

Ena & Hanpen & Chikuwa, Walking Around the Camp

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 1 or higher, you may choose 1 of your Charas with "Tent", in name and put the top card of your LB face-up under that Chara as Marker. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If the card isn't put in the Marker Zone this way, put it back where it was)

Yuru Camp - My Pace | YRC/W116-001 T: None

L0  
C0

Ena & Hanpen & Chikuwa, Walking Around the Camp

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 1 or higher, you may choose 1 of your Charas with "Tent", in name and put the top card of your LB face-up under that Chara as Marker. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If the card isn't put in the Marker Zone this way, put it back where it was)

Yuru Camp - My Pace | YRC/W116-001S T: None

L0  
C0

Ena & Hanpen & Chikuwa, Walking Around the Camp

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. If X is 1 or higher, you may choose 1 of your Charas with "Tent", in name and put the top card of your LB face-up under that Chara as Marker. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If the card isn't put in the Marker Zone this way, put it back where it was)

Yuru Camp - My Pace | YRC/W116-001SSP T: None

L0  
C0

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Chiaki, Let's Cut Logs!

[C] During your turn, if you have another ::Yuru Camp:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "From the Edge of Lake Mizugaki" is in your CX Zone, put up to 1 card from top of your LB in your Stock, reveal the top card of your LB, choose a Level X or lower ::Yuru Camp:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Yuru Camp - Glasses | YRC/W116-002 T: None

L1  
C0

Chiaki, Let's Cut Logs!

[C] During your turn, if you have another ::Yuru Camp:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "From the Edge of Lake Mizugaki" is in your CX Zone, put up to 1 card from top of your LB in your Stock, reveal the top card of your LB, choose a Level X or lower ::Yuru Camp:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Yuru Camp - Glasses | YRC/W116-002S T: None

L1  
C0

Chiaki, Let's Cut Logs!

[C] During your turn, if you have another ::Yuru Camp:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "From the Edge of Lake Mizugaki" is in your CX Zone, put up to 1 card from top of your LB in your Stock, reveal the top card of your LB, choose a Level X or lower ::Yuru Camp:: Chara in your WR and return it to your hand. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)

Yuru Camp - Glasses | YRC/W116-002SSP T: None

L1  
C0

Laid-Back Camp / Yuru Camp Season 3 Booster Pack

Aoi, Looking Out at Lake Mizugaki

[C] If you have 4 or more ::Yuru Camp:: Charas, this gets -1 Level while in your hand.

[C] If you have 3 or more other Charas, this gains the following 2 abilities. "[C] During your turn, this gains +2000 Pow." "[A] [(1)] When this is Front Attacked, may pay. If so, return this to your hand."

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Yuru Camp - Kansai Dialect | YRC/W116-003 T:

L3  
C2

Aoi, Looking Out at Lake Mizugaki

[C] If you have 4 or more ::Yuru Camp:: Charas, this gets -1 Level while in your hand.

[C] If you have 3 or more other Charas, this gains the following 2 abilities. "[C] During your turn, this gains +2000 Pow." "[A] [(1)] When this is Front Attacked, may pay. If so, return this to your hand."

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Yuru Camp - Kansai Dialect | YRC/W116-003S T: Soul

L3  
C2

Aoi, Looking Out at Lake Mizugaki

[C] If you have 4 or more ::Yuru Camp:: Charas, this gets -1 Level while in your hand.

[C] If you have 3 or more other Charas, this gains the following 2 abilities. "[C] During your turn, this gains +2000 Pow." "[A] [(1)] When this is Front Attacked, may pay. If so, return this to your hand."

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Yuru Camp - Kansai Dialect | YRC/W116-003SSP T: Soul

L3  
C2

Aoi, Many Tomatoes!

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

[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.

Yuru Camp - Kansai Dialect | YRC/W116-004 T:

L0  
C0

Aoi, Many Tomatoes!

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

[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.

Yuru Camp - Kansai Dialect | YRC/W116-004S T:

L0  
C0

Chiaki, Stuffer at Work

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Yuru Camp:: Charas.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Yuru Camp - Glasses | YRC/W116-005 T: None

L0  
C0

Chiaki, Stuffer at Work

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Yuru Camp:: Charas.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Yuru Camp - Glasses | YRC/W116-005S T: None

L0  
C0

Chiaki, Stuffer at Work

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Yuru Camp:: Charas.

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and return it to their hand.

Yuru Camp - Glasses | YRC/W116-005SP T: None

L0  
C0

Nadeshiko, Trying Out Dam Stew!

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Yuru Camp - Cuisine | YRC/W116-006 T: None

L0  
C0

Nadeshiko, Trying Out Dam Stew!

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Yuru Camp - Cuisine | YRC/W116-006S T: None

L0  
C0

Rin, MAGO Riders

[A] When this attacks, choose 1 of your other ::Yuru Camp:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Yuru Camp:: Charas.

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [Discard a CX from your hand to the WR] When Trigger Check of this reveals a CX, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand."

Yuru Camp - Bike | YRC/W116-007 T: None

L1  
C0

Rin, MAGO Riders

[A] When this attacks, choose 1 of your other ::Yuru Camp:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Yuru Camp:: Charas.

[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [Discard a CX from your hand to the WR] When Trigger Check of this reveals a CX, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand."

Yuru Camp - Bike | YRC/W116-007S T: None

L1  
C0

### Aoi, Fun Time Chatting

[A] When this is placed from hand to the Stage, you may choose 1 of your Charas with "Tent" in name, and choose a ::Yuru Camp:: Chara in your WR and put it face-up under that Chara as Marker.  
[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, put that Chara in Clock.

Yuru Camp - Kansai Dialect | YRC/W116-008 T:

L1  
C1

### Aoi, Fun Time Chatting

[A] When this is placed from hand to the Stage, you may choose 1 of your Charas with "Tent" in name, and choose a ::Yuru Camp:: Chara in your WR and put it face-up under that Chara as Marker.  
[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, put that Chara in Clock.

Yuru Camp - Kansai Dialect | YRC/W116-008S T: Soul

L1  
C1

### Aoi, Fun Time Chatting

[A] When this is placed from hand to the Stage, you may choose 1 of your Charas with "Tent" in name, and choose a ::Yuru Camp:: Chara in your WR and put it face-up under that Chara as Marker.  
[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, put that Chara in Clock.

