

### Maki, Soul Speed

[A] When this attacks, this gains +X Pow for the turn. X = 1500 times # of "Summer, Swimsuits, Bike, and Car Washing" in your WR.  
[A] **CX COMBO** When this attacks, if "Taste of Foods" is in the CX Zone and you have 3 or more other ::Grisaia: Charas, look at up to 3 cards from top of your LB and search for up to 1 ::Grisaia: Chara or "Summer, Swimsuits, Bike, and Car Washing", reveal it, put it in your hand, and put the rest in the WR. If you chose a Level 2 or higher card this way, this gains +1000 Pow and +1 Soul for the turn.

Grisaia - Weapon | GRI/S112-001 T: None

L1  
C0

### Maki, Soul Speed

[A] When this attacks, this gains +X Pow for the turn. X = 1500 times # of "Summer, Swimsuits, Bike, and Car Washing" in your WR.  
[A] **CX COMBO** When this attacks, if "Taste of Foods" is in the CX Zone and you have 3 or more other ::Grisaia: Charas, look at up to 3 cards from top of your LB and search for up to 1 ::Grisaia: Chara or "Summer, Swimsuits, Bike, and Car Washing", reveal it, put it in your hand, and put the rest in the WR. If you chose a Level 2 or higher card this way, this gains +1000 Pow and +1 Soul for the turn.

Grisaia - Weapon | GRI/S112-001SP T: None

L1  
C0

### Rena, Most Important Thing

[A] [Put another ::Grisaia: Chara from your Stage in the WR] When this is placed from hand to the Stage, if all your Charas are ::Grisaia:, may pay. If so, choose a card in your Clock and return it to your hand.  
[A] **CX COMBO** [Discard a ::Grisaia: Chara from your hand to the WR] When this attacks, if "Reunion, Then Fighting to the Death" is in the CX Zone, may pay If so, deal 2 Damage to your Opp., and perform the following action. "[2] Discard a ::Grisaia: Chara from your hand to the WR] If there is no Chara Opposite this, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Grisaia - Weapon | GRI/S112-002 T: Soul

L3  
C2

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### Rena, Most Important Thing

[A] [Put another ::Grisaia: Chara from your Stage in the WR] When this is placed from hand to the Stage, if all your Charas are ::Grisaia:, may pay. If so, choose a card in your Clock and return it to your hand.  
[A] **CX COMBO** [Discard a ::Grisaia: Chara from your hand to the WR] When this attacks, if "Reunion, Then Fighting to the Death" is in the CX Zone, may pay If so, deal 2 Damage to your Opp., and perform the following action. "[2] Discard a ::Grisaia: Chara from your hand to the WR] If there is no Chara Opposite this, may pay. If so, deal 2 Damage to your Opp.." (DC can occur)

Grisaia - Weapon | GRI/S112-002SP T: Soul

L3  
C2

### Rena, Girls' Daily Life

[A] [Put a ::Grisaia: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of Opp.'s Charas.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Grisaia - Weapon | GRI/S112-003 T: None

L0  
C0

### Rena, Girls' Daily Life

[A] [Put a ::Grisaia: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of Opp.'s Charas.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Grisaia - Weapon | GRI/S112-003OFR T: None

L0  
C0

## The Fruit of Grisaia: Phantom Trigger Booster Pack

### Rena, Girls' Daily Life

[A] [Put a ::Grisaia: Chara from your hand in your Clock] When this is placed from hand to the Stage, may pay. If so, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of Opp.'s Charas.  
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Grisaia - Weapon | GRI/S112-003S T: None

L0  
C0

### Tohka & Rena, Food on the Beach

[A] When your CX is Triggered, 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, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Grisaia - Weapon | GRI/S112-004 T: None

L0  
C0

### Tohka & Rena, Food on the Beach

[A] When your CX is Triggered, 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, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR."

Grisaia - Weapon | GRI/S112-004S T: None

L0  
C0

### Maki, Girls' Daily Life

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or higher, this gains +2000 Pow and +1 Soul for the turn. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)  
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's a Level 2 or higher card among them, you may return this to your hand. (CX are considered to be Level 0 for this effect)

Grisaia - Weapon | GRI/S112-005 T: None

L0  
C0

### Maki, Girls' Daily Life

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or higher, this gains +2000 Pow and +1 Soul for the turn. (CX are considered to be Level 0 for this effect. Put the revealed card back where it was)  
[A] At the start of your Opp.'s Draw Phase, put the top 2 cards of your LB in the WR. If there's a Level 2 or higher card among them, you may return this to your hand. (CX are considered to be Level 0 for this effect)

Grisaia - Weapon | GRI/S112-005S T: None

L0  
C0

### Rena, Shooter

[C] During your turn, if you have 2 or more other ::Grisaia: Charas, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."  
[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Rena, Big Eater Gunman" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)

Grisaia - Weapon | GRI/S112-006 T: None

L1  
C0

### Rena, Shooter

[C] During your turn, if you have 2 or more other ::Grisaia: Charas, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."  
[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Rena, Big Eater Gunman" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)

Grisaia - Weapon | GRI/S112-006S T: None

L1  
C0

### Vanilla, Opaque Escort Mission

[C] If you have another "Choco, Opaque Escort Mission", this gains +2500 Pow and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center slot."  
[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 "Choco, Opaque Escort Mission", put it in any Slot on the Stage, and shuffle your LB.

Grisaia - Weapon | GRI/S112-007 T: None

L0  
C0

### Vanilla, Opaque Escort Mission

[C] If you have another "Choco, Opaque Escort Mission", this gains +2500 Pow and the following ability. "[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center slot."  
[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 "Choco, Opaque Escort Mission", put it in any Slot on the Stage, and shuffle your LB.

Grisaia - Weapon | GRI/S112-007S T: None

L0  
C0

### Choco, Opaque Escort Mission

[C] If you have another "Vanilla, Opaque Escort Mission", this gains +3000 Pow and the following ability. "[C] Chara Opposite this cannot return to hand and cannot be sent to Memory."  
[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 "Vanilla, Opaque Escort Mission", put it in any Slot on the Stage, and shuffle your LB.

Grisaia - Weapon | GRI/S112-008 T: None

L0  
C0

### Choco, Opaque Escort Mission

[C] If you have another "Vanilla, Opaque Escort Mission", this gains +3000 Pow and the following ability. "[C] Chara Opposite this cannot return to hand and cannot be sent to Memory."  
[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 "Vanilla, Opaque Escort Mission", put it in any Slot on the Stage, and shuffle your LB.

Grisaia - Weapon | GRI/S112-008S T: None

L0  
C0

### Rena & Murasaki, Morning Scene

[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 ::Grisaia: Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] When this Direct Attacks, choose 1 of your other ::Grisaia: Charas, and that Chara gains +2000 Pow for the turn.

Grisaia - Weapon | GRI/S112-009 T: None

L0  
C0

### Rena & Murasaki, Morning Scene

[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 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB.  
[A] When this Direct Attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +2000 Pow for the turn.

