

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1 Level and +1000 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "One and Only" is in your CZ, look at up to 2 cards from the top of your LB and search for up to 2 Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, reveal it, put it in your hand, and put the rest in the WR.

$$\frac{L1}{C0}$$

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1 Level and +1000 Pow for the turn.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "One and Only" is in your CZ, look at up to 2 cards from the top of your LB and search for up to 2 Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, reveal it, put it in your hand, and put the rest in the WR.

L1
C0

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 5000 # of your other Charas with either ::Yuragi Inn: or ::Yukemuri Town::.

L3
C2

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
 [A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
 [A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 5000 # of your other Charas with either ::Yuragi Inn: or ::Yukemuri Town::.

L3
C2

[C] During your turn, all your other "Toy-Wars Plush Doll" gain the following ability.
 "[C] This does not Reverse."
 [C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
 [A] **CX COMBO** [Rest this card] When "Lady's Must Item" is placed in your CZ, if this card is standing, may pay. If so, choose 1 "Toy-Wars Plush Doll" in your WR and put it in any Slot on the Stage.

LO
CO

[C] During your turn, all your other "Toy-Wars Plush Doll" gain the following ability.
 "[C] This does not Reverse."
 [C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
 [A] **CX COMBO** [Rest this card] When "Lady's Must Item" is placed in your CZ, if this card is standing, may pay, if so, choose 1 "Toy-Wars Plush Doll" in your WR and put it in any Slot on the Stage.

LO
CO

[A] ([1]) This ability activates up to once per turn. When you use an [S] ability, may I say: If so, reveal the top card of your LB. If it's a Chara with either ::Yuragi Inn:: or ::Yukemuri Town::, put it in your hand. (Otherwise put it back where it was)

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

$$\frac{L0}{C0}$$

[A] ([1]) This ability activates up to once per turn. When you use an [S] ability, may pay, If so, reveal the top card of your LB. If it's a Chara with either ::Yuragi Inno: or ::Yukemuri Town::, put it in your hand. (Otherwise, put it back where it was)

[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

LO
CO

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

$$\frac{L0}{C0}$$

[A] This ability activates up to once per turn. When you use an [S] ability, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, look at up to 2 cards from top of your LB, choose up to 1 card and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR."
[A] **ENCORE** [Discard a Chara from your hand to the WR]

$$\frac{L1}{C1}$$

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] **CX COMBO** When "Penetrate Everything Punch" is placed in your CZ, if this is in your Front Row, this gains +2500 Pow and the following ability for the turn. "[A] (2) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, Send that Chara to Memory, and deal 5 Damage to your Opp.* (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
 [A] "[(1)] When this attacks, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 Chara with either ::Yuragi Inn:: or ::Yukemuri Town::, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.*
 Afterwards, at the start of your Encore Step. Send this to Memory.

$$\frac{L0}{C0}$$

[A] When this attacks, if you have 2 or more other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gains +2000 Pow for the turn.

[A] [(1)] During your Opp.'s turn, when this becomes Reversed in battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

L1
C0

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Yuragi Inn:: or ::Yukemuri Town::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

L2
C1

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] [Rest this] Look at the top card of your LB and put it either on top or bottom of the LB.

[S] [(1) Rest this] Choose 1 of your "Kogarashi, My Style", and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Clock in the WR."

L2
C1

[C] For each of your other "Plush Doll, Dark Bear Man" in the Front Row, this gains +2000 Pow.

$$\frac{L2}{C1}$$

[A] This ability activates up to 1 once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

[S] [Rest this] Choose 1 of your Charas with ::Yuragi Inn:: or ::Yukemuri Town::, and that Chara gains +500 Pow until the next end of your Opp.'s turn.

LO
CO

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "I Am N- Afraid of Wolves!" in your WR and return it to your hand.

$$\frac{L0}{C0}$$

Toy-Wars Plush Doll

[A] When this is placed from hand to the Stage or via the [A] effect of 'Koyuzu, Not Enough Oppai!' to the Stage, this gains +1500 for the turn.

Doll | YYS/W61-015 T: None

L0
C0

Chisaki, Assault! The Rumored Yuragi Inn

[C] During your turn, all your other "Chisaki, Cute Visitor" gain +2000 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Chisaki, Cute Visitor", reveal it, put it in your hand, and shuffle your LB.