Yuru Camp - Kansai Dialect | YRC/W116-008SP T: Soul

L1  
C1

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### Ena & Chikuwa, Spring Sunlight Coming Down on Them

[C] All your other "Rin, Starting Fire" gain +1000 Pow and the following ability. "[A] [(4)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp.," (DC can occur)  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Yuru Camp - My Pace | YRC/W116-009 T: Soul

L2  
C1

### Ena & Chikuwa, Spring Sunlight Coming Down on Them

[C] All your other "Rin, Starting Fire" gain +1000 Pow and the following ability. "[A] [(4)] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp.," (DC can occur)  
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

Yuru Camp - My Pace | YRC/W116-009S T: Soul

L2  
C1

### Chiaki, Making Homemade Sausages

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 ::Yuru Camp:: Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 CX in your WR and return it to your hand.

Yuru Camp - Glasses | YRC/W116-010 T: Soul

L3  
C2

## Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Chiaki, Making Homemade Sausages

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 ::Yuru Camp:: Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 CX in your WR and return it to your hand.

Yuru Camp - Glasses | YRC/W116-010S T: Soul

L3  
C2

### Chiaki, Making Homemade Sausages

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 ::Yuru Camp:: Chara in your hand whose Level is equal to or lower than your Level and put it in any Slot on the Stage.  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 CX in your WR and return it to your hand.

Yuru Camp - Glasses | YRC/W116-010SSP T: Soul

L3  
C2

### Ena, Along with Chikuwa

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Flower Viewing Walk with Chikuwa" is in your CX Zone and you have 4 or more other ::Yuru Camp:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Yuru Camp - My Pace | YRC/W116-011 T: Soul

L3  
C2

### Ena, Along with Chikuwa

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Flower Viewing Walk with Chikuwa" is in your CX Zone and you have 4 or more other ::Yuru Camp:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Yuru Camp - My Pace | YRC/W116-011S T: Soul

L3  
C2

### Ena, Along with Chikuwa

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Flower Viewing Walk with Chikuwa" is in your CX Zone and you have 4 or more other ::Yuru Camp:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[C] Chara Opposite this gets -3 Soul."  
[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR.

Yuru Camp - My Pace | YRC/W116-011SP T: Soul

L3  
C2

### Tent in Mount Mizugaki

[C] All your other ::Yuru Camp:: Charas gain +500 Pow.  
[C] If there's 1 or more Marker under this, this cannot be chosen as target of Opp.'s effects. If there are 2 or more, this gains the following ability. "[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, draw a card." If there are 3 or more, during your turn, all your other ::Yuru Camp:: Charas gain +500 Pow. If there are 4 or more, this gains the following ability. "[S] [Rest this] Put the top card of your LB in your Stock."  
[A] At the end of the turn, if there are 5 or more cards in your Marker Zones, put this in the WR.

Yuru Camp | YRC/W116-012 T: None

L0  
C0

### Tent in Mount Mizugaki

[C] All your other ::Yuru Camp:: Charas gain +500 Pow.  
[C] If there's 1 or more Marker under this, this cannot be chosen as target of Opp.'s effects. If there are 2 or more, this gains the following ability. "[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, draw a card." If there are 3 or more, during your turn, all your other ::Yuru Camp:: Charas gain +500 Pow. If there are 4 or more, this gains the following ability. "[S] [Rest this] Put the top card of your LB in your Stock."  
[A] At the end of the turn, if there are 5 or more cards in your Marker Zones, put this in the WR.

Yuru Camp | YRC/W116-012S T: None

L0  
C0

### Chiaki, Making Side Dishes

[C] All your other ::Yuru Camp:: Charas gain +500 Pow.  
[A] [Discard a ::Yuru Camp:: Chara 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 "Nadeshiko, Enjoying Camping!", reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Glasses | YRC/W116-013 T: None

L0  
C0

### Chiaki, Making Side Dishes

[C] All your other ::Yuru Camp:: Charas gain +500 Pow.  
[A] [Discard a ::Yuru Camp:: Chara 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 "Nadeshiko, Enjoying Camping!", reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Glasses | YRC/W116-013S T: None

L0  
C0

### Toba-Sensei, Chugging

[C] **ASSIST** All your ::Yuru Camp:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Yuru Camp - Wine | YRC/W116-014 T: Soul

L1  
C1

### Toba-Sensei, Chugging

[C] **ASSIST** All your ::Yuru Camp:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] [Discard a CX from your hand to the WR] When your CX is triggered, may pay. If so, choose a Chara in your WR and return it to your hand.

Yuru Camp - Wine | YRC/W116-014S T: Soul

L1  
C1

### Chiaki, Pizza Wished For

[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 a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Yuru Camp - Glasses | YRC/W116-015 T: Soul

L2  
C1

### Chiaki, Pizza Wished For

[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 a Level 2 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock.

Yuru Camp - Glasses | YRC/W116-015S T: Soul

L2  
C1

### Aoi, Trying the Pizza Crust Okonomiyaki!

[C] If you have 4 or more ::Yuru Camp:: Charas, this gets -1 Level while in your hand.

[A] **CX COMBO** [Put an "Aiming for Delicious Shop" from your CX Zone in the WR] At the start of your Encore Step, if this is in the Front Row and you have 2 or more other ::Yuru Camp:: Charas, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR and return them to your hand.

Yuru Camp - Kansai Dialect | YRC/W116-016 T:

L2  
C1

### Aoi, Trying the Pizza Crust Okonomiyaki!

[C] If you have 4 or more ::Yuru Camp:: Charas, this gets -1 Level while in your hand.

[A] **CX COMBO** [Put an "Aiming for Delicious Shop" from your CX Zone in the WR] At the start of your Encore Step, if this is in the Front Row and you have 2 or more other ::Yuru Camp:: Charas, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR and return them to your hand.

Yuru Camp - Kansai Dialect | YRC/W116-016S T:

L2  
C1

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### Ena, Trying the Pizza Crust Okonomiyaki!

[A] **CX COMBO** [Put this in the WR] During your CX Phase, when "Flower Viewing Walk with Chikuwa" is placed in your CX Zone, if you have another ::Yuru Camp:: Chara, may pay. If so, choose up to 1 "Ena, Along with Chikuwa" in your hand, put it in the Slot this was in, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects."

Yuru Camp - My Pace | YRC/W116-017 T: Soul

L2  
C1

### Ena, Trying the Pizza Crust Okonomiyaki!

[A] **CX COMBO** [Put this in the WR] During your CX Phase, when "Flower Viewing Walk with Chikuwa" is placed in your CX Zone, if you have another ::Yuru Camp:: Chara, may pay. If so, choose up to 1 "Ena, Along with Chikuwa" in your hand, put it in the Slot this was in, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot be chosen as target of Opp.'s effects."