Grisaia - Weapon | GRI/S112-009S T: None

L0  
C0

### Maki & Rena, Sisters on the Battlefield

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.  
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Grisaia:: Charas, at the start of your CX Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Grisaia - Weapon | GRI/S112-010 T: Soul

L1  
C0

### Maki & Rena, Sisters on the Battlefield

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your Opp.'s Charas.  
[A] [Clock] **ALARM** If this is on top of your Clock and you have 4 or more ::Grisaia:: Charas, at the start of your CX Phase, draw up to 2 cards, and discard 2 cards from your hand to the WR.

Grisaia - Weapon | GRI/S112-010S T: Soul

L1  
C0

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### Rena, Big Eater Gunman

[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Rena, Shooter" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)  
[A] **RECOLLECTION** When this attacks, if "Thanatos System" is in your Memory, for the attack, this gains +3000 Pow and you perform Trigger Check twice during Trigger Step. After the 2 Trigger Checks are made, put the top card of your Stock in the WR.

Grisaia - Weapon | GRI/S112-011 T: None

L1  
C0

### Rena, Big Eater Gunman

[A] **CHANGE** [Put this in the WR] At the start of your CX Phase, may pay. If so, choose 1 "Rena, Shooter" in your WR and put it in the Slot this was in. (This does not activate if this isn't on the Stage at start of CX Phase)  
[A] **RECOLLECTION** When this attacks, if "Thanatos System" is in your Memory, for the attack, this gains +3000 Pow and you perform Trigger Check twice during Trigger Step. After the 2 Trigger Checks are made, put the top card of your Stock in the WR.

Grisaia - Weapon | GRI/S112-011S T: None

L1  
C0

### "Jargon 12" Maki

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.  
[C] When you play this from your hand, you may choose 1 of your "Taiga, First Time Taste" and put it in the WR. If so, you may play this with 0 Cost.  
[A] When this is placed from hand to the Stage, this gains +2500 Pow and [C] **BODYGUARD** until the next end of your Opp.'s turn.

Grisaia - Weapon | GRI/S112-012 T: Soul

L3  
C2

## The Fruit of Grisaia: Phantom Trigger Booster Pack

### "Jargon 12" Maki

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.  
[C] When you play this from your hand, you may choose 1 of your "Taiga, First Time Taste" and put it in the WR. If so, you may play this with 0 Cost.  
[A] When this is placed from hand to the Stage, this gains +2500 Pow and [C] **BODYGUARD** until the next end of your Opp.'s turn.

Grisaia - Weapon | GRI/S112-012S T: Soul

L3  
C2

### Arisaka, Alienated World

[C] During your turn, all your other ::Grisaia:: Charas gain +1000 Pow.  
[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Grisaia - Teacher | GRI/S112-013 T: None

L1  
C0

### Arisaka, Alienated World

[C] During your turn, all your other ::Grisaia:: Charas gain +1000 Pow.  
[A] When your CX is placed in the CX Zone, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Grisaia - Teacher | GRI/S112-013S T: None

L1  
C0

### Rena, Hungry Beast

[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, you may put that Chara on the bottom of Stock. If so, put the top card of your Opp.'s Stock in the WR."  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Weapon | GRI/S112-014 T: Soul

L2  
C1

### Rena, Hungry Beast

[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, you may put that Chara on the bottom of Stock. If so, put the top card of your Opp.'s Stock in the WR."  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Weapon | GRI/S112-014S T: Soul

L2  
C1

### Haruto, Morning Greetings

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas, and either (a) Stand it and move it to another empty Slot on your Opp.'s Stage, or (b) choose 1 of your Opp.'s other Charas and Stand and swap them.

Grisaia - Tactical Instructor | GRI/S112-015 T: Soul

L2  
C1

### Haruto, Morning Greetings

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] [Put this in the WR] Choose 1 of your Opp.'s Charas, and either (a) Stand it and move it to another empty Slot on your Opp.'s Stage, or (b) choose 1 of your Opp.'s other Charas and Stand and swap them.

Grisaia - Tactical Instructor | GRI/S112-015S T: Soul

L2  
C1

### Rena, Her Happiness

[C] For each of your other ::Grisaia:: Chara in the Front Row, this gains +2500 Pow.  
[C] If you have another "Haruto, Morning Greetings", this gains the following 2 abilities. "[A] When this Direct Attacks, you may choose a ::Grisaia:: Chara in your WR and put it in your Stock." [A] **ENCORE** [Put a ::Grisaia:: Chara from your WR on the bottom of your Clock]

Grisaia - Weapon | GRI/S112-016 T: Soul

L2  
C1

### Rena, Her Happiness

[C] For each of your other ::Grisaia:: Chara in the Front Row, this gains +2500 Pow.  
[C] If you have another "Haruto, Morning Greetings", this gains the following 2 abilities. "[A] When this Direct Attacks, you may choose a ::Grisaia:: Chara in your WR and put it in your Stock." [A] **ENCORE** [Put a ::Grisaia:: Chara from your WR on the bottom of your Clock]

Grisaia - Weapon | GRI/S112-016S T: Soul

L2  
C1

### Maki, Challenger

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] During your turn, when a Level 2 or higher Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's either a:Grisaia:: Chara or "Summer, Swimsuits, Bike, and Car Washing", you may choose 1 of your Opp.'s Charas and return it to their hand. (Put the revealed card back where it was)

Grisaia - Weapon | GRI/S112-017 T: Soul

L2  
C1

### Maki, Challenger

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.  
[A] During your turn, when a Level 2 or higher Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's either a:Grisaia:: Chara or "Summer, Swimsuits, Bike, and Car Washing", you may choose 1 of your Opp.'s Charas and return it to their hand. (Put the revealed card back where it was)

Grisaia - Weapon | GRI/S112-017S T: Soul

L2  
C1

### Fishing by the Riverside!

[Counter] If you don't have a ::Grisaia:: Chara, you cannot play this from hand. Look at up to 4 cards from top of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and put the rest in the WR.

GRI/S112-018 T: None

L1  
C0

### Fishing by the Riverside!

[Counter] If you don't have a ::Grisaia:: Chara, you cannot play this from hand. Look at up to 4 cards from top of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and put the rest in the WR.

GRI/S112-018S T: None

L1  
C0

### Summer, Swimsuits, Bike, and Car Washing

Choose 1 of the 2 following effects and perform it.  
"Choose 1 ::Grisaia:: Chara in your WR and return it to your hand."  
"(1) may pay. If so, look at the top 3 cards of your LB, put them on top of the LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand."

GRI/S112-019 T: None

L2  
C0

### Summer, Swimsuits, Bike, and Car Washing

Choose 1 of the 2 following effects and perform it.  
"Choose 1 ::Grisaia:: Chara in your WR and return it to your hand."  
"(1) may pay. If so, look at the top 3 cards of your LB, put them on top of the LB in any order, choose up to 1 of your Opp.'s Charas and return it to their hand."

