <Uma Musume> characters, you may pay cost. If you do, choose 1 of your characters, this turn, it gains the following ability, "**AUTO - {1 Per Turn}** When this card's damage is cancelled, you may deal 2 damage to your opponent. If that damage is cancelled, you may deal 2 damage to your opponent."	 	*SR & SP*	
UMA/W134-012		**(U) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Uma Musume> characters, this turn, it gets +3000 power. **AUTO** - [Shuffle 2 <Uma Musume> characters from your Waiting Room into your deck] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your <Uma Musume> characters, this turn, it gets +1 soul.		*SR*	
UMA/W134-013		**(U) 0/0 Norn Ace (Uma Musume/Cinderella Gray)** **AUTO - BOND** [Discard 1 card] to **{RR 1/0 Oguri Cap - 002}** or **{R 1/0 Oguri Cap - 007}** or **{R 3/2 Oguri Cap Restander - 010}** **ACT** - [(1) Send this to Waiting Room] 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.		*SR*	

UMA/W134-014		**(U) 0/0 Fujimasa March (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - When this is Reversed, if you have 4 or more hand, reveal the top card of your deck. If that card has a Soul Trigger, you may return this to hand.		*SR*	
UMA/W134-015		**(U) 0/0 Maruzensky (Uma Musume/Cinderella Gray)** **AUTO - BOND** [Discard 1 card] to **{RR 2/1 Sakura Chiyono O - 055}** or **{U 0/0 Sakura Chiyono O - 062}** **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/W134-016		**(U) 0/0 Maruzensky (Uma Musume/Cinderella Gray)** **CONT** - During your turn, if you have 4 or more hand, this gets +1500 power. **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/W134-017		**(U) 1/0 Fujimasa March (Uma Musume/Cinderella Gray)** **CONT - EXPERIENCE 1** - During your turn, if the sum of Levels of cards in your Level Zone is 1 or more, this gets +4500 power. **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. **Note: Has a Soul Trigger*		*SR*	

UMA/W134-018		**(U) 1/0 Mini The Lady (Uma Musume/Cinderella Gray)** **CONT** - During your turn, all of your other <Uma Musume> characters get +1000 power. **ACT** - [Discard 1 card, Rest this] If you have another **{R 0/0 Norn Ace - 013}**, choose 1 Yellow character in your Waiting Room, add it to hand.		*SR*	
UMA/W134-019		**(U) 2/1 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - [(1) Send 1 of your <Uma Musume> characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to their Stock. **ACT - BACKUP** +2500		*SR*	
UMA/W134-020		**(C) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, look at the top card of your deck, and put it on top or bottom of your deck. **AUTO** - [Put 1 <Uma Musume> character from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your opponent's characters.		*SR*	
UMA/W134-021		**(C) 0/0 Mr. C.B. (Uma Musume/Cinderella Gray)** **ACT** - [Discard 1 card, send this to the bottom of your deck] 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*	

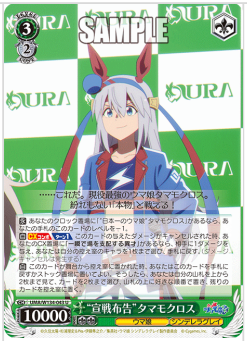
UMA/W134-022		**(C) 1/0 Yaeno Muteki (Uma Musume/Cinderella Gray)** **AUTO** - When a CX is placed in your CX Area, this turn, this gets +4500 power. **AUTO** - (1) At the start of Encore Step, if you do not have any other Rested characters in your Front Row, you may pay cost. If you do, Rest this.		*SR*	
UMA/W134-023		**(C) 1/1 Belno Light (Uma Musume/Cinderella Gray)** **AUTO** - When you use this card's BACKUP, if all of your characters are <Uma Musume>, choose 1 level 1 or lower character in your Waiting Room, you may send it to the bottom of your Stock. **ACT - BACKUP** +2000		*SR*	
UMA/W134-024		**(C) 1/1 Belno Light (Uma Musume/Cinderella Gray)** **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Stock. If you do, send the bottom card of your opponent's Stock to Waiting Room. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your <Uma Musume> characters, until the end of your opponent's next turn, it gains "**AUTO - ENCORE** [Put 1 <Uma Musume> character from your Waiting Room on the bottom of your Clock]"		*SR*	
UMA/W134-025		**(C) 1/1 Rudy Lemono (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, if you have another **{R 0/0 Norn Ace - 013}** and **{1/0 Mini The Lady - 018}**, choose 1 <Uma Musume> character in your Waiting Room, you may send it to Stock. **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) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice		*SR*	