Cuisine - Yukemuri Town | YYS/W61-016 T: None

L1
C0

Chisaki, Cute Visitor

--No Text--

Cuisine - Yukemuri Town | YYS/W61-017 T: None

L1
C0

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Koyuzu, Energetic Welcome

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.

Raccoon Dog - Yuragi Inn | YYS/W61-018 T: None

L1
C0

Chisaki, Unstoppable Delusion

[A] **RECOLLECTION** When this attacks, if there are 2 or more cards in your Memory, this gains +X Pow for the turn. X = 1000 times # of your Charas with either ::Yuragi Inn:: or ::Yukemuri Town::.

Cuisine - Yukemuri Town | YYS/W61-019 T: Soul

L2
C1

I Am N- Afraid of Wolves!

All your Charas with ::Yuragi Inn:: and/or ::Yukemuri Town:: gain +1000 Pow for the turn.

Choose one of your Chara with "Kogarashi" in name, until end of your Opp.'s turn, gains +5500 and "[C] This card cannot Front Attack."

YYS/W61-020 T: None

L1
C0

Yuuna and the Haunted Hot Springs Booster Pack

Excellent Handmade Cookie

Rest 1 of your Standing ::Yuragi Inn:: or ::Yukemuri Town:: Charas. If so, look at up to 3 cards from top of your LB and search for up to 3 ::Yuragi Inn:: or ::Yukemuri Town:: Chara, reveal them, put them in your hand, put the rest in the WR.

YYS/W61-021 T: None

L1
C1

One and Only

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-022 T: Soul Bounce

One and Only

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-022R T: Soul Bounce

Lady's Must Item

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-023 T: Soul Bounce

Penetrate Everything Punch

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-024 T: Soul Shot

Yaya, Capricious Cat Girl

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in your WR.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Cat God - Yuragi Inn | YYS/W61-025 T: None

L0
C0

Yaya, Capricious Cat Girl

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in your WR.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Cat God - Yuragi Inn | YYS/W61-025SP T: None

L0
C0

Nonko, Descendant of Shuten-doji

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, for each ::Yuragi Inn:: or ::Yukemuri Town:: or ::Manga:: Chara under this card as Marker, this card gains +1500 Pow.

[A] When this is placed from hand to Stage, look at up to 3 cards from top of your LB, search for up to 1 card, put it in your hand, and put the rest under this card in any order face-up as Marker.

[A] [Discard 2 cards from your hand to WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. into your Opp.'s Clock.

Wine - Yuragi Inn | YYS/W61-026 T: Soul

L3
C2

Nonko, Descendant of Shuten-doji

[C] **RECOLLECTION** If there are 2 or more cards in your Memory, for each ::Yuragi Inn:: or ::Yukemuri Town:: or ::Manga:: Chara under this card as Marker, this card gains +1500 Pow.

[A] When this is placed from hand to Stage, look at up to 3 cards from top of your LB, search for up to 1 card, put it in your hand, and put the rest under this card in any order face-up as Marker.

[A] [Discard 2 cards from your hand to WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. into your Opp.'s Clock.

Wine - Yuragi Inn | YYS/W61-026SP T: Soul

L3
C2

Yaya, I Hate the Heat!

[A] When this attacks, choose 1 of your other Charas with either ::Yuragi Inn:: and/or ::Yukemuri Town::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::.

[S] [(1) Send this Standing card to Memory] Choose 1 'Yuuna, Happy Days' in your WR and return it to your hand.

Cat God - Yuragi Inn | YYS/W61-027 T: None

L0
C0

Yaya, I Hate the Heat!

[A] When this attacks, choose 1 of your other Charas with either ::Yuragi Inn:: and/or ::Yukemuri Town::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::.

[S] [(1) Send this Standing card to Memory] Choose 1 'Yuuna, Happy Days' in your WR and return it to your hand.

Cat God - Yuragi Inn | YYS/W61-027S T: None

L0
C0

Nonko, Sexy Bath Time

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to Stage, reveal the top card of your LB. If that card is a ::Yuragi Inn:: or ::Yukemuri Town:: or ::Manga:: Chara, put it under this card face-up as Marker.