GRI/S112-019S T: None

L2  
C0

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### Reunion, Then Fighting to the Death

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

GRI/S112-020 T: Choice

### Reunion, Then Fighting to the Death

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

GRI/S112-020R T: Choice

### Taste of Foods

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

GRI/S112-021 T: Choice

## The Fruit of Grisaia: Phantom Trigger Booster Pack

### Taste of Foods

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

GRI/S112-021R T: Choice

### Gumi, Mystical Eye

[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 3 or higher, put up to 1 card from top of your LB in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If it isn't put in Stock, put it back where it was)

Grisaia - Weapon | GRI/S112-022 T: None

L0  
C0

### Gumi, Mystical Eye

[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 3 or higher, put up to 1 card from top of your LB in your Stock. X = Level of the card revealed this way. (CX are considered to be Level 0 for this effect. If it isn't put in Stock, put it back where it was)

Grisaia - Weapon | GRI/S112-022SP T: None

L0  
C0

### Arisaka, Daybreak Butterfly

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Choose up to 1 ::Grisaia:: Chara in your Clock and put it on the bottom of your LB, and this gains +1500 Pow for the turn." "All your Charas gain +2500 Pow and the following ability. [A] When this attacks, look at the top card of your LB and put it either on top or bottom of your LB."

Grisaia - Teacher | GRI/S112-023 T: Soul

L3  
C2

### Arisaka, Daybreak Butterfly

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.  
[A] When this is placed from hand to the Stage, choose 1 of the following 2 effects and perform it. "Choose up to 1 ::Grisaia:: Chara in your Clock and put it on the bottom of your LB, and this gains +1500 Pow for the turn." "All your Charas gain +2500 Pow and the following ability. [A] When this attacks, look at the top card of your LB and put it either on top or bottom of your LB."

Grisaia - Teacher | GRI/S112-023SP T: Soul

L3  
C2

### Tohka, About Becoming Adult

[C] RECOLLECTION If there are 2 or more "Promises of Days Long Past" in your Memory, this gets -1 Level while in your hand.  
[A] CX COMBO EXPERIENCE When this attacks, if "Two Platoon Style: Divergent Creed Man Style" is in the CX Zone and the sum of Levels of cards in your Level Zone is 4 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 1 of your Opp.'s Charas and put it in the WR, and this gains +3000 Pow for the turn." "[1] may pay. If so, deal 2 or 4 Damage to your Opp.." (DC can occur)

Grisaia - Weapon | GRI/S112-024 T: Soul

L3  
C2

### Tohka, About Becoming Adult

[C] RECOLLECTION If there are 2 or more "Promises of Days Long Past" in your Memory, this gets -1 Level while in your hand.  
[A] CX COMBO EXPERIENCE When this attacks, if "Two Platoon Style: Divergent Creed Man Style" is in the CX Zone and the sum of Levels of cards in your Level Zone is 4 or higher, choose 1 of the following 2 effects and perform it. "Choose up to 1 of your Opp.'s Charas and put it in the WR, and this gains +3000 Pow for the turn." "[1] may pay. If so, deal 2 or 4 Damage to your Opp.." (DC can occur)

Grisaia - Weapon | GRI/S112-024SP T: Soul

L3  
C2

### Haruto, Life Goes Around

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Grisaia:: Charas, Rest it and move it to an empty Slot in the Back Row.  
[S] [(1) Put this in the WR] If you are Level 2 or higher, choose a "Haruto, Morning Greetings" in your WR and place it to the Slot this Chara was in.

Grisaia - Tactical Instructor | GRI/S112-025 T: None

L0  
C0

### Haruto, Life Goes Around

[C] During your turn, if there are 3 or fewer cards in your Stock, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Grisaia:: Charas, Rest it and move it to an empty Slot in the Back Row.  
[S] [(1) Put this in the WR] If you are Level 2 or higher, choose a "Haruto, Morning Greetings" in your WR and place it to the Slot this Chara was in.

Grisaia - Tactical Instructor | GRI/S112-025S T: None

L0  
C0

### Tohka & Murasaki, Summer Has Come!

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Grisaia - Weapon | GRI/S112-026 T: None

L0  
C0

### Tohka & Murasaki, Summer Has Come!

[C] If there are 5 or more cards in your hand, this gains +2000 Pow.  
[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

Grisaia - Weapon | GRI/S112-026S T: None

L0  
C0

### Tohka, Girls' Daily Life

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Grisaia - Weapon | GRI/S112-027 T: None

L0  
C0

### Tohka, Girls' Daily Life

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Grisaia - Weapon | GRI/S112-027OFR T: None

L0  
C0

### Tohka, Girls' Daily Life

[A] [(1) Discard a CX from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a CX in your WR and return it to your hand.  
[A] During battles involving this, when Damage taken by you is Cancelled, you may return this to your hand.

Grisaia - Weapon | GRI/S112-027S T: None

L0  
C0

### Gumi & Tohka, Stargazer

[A] When your CX is placed in the CX Zone, choose 1 of your ::Grisaia: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** At the start of your Encore Step, if "Choice Without Regrets" is in the CX Zone, there are 6 or fewer cards in your hand, and you have 3 or more other ::Grisaia: Charas, look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Grisaia: Chara and/or "Promises of Days Long Past", reveal them, put them in your hand, and put the rest in the WR. If you put 2 cards in your hand this way, discard a card from your hand to the WR.

Grisaia - Weapon | GRI/S112-028 T: None

L0  
C0

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### Gumi & Tohka, Stargazer

[A] When your CX is placed in the CX Zone, choose 1 of your ::Grisaia: Charas, and that Chara gains +1500 Pow for the turn.  
[A] **CX COMBO** At the start of your Encore Step, if "Choice Without Regrets" is in the CX Zone, there are 6 or fewer cards in your hand, and you have 3 or more other ::Grisaia: Charas, look at up to 2 cards from top of your LB and search for up to 2 cards that are either ::Grisaia: Chara and/or "Promises of Days Long Past", reveal them, put them in your hand, and put the rest in the WR. If you put 2 cards in your hand this way, discard a card from your hand to the WR.