UMA/W134-026		**(C) 2/1 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT - EXPERIENCE 3** - If the sum of Levels of cards in your Level Zone is 3 or more, this gets +2500 power and "**AUTO - ENCORE** [Discard 1 <Uma Musume> character]" **AUTO** - When this attacks, this turn, this gets +X power. X equals the number of your opponent's characters times 1500.		*SR*	
UMA/W134-027		**(C) 2/1 Fujimasa March (Uma Musume/Cinderella Gray)** **CONT** - During your turn, for each of your other <Uma Musume> characters, this gets +2000 power. **AUTO** - When this is placed on stage from hand, if you have 2 or more other <Uma Musume> characters, you may draw 2 cards. If you do, discard 2 cards. **AUTO** - When this card's battle opponent is Reversed, if you have a CX with a Shot Trigger in your CX Area, choose 1 **{R 3/2 Fujimasa March - 011}** in your Waiting Room, you may add it to hand.			
UMA/W134-028		**(C) 2/1 Dicta Striker (Uma Musume/Cinderella Gray)** **AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +7000 power and +1 soul. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your <Uma Musume> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send it to Memory."		*SR*	
UMA/W134-029		**(U) 1/0 Event** If you have an <Uma Musume> character, Mill 4, choose up to 1 Level X or lower <Uma Musume> character from your Waiting Room, add it to hand. X equals the sum of Soul Triggers milled. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your <Uma Musume> characters, this turn, it gets +500.		*SR*	

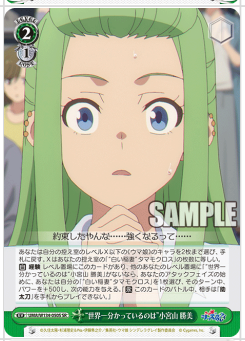
UMA/W134-030		**(U) 2/0 Event** If you have an <Uma Musume> character, search your deck for up to 1 <Uma Musume> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. **AUTO - EXPERIENCE** [(1) Send 1 of your **{RR 1/0 Oguri Cap - 002}** on stage to Waiting Room] If this is in your Level Zone, and you are Level 2 or higher, at the start of your Attack Phase, you may pay cost. If you do, choose 1 **{New R 2/1 Oguri Cap - 080}** in your Waiting Room, place it on stage in any slot, and this turn, it gets +1000 power.		*SR*	
UMA/W134-031		**(CR) Choice CX**		*RRR*	
UMA/W134-032		**(CR) Shot CX**		*RRR*	
UMA/W134-033		**(CR) Shot CX**		*RRR*	
UMA/W134-034		**(CR) Shot CX**		*RRR*	

UMA/W134-035		**(RR) 0/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT** - If this is in your front row center slot, this gets +3000 power **AUTO** - [(1) Put 1 <Uma Musume> 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.			*SR & SP*
UMA/W134-036		**(RR) 3/2 Obey Your Master (Uma Musume/Cinderella Gray)** **CONT** - This card can be played without meeting Color requirement. **AUTO** - (1) 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.			*SR & SP*
UMA/W134-037		**(R) 0/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **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*
UMA/W134-038		**(R) 0/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - When a CX is placed is your CX Area, choose 1 of your characters, this turn, it gets +1000 power. **AUTO** - **{CX Combo}** When the **Bar CX (052)** is placed in your CX Area, if you have 2 or more other <Uma Musume> characters, choose 1 of your other characters, this turn, it gains the following ability, "**AUTO** - [Discard 1 card] When this card's battle opponent is Reversed, you may pay cost. If you do, choose up to 2 <Uma Musume> characters in your Waiting Room, add them to hand."			*SR*