Wine - Yuragi Inn | YYS/W61-028 T: None

L0
C0

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to Stage, reveal the top card of your LB. If that card is a ::Yuragi Inn:: or ::Yukemuri Town:: or ::Manga:: Chara, put it under this card face-up as Marker.

$$\frac{L0}{C0}$$

[C] For each Marker under this, this gains +1500 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Would You Like a Hot One?" is in your C2, choose 1 of your 'Nonko, Descendant of Shuten-dōji' in your WR and return it to your hand, choose up to 1 of your :Yuragi Inn: or :Yukemori Town: or ::Manga: Chara in your WR and put that card face up under this as Marker.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

L1
C1

[C] For each Marker under this, this gains +1500 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Would You Like a Hot One?" is in your CZ, choose 1 of your 'Nonko, Descendant of Shuten-doji" in your WR and return it to your hand, choose up to 1 of your :Yuragi Inn: or :Yukemori Town: or :Manga: Chara in your WR and put that card face up under this as Marker.

[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

$$\frac{L1}{C1}$$

[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.

[A] **CX COMBO** [Put this card into Memory] When "Happy Hour!" is placed in your CZ, may pay. If so, choose up to 1 "Nonko, Descendant of Shuten-doji" from your hand and put it in the Slot this was in.

$$\frac{L2}{C1}$$

[A] When this becomes **Reversed**, if the **Level** of the **Battle Opp.** of this is higher than the **Level** of the **Opp.**, you may put the top card of your **Opp.**'s **Clock** in the **WR**. If so, that that **Chara.** is **Clock**.

[A] During your turn, when this is placed from the **Stage** to the **WR**, from your **WR** choose 1 of the cards that was a **Marker** of this and put it **Rested** in the **Slot** this was in.

L2
C1

[C] There's a Marker under this, this card gains +2000 POW and the following 2 abilities. "[C] During this card's Battle, your Opp. cannot play **BACKUP** from hand." "[C] This card cannot be chosen by your Opp.'s effects".

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] When this is placed from hand to the Stage, you may choose a "Cat God, Invincible Partner" in your WR and put it face-up under this as Marker.

L3
C2

[C] If there's a Marker under this, this card gains +2000 Pow and the following 2 abilities. "[C] During this card's Battle, your Opp. cannot play **BACKUP** from hand." "[C] This card cannot be chosen by your Opp.'s effects".

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

[A] When this is placed from hand to the Stage, you may choose a "Cat God, Invincible Partner" in your WR and put it face-up under this as Marker.

L3
C2

[S] BRAINSTORM ([1] Rest this) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search for up to 1 ::Yuragi Inn:: or ::Yukemuri Town:: or ::Manga:: Chara in your LB, reveal it and put it to your hand, and shuffle your LB."

LO
CO

[A] When this is placed from nano to the Stage, you may choose a "Cat God, Nice Job!" in your WR and put it face-up under this as Marker.

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[A] During your turn, when this is placed from the Stage to the WR, from your WR choose 1 of the cards that was a Marker of this and put it Rested in the Slot this was in.

L1
C0

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Yuragi Inn:: or ::Yukemuri Town::.

L1
C0

[A] When you use the BACKUP of this, you choose one of your card with "Nonko" in name. You may put a "Kogarashi, Skilled Assistant" from your WR face-up under that Chara as Marker.

[S] [Counter] BACKUP 1000, Level 1 [(1) Discard this card from your hand to the WR]

$$\frac{L1}{C1}$$

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[S] [Rest this] Choose 1 of your Chara with a Marker, and that Chara gains +1500 Pow for the turn.

L2
C1

[A] ([1]) At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

L2
C2

[C] **ASSIST** All your Charas in front of this gain +500 Pow
 [A] **CX COMBO** When "You Are a Friend" is placed in your CZ, choose a 'Cat God, Invincible Partner' in the Marker under this and put it in any empty Slot on the Stage.
 [S] **Rest [this]** If there is no Marker under this, you may choose 1 "Cat God, Invincible Partner" in your WR, put under this card face-up as Marker.

LO
CO

[C] All your other Charas with either ::Yuragi Inn::, ::Yukemuri Town::, or ::Manga:: gain +500 Pow.

