

Makina & Sachi, Exquisite Combination

[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 "Feeding" in your WR and return it to your hand.

Grisaia | GRI/S72-011 T: None

L0

C0

"Ichigaya" JB

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

Grisaia | GRI/S72-012 T: None

L1

C0

Michiru, False Tsundere

[C] During your turn, if this has a Marker under it, this gains +4500 Pow.
[A] When this is placed from hand or WR to the Stage, you may choose a 'Michiru, Natural-born Tsundere' in your WR and put it face-up under this as Marker.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 'Michiru, Natural-born Tsundere' in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Grisaia - Tsundere | GRI/S72-013 T: None

L1

C0

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Amane & Makina, One Summer's Memories

[C] **RECOLLECTION** For each "Feeding" in your Memory, this gains +1500 Pow.

Grisaia | GRI/S72-014 T: Soul

L2

C1

Michiru in "Swimsuit"

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] When this becomes Reversed in battle, you cannot use **"ENCORE"** for the turn. (This includes **"ENCORE [(3)]"** provided by rules)

Grisaia - Tsundere | GRI/S72-015 T: Soul

L2

C1

Michiru, What a "Kiss" Means

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +2 Soul for the turn.
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Grisaia - Tsundere | GRI/S72-016 T: None

L0

C0

The Fruit of Grisaia Booster Pack

Yuuji, Overwhelming Difference in Ability

[C] Your other ::Bread:: Charas gain the following ability. "[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 2 or higher, this gains +500 Pow and "[A] **ENCORE [(2)]"**.
[C] Your other Level 0 or lower Front Row Center Chara gains +1000 Pow.

Grisaia - Weapon | GRI/S72-017 T: None

L0

C0

JB, Sudden Visit

[C] For each of your other "Yumiko & Yuuji, Unexpected Attack", this card gains +1 Level and +1500 Pow.
[A] [Discard a ::Grisaia:: 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 "Yumiko & Yuuji, Unexpected Attack", reveal it, put it in your hand, and shuffle your LB.

Grisaia | GRI/S72-018 T: None

L0

C0

Michiru, Pretend Lover

--No Text--

Grisaia - Tsundere | GRI/S72-019 T: None

L0

C0

Makina & Yuuji, Tandem Driving

[A] When this becomes Reversed, if the Cost 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.
[A] **CHANGE** [(1) Discard a ::Grisaia:: Chara from hand to the WR] At the beginning, may pay. If so, choose a "Makina, I'm Not a Child" in your Level Zone and this, and Swap them. (Charas are placed on Stage Standing)

Grisaia - Weapon | GRI/S72-020 T: Soul

L1

C0

Makina, Innocence

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

Grisaia - Bread | GRI/S72-021 T: None

L1

C0

Makina, I'm Not a Child

[A] When this is placed from hand to the Stage or by the effect of **CHANGE** to the Stage, you may choose 1 of your Opp.'s Level 0 or lower Charas and put it to Stock. If so, put the bottom card of your Opp.'s Stock into their WR.

Grisaia - Bread | GRI/S72-022 T: Soul

L2

C1

Feeding

Choose a ::Grisaia:: Chara in your WR and return it to your hand.
Send this to Memory.
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)

GRI/S72-023 T: None

L1

C1

Tuna Man, Fresh Fish Superman

Choose up to 5 of your Charas, put them in the WR, and deal X Damage to your Opp.. X is the number of Charas placed in the WR by this effect. (DC can occur)

GRI/S72-024 T: None

L2

C2

Dangerous Air Mat

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

GRI/S72-025 T: Choice

Dangerous Air Mat

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

GRI/S72-025R T: Choice

Authentic Combat Training

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

GRI/S72-026 T: Soul Bounce

Authentic Combat Training

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

GRI/S72-026R T: Soul Bounce

Sleepy Eyes

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

GRI/S72-027 T: Choice

Sleepy Eyes

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

GRI/S72-027R T: Choice

Yuuji, Derived Conclusion

[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 attacks, if you have another ::Grisaia:: Chara, this gains +1500 Pow for the turn.