Grisaia - Weapon | GRI/S112-028S T: None

L0  
C0

### Tohka, Marksman

[A] When this is placed from hand to the Stage, you may choose 1 ::Grisaia: Chara in your Level Zone and 1 ::Grisaia: Chara in your WR and swap them.  
[A] **RECOLLECTION** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if "Promises of Days Long Past" is in your Memory, 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)

Grisaia - Weapon | GRI/S112-029 T: None

L1  
C0

### Tohka, Marksman

[A] When this is placed from hand to the Stage, you may choose 1 ::Grisaia: Chara in your Level Zone and 1 ::Grisaia: Chara in your WR and swap them.  
[A] **RECOLLECTION** [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if "Promises of Days Long Past" is in your Memory, 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)

Grisaia - Weapon | GRI/S112-029S T: None

L1  
C0

## The Fruit of Grisaia: Phantom Trigger Booster Pack

### Silvia, Night Assault

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.  
[S] [Discard a ::Grisaia: Chara from your hand to the WR] Reveal the top card of your LB. If it's a ::Grisaia: Chara, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara." (Put the revealed card back where it was)

Grisaia - Weapon | GRI/S112-030 T: None

L1  
C0

### Silvia, Night Assault

[A] When this attacks, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.  
[S] [Discard a ::Grisaia: Chara from your hand to the WR] Reveal the top card of your LB. If it's a ::Grisaia: Chara, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara." (Put the revealed card back where it was)

Grisaia - Weapon | GRI/S112-030S T: None

L1  
C0

### Tohka, Tsun-Dere

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] **RECOLLECTION** When this attacks, if "Thanatos System" is in your Memory, 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)

Grisaia - Weapon | GRI/S112-031 T: None

L1  
C0

### Tohka, Tsun-Dere

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[A] **RECOLLECTION** When this attacks, if "Thanatos System" is in your Memory, 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)

Grisaia - Weapon | GRI/S112-031S T: None

L1  
C0

### Gumi, Taste of Peace

[A] When your CX is placed in the CX Zone, this gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 'Gumi, Taste of Peace' in your Memory and put it in any Slot on the Stage, and that Chara gains ::Beef Bowl:: for the turn."

Grisaia - Weapon | GRI/S112-032 T: None

L1  
C0

### Gumi, Taste of Peace

[A] When your CX is placed in the CX Zone, this gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may send this to Memory. If so, at the start of your next Draw Phase, choose 1 'Gumi, Taste of Peace' in your Memory and put it in any Slot on the Stage, and that Chara gains ::Beef Bowl:: for the turn."

Grisaia - Weapon | GRI/S112-032S T: None

L1  
C0

### Velvet, Night Assault

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is a CX among them, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.  
[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.

Grisaia - Weapon | GRI/S112-033 T: Soul

L2  
C1

### Velvet, Night Assault

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is a CX among them, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR.  
[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.

Grisaia - Weapon | GRI/S112-033S T: Soul

L2  
C1

### Tohka, Beloved Sniper

[A] [(1) Discard 3 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 Chara in battle and up to 1 of your Opp.'s other Charas, and those Charas gain +4 Soul and the following ability for the turn. "[C] This cannot Side Attack."  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Weapon | GRI/S112-034 T: Soul

L2  
C1

### Tohka, Beloved Sniper

[A] [(1) Discard 3 cards from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 Chara in battle and up to 1 of your Opp.'s other Charas, and those Charas gain +4 Soul and the following ability for the turn. "[C] This cannot Side Attack."  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Weapon | GRI/S112-034S T: Soul

L2  
C1

### Tohka & Gumi, Mentor And Pupil

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] When your CX with Treasure Trigger Icon is triggered, if there is 1 or fewer Marker under this, you may choose a card in your WR and put it face-down under this as Marker.  
[A] At the start of your Encore Step, if there are 2 or more Markers under this, put all Markers from under this in the WR, and choose up to 1 Chara in your WR and return it to your hand.

Grisaia - Weapon | GRI/S112-035 T: Soul

L2  
C1

### Tohka & Gumi, Mentor And Pupil

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.  
[A] When your CX with Treasure Trigger Icon is triggered, if there is 1 or fewer Marker under this, you may choose a card in your WR and put it face-down under this as Marker.  
[A] At the start of your Encore Step, if there are 2 or more Markers under this, put all Markers from under this in the WR, and choose up to 1 Chara in your WR and return it to your hand.

Grisaia - Weapon | GRI/S112-035S T: Soul

L2  
C1



[C] All your other 'Gumi & Tohka, Stargazer' and 'Tohka & Gumi, Mentor And Pupil' gain the following ability. [S] **BRAINSTORM** [1] Rest this] Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card."

[S] Rest this] If there is no Marker under this, choose 1 "Promises of Days Long Past" in your WR and put it face-up under this as Marker.

[S] Discard a card from your hand to the WR, Rest this] Return a Marker from under this to your hand.

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

[C] All your other Gumi & Tohka, Stargazer and Tohka & Gumi, Mentor And Pupil" gain the following ability. [S] **BRAINSTORM** ([1] Rest this) Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, draw up to 1 card."

[S] [Rest this] If there is no Marker under this, choose 1 "Promises of Days Long Past" in your WR and put it face-up under this as Marker.

[S] [Discard a card from your hand to the WR, Rest this] Return a Marker from under this to your hand.

**LO**  
**CO**

[S] **BRAINSTORM** ([1] Rest 2 of your Charas) Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB.

**L1**  
**C0**

[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 card in your Clock.

[B] **BRAINSTORM** ((1) Rest 2 of your Charas) Flip over the top 5 cards of your LB and put them in the WR. For each CX revealed this way, search your LB for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB.

L1  
C0

**[C] RECOLLECTION** During your turn, if there are 2 or more "Promises of Days Long Past" in your Memory, this gains +6000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, you may choose a Chara in your WR and return it to your hand.

L2  
C1

[C] **RECOLLECTION** During your turn, if there are 2 or more "Promises of Days Long Past" in your Memory, this gains +6000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, you may choose a Chara in your WR and return it to your hand.

**L2**  
**C1**

If you don't have a **::Grisaia:: Chara**, you cannot play this from your hand.  
Search your LB for up to 1 **::Grisaia:: Chara**, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

[A] **RECOLLECTION** [Put 3 other "Promises of Days Long Past" and this from your Memory in the WR] If this is in Memory, and at the start of your Encore Step you have a "Tohka, About Becoming Adult", may pay. If so, put the top card of your Opp.'s LB in their Clock.

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

If you don't have a ::Grisaia:: Chara, you cannot play this from your hand.  
Search your LB for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB. Send this to Memory.

[A] **RECOLLECTION** [Put 3 other "Promises of Days Long Past" and this from your Memory in the WR] If this is in Memory, and at the start of your Encore Step you have a "Tohka, About Becoming Adult", may pay. If so, put the top card of your Opp.'s LB in their Clock.

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

Look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.

**L2**  
**C1**

Look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, put the rest in the WR, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.

**L2**  
**C1**

[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)

1

[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)

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[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)

—

[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)

1

[A] When this is placed from hand to the Stage, this gains +1500 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 or when this attacks, 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.

**L0**  
**C0**

[A] When this is placed from hand to the Stage, this gains +1500 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 or when this attacks, 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.

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

[A] **CX COMBO** When this attacks, if "Girls' Party in the Great Bathroom" is in the CX Zone and you have 2 or more other ::Grisaia: Charas, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Grisaia: Chara in your WR and return it to your hand."

L1  
C0

[A] **CX COMBO** When this attacks, if "Girls' Party in the Great Bathroom" is in the CX Zone and you have 2 or more other ::Grisaia:: Charas, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB, put the rest in the WR, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Grisaia:: Chara in your WR and return it to your hand."