[S] [(1) Rest this] Choose a card in your Clock and return it to your hand, and choose a card in your hand and put it in your Clock.

L0
C0

[A] At the beginning of your Climax Phase, choose 1 of your Charas with 1 or more Markers, and that Chara gains +1000 Pow for the turn.

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Nonko, Surprising True Face", reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[C] If you have no other Chara with "Yaya" in name, this does not Stand during your Stand Phase.
[C] This cannot Side Attack.

LO
CO

[C] For each Marker with ::Yuragi Inn::, ::Yukemuri Town::, or ::Manga:: under this, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, put up to 2 cards from top of your LB under this card face-up as Marker in any order.

[A] **ENCORE** When this becomes Reversed in battle, you cannot use "ENCORE" for the turn. (This includes "ENCORE" provided by rules)

$$\frac{L1}{C0}$$

Cat God, Invincible Partner

[C] If you have no other Chara with "Yaya" in name, this does not Stand during your Stand Phase.
[C] This cannot Side Attack.

Cat God - Yuragi Inn | YYS/W61-044 T: None

L1C0

Adult Work

[Counter] Choose 1 of your ::Yuragi Inn::, ::Yukemuri Town::, or ::Manga:: Charas, and that Chara gains +3500 Pow for the turn.

YYS/W61-045 T: None

L1C1

Napping Weather

Search your LB for up to 2 ::Yuragi Inn::, ::Yukemuri Town::, or ::Manga:: Charas, reveal them, put them in your hand, discard 1 card from hand to the WR, and shuffle your LB.

YYS/W61-046 T: None

L2C1

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Happy Hour!

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-047 T: Treasure

Happy Hour!

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-047R T: Treasure

Would You Like a Hot One?

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

YYS/W61-048 T: 2 Soul

Yuuna and the Haunted Hot Springs Booster Pack

You Are a Friend

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-049 T: Treasure

You are a Friend

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-049R T: Treasure

Yuuna, Teenage Girl

[A] When this card is placed from hand to the Stage, put the top card of your LB into your WR. If that card is Level 1 or higher, this card may Side Attack this turn without Soul Penalty. (Climax cards are considered to be Level 0 for this effect)
[A] [(1) Put top card of your LB into your Clock, put this to your Memory] When this becomes Reversed in battle, may pay. If so, choose one Chara with ::Yuragi Inn:: or ::Yukemuri Town:: in your WR and return it to your hand.

Spirit - Yuragi Inn | YYS/W61-050 T: None

L0C0

Yuuna, Teenage Girl

[A] When this card is placed from hand to the Stage, put the top card of your LB into your WR. If that card is Level 1 or higher, this card may Side Attack this turn without Soul Penalty. (Climax cards are considered to be Level 0 for this effect)
[A] [(1) Put top card of your LB into your Clock, put this to your Memory] When this becomes Reversed in battle, may pay. If so, choose one Chara with ::Yuragi Inn:: or ::Yukemuri Town:: in your WR and return it to your hand.

Spirit - Yuragi Inn | YYS/W61-050S T: None

L0C0

Chitose, Manager of Fortune

[A] When this is placed from hand to the Stage, you may perform the following action. "Your Opp. looks at the top card of their LB and either puts it on top of the LB or in the WR. At the end of the turn, you choose up to 1 card in your Opp.'s WR and return it to their LB, and your Opp. shuffles that LB."
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Zashiki-warashi - Yuragi Inn | YYS/W61-051 T: None

L0C0

Chitose, Manager of Fortune

[A] When this is placed from hand to the Stage, you may perform the following action. "Your Opp. looks at the top card of their LB and either puts it on top of the LB or in the WR. At the end of the turn, you choose up to 1 card in your Opp.'s WR and return it to their LB, and your Opp. shuffles that LB."
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Zashiki-warashi - Yuragi Inn | YYS/W61-051SP T: None

L0C0

Yuuna, Happy Days

[C] If you have 2 or more other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to WR] When this card attacks, if "Accumulated Memories" is in your CZ, may pay. If so, deal X Damage to your Opp., and this gains +1000 Pow for the turn. X is the # of Colors amongst the cards in your Memory. (DC can occur)

