



### Makina, For Papa

[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/S84-008S T: Soul

L3  
C2

### Yuuji & Kazuki, Distorted Bond

[C] During your turn, this gains +3000 Pow.  
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp., X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

[A] CX COMBO [(3)] When this attacks, if "Paradise We Arrived At" is in your CZ, may pay. If so, Deal 1 Damage to your Opp. twice. (DC may occur)

Grisaia - Weapon | GRI/S84-009 T: Soul

L3  
C2

### Yuuji & Kazuki, Distorted Bond

[C] During your turn, this gains +3000 Pow.  
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp., X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

[A] CX COMBO [(3)] When this attacks, if "Paradise We Arrived At" is in your CZ, may pay. If so, Deal 1 Damage to your Opp. twice. (DC may occur)

Grisaia - Weapon | GRI/S84-009S T: Soul

L3  
C2

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### Kazuki, Windowsill Where the Sun Rises

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

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or Lower Chara in your Clock, place it to any Slot on your Stage, and for the turn that Chara gains +1000 Pow.

Grisaia - Genius | GRI/S84-010 T: Soul

L3  
C2

### Kazuki, Windowsill Where the Sun Rises

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

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose a Cost 0 or Lower Chara in your Clock, place it to any Slot on your Stage, and for the turn that Chara gains +1000 Pow.

Grisaia - Genius | GRI/S84-010S T: Soul

L3  
C2

### JB, Mossari Officer

[C] If all your Charas are ::Grisaia::, this gains +1000 Pow.

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Asako, Cherry Blossoms in Full Bloom" to the Stage, you may put the top card of your Clock in the WR.

Grisaia | GRI/S84-011 T: Soul

L3  
C2

## The Fruit of Grisaia Vol. 2 Booster Pack

### JB, Mossari Officer

[C] If all your Charas are ::Grisaia::, this gains +1000 Pow.

[A] When this is placed from hand to the Stage or via effect of [A] ability of your "Asako, Cherry Blossoms in Full Bloom" to the Stage, you may put the top card of your Clock in the WR.

Grisaia | GRI/S84-011S T: Soul

L3  
C2

### Michiru, Midsummer Miracle

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[A] At the beginning of your Opp.'s Draw Phase, if you have another ::Grisaia:: Chara, reveal the top card of your LB. If that card is Level 1 or higher, you may return this card to your LB. If so, shuffle your LB and draw a card. (Climax Cards are considered Level 0. Otherwise put it back)

Grisaia - Tsundere | GRI/S84-012 T: None

L0  
C0

### Kazuki, For My Younger Brother

[A] When this is placed from hand to the Stage, 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)

[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 - Genius | GRI/S84-013 T: None

L0  
C0

### Makina, Cozy World

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 2 or higher, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

[A] CX COMBO [(1)] Discard a card from hand to the WR [At the beginning of your Attack Phase, if "Memorable Seedling" is in your CZ, and you have another ::Grisaia:: Chara, may pay. If so, choose up to 2 Level 0 or lower Charas in your WR and place them to different Slots on your Stage.

Grisaia - Bread | GRI/S84-014 T: None

L0  
C0

### Yuuji, Proof of Trust

[A] When this is placed from hand to the Stage, if you have 5 or less Stock, put the top 2 cards of your LB into your WR. If there is a Climax among them, look at up to 2 cards from the top of your LB, choose up to 1 ::Grisaia:: Chara, show it to your Opp., put it in your hand, and discard the remaining cards to the WR.

Grisaia - Weapon | GRI/S84-015 T: None

L0  
C0

### JB, Enchanting Body Line

[C] During your turn, your other Chara in your Front Row Center Slot gains +1000 Pow and the following ability. [C] This cannot be chosen by your Opp.'s effects."

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

Grisaia | GRI/S84-016 T: None

L1  
C0

### Makina, Mad Dog Returns

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

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

Grisaia - Bread | GRI/S84-017 T: Soul

L1  
C1

### Michiru, Meeting Too Early

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

[S] [Send this to Memory] You may choose a "Michiru, Summer Sunshine" in your hand and place it to the Slot this was in. If so, put up to 1 card from the top of your LB to Stock, and at the beginning of your Climax Phase choose a "Michiru, Meeting Too Early" in your Memory and return it to your hand.