Grisaia - Weapon | GRI/S72-028 T: None

L1
C0

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Yuuji, Derived Conclusion

[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 attacks, if you have another ::Grisaia:: Chara, this gains +1500 Pow for the turn.

Grisaia - Weapon | GRI/S72-028SP T: None

L1
C0

Yumiko, Forever-alone Temperament

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Under the Bridge as Thunder Roars" is in your CZ, put up to 1 card from top of your LB in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Grisaia - Daughter | GRI/S72-029 T: None

L1
C0

Yumiko, Forever-alone Temperament

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Under the Bridge as Thunder Roars" is in your CZ, put up to 1 card from top of your LB in your Stock, then reveal the top card of your LB. If it's Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Grisaia - Daughter | GRI/S72-029S T: None

L1
C0

The Fruit of Grisaia Booster Pack

Kazuki, During Calm Days

[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] CX COMBO This ability activates up to once per turn. When the Damage dealt by this is Cancelled, if "Wish to Cling" is in your CZ, choose up to 2 ::Grisaia:: Charas in your WR and put them in your Stock in any order.

Grisaia - Genius | GRI/S72-030 T: None

L1
C0

Kazuki, During Calm Days

[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] CX COMBO This ability activates up to once per turn. When the Damage dealt by this is Cancelled, if "Wish to Cling" is in your CZ, choose up to 2 ::Grisaia:: Charas in your WR and put them in your Stock in any order.

Grisaia - Genius | GRI/S72-030S T: None

L1
C0

Makina, Innocent Heart

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.
[C] RECOLLECTION If you have 2 or more cards in Memory this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Grisaia - Bread | GRI/S72-031 T: Soul

L3
C2

Makina, Innocent Heart

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.
[C] RECOLLECTION If you have 2 or more cards in Memory this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Grisaia - Bread | GRI/S72-031S T: Soul

L3
C2

Amane, Offensive Posture

[A] CX COMBO [(2) Discard a card from hand to the WR] This ability activates up to once per term. At the end of this card's Attack, if "Ticket to Heaven" is in your CZ, may pay. If so, look at the top card of your Opp.'s LB, put it on the top or bottom their LB, and Stand this.

Grisaia - Housework | GRI/S72-032 T: Soul

L3
C2

Amane, Offensive Posture

[A] CX COMBO [(2) Discard a card from hand to the WR] This ability activates up to once per term. At the end of this card's Attack, if "Ticket to Heaven" is in your CZ, may pay. If so, look at the top card of your Opp.'s LB, put it on the top or bottom their LB, and Stand this.

Grisaia - Housework | GRI/S72-032S T: Soul

L3
C2

Yumiko, Observing the Setting Sun After School

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.
[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 ::Grisaia:: Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Grisaia - Daughter | GRI/S72-033 T: None

L0
C0

Makina, Burning Demon Hand

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB.

Grisaia - Bread | GRI/S72-034 T: None

L0
C0

Amane, During Calm Days

[C] All your other ::Grisaia:: Charas gain +500 Pow.
[S] CX COMBO [(3)] Choose a "Wish to Cling" in your WR and put it in your CZ.

Grisaia - Housework | GRI/S72-035 T: None

L0
C0

Kazuki, Psychology Test

[A] [(1) Put the top card of your LB into your Clock] When this is placed from hand to the Stage, may pay. If so, choose a ::Grisaia:: Chara from your WR and return it to your hand.

Grisaia - Genius | GRI/S72-036 T: None

L0
C0

Yuuji Kazami

[C] All your other Charas gain the following ability. "[C] This cannot Side Attack".
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Grisaia:: Charas among those cards.

Grisaia - Weapon | GRI/S72-037 T: None

L0
C0

Yumiko, Willingness to Confront

[A] [Discard 2 cards 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 your Opp. and put it in the WR.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Grisaia - Daughter | GRI/S72-038 T: Soul

L2
C1

[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

[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.