Spirit - Yuragi Inn | YYS/W61-052 T: Soul

L3C2

Yuuna, Happy Days

[C] If you have 2 or more other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to WR] When this card attacks, if "Accumulated Memories" is in your CZ, may pay. If so, deal X Damage to your Opp., and this gains +1000 Pow for the turn. X is the # of Colors amongst the cards in your Memory. (DC can occur)

Spirit - Yuragi Inn | YYS/W61-052SP T: Soul

L3C2

Yuuna, Free-Style Sleeping

[A] At the beginning of your Climax Phase, if this card is Rested, send this to Memory. If so, at the beginning of your next Draw Phase, choose 1 of your "Free-Style Sleeping" in your Memory and put it in any Slot on your Stage.
[S] [Rest this card] Choose up to 2 your ::Yuragi Inn:: or ::Yukemuri Town:: Charas, and those Charas gain +500 Pow for the turn.

Spirit - Yuragi Inn | YYS/W61-053 T: None

L0C0

Chitose, Secret Adventure

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Zashiki-warashi - Yuragi Inn | YYS/W61-054 T: None

L0C0

Chitose, Secret Adventure

[A] [Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Level 1 or higher card, reveal it, put it in your hand, and put the rest in the WR. (Climax cards are considered to be Level 0 for this effect)

Zashiki-warashi - Yuragi Inn | YYS/W61-054S T: None

L0C0

Yuuna, Wonderland Adventure

[A] When you use the BACKUP of this, if you have a Chara with either ::Yuragi Inn:: or ::Yukemuri Town::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] BACKUP 1000, Level 1 [Discard this card from your hand to the WR]

Spirit - Yuragi Inn | YYS/W61-055 T: None

L1C0

Yuuna, Wonderland Adventure

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Yuragi Inn:: and/or ::Yukemuri Town::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Spirit - Yuragi Inn | YYS/W61-055 T: None

L1
C0

Chitose, My Place

[C] **RECOLLECTION** If "Yuragi Inn, Housing for Monsters" is in your Memory, this gains +2000 Pow.
[A] **CX COMBO** When this attacks, if "Another Story" is in the CZ, reveal the top card of your LB. If it's a Chara with either ::Yuragi Inn:: or ::Yukemuri Town::, put it in your hand. (Otherwise put it back where it was)

Zashiki-warashi - Yuragi Inn | YYS/W61-056 T: None

L1
C0

Yuuna-san's Seven Transformations

[A] **RECOLLECTION** When this attacks, if there is at least 1 card in your Memory, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Yuragi Inn:: or ::Yukemuri Town::.

Spirit - Yuragi Inn | YYS/W61-057 T: None

L1
C0

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Yuuna's Seven Transformations

[A] **RECOLLECTION** When this attacks, if there is at least 1 card in your Memory, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Yuragi Inn:: or ::Yukemuri Town::.

Spirit - Yuragi Inn | YYS/W61-057S T: None

L1
C0

Chitose, Zashiki-warashi of Fortune

[C] If you have 4 or more Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Yuragi Inn:: and/or ::Yukemuri Town::.

Zashiki-warashi - Yuragi Inn | YYS/W61-058 T: Soul

L3
C2

Chitose, Zashiki-warashi of Fortune

[C] If you have 4 or more Charas with either ::Yuragi Inn:: and/or ::Yukemuri Town::, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 card and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Yuragi Inn:: and/or ::Yukemuri Town::.

Zashiki-warashi - Yuragi Inn | YYS/W61-058S T: Soul

L3
C2

Yuuna and the Haunted Hot Springs Booster Pack

Yuuna, Healing Moment

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row.

Spirit - Yuragi Inn | YYS/W61-059 T: None

L0
C0

Chitose, Short Alliance

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Yuragi Inn:: or ::Yukemuri Town:: and return it to your hand.

Zashiki-warashi - Yuragi Inn | YYS/W61-060 T: None

L0
C0

Chitose, Consenting Result

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Yuragi Inn, Housing for Monsters" in your WR and return it to your hand.
[A] **RECOLLECTION** When this becomes Reversed, if "Yuragi Inn, Housing for Monsters" is in your Memory and the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Zashiki-warashi - Yuragi Inn | YYS/W61-061 T: None

L1
C0

Yuuna, Cheer Girl

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this card] Choose 1 of your Chara, that Chara gains +X Pow for the turn. X = 500 times # of Colors among the Charas in your Memory.