UMA/W134-039		**(R) 3/2 Tamamo Cross (Uma Musume/Cinderella Gray)** **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, this turn, this gets +4500 power, and you have 2 or more other <Uma Musume> characters, you may pay cost. IF you do, choose 1 card in your Clock, add it to hand. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your CX Phase, choose 1 card in your Waiting Room and this, you may swap them.		*SR*	
UMA/W134-040		**(U) 1/0 Blacky Ale (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Uma Musume> character, choose 1 of your opponent's Front Row characters, this turn, it gets -6000 power. **AUTO** - During this card's battle, when the damage you take is cancelled, you may return this to your hand.		*SR*	
UMA/W134-041		**(U) 1/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them. **AUTO - EXPERIENCE 2** - When this attacks, if the sum of Levels of cards in your Level Zone is 2 or more, choose 1 of your other <Uma Musume> characters, until the end of your opponent's next turn, it gets +2500 power and "**AUTO - ENCORE** [Discard 1 character]"		*SR*	
UMA/W134-042		**(U) 1/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - 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. **AUTO - EXPERIENCE** - When this attacks, if you have the **{Green 3/0 Event - 051}** in your Level Zone, choose 1 <Uma Musume> character in your Waiting Room, add it to hand, then discard 1 card, and this turn, this gets +1000 power.		*SR*	

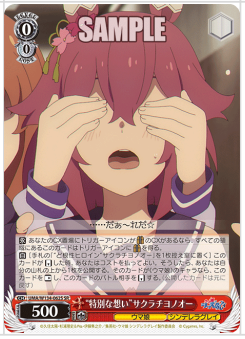
UMA/W134-043		**(U) 3/2 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT** - If you have **{RR 0/0 Tamamo Cross - 035}** in your Clock, this gets -1 level in hand. **AUTO** - {CX Combo} **{1 Per Turn}** When this card's damage is cancelled, if you have the **Bar CX (053)** in your CX Area, deal 1 damage to your opponent, then choose up to 1 character in your Waiting Room, add it to hand. **AUTO** - When this is sent from Stage to Waiting Room, you may return this to hand or send this to Stock. If you do, look at up to 2 cards from the top of your deck, choose up to 2 cards from among them, place them on top of your deck in any order, and send the rest to Waiting Room.		*SR*	
UMA/W134-044		**(C) 0/0 Akitsu Teio (Uma Musume/Cinderella Gray)** **CONT** - If all of your characters are <Uma Musume>, this gets +2500 power and the following ability, "**AUTO** - During this card's battle, when damage you take is not cancelled, this turn, this gets +1500 power." **AUTO** - When this card's battle opponent is Reversed, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock.		*SR*	
UMA/W134-045		**(C) 0/0 Lord Royal (Uma Musume/Cinderella Gray)** **AUTO** - At the start of your opponent's Draw Phase, mill 2. If there is a Level 2 or higher card among those cards, you may return this card to hand. **AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot.		*SR*	

UMA/W134-046		**(C) 0/0 Dynamu Heroine (Uma Musume/Cinderella Gray)** **AUTO** - At the start of your Attack Phase, choose 1 of your <Uma Musume> characters, this turn, it gets +1000 power. **ACT - BRAINSTORM** (1) Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, resolve the following effect, "Choose 1 <Uma Musume> character from your Waiting Room, add it to hand, and discard 1 card."		*SR*	
UMA/W134-047		**(C) 1/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT - EXPERIENCE 2** - If the sum of Levels of cards in your Level Zone is 2 or more, this gets +2000 power and the following 2 abilities, - "**AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power." - "**AUTO** - When this card or this card's battle opponent is Reversed, this turn, that character cannot use "**AUTO - ENCORE**" **AUTO** - [Discard 1 Card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level 0 or lower <Uma Musume> character in your Waiting Room, place it on stage in any slot.		*SR*	
UMA/W134-048		**(C) 2/1 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT - ASSIST** +2000 to level 3 or higher characters. **AUTO** - [Discard 1 card] When you trigger a CX, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand. **ACT - EXPERIENCE 5** [Rest this] If the sum of Levels of cards in your Level Zone is 5 or more, choose 1 card in your clock, add it to your hand, then choose 1 card in your hand and put it into Clock.		*SR*	