Grisaia - Tsundere | GRI/S84-018 T: None

L1  
C1

### Kazuki, Versatile Talent

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

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

Grisaia - Genius | GRI/S84-019 T: Soul

L2  
C2

### Kazuki, Memories of the Past

[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.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Look at up to 3 cards from the top of your LB, choose up to 1 card from among them, put it in your hand, and put the remaining cards in the WR."

Grisaia - Genius | GRI/S84-020 T: None

L0  
C0

### JB, Meaning of Revenge

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

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

Grisaia | GRI/S84-021 T: None

L0  
C0

### JB, Long Relationship

[C] All of your other "Asako, Yuuji's Guardian" gains +500 Pow and +2 Soul.

[A] **BOND/"Asako, Yuuji's Guardian"** [Discard a card from your hand to the WR]

Grisaia | GRI/S84-022 T: None

L0  
C0

Michiru, Usual Morning

[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 +3000 Pow for the turn.  
[A] When this attacks, look at up to 2 cards from the top of your LB, choose a card from among them, place it on top of your LB, and put the remaining cards in your WR.

Grisaia - Tsundere | GRI/S84-023 T: None

L0

C0

Makina, School Festival Maid

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

Grisaia - Bread | GRI/S84-024 T: None

L0

C0

Yuuji, Game Center Date

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

Grisaia - Weapon | GRI/S84-025 T: None

L0

C0

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Chiara, JB's Subordinate

[A] When this is placed from hand to the Stage, you may reveal up to 3 cards from the top of your LB. If a card is revealed in this way, choose up to 1 Chara with "Makina" or "JB" or "Chiara" in name from among them, put it in your hand, put the remaining cards in the WR, choose a card in your hand and discard it to the WR.

Grisaia | GRI/S84-026 T: None

L0

C0

Yuuji, Reason to Fight

[C] All of your other Charas with "Kazuki" or "Yuuji" or "Asako" in name gain "[A] **ENCORE** [Discard a Chara from hand to the WR]".  
[S] [Rest this] Choose 1 of your Charas with "Kazuki" or "Yuuji" or "Asako" in name and for the turn they gain the following Ability. "[C] This can Side Attack without Soul Penalty."

Grisaia - Weapon | GRI/S84-027 T: None

L1

C0

JB, From Now On

[C] "Chizuru, Childrens' Future" in your hand get -1 Level.  
[S] Your other "Chizuru, Childrens' Future" gain +1000 Pow.

Grisaia | GRI/S84-028 T: None

L1

C0

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Yuuji & JB, Hole in My Heart

[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.  
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Grisaia:: Charas, you may choose a ::Grisaia:: Chara in your WR and put it in your Stock.

Grisaia - Weapon | GRI/S84-029 T: Soul

L1

C1

Kazuki, Beach Idol

[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 in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Grisaia - Genius | GRI/S84-030 T: Soul

L1

C1

Spoiler

[Counter] If you have no ::Grisaia:: Charas, you cannot play this from hand. Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] This cannot Reverse."

GRI/S84-031 T: None

L1

C1

Cutout World

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

GRI/S84-032 T: Choice

Cutout World

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

GRI/S84-032R T: Choice

Memorable Seedling

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

GRI/S84-033 T: Soul Bounce

Memorable Seedling

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

GRI/S84-033R T: Soul Bounce

Genius Holiday

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

GRI/S84-034 T: Choice

Genius Holiday

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

GRI/S84-034R T: Choice

Paradise We Arrived At

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

GRI/S84-035 T: Choice

Paradise We Arrived At

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

GRI/S84-035R T: Choice

Makina, Girl Aiming for Paradise

[C] All your other ::Grisaia:: Charas gain +500 Pow.  
[A] [(1) Put the top card of your LB into your Clock. Send this to Memory] When this is Reversed in Battle, if all of your Charas are ::Grisaia::, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Grisaia - Bread | GRI/S84-036 T: None

L0

C0



### Makina, Dolphin and Swimsuit

[C] **RECOLLECTION** If you have 3 or more cards in Memory, this gains +1500 Pow and the following ability. "[A] [Discard a card from your hand] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[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.