Spirit - Yuragi Inn | YYS/W61-062 T: Soul

L2
C1

Chitose, Eternal Girl

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] When this becomes Reversed in battle, Send this to Memory.

Zashiki-warashi - Yuragi Inn | YYS/W61-063 T: Soul

L2
C1

Yuuna, Ocean Fairy

[A] **CX COMBO** [Put a "Sun and Ocean and Yuuna-san" from your CZ to the WR] During your Climax Phase, when this is placed to the Stage via the effect of "Sun and Ocean and Yuuna-san", may pay. If so, Stand this.

Spirit - Yuragi Inn | YYS/W61-064 T: Soul

L2
C2

Kogarashi, Evangelist of Godly Skill

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1)] Choose an [S] ability of a Chara in your WR this is either ::Yuragi Inn:: or ::Yukemuri Town::, and this gains that [S] ability for the turn.

Psychic - Yuragi Inn | YYS/W61-065 T: None

L0
C0

Yuuna, Veteran Stone Tape

[C] All your other Charas with either ::Yuragi Inn:: or ::Yukemuri Town:: gain +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your Stock for up to 1 Chara, reveal it, return it to your hand, and shuffle your Stock.

Spirit - Yuragi Inn | YYS/W61-066 T: None

L0
C0

Yuuna, Smiling Invitation

[A] When your other ::Yuragi Inn:: or ::Yukemuri Town:: Chara Attacks, this gains +1000 Pow for the turn.

Spirit - Yuragi Inn | YYS/W61-067 T: None

L0
C0

Yuuna, Friendship Uniform

[C] For each of your other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gains +500 Pow.

Spirit - Yuragi Inn | YYS/W61-068 T: None

L1
C0

Kogarashi, Pressed to Cheek

[C] This cannot Side Attack.
[A] [Put this card in the WR] When your other ::Yuragi Inn:: or ::Yukemuri Town:: Chara is Front Attacked, may pay. If so, choose one of your Charas in Battle, and that Chara gains +1500 Pow for the turn.

Psychic - Yuragi Inn | YYS/W61-069 T: None

L1
C0

Yuuna, Panties of Determination

[A] [(1) Reveal your hand] At the start of your Climax Phase, if you have 2 or more other ::Yuragi Inn:: or ::Yukemuri Town:: Charas, may pay. If so, choose a Chara Opposite this and 1 of your Opp.'s other Level 1 or lower Charas, then Stand and Swap them.

Spirit - Yuragi Inn | YYS/W61-070 T: None

L1
C1

Kogarashi, Promise of Two

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Psychic - Yuragi Inn | YYS/W61-071 T: Soul

L2
C1

Yuragi Inn, Housing for Monsters

If there are 2 or fewer cards in your Memory, Send this to your Memory.
[A] **RECOLLECTION** At the start of your climax Phase, if this is in your Memory, you may look at the top card of your LB. If so, put it either on top of the LB or in the WR, choose 1 of your ::Yuragi Inn:: or ::Yukemuri Town:: Charas, and that Chara gains +1000 Pow for the turn.

YYS/W61-072 T: None

L1
C0

High School Panic

Choose up to 4 of your Opp.'s Charas and Send them to Memory. You shuffle those Charas face-down and put them in separate empty Slots on the Stage face-down. Turn those Charas face-up.

YYS/W61-073 T: None

L2
C1

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Accumulated Memories

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-074 T: Salvage

Accumulated Memories

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-074R T: Salvage

Another Story

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

YYS/W61-075 T: 2 Soul

Yuuna and the Haunted Hot Springs Booster Pack

Another Story

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

YYS/W61-075R T: 2 Soul

Sun and Ocean and Yuuna-san

[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

YYS/W61-076 T: Soul Standby

Sagiri, With Pride

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Yuragi Inn:: or ::Yukemuri Town:: Charas, Rest it, and move it to an empty Slot in the Back Row.