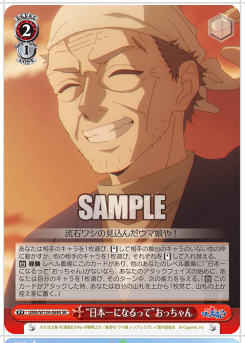
UMA/W134-049		**(C) 2/1 Blacky Ale (Uma Musume/Cinderella Gray)** **CONT** - During your turn, for each of your other <Uma Musume> characters, this gets +1500 power. **AUTO** - When this card's battle opponent is Reversed, if you have a CX in your CX Area, search your deck for up to 1 <Uma Musume> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		*SR*	
UMA/W134-050		**(U) 2/1 Event** Choose up to 2 level X or lower <Uma Musume> characters in your Waiting Room, add them to hand. X is equal to the number of **{RR 3/2 Tamamo Cross - 056}** in your Waiting Room. **AUTO - EXPERIENCE** - If this is in your Level Zone, and you don't have another **{copy of this}** in your Level Zone, at the start of your Attack Phase, choose 1 of your **{RR 3/2 Tamamo Cross - 056}**, this turn, it gets +500 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play BACKUPs from hand."		*SR*	
UMA/W134-051		**(U) 3/0 Event** {CX Combo} Search your deck for up to 1 **{Door CX for RR 3/2 Tamamo Cross - 071}**, show it to your opponent, add it to hand, and shuffle your deck afterwards, then choose 1 of your characters, this turn, it gets +3000 power. **AUTO - EXPERIENCE** - If this is in your Level Zone, and you don't have another **{copy of this}** in your Level Zone, at the start of your Attack Phase, choose 1 of your characters with "Tamamo Cross" in its name, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, reveal the top card of your deck. If that card is level 3 or higher, add it to hand."		*SR*	
UMA/W134-052		**(CR) Bar CX**		*RRR*	

UMA/W134-053		**(CR) Bar CX**		*RRR*	
UMA/W134-054		**(RR) 0/0 Super Creek (Uma Musume/Cinderella Gray)** **AUTO** - When this attacks, choose 1 of your <Uma Musume> characters, this turn, it 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 <Uma Musume> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.			*SR & SP*
UMA/W134-055		**(RR) 2/1 Sakura Chiyono O (Uma Musume/Cinderella Gray)** **CONT** - If all of your characters are <Uma Musume>, this gets +5000 power and +1 soul. **AUTO - {CX Combo} {1 Per Turn}** When this card's damage is cancelled, if you have the **Door CX (070)** in your CX Area, and there is a Marker underneath this, and all of your characters are <Uma Musume>, you may Stand this.			*SR & SP*
UMA/W134-056		**(RR) 3/2 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, draw up to 1 card, and this turn, this gets +2000 power. **AUTO - {CX Combo} EXPERIENCE 8** - At the end of this card's attack, if you have the **Door CX (071)** in your CX Area, and the sum of Levels of cards in your Level Zone is 8 or more, choose 1 of the following 2 effects and resolve it, a) "[Discard 1 card] You may pay cost. If you do, deal 2 damage to your opponent." b) "[Discard 2 cards, Flip 3 of your face-up cards in your Level Zone face-down] You may pay cost. If you do, perform "Zone" "**REPLAY - Zone** - Send all of your other characters to Waiting Room, then choose 1 **{R 3/2 Tamamo - 060}** in your Waiting Room and this card, swap them."			*SR & SSP*

UMA/W134-057		**(R) 0/0 Symboli Rudolf (Uma Musume)** **CONT** - During your turn, your other front row center slot character gets +1500 power. **ACT** - [(1) Rest this] Choose 1 of your <Uma Musume> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."			*SR & SP*
UMA/W134-058		**(R) 0/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - If you trigger a level 3 or higher card, choose 1 of your characters, this turn, it gets +1000 power. **ACT - BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 <Uma Musume> character from your Waiting Room, and add it to hand.			*SR*
UMA/W134-059		**(R) 1/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT** - During your turn, this gets +3000 power. **AUTO - {CX Combo} EXPERIENCE 2** - When this attacks, if you have the **Door CX (072)** in your CX Area, and the sum of Levels of cards in your Level Zone is 2 or more, mill 2, then choose up to 1 Level X or lower <Uma Musume> character from your Waiting Room, and add it to hand. If X is 2 or more, this turn, this gets +1 soul. X equals the sum of Levels of cards milled by this effect.			*SR*