Yuru Camp - My Pace | YRC/W116-017S T: Soul

L2  
C1

### Toba-Sensei, Protective Gaze

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] When your CX is placed in the CX Zone or triggered, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Wine | YRC/W116-018 T: None

L0  
C0

## Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Toba-Sensei, Protective Gaze

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

[A] When your CX is placed in the CX Zone or triggered, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Wine | YRC/W116-018S T: None

L0  
C0

### Chiaki, Recalling Camp

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

[S] [Put this in the WR] Choose 1 of your Charas with "Tent" in name, choose a ::Yuru Camp:: Chara in your WR and put it face-up under that Chara as Marker.

Yuru Camp - Glasses | YRC/W116-019 T: None

L0  
C0

### Chiaki, Recalling Camp

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

[S] [Put this in the WR] Choose 1 of your Charas with "Tent" in name, choose a ::Yuru Camp:: Chara in your WR and put it face-up under that Chara as Marker.

Yuru Camp - Glasses | YRC/W116-019S T: None

L0  
C0

### Rin, First Time at a Dam

[A] When this is placed from hand to the Stage, you may put a card from your hand and put it in your Stock.

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

Yuru Camp | YRC/W116-020 T: None

L0  
C0

### Rin, First Time at a Dam

[A] When this is placed from hand to the Stage, you may put a card from your hand and put it in your Stock.

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

Yuru Camp | YRC/W116-020S T: None

L0  
C0

### Aoi, Recalling Camp

[C] You cannot play Events or **BACKUP** from hand.

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

Yuru Camp - Kansai Dialect | YRC/W116-021 T:

L0  
C0

### Aoi, Recalling Camp

[C] You cannot play Events or **BACKUP** from hand.

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

Yuru Camp - Kansai Dialect | YRC/W116-021S T:

L0  
C0

### Mei Nakatsugawa

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.

[A] When this attacks, if you have another ::Yuru Camp:: Chara, this gains +3000 Pow for the turn.

Yuru Camp | YRC/W116-022 T: None

L1  
C0

### Mei Nakatsugawa

[A] When this is placed from hand to the Stage, you may choose a card in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.

[A] When this attacks, if you have another ::Yuru Camp:: Chara, this gains +3000 Pow for the turn.

Yuru Camp | YRC/W116-022S T: None

L1  
C0

### Nadeshiko, It Was Delicious

[C] For each of your other ::Yuru Camp:: Charas, this gains +500 Pow.

[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 ::Yuru Camp:: Chara, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Cuisine | YRC/W116-023 T: None

L1  
C0

### Nadeshiko, It Was Delicious

[C] For each of your other ::Yuru Camp:: Charas, this gains +500 Pow.

[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 ::Yuru Camp:: Chara, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Cuisine | YRC/W116-023S T: None

L1  
C0

### Aoi, Storyteller

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Yuru Camp - Kansai Dialect | YRC/W116-024 T:

L1  
C1

### Aoi, Storyteller

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Yuru Camp - Kansai Dialect | YRC/W116-024S T: Soul

L1  
C1

### Sound Asleep Chikuwa

[Counter] [Put a Chara from your Stage in the WR] may pay. If so, search your LB for up to 3 ::Yuru Camp:: Charas, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB.

YRC/W116-025 T: None

L2  
C2

### Sound Asleep Chikuwa

[Counter] [Put a Chara from your Stage in the WR] may pay. If so, search your LB for up to 3 ::Yuru Camp:: Charas, reveal them, put them in your hand, discard a card from your hand to the WR, and shuffle your LB.

YRC/W116-025S T: None

L2  
C2

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### From the Edge of Lake Mizugaki

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-026 T: Treasure

### From the Edge of Lake Mizugaki

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-026EX T: Treasure

### From the Edge of Lake Mizugaki

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-026R T: Treasure

## Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Flower Viewing Walk with Chikuwa

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-027 T: Treasure

### Flower Viewing Walk with Chikuwa

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-027R T: Treasure

### Aiming for Delicious Shop

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-028 T: Treasure

### Aiming for Delicious Shop

[C] All your Charas gain +1000 Pow and +1 Soul.  
[(Treasure Icon): When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

YRC/W116-028R T: Treasure

### Nadeshiko, Mini Solo Camp

[A] When your CX or "Nadeshiko, Mini Solo Camp" is triggered, look at up to 2 cards from top of your LB, put them on top of the LB in any order choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Yuru Camp - Cuisine | YRC/W116-029 T: None

L0  
C0

### Nadeshiko, Mini Solo Camp

[A] When your CX or "Nadeshiko, Mini Solo Camp" is triggered, look at up to 2 cards from top of your LB, put them on top of the LB in any order choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Yuru Camp - Cuisine | YRC/W116-029EX T: None

L0  
C0

### Nadeshiko, Mini Solo Camp

[A] When your CX or "Nadeshiko, Mini Solo Camp" is triggered, look at up to 2 cards from top of your LB, put them on top of the LB in any order choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Yuru Camp - Cuisine | YRC/W116-029S T: None

L0  
C0

### Nadeshiko, Energetic Greetings

[C] For each of your other Back Row ::Yuru Camp:: Charas, this gains +1500 Pow.  
[A] **CX COMBO** When "Taking a Three-Person Photo at Junji" is placed in your CX Zone, if you have 2 or more other Charas, this gains the following 2 abilities for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this attacks, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, put it in your hand."

Yuru Camp - Cuisine | YRC/W116-030 T: None

L1  
C0

### Nadeshiko, Energetic Greetings

[C] For each of your other Back Row ::Yuru Camp:: Charas, this gains +1500 Pow.  
[A] **CX COMBO** When "Taking a Three-Person Photo at Junji" is placed in your CX Zone, if you have 2 or more other Charas, this gains the following 2 abilities for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this attacks, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, put it in your hand."

Yuru Camp - Cuisine | YRC/W116-030S T: None

L1  
C0

### Nadeshiko, Energetic Greetings

[C] For each of your other Back Row ::Yuru Camp:: Charas, this gains +1500 Pow.  
[A] **CX COMBO** When "Taking a Three-Person Photo at Junji" is placed in your CX Zone, if you have 2 or more other Charas, this gains the following 2 abilities for the turn. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step." "[A] When this attacks, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, put it in your hand."