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

### Yuuki, Big Sis Returns

[A] When this is placed from hand to the Stage or from the Stage to the Waiting Roo, look at up to 2 cards from top of your Opp.'s LB and put them on top of their LB in the original order.  
[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Grisaia - Ninja (GRI) | GRI/S112-045 T: None

L0  
C0

### Yuuki, Big Sis Returns

[A] When this is placed from hand to the Stage or from the Stage to the Waiting Roo, look at up to 2 cards from top of your Opp.'s LB and put them on top of their LB in the original order.  
[A] At the start of your Opp.'s Attack Phase, if there's a Chara Opposite this, you may move this to an empty slot in your Front Row.

Grisaia - Ninja (GRI) | GRI/S112-045S T: None

L0  
C0

### Murasaki & Tohka, Forest Survival

[C] During your turn, this gains +3000 Pow.  
[A] [(1) Put this on the bottom of the LB] When your CX with Standby Trigger Icon is triggered, may pay. If so, choose a Level 1 or lower Chara in your WR and put it Rested in any Slot on the Stage.

Grisaia - Ninja (GRI) | GRI/S112-046 T: None

L1  
C0

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### Murasaki & Tohka, Forest Survival

[C] During your turn, this gains +3000 Pow.  
[A] [(1) Put this on the bottom of the LB] When your CX with Standby Trigger Icon is triggered, may pay. If so, choose a Level 1 or lower Chara in your WR and put it Rested in any Slot on the Stage.

Grisaia - Ninja (GRI) | GRI/S112-046S T: None

L1  
C0

### Aoi, Rules of Assassin

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your CX Phase, may pay. If so, this gains +2 Soul and the following 3 abilities for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn." "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory." "[A] At the end of the turn, send this to Memory."

Grisaia - Weapon | GRI/S112-047 T: None

L1  
C1

### Aoi, Rules of Assassin

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your CX Phase, may pay. If so, this gains +2 Soul and the following 3 abilities for the turn. "[A] When this attacks, if the Level of the Chara Opposite this is 2 or higher, this gains +6000 Pow for the turn." "[A] When the Battle Opp. of this becomes Reversed, you may send that Chara to Memory." "[A] At the end of the turn, send this to Memory."

Grisaia - Weapon | GRI/S112-047S T: None

L1  
C1

The Fruit of Grisaia: Phantom Trigger Booster Pack

### Murasaki, Girls' Daily Life

[A] [(1) Discard a card from your hand to 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 the Opp. and return it to their hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Ninja (GRI) | GRI/S112-048 T: Soul

L2  
C1

### Murasaki, Girls' Daily Life

[A] [(1) Discard a card from your hand to 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 the Opp. and return it to their hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Ninja (GRI) | GRI/S112-048OFR T: Soul

L2  
C1

### Murasaki, Girls' Daily Life

[A] [(1) Discard a card from your hand to 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 the Opp. and return it to their hand.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Ninja (GRI) | GRI/S112-048S T: Soul

L2  
C1

### Murasaki, Stealth Ninja

[C] During your turn, all your other ::Grisaia:: Charas gain +1500 Pow.  
[A] **CX COMBO** [Put this in your Stock] During your CX Phase, when "Nameless Blade" is placed in your CX Zone, may pay. If so, choose up to 1 "Murasaki, Ninja Master" in your hand and put it in the Slot this was in.

Grisaia - Ninja (GRI) | GRI/S112-049 T: Soul

L2  
C2

### Murasaki, Stealth Ninja

[C] During your turn, all your other ::Grisaia:: Charas gain +1500 Pow.  
[A] **CX COMBO** [Put this in your Stock] During your CX Phase, when "Nameless Blade" is placed in your CX Zone, may pay. If so, choose up to 1 "Murasaki, Ninja Master" in your hand and put it in the Slot this was in.

Grisaia - Ninja (GRI) | GRI/S112-049S T: Soul

L2  
C2

### Arisaka, Shock of the Battlefield

[C] All your other ::Grisaia:: Charas gain +500 Pow.  
[A] **CX COMBO** When "Not Enough Determination" is placed in your CX Zone, if you have 2 or more other ::Grisaia:: Charas, you may choose a Level 0 or lower ::Grisaia:: Chara in your WR and put it in any Slot on the Stage.

Grisaia - Teacher | GRI/S112-050 T: None

L0  
C0

### Arisaka, Shock of the Battlefield

[C] All your other ::Grisaia:: Charas gain +500 Pow.  
[A] **CX COMBO** When "Not Enough Determination" is placed in your CX Zone, if you have 2 or more other ::Grisaia:: Charas, you may choose a Level 0 or lower ::Grisaia:: Chara in your WR and put it in any Slot on the Stage.

Grisaia - Teacher | GRI/S112-050S T: None

L0  
C0

### Yamamoto,, Skilled Gunsmith

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.  
[S] [Put 2 other ::Grisaia:: Charas from your Stage in the WR, put this on the bottom of your LB] If you are Level 3 or higher, search your LB for up to 1 "Haruto, Shadow of Oni", put it in any Slot on the Stage, and shuffle your LB.

Grisaia - Gunsmith | GRI/S112-051 T: None

L0  
C0

### Yamamoto,, Skilled Gunsmith

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and Shuffle your LB.  
[S] [Put 2 other ::Grisaia:: Charas from your Stage in the WR, put this on the bottom of your LB] If you are Level 3 or higher, search your LB for up to 1 "Haruto, Shadow of Oni", put it in any Slot on the Stage, and shuffle your LB.

Grisaia - Gunsmith | GRI/S112-051S T: None

L0  
C0

### Murasaki & Rena, Underwater Journey

[A] When this is placed from hand to the Stage, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +1000 Pow for the turn.  
[A] [(1) Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, put up to 4 cards from top of your LB in the WR, choose up to 1 Level X or lower ::Grisaia:: Chara in your WR and return it to your hand. X = sum of # of Soul Trigger Icons among those cards.

Grisaia - Ninja (GRI) | GRI/S112-052 T: None

L1  
C0

### Murasaki & Rena, Underwater Journey

[A] When this is placed from hand to the Stage, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +1000 Pow for the turn.  
[A] [(1) Return this to your hand] When your CX is placed in the CX Zone, may pay. If so, put up to 4 cards from top of your LB in the WR, choose up to 1 Level X or lower ::Grisaia:: Chara in your WR and return it to your hand. X = sum of # of Soul Trigger Icons among those cards.

Grisaia - Ninja (GRI) | GRI/S112-052S T: None

L1  
C0

### Yuuki, Other Side of Kindness

[C] If all your Charas are ::Grisaia::, this gains +1000 Pow.  
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas in the Front Row Center Slot and this, Stand and swap them, and this gains +1000 Pow for the turn.

Grisaia - Ninja (GRI) | GRI/S112-053 T: None

L1  
C1

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your other Charas in the Front Row Center Slot and this, Stand and swap them, and this gains +1000 Pow for the turn.

L1  
C1

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your ♠:Grisia: Charas, and that Chara gains +2000 for the turn.