UMA/W134-060		**(R) 3/2 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - While this is in your Waiting Room, at the start of your First Turn, you may put 1 card from the top of your deck into Stock. **AUTO** - {CX Combo} [Discard 3 cards] During the turn this was placed on stage by the effect of **{RR 3/2 Tamamo Cross - 056}**'s REPLAY effect, when this attacks, you may pay cost. If you do, deal 1 damage to your opponent, then look at up to 3 cards from the top of your opponent's deck, choose up to 3 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room. *Note: no we have no clue why this has the CX combo tag, it just does*		*SR*	
UMA/W134-061		**(U) 0/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **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 level 3 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card. **AUTO** - 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 {copies of this} in your Waiting Room.		*SR*	
UMA/W134-062		**(U) 0/0 Sakura Chiyono O (Uma Musume/Cinderella Gray)** **CONT** - If a CX with a Door Trigger is in your CX Area, this card in any area gains Door Trigger. **AUTO** - [Discard 1 **{RR 2/1 Sakura Chiyono O - 055}**] When this is Reversed, you may pay cost. If you do, reveal the top card of your deck. If that card is a <Uma Musume> character, Rest this, then Reverse this card's battle opponent.		*SR*	

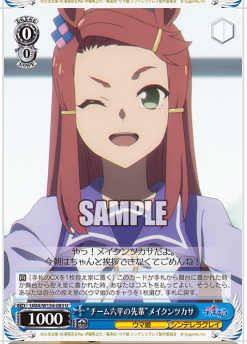
UMA/W134-063		**(U) 1/1 Super Creek (Uma Musume/Cinderella Gray)** **CONT - ASSIST** Level x 500 to <Uma Musume> characters. **AUTO** - [Discard 1 card] When you trigger a card with a Door Trigger, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand. **ACT** - [Rest this] Choose 1 of your characters, this turn, it gets +2000 power.		*SR*	
UMA/W134-064		**(C) 0/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **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. **AUTO** - [Discard 1 level 3 or higher card] When this attacks, you may pay cost. If you do, choose 1 character with "Tamamo Cross" in its name in your Waiting Room, add it to hand.		*SR*	
UMA/W134-065		**(C) 1/0 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT** - During your turn, this gets +2000 power. **AUTO - EXPERIENCE 2** (1) During the turn this was placed on stage from hand, at the end of this card's attack, if the sum of Levels of cards in your Level Zone is 2 or more, and the slot across from this has either no character or a Reversed character, 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/W134-066		**(C) 1/1 Symboli Rudolf (Uma Musume)** **AUTO** - When this is placed on stage from hand, mill 3. If that is a level 3 or higher card milled, choose 1 of your opponent's level 3 or lower characters, you may return it to hand. **AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to Memory.		*SR*	

UMA/W134-067		**(C) 2/1 Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - When you use this card's BACKUP, send X cards from the bottom of your opponent's deck to Waiting Room. X equals the number of your opponent's characters. **ACT - BACKUP** +3000		*SR*	
UMA/W134-068		**(C) 2/1 Tamamo Cross (Uma Musume/Cinderella Gray)** **CONT** - If you have 4 or more other <Uma Musume> characters, this gets +6000 power. **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Uma Musume> characters, choose 1 <Uma Musume> character in your Waiting Room, you may send it to Stock. **AUTO - EXPERIENCE** - When this is placed on stage from hand, if you have the **{Green 3/0 Event - 051}** in your Level Zone, 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*	
UMA/W134-069		**(U) 2/1 Event** Choose 1 of your opponent's characters, Stand it and move it to an opponent's empty slot or choose another 1 of your opponent's characters, stand them and swap them. **AUTO - EXPERIENCE** - If this is in your Level Zone, and you don't have another **{copy of this}** in your Level Zone, at the start of your Attack Phase, choose 1 of your characters, this turn, it gains the following ability, "**AUTO** - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room."		*SR*	
UMA/W134-070		**(CR) Door CX**		*RRR*	