Grisaia - Bread | GRI/S84-045 T: Soul

L3  
C2

### Makina, Dolphin and Swimsuit

[C] **RECOLLECTION** If you have 3 or more cards in Memory, this gains +1500 Pow and the following ability. "[A] [Discard a card from your hand] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."  
[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.

Grisaia - Bread | GRI/S84-045S T: Soul

L3  
C2

### Amane, Furisode

[A] When this is placed from hand to the Stage, you may choose a ::Grisaia:: Chara in your WR and return it to your hand.  
[A] [(2) Discard a card from hand to the WR] When this attacks, may pay. If so put the bottom 4 cards of your Opp.'s LB into their WR, deal X Damage to your Opp., and for the turn this gains +1000 Pow. X equals the number of Climax Cards put in the WR by this Ability. (DC can occur)

Grisaia - Housework | GRI/S84-046 T: Soul

L3  
C2

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### Amane, Furisode

[A] When this is placed from hand to the Stage, you may choose a ::Grisaia:: Chara in your WR and return it to your hand.  
[A] [(2) Discard a card from hand to the WR] When this attacks, may pay. If so put the bottom 4 cards of your Opp.'s LB into their WR, deal X Damage to your Opp., and for the turn this gains +1000 Pow. X equals the number of Climax Cards put in the WR by this Ability. (DC can occur)

Grisaia - Housework | GRI/S84-046S T: Soul

L3  
C2

### Yuuji, Role in Communicating

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Grisaia - Weapon | GRI/S84-047 T: None

L0  
C0

### Yumiko, Bird in a Basket

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.  
[S] [Discard a ::Grisaia:: Chara from hand to the WR, place this Standing card to Stock] Reveal the top 2 cards of your LB, your Opp. chooses a Chara or Event from among them, put that card in your hand, and place the remaining cards in the WR.

Grisaia - Daughter | GRI/S84-048 T: None

L0  
C0

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### Makina, Farewell School Gate

[A] When this is placed from hand to the Stage, if there are 5 or more Climax cards in your WR with different names, you may draw a card.

Grisaia - Bread | GRI/S84-049 T: None

L1  
C0

### Makina, Oath at Dusk

[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** When this attacks, if "Sniper of Sadness" is in the CZ and you have 2 or more other ::Grisaia:: Charas, reveal the top 2 cards of your LB, your Opp. chooses a Chara or an Event among those cards and put it in your hand, then put the rest in the WR.

Grisaia - Bread | GRI/S84-050 T: None

L1  
C0

### Amane, Beloved Bonte

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Grisaia - Housework | GRI/S84-051 T: Soul

L1  
C1

### Yuimko, Searching for Clues

[C] **ASSIST** All your ::Grisaia:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 5 cards of your LB and put them in the WR. If a Climax card is revealed in this manner, and you have 6 or more cards in your LB, put all cards in your LB other than the bottom 5 into your WR. If there are 5 or more Climax cards with different names in your WR, at the end of the turn, return all the cards from your WR into your LB and shuffle your LB.

Grisaia - Daughter | GRI/S84-052 T: Soul

L1  
C1

### Amane, Christmas Girl

[C] If you have 4 or more ::Grisaia:: Charas, this gets -1 Level while in your hand.  
[A] **CX COMBO** [Put this in the WR, put a "Reminiscence" from your CZ into the WR] at the beginning of your Encore Step, if you have another ::Grisaia:: Chara, may pay. If so, choose up to 2 total of ::Grisaia:: Charas or "Pursuit" in your WR and return them to your hand.

Grisaia - Housework | GRI/S84-053 T: Soul

L2  
C1

### Yuuji, Man's Promise

[C] For each of your other ::Grisaia:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.