[A] During Attack Phase, when your Chara moves to another Slot, that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock." (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

**L2**  
**C1**

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your :Grisia: Charas, and that Chara gains +2000 for the turn.  
[A] During Attack Phase, when your Chara moves to another Slot, that Chara gains +500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock." (CX are considered to be Level 0 for this effect. Otherwise put it back where it was)

L2	
C1	

[A] **CX COMBO RECOLLECTION** Discard 4 cards from your hand to the WR! At the start of your Attack Phase, if "Mihama Academy Class A" is in the CX Zone, there is an "Aoi, Rules of Assassin" in your Memory, and there are no Charas in your Front Row, may pay. If so, this gains +7000 Pow and the following ability for the turn. "[A] This ability activates up to twice per turn. At the end of this card's attack, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of their LB in any order, put the rest in the WR, and Stand this."

**L3**  
**C2**

[A] **CX COMBO RECOLLECTION** [Discard 4 cards from your hand to the WR] At the start of your Attack Phase, if "Mihama Academy Class A" is in the CX Zone, there is an "AoI, Rules of Assassin" in your Memory, and there are no Charas in your Front Row, may pay. If so, this gains +7000 Pow and the following ability for the turn. "[A] This ability activates up to twice per turn. At the end of this card's attack, look at up to 3 cards from top of your Opp.'s LB, choose up to 3 of them and put them on top of their LB in any order, put the rest in the WR, and Stand this."

L3  
C2

[A] **CX COMBO** (Rést this) At the start of your Attack Phase, if "Nameless Blade" is in the CX Zone and this is in the Front Row, may pay. If so, choose up to 1 Level 3 or lower Chara Opposite this, put it on top of the LB, deal 4 Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. (DC can occur)

[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your ::Grisaia:: Chara and this and Stand and swap them.

**L3**  
**C2**

[A] **CX COMBO** [Rest this] At the start of your Attack Phase, if "Nameless Blade" is in the CX Zone and this is in the Front Row, may pay. If so, choose up to 1 Level 3 or lower Chara Opposite this, put it on top of the LB, deal 4 Damage to your Opp., and this gains +1000 Pow until the next end of your Opp.'s turn. (DC can occur)

[A] At the start of your Opp.'s Attack Phase, you may choose 1 of your :Grisaia: Chara and this and Stand and swap them.

**L3**  
**C2**

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.  
[A] When this is placed from hand to the Stage, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +2000 Pow for the turn.

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

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and send it to Memory, and your Opp. puts that Chara from Memory in any Slot on their Stage.  
[A] When this is placed from hand to the Stage, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +2000 Pow for the turn.

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

[A] **RECOLLECTION** When this is placed from the Stage to the WR, if "Thanatos System" is in your Memory, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

**LO**  
**CO**

[A] **RECOLLECTION** When this is placed from the Stage to the WR, if "Thanatos System" is in your Memory, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

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

[A] When this is placed from hand to the Stage or from the Stage to the WR, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the end of the next turn. "[C] This cannot move to another Slot."

LO	
CO	

[A] When this is placed from hand to the Stage or from the Stage to the WR, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the end of the next turn. "[C] This cannot move to another Slot."

**LO**  
**CO**

[C] If your Opp. has 3 or fewer Charas, this gains +2000 Pow.

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

[C] If your Opp. has 3 or fewer Charas, this gains +2000 Pow.

LO	
CO	

[C] During your turn, your other Chara in the Front Row Center Slot gains +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

[S] [1] Put this in the WR) Put the top 2 cards of your LB in the WR, choose up to 1 Level X or lower ::Grisaia: Chara in your WR and return it to your hand. X = sum of Levels of cards put in the WR via this effect. (CX are considered to be Level 0 for this effect)

**LO**  
**C0**

[C] During your turn, your other Chara in the Front Row Center Slot gains +500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."

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

[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 with "Mihama Academy" in name and return it to your hand.

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

"Mihama Academy" Haruto

[A] At the start of your CX Phase, choose 1 of your Charas, and that Chara gains +500 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 with "Mihama Academy" in name and return it to your hand.

Grisaia - Tactical Instructor | GRI/S112-062S T: None

L0C0

"Mihama Academy" Ichiru Sengoku

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Grisaia:: 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]

Grisaia - Medical | GRI/S112-063 T: Soul

L1C1

"Mihama Academy" Ichiru Sengoku

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Grisaia:: 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]

Grisaia - Medical | GRI/S112-063S T: Soul

L1C1

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"Mihama Academy" Arisaka

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your CX is placed in the CX Zone, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

Grisaia - Teacher | GRI/S112-064 T: Soul

L2C1

"Mihama Academy" Arisaka

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your CX is placed in the CX Zone, choose up to 2 of your Charas, and those Charas gain +2000 Pow for the turn.

Grisaia - Teacher | GRI/S112-064S T: Soul

L2C1

"Mihama Academy" Nogami

[C] For each of your other Back Row ::Grisaia:: Charas, this gains +2500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, choose a ::Grisaia:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Grisaia - Assistant | GRI/S112-065 T: Soul

L2C1

The Fruit of Grisaia: Phantom Trigger Booster Pack

"Mihama Academy" Nogami

[C] For each of your other Back Row ::Grisaia:: Charas, this gains +2500 Pow.  
[A] When the Battle Opp. of this becomes Reversed, choose a ::Grisaia:: Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

Grisaia - Assistant | GRI/S112-065S T: Soul

L2C1

"Mihama Academy" Yuuki

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)  
[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.

Grisaia - Ninja (GRI) | GRI/S112-066 T: Soul

L3C2

"Mihama Academy" Yuuki

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, put it in your Stock. (Otherwise put it back where it was)  
[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.

Grisaia - Ninja (GRI) | GRI/S112-066S T: Soul

L3C2

The Girls Head to the Battlefield

If you have 5 or more Charas with "Mihama Academy" in name, choose 1 of your Charas and that Chara gains +3000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, deal 1 Damage to your Opp., and deal 4 Damage to your Opp.." (DC can occur)

GRI/S112-067 T: None

L3C3

The Girls Head to the Battlefield

If you have 5 or more Charas with "Mihama Academy" in name, choose 1 of your Charas and that Chara gains +3000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, deal 1 Damage to your Opp., and deal 4 Damage to your Opp.." (DC can occur)

GRI/S112-067S T: None

L3C3

Nameless Blade

[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)

GRI/S112-068 T: Soul Standby

Nameless Blade

[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)

GRI/S112-068R T: Soul Standby

Girls' Party in the Great Bathroom

[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)

GRI/S112-069 T: Soul Standby

Girls' Party in the Great Bathroom

[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)

GRI/S112-069R T: Soul Standby

Not Enough Determination

[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)

GRI/S112-070 T: Salvage

Not Enough Determination

[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)

GRI/S112-070R T: Salvage

Mihama Academy Class A

[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)

GRI/S112-071 T: Salvage

### Mihama Academy Class A

[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)

GRI/S112-071R T: Salvage

### Chris, Life in Her Hands

[A] [Put this on the bottom of the LB] When your other ::Grisaia:: Chara becomes Reversed, if this is in the Back Row, may pay. If so, return that Chara to 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 Chara in your WR and return it to your hand.