UMA/W134-071		**(CR) Door CX**		*RRR*	
UMA/W134-072		**(CR) Door CX**		*RRR*	
UMA/W134-073		**(RR) 0/0 Belno Light (Uma Musume/Cinderella Gray)** **AUTO** - When a CX is placed in your CX Area, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them. **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 <Uma Musume> character from your Waiting Room, and add it to hand. If you sent a {copy of this} to Waiting Room by this effect, reveal the top card of your deck. If that card is a **{copy of this}** or a level 1 or higher card, add it to hand.			*SR & SSP*
UMA/W134-074		**(RR) 3/2 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, choose 1 <Uma Musume> character from your Clock, you may put it on the bottom of your deck. **AUTO - {CX Combo} EXPERIENCE 6** [(1) Discard 1 card] When this attacks, if you have the **Pants CX (098)** in your CX Area, and the sum of Levels of cards in your Level Zone is 6 or more, you may pay cost. If you do, deal 4 damage to your opponent, and this turn, this gains the following ability, "**AUTO** -[(3) Send 1 CX in your CX Area to Clock] At the end of this card's attack, you may pay cost. If you do, mill 2. For each Event or card with a Soul Trigger milled, deal 2 damage to your opponent."			*SR & SSP*

UMA/W134-075		**(R) 0/0 Mejiro Ardan (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Uma Musume> characters, this turn, it gets +1500 power. **AUTO** - [Send this to Clock] When your other <Uma Musume> character is Front Attacked, you may pay cost. If you do, return that character to hand.			*SR & SP*
UMA/W134-076		**(R) 0/0 Gold City (Uma Musume/Cinderella Gray)** **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. **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/W134-077		**(R) 0/0 Mejiro Ardan (Uma Musume/Cinderella Gray)** **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. **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/W134-078		**(R) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - [Discard 1 card] When this attacks, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower <Uma Musume> character from your Waiting Room, and add it to hand. X equals the Level of the revealed card. **AUTO - EXPERIENCE 1** - When this attacks, if the sum of Levels of cards in your Level Zone is 1 or more, choose 1 of your characters, this turn, it gets +3000 power.			*SR*

UMA/W134-079		**(R) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - [Send this to the bottom of your deck] When your other <Uma Musume> character gets Reversed, if this is in your back row, you may pay cost. If you do, return that character to hand. **ACT** - [(1) Rest 2 of your characters] Mill 3, then choose up to 1 Level X or lower <Uma Musume> character from your Waiting Room, and add it to hand. X equals the number of <Uma Musume> characters milled by this effect.		*SR*	
UMA/W134-080		**(R) 2/1 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - For each of your other <Uma Musume> characters, this gets +1000 power. **AUTO - {CX Combo} EXPERIENCE** - When this attacks, if you have the **Pants CX (099)** in your CX Area, and you have **{New Yellow U 2/0 - 030}** in your Level Zone, choose up to 1 <Uma Musume> character in your Waiting Room, add it to hand, and this turn, this gains the following ability, "**AUTO - {1 Per Turn}** When this card's damage is cancelled, choose up to 1 **{R 0/0 Oguri Cap - 006}** in your Waiting Room, add it to hand or send it to the bottom of your Stock, then choose up to 1 <Uma Musume> character in your Waiting Room, send it to Stock."		*SR*	
UMA/W134-081		**(R) 3/2 Belno Light (Uma Musume/Cinderella Gray)** **AUTO - {CX Combo}** When this is placed on stage from hand, declare Deck or Waiting Room, search the declared area for up to 1 **{Pants CX for RR 3/2 Oguri Cap - 098}**, show it to your opponent, and add it to hand. If you declared deck, shuffle your deck. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your <Uma Musume> characters, this turn, it gains the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +3000 power."		*SR*	