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

[A] When this is placed from hand to the Stage, look at up to X cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your ::Grisaia:: Charas.

[S] [Discard 2 cards from hand to the WR] Choose 1 of your Charas, and for the turn, that Chara gains +7000 Pow.

L3
C2

[C] For each of your other **::Grisaia::** Charas in the Back Row, this gains +1500 Pow.

[A] [Discard a card from your hand to the WR] When your "Yuuji Kazami" is placed from the Stage to the WR, if this is in the WR, may pay. If so, put this Rested in any Slot on the Stage.

L1
C0

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

L1
C0

[A] When the Level 2 or higher Battle Opp. of this becomes Reversed, you may return the top card of your Stock to your hand.

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

Rest 1 of your Standing ::Grisaia:: Charas. If so, choose 1 of your Opp.'s Charas, and that Chara gets -3000 Pow for the turn.

L1
C1

[Counter] Choose 1 of your ::Grisaia:: Charas, and for the turn that Chara gains +X Pow. X = 500 times the number of your Stock.

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

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

1

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

—

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

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

1

[C] All your Charas gain +2 Soul.

—

[C] All your Charas gain +2 Soul.

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Grisaia:: Chara among them, 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 becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 ::Grisaia:: Chara among them, put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

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

[C] For each of your other :Grisaia!: Charas, this gains +500 Pow.
[A] CX COMBO When "Park in the Sunshine" is placed in your CZ, if this is in your Front Row, and you have another :Grisaia!: Chara, perform 1 of the following 2 effects. "Return a 'Sacchin Cooking' from the WR to your hand." "Search your LB for a 'Sacchin Cooking', show it to your Opp., put it in your hand, and Shuffle your LB."

L1
C0

[C] For each of your other ::Grisaia:: Charas, this gains +500 Pow.
 [A] CX COMBO When "Park in the Sunshine" is placed in your CZ, if this is in your Front Row, and you have another ::Grisaia:: Chara, perform 1 of the following 2 effects. "Return a 'Sacchin Cooking' from the WR to your hand." * Search your LB for a 'Sacchin Cooking', show it to your Opp., put it in your hand, and Shuffle your LB."

L1
C0

[A] CX COMBO [Discard a ::Grisaia:: Chara from hand to the WR] When "Night of the Summer Festival" is placed in the CZ, may pay. if so, choose 1 of your other Charas, and Stand it.

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

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

[A] CX COMBO [Discard a ::Grisaia:: Chara from hand to the WR] When "Night of the Summer Festival" is placed in your CZ, may pay. if so, choose 1 of your other Charas, and Stand it.

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

[S] **EXPERIENCE** (1) Rest this If the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of the following 2 effects and perform it. If the sum of Levels of cards in your Level Zone is 4 or lower, your Opp. chooses 1 of the following 2 effects and you perform that effect instead.
 "Choose up to 2 of your ::Grisaia:: Charas, and for the turn they gain +1 Soul." "Reveal the top card of your LB. If it is a ::Grisaia:: Chara or an Event, put it in your hand." (Otherwise put it back)

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

[S] **EXPERIENCE** ([1] Rest this) If the sum of Levels of cards in your Level Zone is 5 or higher, choose 1 of the following. 2 effects and perform it. If the sum of Levels of cards in your Level Zone is 4 or lower, your Opp. chooses 1 of the following 2 effects and you perform that effect instead.
 "Choose up to 2 of your ::Grisaia:: Charas, and for the turn they gain +1 Soul." "Reveal the top card of your LB. If it is a ::Grisaia:: Chara or an Event, put it in your hand." (Otherwise put it back)

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

L0
C0

$$\frac{L0}{C0}$$
$$\frac{L1}{C0}$$

L1
C0

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

**L2
C1**

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

L3
C2

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

Michiru, Eternal Tunnel

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.

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

Grisaia - Tsundere | GRI/S72-061 T: None

L0C0

Sachi, Spirit of Service

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

Grisaia - Maid | GRI/S72-062 T: None

L0C0

Michiru, Natural-born Tsundere

[C] If there's a Marker under this, this gains +4500 Pow.