Grisaia - Cuisine | GRI/S112-072 T: None

### Chris, Life in Her Hands

[A] [Put this on the bottom of the LB] When your other ::Grisaia:: Chara becomes Reversed, if this is in the Back Row, may pay. If so, return that Chara to 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 Chara in your WR and return it to your hand.

Grisaia - Cuisine | GRI/S112-072SP T: None

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### Taiga, the Rescue Tiger

[C] For each of your other ::Grisaia:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Value of Life" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Grisaia:: Charas, look at the top card of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may put the bottom card of your Clock in your Stock."

Grisaia - Medical | GRI/S112-073 T: Soul

### Taiga, the Rescue Tiger

[C] For each of your other ::Grisaia:: Charas, this gains +1000 Pow.  
[A] **CX COMBO** When "Value of Life" is placed in your CX Zone, if this is in the Front Row and you have 4 or more other ::Grisaia:: Charas, look at the top card of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, put the rest in the WR, and this gains the following ability for the turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Cancelled, you may put the bottom card of your Clock in your Stock."

Grisaia - Medical | GRI/S112-073SP T: Soul

### Haruto, Handler

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in their Stock.  
[A] [(1)] Put this in the WR] When your other ::Grisaia:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Grisaia - Tactical Instructor | GRI/S112-074 T: Soul

## The Fruit of Grisaia: Phantom Trigger Booster Pack

### Haruto, Handler

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, your Opp. puts all of their Stock in the WR, and then puts the same number of cards from top of their LB in their Stock.  
[A] [(1)] Put this in the WR] When your other ::Grisaia:: Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Grisaia - Tactical Instructor | GRI/S112-074S T: Soul

### Chris, Girls' Daily Life

[S] [(1)] Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
[S] [(2)] Discard a CX from your hand to the WR, Rest this] If you have another ::Grisaia:: Chara, choose a ::Grisaia:: Chara in your Clock and return it to your hand.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Grisaia - Cuisine | GRI/S112-075 T: None

### Chris, Girls' Daily Life

[S] [(1)] Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
[S] [(2)] Discard a CX from your hand to the WR, Rest this] If you have another ::Grisaia:: Chara, choose a ::Grisaia:: Chara in your Clock and return it to your hand.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Grisaia - Cuisine | GRI/S112-075OFR T: None

### Chris, Girls' Daily Life

[S] [(1)] Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and put the rest in the WR.  
[S] [(2)] Discard a CX from your hand to the WR, Rest this] If you have another ::Grisaia:: Chara, choose a ::Grisaia:: Chara in your Clock and return it to your hand.  
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Grisaia - Cuisine | GRI/S112-075S T: None

### Thanatos System

[A] [(1)] Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, choose a ::Grisaia:: Chara in your WR and return it to your hand.  
[A] **RECOLLECTION** If this is in Memory, when a card in either player's Clock is moved to WR due to an effect of a card of its owners, that player may discard a card from their hand to their WR. If not, that player puts the top card of their LB in their Clock.

Grisaia | GRI/S112-076 T: None

### Thanatos System

[A] [(1)] Discard a card from your hand to the WR, send this to Memory] When this becomes Reversed, may pay. If so, choose a ::Grisaia:: Chara in your WR and return it to your hand.  
[A] **RECOLLECTION** If this is in Memory, when a card in either player's Clock is moved to WR due to an effect of a card of its owners, that player may discard a card from their hand to their WR. If not, that player puts the top card of their LB in their Clock.

Grisaia | GRI/S112-076S T: None

### Chris, In Charge of Information

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Grisaia:: Charas.  
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Grisaia - Cuisine | GRI/S112-077 T: None

### Chris, In Charge of Information

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Grisaia:: Charas.  
[A] When this attacks, all your Charas gain the following ability for the turn. "[A] [(1)] When the Trigger Check of this reveals a CX, may pay. If so, put the top card of your LB in your Stock, and draw up to 1 card. If you draw a card this way, discard a card from your hand to the WR."

Grisaia - Cuisine | GRI/S112-077S T: None

### Murasaki & Chris & Taiga, Charmed by the Sweet Smell

[C] **ASSIST** All your ::Grisaia:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.  
[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Grisaia - Cuisine | GRI/S112-078 T: Soul

### Murasaki & Chris & Taiga, Charmed by the Sweet Smell

[C] **ASSIST** All your ::Grisaia:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When your CX with a Gate Trigger Icon is placed in the CX Zone, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.  
[S] [Rest this] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Grisaia - Cuisine | GRI/S112-078S T: Soul

### Taiga, What She Can Do Now

[A] When this is placed from hand to the Stage, 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 higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Grisaia - Medical | GRI/S112-079 T: Soul

### Taiga, What She Can Do Now

[A] When this is placed from hand to the Stage, 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 higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Grisaia - Medical | GRI/S112-079S T: Soul

### Arisaka, Tight Surveillance

[A] When you use the **BACKUP** of this, if there's a CX in your Opp.'s CX Zone, choose 1 of your ::Grisaia:: Chara in battle, and that Chara gains +2000 Pow for the turn.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Teacher | GRI/S112-080 T: Soul

L2  
C1

### Arisaka, Tight Surveillance

[A] When you use the **BACKUP** of this, if there's a CX in your Opp.'s CX Zone, choose 1 of your ::Grisaia:: Chara in battle, and that Chara gains +2000 Pow for the turn.  
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Teacher | GRI/S112-080S T: Soul

L2  
C1

### Chris & Rena & Murasaki, After Training

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
[A] [(1) Put the top card of your LB in your Clock] When this becomes Reversed, 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)

Grisaia - Cuisine | GRI/S112-081 T: None

L0  
C0

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### Chris & Rena & Murasaki, After Training

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.  
[A] [(1) Put the top card of your LB in your Clock] When this becomes Reversed, 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)

Grisaia - Cuisine | GRI/S112-081S T: None

L0  
C0

### Taiga, First Time Taste

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[A] **BOND/"Maki, Soul Speed" "Jargon 12' Maki"**  
[Discard a card from your hand to the WR]

Grisaia - Medical | GRI/S112-082 T: None

L0  
C0

### Taiga, First Time Taste

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.  
[A] **BOND/"Maki, Soul Speed" "Jargon 12' Maki"**  
[Discard a card from your hand to the WR]

Grisaia - Medical | GRI/S112-082S T: None

L0  
C0

The Fruit of Grisaia: Phantom Trigger Booster Pack

### Taiga, Extra Work

[A] [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 1 ::Grisaia:: Chara in your WR and return it to your hand.

Grisaia - Medical | GRI/S112-083 T: None

L0  
C0

### Taiga, Extra Work

[A] [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 1 ::Grisaia:: Chara in your WR and return it to your hand.

Grisaia - Medical | GRI/S112-083S T: None

L0  
C0

### Chris, Mother of the Class

[C] If "Chris, Life in Her Hands" is in your Clock, this gets -1 Level while in your hand.  
[C] All your other ::Grisaia:: Charas gain +1500 Pow.  
[A] **CX COMBO** [Discard an "Answer Song" from your hand to the WR] At the start of your Opp.'s Attack Phase, if there are 6 or fewer cards in your hand and you have another ::Grisaia:: Chara, may pay. If so, search your LB for up to 2 ::Grisaia:: Charas, reveal them, put them in your hand, and shuffle your LB.