Grisaia - Weapon | GRI/S84-054 T: Soul

L3  
C2

### "Bush Dog Platoon" Yuuji

[A] When this is placed from hand to the Stage, you may put the top card of your LB faceup underneath this as Marker.  
[A] [Put a Marker from underneath this in the WR] At the beginning of your MP, if you have another ::Grisaia:: Chara, may pay. If so, choose 1 of your Opp.'s Charas, and for the turn that Chara gets -500 Pow.  
[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

Grisaia - Bush Dog Platoon | GRI/S84-055 T: None

L0  
C0

### Yumiko, General Commander

[C] During your Opp.'s turn, if you have another ::Grisaia:: Chara, this gains +3000 Pow.  
[A] When this attacks, 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)

Grisaia - Daughter | GRI/S84-056 T: None

L0  
C0

### Amane, Shooting Training?

[A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 3 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.

Grisaia - Housework | GRI/S84-057 T: None

L0  
C0

### Makina, Frightened Transfer Student

[A] When this is placed from hand to the Stage, you may choose the bottom card of your Clock and a ::Grisaia:: Chara in your WR and Swap them.  
[A] When this is placed from hand to the Stage, if you have another ::Grisaia:: Chara, this gains +2000 Pow for the turn.

Grisaia - Bread | GRI/S84-058 T: None

L0  
C0

### Amane, In the Corner of the Zoo

[A] When you or your Opp.'s Chara is placed to the Stage via the effect of Standby, that player's Opp. may draw a card. If so, the Player who drew discards a card from hand to the WR.  
[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 - Housework | GRI/S84-059 T: None

L0  
C0

### Makina, Sniper Team

[A] At the beginning of your Climax Phase, your Opp. may put the top 2 cards of their Stock in the WR. If they do, for the turn, this cannot Front Attack.

Grisaia - Bread | GRI/S84-060 T: None

L0  
C0

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, search your LB for up to 1 ::Grisaia:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

L1  
C0

If you don't have a Chara with "Makina" in name, you cannot play this from hand.  
Draw a card, choose 1 of your Charas, and for the turn that Chara gains +2000 Pow. Send this to Memory.  
[C] **RECOLLECTION** If this is in Memory, this card gains the name "Feeding".

L1
C1

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

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

1

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

1

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

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[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

1

[A] When this is placed from hand to the CZ, choose up to 1 Level 1 or lower Chara in your WR, put it to Stock, and for the turn all of your Charas gains +1 Soul.

1

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

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

1

[A] [Put a card from hand to your Stock] When this is placed from hand to the Stage, if you have another ::Grisaia:: Chara may pay. If so, search your LB for up to 1 Event, show it to your Opp., put it in your hand, and Shuffle your LB.

[A] This ability activates up to once per turn. When you play an Event, for the turn this gains the following ability. "[A] When this card Reverses, if the Battle Opp. of this is Level 3 or lower, you may Reverse that Battle Opp.."

L3  
C2

[A] [Put a card from hand to your Stock] When this is placed from hand to the Stage, if you have another ::Grisaia:: Chara may pay. If so, search your LB for up to 1 Event, show it to your Opp., put it in your hand, and Shuffle your LB.  
[A] This ability activates up to once per turn. When you play an Event, for the turn this gains the following ability. "[A] When this card Reverses, if the Battle Opp. of this is Level 3 or lower, you may Reverse that Battle Opp.."

$$\frac{-3}{C2}$$

[A] When this is placed from hand to the Stage, look at up to 3 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.

[A] CX COMBO ([1]). When this card attacks, if "Tearful Reunion" is in your CZ may pay. If so, perform Trigger Check twice during this attack's Trigger Step, and for the turn this gains the following ability. "This ability activates up to once per turn. When this card's Trigger Check reveals a card with a Soul Trigger Icon, Deal 3 Damage to your Opp.-" (DC can occur)

**L3**  
**C2**

[A] When this is placed from hand to the Stage, look at up to 3 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.