Yuru Camp - Cuisine | YRC/W116-030SP T: None

L1  
C0

### Nadeshiko, Photo with the Train

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Say Cheese!" is in the CX Zone, may pay. If so, Stand this.

Yuru Camp - Cuisine | YRC/W116-031 T: Soul

L3  
C2

### Nadeshiko, Photo with the Train

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)  
[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Say Cheese!" is in the CX Zone, may pay. If so, Stand this.

Yuru Camp - Cuisine | YRC/W116-031S T: Soul

L3  
C2



[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp. X = Level of that card +1. (CX are considered to be Level 0 for this effect. DC can occur)

[A] **CX COMBO** [(2) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if "Say Cheese!" is in the CX Zone, may pay. If so, Stand this.

L3  
C2

[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, look at up to 2 cards from the top of your LB, put them on top of the LB in any order, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[A] **CX COMBO** [Put a CX from your CX Zone in the WR] When "How to Kill Timer While Solo Camping" is placed in your CX Zone, may pay. If so, search your LB for up to 2 ::Yuru Camp:: Charas and reveal them. Afterwards, your Opp. chooses 1 Chara among them and put it in the WR, put the rest in your hand, and shuffle your LB.

**LO**  
**CO**

[A] [Return this to your hand] When your CX is placed in the CX Zone, may pay. If, so, look at up to 2 cards from the top of your LB, put them on top of the LB in any order, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[A] **CX COMBO** [Put a CX from your CX Zone in the WR] When "How to Kill Time While Solo Camping" is placed in your CX Zone, may pay. If so, search your LB for up to 2 :Yuru Camp: Charas and reveal them. Afterwards, your Opp. chooses 1 CX Chara among them and put it in the WR, put the rest in your hand, and shuffle your LB.

**L0**  
**C0**

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a CX in your WR and return it to your hand.

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

[A] (1) Discard a CX from your hand to the WR. When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a CX in your WR and return it to your hand.

LO
CO

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, choose a CX in your WR and return it to your hand.

**L0**  
**C0**

[A] ([1] Discard a card from your hand to the WR) When this is placed from hand to the Stage, may pay. If so, choose up to 2 ♀Yuru Camp: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under your Chara with "Tent" in name as Marker, and put the rest in the WR.

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

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 ♀:Yuru Camp: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under your Chara with "Tent" in name as Marker, and put the rest in the WR.

**LO**  
**CO**

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 :Yuru Camp:: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under your Chara with "Tent" in name as Marker, and put the rest in the WR.

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

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.

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

**L2**  
**C1**

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.

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

L2  
C1

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.

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

**L2**  
**C1**

[A] [(11) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all of their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

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

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all of their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

L2  
C1

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, your Opp. returns all of their Stock to their LB, shuffles their LB, and put the same number of cards from top of their LB in their Stock.

**L2**  
**C1**

[C] **ASSIST** All your Charas in front of this gain +1500 Pow.

[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of the LB in the original order.

$$\frac{L2}{C2}$$

[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of the LB in the original order.

$$\frac{L2}{C2}$$

[S] [Rest this] Look at up to 2 cards from top of your LB and put them on top of the LB in the original order.

**L2**  
**C2**

### Nadeshiko, Log-Splitting Expert

[A] When this attacks, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Yuru Camp - Cuisine | YRC/W116-038 T: Soul

L3  
C2

### Nadeshiko, Log-Splitting Expert

[A] When this attacks, reveal the top card of your LB. If it's a ::Yuru Camp:: Chara, deal X Damage to your Opp.. X = Level of that Chara. (DC can occur. Put the revealed card back where it was)

Yuru Camp - Cuisine | YRC/W116-038S T: Soul

L3  
C2

### Ayano, Trying Out Dam Stew!

[C] All your other "Nadeshiko, Sharing Photos" gain +1 Soul and the following ability. "[A] When Damage dealt by this is Cancelled, you may return this to your hand."  
[S] [(1) Rest 2 of your Charas] Put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of those cards. (CX are considered to be Level 0 for this effect)

Yuru Camp - Bike | YRC/W116-039 T: None

L0  
C0

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### Ayano, Trying Out Dam Stew!

[C] All your other "Nadeshiko, Sharing Photos" gain +1 Soul and the following ability. "[A] When Damage dealt by this is Cancelled, you may return this to your hand."  
[S] [(1) Rest 2 of your Charas] Put the top 2 cards of your LB in the WR, choose a Level X or lower Chara in your WR and return it to your hand. X = sum of those cards. (CX are considered to be Level 0 for this effect)

Yuru Camp - Bike | YRC/W116-039S T: None

L0  
C0

### Aoi, Bad News

[A] [Discard a ::Yuru Camp:: Chara from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, draw a card.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Yuru Camp - Kansai Dialect | YRC/W116-040 T:

L0  
C0

### Aoi, Bad News

[A] [Discard a ::Yuru Camp:: Chara from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, draw a card.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Yuru Camp - Kansai Dialect | YRC/W116-040S T:

L0  
C0

## Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Nadeshiko, Taking Notes

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 2 ::Yuru Camp:: Charas, reveal them, choose 1 of them and put it in your hand, choose 1 of them and put it face-up under your Chara with "Tent" in name as Marker, and put the rest in the WR.

Yuru Camp - Cuisine | YRC/W116-041 T: None

L0  
C0

### Nadeshiko, Taking Notes

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 2 ::Yuru Camp:: Charas, reveal them, choose 1 of them and put it in your hand, choose 1 of them and put it face-up under your Chara with "Tent" in name as Marker, and put the rest in the WR.

Yuru Camp - Cuisine | YRC/W116-041S T: None

L0  
C0

### Nadeshiko, Moving Reunion

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Choose a ::Yuru Camp:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Yuru Camp - Cuisine | YRC/W116-042 T: None

L0  
C0

### Nadeshiko, Moving Reunion

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, perform the following action. "Choose a ::Yuru Camp:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

Yuru Camp - Cuisine | YRC/W116-042S T: None

L0  
C0

### Chiaki, At Her Physical Limits

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of the LB in any order.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand, choose 1 of your other ::Yuru Camp:: Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Glasses | YRC/W116-043 T: None

L0  
C0

### Chiaki, At Her Physical Limits

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them on top of the LB in any order.  
[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Yuru Camp:: Chara in your WR and return it to your hand, choose 1 of your other ::Yuru Camp:: Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Glasses | YRC/W116-043S T: None

L0  
C0

### Tent in Oi River

[C] This cannot be chosen as target of Opp.'s effects.  
[C] If there's 1 or more Marker under this, all your other ::Yuru Camp:: Charas gain +500 Pow. If there are 2 or more, this gains the following ability. "[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1500 Pow for the turn. If there are 3 or more, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow." If there are 4 or more, this gains the following ability. "[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1 Soul for the turn."  
[A] At the end of the turn, if there are 5 or more cards in your Marker Zones, put this in the WR.