UMA/W134-082		**(U) 0/0 Kraft Univer (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, you may choose 1 card in your clock, add it to your hand. If you do, choose 1 card in your hand and put it into Clock. **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/W134-083		**(U) 0/0 Meikun Tsukasa (Uma Musume/Cinderella Gray)** **AUTO** - [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 <Uma Musume> character from your Waiting Room, and add it to hand.		*SR*	
UMA/W134-084		**(U) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - If you have another **{1/0 Belno Light - 086}**, this gets +4000 power and the following ability, "**AUTO** - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." **AUTO** - [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 **{1/0 Belno Light - 086}**, place it on stage in any slot, and shuffle your deck afterwards.		*SR*	
UMA/W134-085		**(U) 1/0 God Hannibal (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, this turn, this gets +3000 power. **AUTO** - When this attacks, this turn, all of your characters gain the following ability, "**AUTO** - (1) When this card's Trigger Check reveals a CX, you may pay cost. If you do, put the top card of your deck to Stock, then draw up to 1 card. If you draw 1, discard 1 card."		*SR*	

UMA/W134-086		**(U) 1/0 Belno Light (Uma Musume/Cinderella Gray)** **CONT** - All of your other <Uma Musume> characters get +500 power. **AUTO** - **{CX Combo}** **EXPERIENCE 2** [Discard 2 cards, Send the **Pants CX (100)** from your CX Area to Waiting Room] At the start of your Encore Step, if the sum of Levels of cards in your Level Zone is 2 or more, and you have 2 or more other <Uma Musume> characters, you may pay cost. If you do, search your deck for up to 3 <Uma Musume> character, show them to your opponent, add them to hand, and shuffle your deck afterwards.		*SR*	
UMA/W134-087		**(U) 2/1 Belno Light (Uma Musume/Cinderella Gray)** **AUTO** - [Discard 2 cards] When this is placed on stage from hand, you may pay cost. If you do, choose up to 2 characters with EXPERIENCE in your Waiting Room, add them to hand. **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your <Uma Musume> characters, this turn, it gains the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 3 or higher, this turn, this gets +3000 power."		*SR*	
UMA/W134-088		**(C) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - If you have 3 or less Stock, this gets +3000 power. **AUTO** - During this card's battle, when this card's damage is cancelled or the damage you take is cancelled, you may return this to your hand.		*SR*	
UMA/W134-089		**(C) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **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 4 or less Stock, you may send that character to the bottom of your opponent's deck.		*SR*	

UMA/W134-090		**(C) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - During your turn, this gets +2000 power. **ACT** - [Send 1 of your other <Uma Musume> characters on stage to Waiting Room, Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 level 1 or higher card from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		*SR*	
UMA/W134-091		**(C) 1/0 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - If there is a Marker underneath this, and you have 2 or more other <Uma Musume> characters, this gets +3000 power. **AUTO - ACCELERATE** [Put 1 <Uma Musume> 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 <Uma Musume> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.		*SR*	
UMA/W134-092		**(C) 1/1 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - During your turn, this gets +5000 power. **AUTO** - When this is placed on stage from hand, if you have 4 or more other <Uma Musume> characters, choose 1 <Uma Musume> character in your Waiting Room, you may send it to Stock. **AUTO** - When this attacks, if the Level of the character across from this is 2 or higher, this turn, this gets +6000 power.		*SR*	
UMA/W134-093		**(C) 2/1 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO - EXPERIENCE 3** [Discard 1 CX with a Choice Trigger, Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, if the sum of Levels of cards in your Level Zone is 3 or more, you may pay cost. If you do, choose 1 battling character, this turn, it gets +6 Soul. **ACT - BACKUP** +2500		*SR*	