[A] CX COMBO [1(1)] When this card attacks, if "Tearful Reunion" is in your CZ may pay. If so, perform Trigger Check twice during this attack's Trigger Step, and for the turn this gains the following ability. "This ability activates up to once per turn. When this card's Trigger Check reveals a card with a Soul Trigger Icon, Deal 3 Damage to your Opp.." (DC can occur)

L3  
C2

[C] If all your Charas are :Grisaia:: this gains +1000 Pow.  
 [A] [Discard a :Grisaia: Chara from 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 a Card from hand to the WR] At the end of your turn, if "Amulet of Cutting Through" is in your CZ and this is in your Front Row, may pay. If so, until the next end of your Opp.'s turn, this gains +3000 Pow and the following ability. "[C] The card Opposite this gets -2 Soul."

$$\frac{-3}{C2}$$

[C] If all your Charas are ::Grisaia::, this gains +1000 Pow.  
 [A] [Discard a ::Grisaia: Card from 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.  
 [C] CX COMBO [Discard a Card from hand to the WR] At the end of your turn, if "Amulet of Cutting Through" is in your CZ and this is in your Front Row, may pay. If so, until the next end of your Opp.'s turn, this gains +3000 Pow and the following ability. "[C] The card Opposite this gets -2 Soul."

**L3**  
**C2**

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

$$\frac{LC}{CC}$$

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

$$\frac{0}{C0}$$



Sachi, Final Act of Servitude

[C] For each of your other ::Grisaia:: Charas, this gains +1000 Pow.  
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Grisaia - Maid | GRI/S84-083 T: Soul

L2  
C2

"Bush Dog Platoon" Eddie

[C] All of your other "Bush Dog Platoon" Yuuji gain +3000 Pow.  
[A] **BOND**/"Bush Dog Platoon" Yuuji [Discard a card from your hand to the WR]

Grisaia - Bush Dog Platoon | GRI/S84-084 T: None

L0  
C0

Michiru, Deep Sea Mission

[A] When Damage dealt by this card is not Cancelled, this gains +6000 Pow for the turn.

Grisaia - Tsundere | GRI/S84-085 T: None

L0  
C0

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Sachi, Noisy Maid

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

Grisaia - Maid | GRI/S84-086 T: None

L0  
C0

"Bush Dog Platoon" Robbie

[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Bush Dog Platoon:: Chara or Chara with "Yumiko" or "Kazuki" or "Yuuji" in name, show it to your Opp., put it in your hand, and Shuffle your LB.  
[A] When this attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +2000 Pow for the turn.

Grisaia - Bush Dog Platoon | GRI/S84-087 T: None

L0  
C0

Asako, Time of Farewell

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.  
[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.

Grisaia - Weapon | GRI/S84-088 T: None

L0  
C0

The Fruit of Grisaia Vol. 2 Booster Pack

Amane, Mobile Vehicle Group

[A] **ACCELERATE** [Put the top card of your LB into your Clock] At the beginning of your Climax Phase, may pay. If so, until the next end of your Opp.'s turn this gains +1500 and the following ability. "[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step."

Grisaia - Housework | GRI/S84-089 T: None

L0  
C0

Asako, Yuuji's Guardian

--No Text--

Grisaia - Weapon | GRI/S84-090 T: None

L0  
C0

"Bush Dog Platoon" Millie

[A] When this is placed from hand to the Stage, choose 1 of your Charas and for the turn that Chara gains +500 Pow and the following ability. "[C] In Battles involving this, your Opp. may not use **BACKUP** from hand."  
[S] [Discard 2 cards from your hand to the WR] This gains the following ability for the turn. "[C] When this attacks, you may instead choose 1 of your Opp.'s Back Row Charas, and this Chara Front Attacks with that Chara as the Defending Chara."

Grisaia - Bush Dog Platoon | GRI/S84-091 T: None

L1  
C0

Michiru, Cowardly Self

[A] When this is placed from hand to the Stage, if you have 5 or more Climax cards with different names in your WR, choose 1 of your other ::Grisaia:: Charas and for the turn that Chara gains +7000 Pow.

Grisaia - Tsundere | GRI/S84-092 T: None

L1  
C0

Sachi, Assault Team

[A] When this is placed from hand to the Stage, if you have 5 or more Climax cards with different names in your WR, until the next end of your Opp.'s turn this gains +4000 Pow.