Yuru Camp | YRC/W116-044 T: None

L0  
C0

### Tent in Oi River

[C] This cannot be chosen as target of Opp.'s effects.  
[C] If there's 1 or more Marker under this, all your other ::Yuru Camp:: Charas gain +500 Pow. If there are 2 or more, this gains the following ability. "[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1500 Pow for the turn. If there are 3 or more, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow." If there are 4 or more, this gains the following ability. "[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1 Soul for the turn."  
[A] At the end of the turn, if there are 5 or more cards in your Marker Zones, put this in the WR.

Yuru Camp | YRC/W116-044S T: None

L0  
C0

### Nadeshiko, Cherry Viewing Tour

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Yuru Camp:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Yuru Camp - Cuisine | YRC/W116-045 T: None

L0  
C0

### Nadeshiko, Cherry Viewing Tour

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::Yuru Camp:: Charas, reveal them, put them in your hand, and put the rest in the WR.

Yuru Camp - Cuisine | YRC/W116-045S T: None

L0  
C0

### Chiaki, Part-Time Job Girl

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] [(1) Rest 1 of your other Standing ::Yuru Camp:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Glasses | YRC/W116-046 T: None

L1  
C0

### Chiaki, Part-Time Job Girl

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] [(1) Rest 1 of your other Standing ::Yuru Camp:: Charas] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Glasses | YRC/W116-046S T: None

L1  
C0

### Sakura, Lazing 'Round the House

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Yuru Camp:: Charas.

[A] [(1) Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, choose 1 of your other Charas with "Nadeshiko" in name and this and return them to your hand.

Yuru Camp - Hard Worker | YRC/W116-047 T: None

L1  
C0

### Sakura, Lazing 'Round the House

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Yuru Camp:: Charas.

[A] [(1) Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, choose 1 of your other Charas with "Nadeshiko" in name and this and return them to your hand.

Yuru Camp - Hard Worker | YRC/W116-047S T:

L1  
C0

### Aoi, After You

[C] If you have 2 or more other ::Yuru Camp:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Amidst the Spring Wind" is in your CX Zone, you may choose a Chara in your WR and return it to your hand.

Yuru Camp - Kansai Dialect | YRC/W116-048 T:

L1  
C1

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### Aoi, After You

[C] If you have 2 or more other ::Yuru Camp:: Charas, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Amidst the Spring Wind" is in your CX Zone, you may choose a Chara in your WR and return it to your hand.

Yuru Camp - Kansai Dialect | YRC/W116-048S T:

L1  
C1

### Nadeshiko, Enjoying the Hot Springs

[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your CX Phase, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] **ENCORE** [Discard a ::Yuru Camp:: Chara from your hand to the WR]

Yuru Camp - Cuisine | YRC/W116-049 T: Soul

L2  
C2

### Nadeshiko, Enjoying the Hot Springs

[A] [Clock] **ALARM** [Discard a card from your hand to the WR] If this is on top of the Clock, at the start of your CX Phase, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR.

[A] **ENCORE** [Discard a ::Yuru Camp:: Chara from your hand to the WR]

Yuru Camp - Cuisine | YRC/W116-049S T: Soul

L2  
C2

## Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Nadeshiko, Kawane Soft Ice Cream for Dessert

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

[C] If you have 2 or more other ::Yuru Camp:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Cuisine | YRC/W116-050 T: Soul

L3  
C2

### Nadeshiko, Kawane Soft Ice Cream for Dessert

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

[C] If you have 2 or more other ::Yuru Camp:: Charas, this gains +1000 Pow.

[A] When this is placed from hand to the Stage, search your LB for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Cuisine | YRC/W116-050S T: Soul

L3  
C2

### Sakura, Cherry Viewing Tour

[C] [Clock] **ALARM** If this is on top of the Clock, all your ::Yuru Camp:: Charas gain the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB and put them on top of the LB in any order."

Yuru Camp - Hard Worker | YRC/W116-051 T: None

L0  
C0

### Sakura, Cherry Viewing Tour

[C] [Clock] **ALARM** If this is on top of the Clock, all your ::Yuru Camp:: Charas gain the following ability. "[A] When this attacks, look at up to 2 cards from top of your LB and put them on top of the LB in any order."

Yuru Camp - Hard Worker | YRC/W116-051S T:

L0  
C0

### Nadeshiko, View From the Car Window

[C] During your turn, this gains +1000 Pow.

[A] When this becomes Reversed, look at up to 3 cards from top of your LB and search for up to 1 CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Yuru Camp - Cuisine | YRC/W116-052 T: None

L0  
C0

### Nadeshiko, View From the Car Window

[C] During your turn, this gains +1000 Pow.

[A] When this becomes Reversed, look at up to 3 cards from top of your LB and search for up to 1 CX, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

Yuru Camp - Cuisine | YRC/W116-052S T: None

L0  
C0

### Nadeshiko, Enjoying Solo Trip

[A] When you use the **BACKUP** of this, if you have a ::Yuru Camp:: Chara, 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]

Yuru Camp - Cuisine | YRC/W116-053 T: None

L1  
C0

### Nadeshiko, Enjoying Solo Trip

[A] When you use the **BACKUP** of this, if you have a ::Yuru Camp:: Chara, 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]

Yuru Camp - Cuisine | YRC/W116-053S T: None

L1  
C0

### Nadeshiko, Munching

[C] If all your Charas are ::Yuru Camp::, this gains +2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, look at up to 2 cards from top of your LB, and put them on top of the LB in any order.

Yuru Camp - Cuisine | YRC/W116-054 T: None

L1  
C0

### Nadeshiko, Munching

[C] If all your Charas are ::Yuru Camp::, this gains +2000 Pow.

[A] When the Battle Opp. of this becomes Reversed, look at up to 2 cards from top of your LB, and put them on top of the LB in any order.