Grisaia - Cuisine | GRI/S112-084 T: Soul

L3  
C2

### Chris, Mother of the Class

[C] If "Chris, Life in Her Hands" is in your Clock, this gets -1 Level while in your hand.  
[C] All your other ::Grisaia:: Charas gain +1500 Pow.  
[A] **CX COMBO** [Discard an "Answer Song" from your hand to the WR] At the start of your Opp.'s Attack Phase, if there are 6 or fewer cards in your hand and you have another ::Grisaia:: Chara, may pay. If so, search your LB for up to 2 ::Grisaia:: Charas, reveal them, put them in your hand, and shuffle your LB.

Grisaia - Cuisine | GRI/S112-084S T: Soul

L3  
C2

### "Mihama Academy" Murasaki

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

Grisaia - Ninja (GRI) | GRI/S112-085 T: None

L0  
C0

### "Mihama Academy" Murasaki

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

Grisaia - Ninja (GRI) | GRI/S112-085S T: None

L0  
C0

### "Mihama Academy" Rena

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

Grisaia - Weapon | GRI/S112-086 T: None

L0  
C0

### "Mihama Academy" Rena

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

Grisaia - Weapon | GRI/S112-086S T: None

L0  
C0

### "Mihama Academy" Taiga

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[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.

Grisaia - Medical | GRI/S112-087 T: None

L0  
C0

### "Mihama Academy" Taiga

[C] All of your Opp.'s Charas gain "[A] **ENCORE** [(2)]".  
[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.

Grisaia - Medical | GRI/S112-087S T: None

L0  
C0

### Taiga, Carrying Someone on Her Back

[A] When this becomes Reversed, put up to 3 cards from top of your LB in your WR, and if the Level of the Battle Opp. of this is X or lower, you may put that Chara on the bottom of the LB. X = # of "Taiga, the Rescue Tiger" in your WR.

Grisaia - Medical | GRI/S112-088 T: None

L1  
C0

### Taiga, Carrying Someone on Her Back

[A] When this becomes Reversed, put up to 3 cards from top of your LB in your WR, and if the Level of the Battle Opp. of this is X or lower, you may put that Chara on the bottom of the LB. X = # of "Taiga, the Rescue Tiger" in your WR.

Grisaia - Medical | GRI/S112-088S T: None

L1  
C0

"Mihama Academy" Tonka

[C] During your turn, this gains +4000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Taiyaki and Cat" is in the CX Zone and you have another Chara with "Mihama Academy" in name, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 cards that are either a Chara with "Mihama Academy" in name and/or "The Girls Head to the Battlefield", reveal them, put them in your hand, and put the rest in the WR.

Grisaia - Weapon | GRI/S112-089 T: None

L1C0

"Mihama Academy" Tonka

[C] During your turn, this gains +4000 Pow.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Taiyaki and Cat" is in the CX Zone and you have another Chara with "Mihama Academy" in name, may pay. If so, look at up to 4 cards from top of your LB and search for up to 2 cards that are either a Chara with "Mihama Academy" in name and/or "The Girls Head to the Battlefield", reveal them, put them in your hand, and put the rest in the WR.

Grisaia - Weapon | GRI/S112-089S T: None

L1C0

"Mihama Academy" Gumi

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

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Grisaia:: Charas and return it to your hand.

Grisaia - Weapon | GRI/S112-090 T: None

L1C0

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"Mihama Academy" Gumi

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

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Grisaia:: Charas and return it to your hand.

Grisaia - Weapon | GRI/S112-090S T: None

L1C0

Chris, Rappelling

[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, you may put the top card of your LB in your Stock.

Grisaia - Cuisine | GRI/S112-091 T: None

L1C0

Chris, Rappelling

[A] When the Battle Opp. of this becomes Reversed, if there's a CX in your CX Zone, you may put the top card of your LB in your Stock.

Grisaia - Cuisine | GRI/S112-091S T: None

L1C0

The Fruit of Grisaia: Phantom Trigger Booster Pack

"Mihama Academy" Maki

[C] During your turn, this gains +10000 Pow.

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

Grisaia - Weapon | GRI/S112-092 T: Soul

L2C1

"Mihama Academy" Maki

[C] During your turn, this gains +10000 Pow.

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

Grisaia - Weapon | GRI/S112-092S T: Soul

L2C1

Chris, Going Her Own Way

[C] If you have 4 or more other ::Grisaia:: Charas, this gains +6000 Pow.

[A] **RECOLLECTION** When this is placed from hand to the Stage, if there is a "Thanatos System" in your Memory, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swap those Charas. X = Level of the Chara you chose this way -1.

Grisaia - Cuisine | GRI/S112-093 T: Soul

L2C1

Chris, Going Her Own Way

[C] If you have 4 or more other ::Grisaia:: Charas, this gains +6000 Pow.

[A] **RECOLLECTION** When this is placed from hand to the Stage, if there is a "Thanatos System" in your Memory, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swap those Charas. X = Level of the Chara you chose this way -1.

Grisaia - Cuisine | GRI/S112-093S T: Soul

L2C1

"Mihama Academy" Chris

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

[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Rose and Girl" is in the CX Zone, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Grisaia - Cuisine | GRI/S112-094 T: Soul

L3C2

"Mihama Academy" Chris

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

[A] **CX COMBO** [Discard 2 cards from your hand to the WR] When this attacks, if "Rose and Girl" is in the CX Zone, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Grisaia - Cuisine | GRI/S112-094S T: Soul

L3C2

SORD

[Counter] Choose 1 of your Opp.'s Charas and Rest it.

GRI/S112-095 T: None

L2C4

SORD

[Counter] Choose 1 of your Opp.'s Charas and Rest it.

GRI/S112-095S T: None

L2C4

Praying

[Counter] If you have 5 or more ::Grisaia:: Charas, choose up to 2 ::Grisaia:: Charas in your Clock and return them to your hand. Send this to Memory.

GRI/S112-096 T: None

L3C4

Praying

[Counter] If you have 5 or more ::Grisaia:: Charas, choose up to 2 ::Grisaia:: Charas in your Clock and return them to your hand. Send this to Memory.

GRI/S112-096S T: None

L3C4

Answer Song

[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)

GRI/S112-097 T: Soul Gate

Answer Song

[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)

GRI/S112-097R T: Soul Gate

[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)

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[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)

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[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.  
([Draw Icon]: When this card is triggered, you may draw a card)

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[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.  
([Draw Icon]: When this card is triggered, you may draw a card)

\_\_\_\_\_

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.  
([Draw Icon]: When this card is triggered, you may draw a card)

\_\_\_\_\_

[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.  
([Draw Icon]: When this card is triggered, you may draw a card)

## The Fruit of Grisaia: Phantom Trigger Booster Pack