[A] When this is placed from hand or WR to the Stage, you may choose a "Michiru, False Tsundere" in your WR and put it face-up under this as Marker.

[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay. If so, choose 1 "Michiru, False Tsundere" in your WR and put it in the Slot this was in. (This cannot be used if this isn't on the Stage at the start of the Climax Phase)

Grisaia - Tsundere | GRI/S72-063 T: None

L1C0

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Girls of the Miniature Garden

[C] If you have 2 or more other ::Grisaia:: Charas, this gains +2000 Pow.

[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 | GRI/S72-064 T: Soul

L2C2

Amane & Yuuji, With You Forever

[A] When this is placed from hand to the Stage, choose up to 1 Chara from your hand whose Level is equal to or lower than your Level, place it to any Slot on the Stage, and for the turn, that Chara gains +2000 Pow.

[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 to any Slot on their Stage.

Grisaia | GRI/S72-065 T: Soul

L3C2

Sachi, Class Chairman

[C] All your other "Michiru, Pretend Lover" gain +1 Soul.

[A] [(1) Rest 2 Charas] Put top 2 card of your deck into your WR, choose one of ::Grisaia:: Charas with level X or lower, and return back to your hand. X is the total level of those cards.

Grisaia - Maid | GRI/S72-066 T: None

L0C0

The Fruit of Grisaia Booster Pack

Yuuji & Sachi, Setting Sun

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

[A] [Put this in the WR] When your other ::Grisaia:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Grisaia | GRI/S72-067 T: None

L0C0

Kazuki, Rules for Being a Person

[C] **RECOLLECTION** If you have 3 or more cards in Memory, this card gains +2000 Pow and +1 Soul.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Grisaia - Genius | GRI/S72-068 T: None

L1C0

Amane, Wants to be Loved

[C] If you have 2 or more other ::Grisaia:: Charas, this gains +2000 Pow.

[A] **ENCORE** [(1) Put a Chara from the Stage to the WR]

Grisaia - Housework | GRI/S72-069 T: None

L1C1

Sachi, Longing for Sharks

[C] For each Marker under this, this gains +2500 Pow.

[A] [(1) Reveal a "Sachi, Longing for Sharks" from your hand, place it facedown under this as Marker] When this card is Reversed in Battle, may pay. If so, Rest this.

Grisaia - Maid | GRI/S72-070 T: None

L1C1

Sachi, Childhood Memories

[A] When this attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +X Pow for the turn. X = 1500 times # of Events in your WR.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.

Grisaia - Maid | GRI/S72-071 T: Soul

L2C1

Michiru, Meeting Too Soon

[A] When this attacks, if you have 4 or more other ::Grisaia:: Charas, choose 1 of your Charas, and for the turn, that Chara gains +2 Soul.

[A] [Put this in the WR] When your other ::Grisaia:: Chara is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +3000 Pow for the turn.

Grisaia - Tsundere | GRI/S72-072 T: Soul

L2C1

Charlie

[Counter] Draw a card, and discard a card from your hand to the WR.

Choose 1 of your ::Grisaia:: Charas, and for the turn, that Chara gains the following ability. "[A] When this moves from Stage to the WR, place this card on the Stage Rested in the Slot that it came from."

GRI/S72-073 T: None

L1C0

Sacchin Cooking

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 equals the sum of the Levels of the cards put in the WR by this effect. (Climax cards are considered Level 0 for this effect)

GRI/S72-074 T: None

L1C0

Night of the Summer Festival

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

GRI/S72-075 T: Soul Standby

Night of the Summer Festival

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

GRI/S72-075R T: Soul Standby

Tearfully Begging

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

GRI/S72-076 T: Soul Standby

Tearfully Begging

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

GRI/S72-076R T: Soul Standby

Chizuru, Childish Appearance

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

Grisaia - Teacher | GRI/S72-086 T: None

L0
C0

Sachi, Observing the Setting Sun After School

[A] [Discard a card from Hand to WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Event, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, choose 1 of your ::Grisaia:: Charas, and that Chara gains +1500 Pow for the turn.