Yuru Camp - Cuisine | YRC/W116-054S T: None

L1  
C0

### Nadeshiko, Sulking

[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, you may put it face-up under your Chara with "Tent" in name as Marker. (CX are considered to be Level 0 for this effect. If you don't, put it back where it was)

Yuru Camp - Cuisine | YRC/W116-055 T: None

L1  
C0

### Nadeshiko, Sulking

[A] When this attacks, reveal the top card of your LB. If it's Level 1 or higher, you may put it face-up under your Chara with "Tent" in name as Marker. (CX are considered to be Level 0 for this effect. If you don't, put it back where it was)

Yuru Camp - Cuisine | YRC/W116-055S T: None

L1  
C0

Nadeshiko, Sharing Photos

--No Text--

Yuru Camp - Cuisine | YRC/W116-056 T: None

L1C0

Nadeshiko, Sharing Photos

--No Text--

Yuru Camp - Cuisine | YRC/W116-056S T: None

L1C0

Chiaki, Listener

[C] If you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yuru Camp - Glasses | YRC/W116-057 T: None

L1C1

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Chiaki, Listener

[C] If you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yuru Camp - Glasses | YRC/W116-057S T: None

L1C1

Ayano, Enjoying the Hot Springs

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +8000 Pow.  
[A] **CX COMBO** At the start of your Encore Step, if "Atop the Suspension Bridge" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, put up to 1 card from top of your LB in your Stock, and this gains the following ability until the next end of your Opp.'s turn. "[C] This does not Reverse."

Yuru Camp - Bike | YRC/W116-058 T: Soul

L2C1

Ayano, Enjoying the Hot Springs

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +8000 Pow.  
[A] **CX COMBO** At the start of your Encore Step, if "Atop the Suspension Bridge" is in the CX Zone, this is in the Front Row, and either Chara Opposite this doesn't exist or is Reversed, put up to 1 card from top of your LB in your Stock, and this gains the following ability until the next end of your Opp.'s turn. "[C] This does not Reverse."

Yuru Camp - Bike | YRC/W116-058S T: Soul

L2C1

Laid-Back Camp / Yuru Camp Season 3 Booster Pack

Aoi, Stuffing Her Mouth with Yakitori

[C] For each of your other Front Row ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yuru Camp - Kansai Dialect | YRC/W116-059 T:

L2C2

Aoi, Stuffing Her Mouth with Yakitori

[C] For each of your other Front Row ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yuru Camp - Kansai Dialect | YRC/W116-059S T: Soul

L2C2

Taking a Three-Person Photo at Jiunji

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-060 T: Salvage

Taking a Three-Person Photo at Jiunji

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-060R T: Salvage

Say Cheese!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-061 T: Salvage

Say Cheese!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-061EX T: Salvage

Say Cheese!

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-061R T: Salvage

How to Kill Time While Solo Camping

[A] When this is placed from hand to the CX Zone, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

YRC/W116-062 T: Soul Standby

How to Kill Time While Solo Camping

[A] When this is placed from hand to the CX Zone, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

YRC/W116-062R T: Soul Standby

Amidst the Spring Wind

[A] When this is placed from hand to the CX Zone, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

YRC/W116-063 T: Soul Standby

Amidst the Spring Wind

[A] When this is placed from hand to the CX Zone, perform the [Standby Icon] effect.  
([Standby Icon]: When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

YRC/W116-063R T: Soul Standby

Atop the Suspension Bridge

[C] All your Charas gain +1000 Pow and +1 Soul.  
([Comeback Icon]: When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-064 T: Salvage

Atop the Suspension Bridge

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-064EX T: Salvage

Atop the Suspension Bridge

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

YRC/W116-064R T: Salvage

Rin, From Top of the Suspension Bridge

[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 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Bike | YRC/W116-065 T: None

L0C0

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Rin, From Top of the Suspension Bridge

[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 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Bike | YRC/W116-065EX T: None

L0C0

Rin, From Top of the Suspension Bridge

[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 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

[A] At the start of your CX Phase, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1000 Pow for the turn.

Yuru Camp - Bike | YRC/W116-065S T: None

L0C0

Ayano, Riding the Motorcycle

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

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

Yuru Camp - Bike | YRC/W116-066 T: None

L0C0

Laid-Back Camp / Yuru Camp Season 3 Booster Pack

Ayano, Riding the Motorcycle

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

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

Yuru Camp - Bike | YRC/W116-066S T: None

L0C0

Ayano, Riding the Motorcycle

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

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

Yuru Camp - Bike | YRC/W116-066SSP T: None

L0C0

Rin, Beyond the Dangerous Path

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Looking Up at the Cherry Blossoms" is in the CX Zone, may pay. If so, perform the following action twice. "Look at up to 3 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Yuru Camp - Bike | YRC/W116-067 T: None

L1C0

Rin, Beyond the Dangerous Path

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Looking Up at the Cherry Blossoms" is in the CX Zone, may pay. If so, perform the following action twice. "Look at up to 3 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Yuru Camp - Bike | YRC/W116-067S T: None

L1C0

Rin, Beyond the Dangerous Path

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Looking Up at the Cherry Blossoms" is in the CX Zone, may pay. If so, perform the following action twice. "Look at up to 3 cards from top of your LB and search for up to 1 ::Yuru Camp:: Chara, reveal it, put it in your hand, and put the rest in the WR."

Yuru Camp - Bike | YRC/W116-067SP T: None

L1C0

Rin, Next Camp

[C] If the sum of # of Markers under your other Charas with "Tent" in name is 3 or more, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)

[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** [(1) Discard a card from your hand to the WR] When this attacks, if "Steaming Hot Pasta" is in the CX Zone and you have 2 or more other ::Yuru Camp:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Yuru Camp - Bike | YRC/W116-068 T: Soul

L3C2

Rin, Next Camp

[C] If the sum of # of Markers under your other Charas with "Tent" in name is 3 or more, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)

[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** [(1) Discard a card from your hand to the WR] When this attacks, if "Steaming Hot Pasta" is in the CX Zone and you have 2 or more other ::Yuru Camp:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Yuru Camp - Bike | YRC/W116-068S T: Soul

L3C2

Rin, Next Camp

[C] If the sum of # of Markers under your other Charas with "Tent" in name is 3 or more, this gains +2500 Pow and the following ability. "[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, deal 1 Damage to your Opp.." (DC can occur)

[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** [(1) Discard a card from your hand to the WR] When this attacks, if "Steaming Hot Pasta" is in the CX Zone and you have 2 or more other ::Yuru Camp:: Charas, may pay. If so, deal 3 Damage to your Opp.. (DC can occur)

Yuru Camp - Bike | YRC/W116-068SSP T: Soul

L3C2

Ena, Big Stretch

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under your Chara with "Tent" as Marker, and put the rest in the WR.