Ninja - Yuragi Inn | YYS/W61-077 T: None

L0
C0

Sagiri, With Pride

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Yuragi Inn:: or ::Yukemuri Town:: Charas, Rest it, and move it to an empty Slot in the Back Row.

Ninja - Yuragi Inn | YYS/W61-077S T: None

L0
C0

Oboro, Ubiquitous Cutting Edge

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When "God Speed" is placed in your CZ, if this is in your Front Row and you have another ::Yuragi Inn:: or ::Yukemuri Town:: Chara, until the next end of your Opp.'s turn, this gains the following 2 abilities. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."

Weapon - Yuragi Inn | YYS/W61-078 T: None

L1
C0

Oboro, Ubiquitous Cutting Edge

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO** When "God Speed" is placed in your CZ, if this is in your Front Row and you have another ::Yuragi Inn:: or ::Yukemuri Town:: Chara, until the next end of your Opp.'s turn, this gains the following 2 abilities. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this is Front Attacked, you may return this to your hand."

Weapon - Yuragi Inn | YYS/W61-078SP T: None

L1
C0

Sagiri, Reaction of a Maiden

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Sagiri, Reaction of a Maiden" and put it in any Slot on the Stage, and shuffle your LB.

[A] **CX COMBO** When this attacks, if "Myself in Your Eyes" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Ninja - Yuragi Inn | YYS/W61-079 T: Soul

L3
C2

Sagiri, Reaction of a Maiden

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Sagiri, Reaction of a Maiden" and put it in any Slot on the Stage, and shuffle your LB.

[A] **CX COMBO** When this attacks, if "Myself in Your Eyes" is in the CZ, you may deal 1 Damage to your Opp.. (DC can occur)

Ninja - Yuragi Inn | YYS/W61-079SP T: Soul

L3
C2

Sagiri, Revealed Attraction

[A] [Return 2 Charas in your WR to your LB, Shuffle your LB] At the beginning of your Climax Phase, may pay. If so, Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, search your LB for up to 1 BLUE Chara, reveal it, put it in your hand, and shuffle your LB.

Ninja - Yuragi Inn | YYS/W61-080 T: None

L0
C0

Sagiri, Mission as a Friend

[C] **RECOLLECTION** if you have "Sagiri, Going Around" in your Memory, for each other of your BLUE Charas, this gains +500 Pow.

[A] **CX COMBO** When "Dancing at Midnight" is placed in your CZ, if this is in your Front Row, search your LB for up to 2 "Sagiri, Mission as a Friend", place them in separate Slots on the Stage, and Shuffle your LB.

Ninja - Yuragi Inn | YYS/W61-081 T: None

L1
C0

Oboro, Black Dragon God's Protective Sword

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp. and put it in the WR.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Weapon - Yuragi Inn | YYS/W61-082 T: Soul

L2
C1

Sagiri, Don't Look Here!

[C] **RECOLLECTION** During your turn, if there are 2 or more cards in your Memory and you have another "Sagiri, Don't Look Here!", for each of your other BLUE Charas, this gains +1500 Pow.

[A] [Discard a BLUE card from your hand to WR] When this card is placed onto Stage from hand, may pay. If so, Search your LB for up to one "Sagiri, Don't Look Here!", put it to any Slot you want, and shuffle your LB.

Ninja - Yuragi Inn | YYS/W61-083 T: Soul

L2
C1

Sagiri, Don't Look Here!

[C] **RECOLLECTION** During your turn, if there are 2 or more cards in your Memory and you have another "Sagiri, Don't Look Here!", for each of your other BLUE Charas, this gains +1500 Pow.
[A] [Discard a BLUE card from your hand to WR] When this card is placed onto Stage from hand, may pay. If so, Search your LB for up to one "Sagiri, Don't Look Here!", put it to any Slot you want, and shuffle your LB.

Ninja - Yuragi Inn | YYS/W61-083S T: Soul

L2
C1

Oboro, Determined Decision

[C] If "Oboro, New Interest" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.
[A] [Discard a card from your hand to the WR] When this becomes Reversed, may pay. If so, return this to your hand.