Grisaia - Maid | GRI/S72-087 T: Soul

L3
C2

"Promise" Sachi

[A] CX COMBO [Put a "Crazy Apple" from your CZ to the WR] at the beginning of your Encore Step, may pay. If so, choose a ::Grisaia:: Chara in your WR and return it to hand.
[S] [Rest this] Choose 1 of your ::Grisaia:: Charas, and that Chara gains +1500 Pow for the turn.

Grisaia - Maid | GRI/S72-088 T: None

L0
C0

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Yumiko, One Summer's Memories

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Grisaia - Daughter | GRI/S72-089 T: None

L0
C0

Yumiko & Yuuji, Unexpected Attack

--No Text--

Grisaia | GRI/S72-090 T: None

L0
C0

Chizuru, School Director

[C] If there is at least 1 Marker under this, this gains +3500 Pow and +1 Soul.
[A] When this is placed from hand to the Stage, you may choose a "Yumiko & Yuuji, Unexpected Attack" in your WR and put it face-up under this as Marker.

Grisaia - Teacher | GRI/S72-091 T: None

L1
C0

The Fruit of Grisaia Booster Pack

Sachi, Own Will

[C] For each of your Opp.'s Back Row Charas, this gains +1500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Grisaia - Maid | GRI/S72-092 T: None

L1
C0

Yumiko, Expectations of Thin Ice

[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.
[A] When this becomes Reversed in battle, put this on the bottom of the LB.

Grisaia - Daughter | GRI/S72-093 T: None

L1
C0

Sachi, Confession from the Past

[C] All your other ::Grisaia:: Charas gain +1000 Pow.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Grisaia - Maid | GRI/S72-094 T: Soul

L2
C1

Yumiko, Roaring Heartbeat

[C] If you have no other ::Grisaia:: Charas, this does not Stand during your Stand Phase.
[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Grisaia:: Charas.

Grisaia - Daughter | GRI/S72-095 T: Soul

L2
C1

If you Turn Around, You Have Happiness

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

GRI/S72-096 T: None

L2
C4

If you Turn Around, You Have Happiness

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

GRI/S72-096S T: None

L2
C4

L'Oiseau Bleu

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

GRI/S72-097 T: Soul Gate

L'Oiseau Bleu

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

GRI/S72-097R T: Soul Gate

Midnight Kiss

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

GRI/S72-098 T: Draw

Midnight Kiss

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

GRI/S72-098R T: Draw

Before We Face Each Other

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

GRI/S72-099 T: Draw

Before We Face Each Other

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

GRI/S72-099R T: Draw

Crazy Apple

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

GRI/S72-100 T: 2 Soul

Crazy Apple

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

GRI/S72-100R T: 2 Soul

Yumiko, Painful Resolution

[C] All your other ::Grisaia:: Charas gain +500 Pow.
[A] [(2)] When you Level-Up, may pay. If so, search your LB for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB.

Grisaia - Daughter | GRI/S72-101 T: None

L0C0

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Amane, Bath for Two

[C] During your turn, this gains +1000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in your Front Row that has an Opp.'s Chara Opposite that Slot.

Grisaia - Housework | GRI/S72-102 T: None

L0C0

Michiru, From an End a Beginning

[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.

Grisaia - Tsundere | GRI/S72-103 T: None

L1C0

Sachi, Drowsy

[C] If you have no other ::Grisaia:: Charas, this does not Stand during your Stand Phase.
[A] This ability activates up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

Grisaia - Maid | GRI/S72-104 T: None

L1C0

The Fruit of Grisaia Booster Pack

Makina, Clumsy Thanks

[C] During your turn, for each of your other ::Grisaia:: Charas, this gains +1000 Pow.

Grisaia - Bread | GRI/S72-105 T: Soul

L2C1