Yuru Camp - My Pace | YRC/W116-069 T: None

L0C0

Ena, Big Stretch

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under your Chara with "Tent" as Marker, and put the rest in the WR.

Yuru Camp - My Pace | YRC/W116-069S T: None

L0C0

Ena, Big Stretch

[A] [Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under your Chara with "Tent" as Marker, and put the rest in the WR.

Yuru Camp - My Pace | YRC/W116-069SP T: None

L0C0

Rin, Trying Out Dam Stew!

[S] [(1)] Draw a card, and discard a card from your hand to the WR.

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

Yuru Camp - Bike | YRC/W116-070 T: None

L0C0

### Rin, Trying Out Dam Stew!

[S] [(1)] Draw a card, and discard a card from your hand to the WR.

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

Yuru Camp - Bike | YRC/W116-070S T: None

L0  
C0

### Rin, Easygoing Solo Camper

[S] [Discard a card from your hand to the WR, put this in the WR] Choose 1 of your Charas with "Tent" in name, choose up to 1 "Rin, Easygoing Solo Camper" in your WR and put it face-up under that Chara as Marker, and choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

Yuru Camp - Bike | YRC/W116-071 T: None

L0  
C0

### Rin, Easygoing Solo Camper

[S] [Discard a card from your hand to the WR, put this in the WR] Choose 1 of your Charas with "Tent" in name, choose up to 1 "Rin, Easygoing Solo Camper" in your WR and put it face-up under that Chara as Marker, and choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

Yuru Camp - Bike | YRC/W116-071S T: None

L0  
C0

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### Rin, Easygoing Solo Camper

[S] [Discard a card from your hand to the WR, put this in the WR] Choose 1 of your Charas with "Tent" in name, choose up to 1 "Rin, Easygoing Solo Camper" in your WR and put it face-up under that Chara as Marker, and choose a ::Yuru Camp:: Chara in your WR and return it to your hand.

Yuru Camp - Bike | YRC/W116-071SP T: None

L0  
C0

### Ena, Setting Up Camp Set for Chikuwa!

[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. (CX are considered to be Level 0 for this effect)

[S] [Put this in the WR] Choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +2000 Pow for the turn.

Yuru Camp - My Pace | YRC/W116-072 T: None

L0  
C0

### Ena, Setting Up Camp Set for Chikuwa!

[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. (CX are considered to be Level 0 for this effect)

[S] [Put this in the WR] Choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +2000 Pow for the turn.

Yuru Camp - My Pace | YRC/W116-072S T: None

L0  
C0

## Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Ena, Setting Up Camp Set for Chikuwa!

[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. (CX are considered to be Level 0 for this effect)

[S] [Put this in the WR] Choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +2000 Pow for the turn.

Yuru Camp - My Pace | YRC/W116-072SSP T: None

L0  
C0

### Ayano, Beyond the Dangerous Path

[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 Level 0 or lower Chara, put it in any Slot on the Stage, and shuffle your LB.

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Yuru Camp - Bike | YRC/W116-073 T: None

L1  
C0

### Ayano, Beyond the Dangerous Path

[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 Level 0 or lower Chara, put it in any Slot on the Stage, and shuffle your LB.

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Yuru Camp - Bike | YRC/W116-073S T: None

L1  
C0

### Ayano, Beyond the Dangerous Path

[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 Level 0 or lower Chara, put it in any Slot on the Stage, and shuffle your LB.

[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Yuru Camp - Bike | YRC/W116-073SP T: None

L1  
C0

### Ayano, MAGO Riders

[S] [Put this on the bottom of the LB] Search your LB for up to 1 ::Yuru Camp:: Charas, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Bike | YRC/W116-074 T: None

L1  
C1

### Ayano, MAGO Riders

[S] [Put this on the bottom of the LB] Search your LB for up to 1 ::Yuru Camp:: Charas, reveal it, put it in your hand, and shuffle your LB.

Yuru Camp - Bike | YRC/W116-074S T: None

L1  
C1

### Ayano, Spent

[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** [Discard this card from your hand to the WR]

Yuru Camp - Bike | YRC/W116-075 T: Soul

L2  
C1

### Ayano, Spent

[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** [Discard this card from your hand to the WR]

Yuru Camp - Bike | YRC/W116-075S T: Soul

L2  
C1

### Ayano, Spent

[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** [Discard this card from your hand to the WR]

Yuru Camp - Bike | YRC/W116-075SP T: Soul

L2  
C1

### Tent in Oi River

[C] This cannot be chosen as target of Opp.'s effects.

[C] If there's 1 or more Marker under this, all your other ::Yuru Camp:: Charas gain +500 Pow. If there are 2 or more, this gains the following ability. "[A] [Discard a card from your hand to the WR] When your CX is triggered, if you have another ::Yuru Camp:: Chara, may pay. If so, choose a Chara in your WR and return it to your hand." If there are 3 or more, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow."

[A] At the end of the turn, if there are 5 or more cards in your Marker Zones, put this in the WR.

Yuru Camp | YRC/W116-076 T: None

L0  
C0

### Tent in Oi River

[C] This cannot be chosen as target of Opp.'s effects.

[C] If there's 1 or more Marker under this, all your other ::Yuru Camp:: Charas gain +500 Pow. If there are 2 or more, this gains the following ability. "[A] [Discard a card from your hand to the WR] When your CX is triggered, if you have another ::Yuru Camp:: Chara, may pay. If so, choose a Chara in your WR and return it to your hand." If there are 3 or more, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow."

[A] At the end of the turn, if there are 5 or more cards in your Marker Zones, put this in the WR.

Yuru Camp | YRC/W116-076S T: None

L0  
C0

### Ayano Toki

[C] During your turn, if all your Charas are ::Yuru Camp::, this gains +2000 Pow.

[A] **CX COMBO** When this attacks, if "Touring Camp" is in the CX Zone and you have 3 or more other ::Yuru Camp:: Charas, reveal the top 2 cards of your LB, your Opp. chooses 1 Chara or Event among them and put it in your hand, and put the rest in the WR.

Yuru Camp - Bike | YRC/W116-077 T: None

L0  
C0

### Ayano Toki

[C] During your turn, if all your Charas are ::Yuru Camp::, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "Touring Camp" is in the CX Zone and you have 3 or more other ::Yuru Camp:: Charas, reveal the top 2 cards of your LB, your Opp. chooses 1 Chara or Event among them and put it in your hand, and put the rest in the WR.