UMA/W134-094		**(C) 2/1 Sirius Symboli (Uma Musume)** **AUTO** - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send that character to the bottom of your opponent's deck."		*SR*	
UMA/W134-095		**(C) 2/1 Oguri Cap (Uma Musume/Cinderella Gray)** **CONT** - If there is a Marker underneath this, and you have 2 or more other <Uma Musume> characters, this gets +5500 power and the following ability, "**AUTO** - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your <Uma Musume> characters and this card, Stand and swap them."		*SR*	
UMA/W134-096		**(U) 3/2 Event** **COUNTER** - Send this to Memory, perform the following effect, "If you have 5 or less Clock, heal up to 1. If you have 6 Clock, heal up to 2." **AUTO - EXPERIENCE** - If this is in your Level Zone, at the start of your Attack Phase, choose 1 of your front row center slot <Uma Musume> characters, this turn, it gets +1000 power.		*SR*	
UMA/W134-097		**(U) 3/3 Event** If you have a <Uma Musume> character, this turn, all of your characters currently on stage gains the following ability, "**AUTO - {1 Per Turn}** When this card's damage is cancelled, you may deal 1 damage to your opponent." **AUTO - EXPERIENCE** - If this is in your Level Zone, and you don't have another {copy of this} in your Level Zone, at the start of your Attack Phase, choose 1 of your **{RR 3/2 Oguri Cap - 074}**, this turn, it gets +500 power and the following ability, "**CONT** - During this card's battle, your opponent cannot play BACKUPs from hand."		*SR*	

UMA/W134-098		**(CR) Pants CX**		*RRR*	
UMA/W134-099		**(CR) Pants CX**		*RRR*	
UMA/W134-100		**(CR) Pants CX**		*RRR*	
UMA/W134-P01 Protein Bar PRs		**(PR) 2/1 Cheval Grand (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.			
UMA/W134-P02 Protein Bar PRs		**(PR) 1/0 Verxina (Uma Musume)** **AUTO** - [Discard 1 card] When you Trigger a CX, you may pay cost. If you do, choose 1 of your other character whose Level is equal or lower than your Level, and choose 1 character with INHERITANCE in your Waiting Room, place it underneath that character face up as a Marker, and this turn, that character gets +1000 power. **ACT** - [Rest this] Choose 1 of your <Uma Musume> characters, this turn, it gets +1500 power.			

UMA/W134-P03 Protein Bar PRs		**(PR) 0/0 Vivlos (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			
UMA/W134-P04 Protein Bar PRs		**(PR) 1/0 Rhein Kraft (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.			
UMA/W134-P05 Protein Bar PRs		**(PR) 0/0 Cesario (Uma Musume)** **AUTO** - When this is placed on stage from hand, this turn, this gets +4500 power.			
UMA/W134-P06 Protein Bar PRs		**(PR) 2/1 Fusaichi Pandora (Uma Musume)** **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			

UMA/W134-P07 Protein Bar PRs		**(PR) 2/1 Orfevre (Uma Musume)** **CONT - ASSIST** +1000 power. **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, then put the top card of your deck into Stock. **ACT** - [Rest this] Choose 1 of your <Uma Musume> characters, this turn, it gets +1500 power.			
UMA/W134-P08 Protein Bar PRs		**(PR) 0/0 Gentildonna (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.			
UMA/W134-P09 March/April Shop Tournament PR Pack		**(PR) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, if you have another <Uma Musume> character, choose up to 2 cards in your hand, send them to Stock in any order. **AUTO** - When this is placed on stage from hand, this turn, this gets +1500 power.		*Foil*	

UMA/W134-P10 March/April Shop Tournament PR Pack		**(PR+) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **ACT** - [Discard 1 card, Send this to Waiting Room] Choose up to 1 character with "Oguri Cap" in its name in your hand whose Level is equal to or lower than your Level, and place it on stage in this card's former slot.			
UMA/W134-P11 March CX Challenge PR		**(PR) 0/0 Oguri Cap & Tamamo Cross (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Uma Musume> characters, this turn, it gets +1500 power. **AUTO** - [Send this to Clock] When your other <Uma Musume> character is Front Attacked, you may pay cost. If you do, return that character to hand.			
UMA/W134-P13 March CX Challenge PR		**(PR+) 0/0 Oguri Cap (Uma Musume/Cinderella Gray)** **AUTO** - When this is placed on stage from hand, choose 1 of your <Uma Musume> characters, this turn, it gets +1500 power. **AUTO** - [Send this to Clock] When your other <Uma Musume> character is Front Attacked, you may pay cost. If you do, return that character to hand.			