Weapon - Yuragi Inn | YYS/W61-084 T: Soul

L3
C2

Oboro, Decision Determined

[C] If "Oboro, New Interest" is in your Clock, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the bottom card of your Clock in the WR.
[A] [Discard 1 card from your hand to WR] When this card is Reversed, may pay. If so, return this card to your hand.

Weapon - Yuragi Inn | YYS/W61-084S T: Soul

L3
C2

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Sagiri, Going Around

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1) Send this to Memory] Look at up to 4 cards from top of your LB and search for 1 ::Yuragi Inn:: or ::Yukemuri Town:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Ninja - Yuragi Inn | YYS/W61-085 T: None

L0
C0

Oboro, New Interest

[A] When this is placed from hand to the Stage, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.
[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Weapon - Yuragi Inn | YYS/W61-086 T: None

L0
C0

Oboro, No Matter What

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Yuragi Inn:: or ::Yukemuri Town::, reveal it, put it in your hand, and shuffle your LB.
[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may Send this to Memory.

Weapon - Yuragi Inn | YYS/W61-087 T: None

L0
C0

Yuuna and the Haunted Hot Springs Booster Pack

Sagiri, Operation Success!?

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains +X Pow for the turn. X = 500 times # of Charas with the same card name as your Chara in battle.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Ninja - Yuragi Inn | YYS/W61-088 T: None

L1
C0

Sagiri, Goddess' Light

[C] **ASSIST** All your BLUE Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of each player's Attack Phase, choose 1 of your other Charas in the Front Row Center Slot, and all your Charas with the same card name as the chosen Chara gain +500 Pow for the turn.

Ninja - Yuragi Inn | YYS/W61-089 T: Soul

L1
C1

Kogarashi, Hiding His Embarrassment

[A] When this is placed from hand to the Stage, look at the top 2 cards of your LB and put them back on top in any order.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a "Spirit Barrier" in your WR and return it to your hand.

Psychic - Yuragi Inn | YYS/W61-090 T: None

L0
C0

Sagiri, So-called Marshmallow

--No Text--

Ninja - Yuragi Inn | YYS/W61-091 T: None

L0
C0

Sagiri, Proof of Girlishness

[A] When this is placed from hand to the Stage, if there are 5 or more Climax cards in your Opp.'s WR, Rest this.
[A] When this becomes Reversed in battle, put this on bottom of the LB.

Ninja - Yuragi Inn | YYS/W61-092 T: None

L0
C0

Urara, Thank You Uraka!

[C] All your other BLUE Charas gain +500 Pow.
[S] [Discard a "Sagiri, So-called Marshmallow" from your hand to the WR] Choose a Chara in your WR with "Sagiri" in name other than "Sagiri, So-called Marshmallow" and return it to your hand.

Ninja | YYS/W61-093 T: None

L1
C0

Oboro, Whenever Wherever

[C] If you have 2 or more other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gains +2000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Yuragi Inn | YYS/W61-094 T: None

L1
C1

Genjirou, Lovestruck Black Dragon God

[A] When this becomes Reversed in Battle, put the top card of your LB in your Clock and Rest this.

Deity | YYS/W61-095 T: Soul

L2
C3

Spirit Barrier

[Counter] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this is placed from the Stage to the WR, you may return this to your hand."

YYS/W61-096 T: None

L1
C0

Black Warping Gate

If you don't have a Chara with "Oboro" in name, you cannot play this from your hand.
Choose a Cost 1 or lower Chara in your Opp.'s Back Row and put it on the bottom of their LB, search your LB for up to 1 Chara with same Level as the chosen Chara, reveal it, put it in your hand, discard a card from your hand to WR, and shuffle your LB.

YYS/W61-097 T: None

L2
C1

Myself in your Eyes

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-098 T: Soul Gate

Myself in your Eyes

[C] All your Charas gain +1000 Pow and +1 Soul.

YYS/W61-098R T: Soul Gate

God Speed

[C] All your Charas gain +1000 Pow and +1 Soul.

YY5/W61-099 T: Draw

God Speed

[C] All your Charas gain +1000 Pow and +1 Soul.

YY5/W61-099R T: Draw

Dancing at Midnight

[C] All your Charas gain +1000 Pow and +1 Soul.

YY5/W61-100 T: Draw

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Yuuna and the Haunted Hot Springs Booster Pack