Yuru Camp - Bike | YRC/W116-077S T: None

L0  
C0

### Ena, After You

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB, and put it either on top or bottom of the LB."  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Rin, Next Camp" in your WR.

Yuru Camp - My Pace | YRC/W116-078 T: None

L1  
C0

### Ena, After You

[A] When this is placed from hand to the Stage, perform the following action twice. "Look at the top card of your LB, and put it either on top or bottom of the LB."  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is X or lower, you may Reverse that Chara. X = # of "Rin, Next Camp" in your WR.

Yuru Camp - My Pace | YRC/W116-078S T: None

L1  
C0

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### Rin, Enjoying the Hot Springs

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Yuru Camp - Bike | YRC/W116-079 T: None

L1  
C0

### Rin, Enjoying the Hot Springs

[C] During your turn, if you have 2 or more other ::Yuru Camp:: Charas, this gains +2000 Pow.  
[A] When this attacks, if there's a CX in your CX Zone, reveal the top card of your LB. If it's Level 1 or higher, put it in your Stock. (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

Yuru Camp - Bike | YRC/W116-079S T: None

L1  
C0

### Rin, Short Greetings

[A] [(1) Rest 1 of your other Standing ::Yuru Camp:: Charas] During the turn the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under 1 of your Charas with "Tent" in name as Marker, and put the rest in the WR.

Yuru Camp - Bike | YRC/W116-080 T: None

L1  
C0

Laid-Back Camp / Yuru Camp Season 3 Booster Pack

### Rin, Short Greetings

[A] [(1) Rest 1 of your other Standing ::Yuru Camp:: Charas] During the turn the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, choose up to 2 ::Yuru Camp:: Charas in your WR, choose 1 of them and return it to your hand, choose 1 of them and put it face-up under 1 of your Charas with "Tent" in name as Marker, and put the rest in the WR.

Yuru Camp - Bike | YRC/W116-080S T: None

L1  
C0

### Ena, Serious Look

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more ::Yuru Camp:: Charas, 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]

Yuru Camp - My Pace | YRC/W116-081 T: Soul

L2  
C1

### Ena, Serious Look

[A] [(2)] When you use the **BACKUP** of this, if you have 4 or more ::Yuru Camp:: Charas, 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]

Yuru Camp - My Pace | YRC/W116-081S T: Soul

L2  
C1

### Rin, Sharing Photos

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Yuru Camp:: Charas in the Back Row, this gains +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, choose a ::Yuru Camp:: Chara in your Clock and return it to your hand.

Yuru Camp - Bike | YRC/W116-082 T: Soul

L3  
C2

### Rin, Sharing Photos

[C] If there are 2 or fewer CX in your WR, this gets -1 Level while in your hand.  
[C] For each of your other ::Yuru Camp:: Charas in the Back Row, this gains +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, choose a ::Yuru Camp:: Chara in your Clock and return it to your hand.

Yuru Camp - Bike | YRC/W116-082S T: Soul

L3  
C2

### Rin, Fell Asleep Again

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(3) Discard 2 cards from your hand to the WR] At the end of this card's attack, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Yuru Camp - Bike | YRC/W116-083 T: Soul

L3  
C2

### Rin, Fell Asleep Again

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] [(3) Discard 2 cards from your hand to the WR] At the end of this card's attack, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Yuru Camp - Bike | YRC/W116-083S T: Soul

L3  
C2

### Rin, Haven't Solo Camped in a While

[C] If you are Level 1 or higher, "Ena, Preliminary Work" gets -1 Level while in your hand.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Yuru Camp - Bike | YRC/W116-084 T: None

L0  
C0

### Rin, Haven't Solo Camped in a While

[C] If you are Level 1 or higher, "Ena, Preliminary Work" gets -1 Level while in your hand.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Cost 0 or lower Chara in your WR and put them in separate Slots on the Stage.

Yuru Camp - Bike | YRC/W116-084S T: None

L0  
C0

### Rin, Positive About Camping

[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1500 Pow for the turn.

Yuru Camp - Bike | YRC/W116-085 T: None

L0  
C0

### Rin, Positive About Camping

[A] When this is placed from hand to the Stage or when this attacks, choose 1 of your ::Yuru Camp:: Charas, and that Chara gains +1500 Pow for the turn.

Yuru Camp - Bike | YRC/W116-085S T: None

L0  
C0

### Hajime Shinshiro

[A] When this attacks, all your other Charas with "Rin" in name gain +2000 Pow.

Yuru Camp - Bike | YRC/W116-086 T: None

L0  
C0

[A] When this attacks, all your other Charas with "Rin" in name gain +2000 Pow.

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

LO
CO

L0
C0

L1  
C0

L1  
C0

<b>L1</b>	
<b>C0</b>	

L1  
C0

L1	
C0	

**L1**  
**C0**

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

L1
C1

**L2**  
**C0**

**L2**  
**C0**

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

**L2**  
**C1**

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

L2  
C1

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



Ena, Recalling Camp

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.

[A] **CX COMBO** [Discard an "Aiming for Hot Springs" from your hand to the WR] At the start of your Opp.'s Attack Phase, if you have another ::Yuru Camp:: Chara, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.

Yuru Camp - My Pace | YRC/W116-095S T: Soul

L2

C1

Rin's Motorcycle

**BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Yuru Camp:: Chara in your WR and return it to your hand. X = # of ::Yuru Camp:: Charas among those cards.

YRC/W116-096 T: None

L1

C0

Rin's Motorcycle

**BRAINSTORM** Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Yuru Camp:: Chara in your WR and return it to your hand. X = # of ::Yuru Camp:: Charas among those cards.

YRC/W116-096S T: None

L1

C0

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Looking Up at the Cherry Blossoms

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-097 T: Soul Gate

Looking Up at the Cherry Blossoms

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-097R T: Soul Gate

Steaming Hot Pasta

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-098 T: Soul Gate

Laid-Back Camp / Yuru Camp Season 3 Booster Pack

Steaming Hot Pasta

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-098R T: Soul Gate

Touring Camp

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-099 T: Soul Gate

Touring Camp

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-099R T: Soul Gate

Aiming for Hot Springs

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-100 T: Soul Gate

Aiming for Hot Springs

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

[(Gate Icon): When this card is triggered, you may choose a CX in your WR and return it to your hand]

YRC/W116-100R T: Soul Gate

Fun, Renewal.

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

YRC/W116-101A T: Treasure