Grisaia - Maid | GRI/S84-093 T: None

L1  
C0

"Bush Dog Platoon" Danny

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

Grisaia - Bush Dog Platoon | GRI/S84-094 T: None

L1  
C0

Asako, Past Wounds

[C] During your turn, this gains +2000 Pow.  
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Grisaia - Weapon | GRI/S84-095 T: None

L1  
C1

"Bush Dog Platoon" Ensign J

[C] **ASSIST** All your ::Grisaia:: Charas in front of this gain +1500 Pow.  
[S] [(1) Rest this] Choose 1 of your ::Bush Dog Platoon:: Charas and until the next end of your Opp.'s turn, this gains the following ability. "[A] When this is Front Attacked, you may return this to your hand."

Grisaia - Bush Dog Platoon | GRI/S84-096 T: Soul

L2  
C1

Pursuit

If you don't have a ::Grisaia:: Chara, you cannot play this from hand.  
Choose 1 of your Opp.'s Level 3 or lower Charas and place it in their WR.

GRI/S84-097 T: None

L3  
C1

Tearful Reunion

[C] LINK: "The Seed of Blanc Aile"  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

GRI/S84-098 T: Soul Standby

Tearful Reunion

[C] LINK: "The Seed of Blanc Aile"  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

GRI/S84-098R T: Soul Standby

Amulet of Cutting Through

[C] LINK: "The Seed of Blanc Aile"  
[C] All your Charas gain +1000 Pow and +1 Soul.

GRI/S84-099 T: Salvage



### Amulet of Cutting Through

[C] LINK: "The Seed of Blanc Aile"  
[C] All your Charas gain +1000 Pow and +1 Soul.

GRI/S84-099R T: Salvage

### Maid Assault

[C] LINK: "The Seed of Blanc Aile"  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

GRI/S84-100 T: Soul Standby

### Maid Assault

[C] LINK: "The Seed of Blanc Aile"  
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

GRI/S84-100R T: Soul Standby

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### Yumiko, Flower Blooming in the Labyrinth

[A] When a Climax is placed to your CZ, if you have 2 or more other ::Grisaia:: Charas, until the next end of your Opp.'s turn, this gains +1500 Pow and the following ability. "[C] During your turn this gains +1000 Pow."  
[A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "Noticed Happiness" is in your CZ and you have another ::Grisaia:: Chara, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 2 ::Grisaia:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Grisaia - Daughter | GRI/S84-101 T: None

L1  
C0

### Yumiko, Flower Blooming in the Labyrinth

[A] When a Climax is placed to your CZ, if you have 2 or more other ::Grisaia:: Charas, until the next end of your Opp.'s turn, this gains +1500 Pow and the following ability. "[C] During your turn this gains +1000 Pow."  
[A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "Noticed Happiness" is in your CZ and you have another ::Grisaia:: Chara, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 2 ::Grisaia:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Grisaia - Daughter | GRI/S84-101S T: None

L1  
C0

### Yumiko, Flower Blooming in the Labyrinth

[A] When a Climax is placed to your CZ, if you have 2 or more other ::Grisaia:: Charas, until the next end of your Opp.'s turn, this gains +1500 Pow and the following ability. "[C] During your turn this gains +1000 Pow."  
[A] CX COMBO [Discard a card from hand to the WR] When this attacks, if "Noticed Happiness" is in your CZ and you have another ::Grisaia:: Chara, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 2 ::Grisaia:: Charas from among them, show them to your Opp., put them in your hand, and discard the remaining cards to the WR.

Grisaia - Daughter | GRI/S84-101SP T: None

L1  
C0

## The Fruit of Grisaia Vol. 2 Booster Pack

### Sachi, Flower Blooming in the Labyrinth

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
[A] CX COMBO [Discard a ::Grisaia:: Chara from hand to the WR] When "Shape of Happiness" is placed to your CZ, if you have 6 or less cards in hand and 2 or more other ::Grisaia:: Charas, may pay. If so, put the top card of your Clock into your Stock.

Grisaia - Maid | GRI/S84-102 T: Soul

L3  
C2

### Sachi, Flower Blooming in the Labyrinth

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
[A] CX COMBO [Discard a ::Grisaia:: Chara from hand to the WR] When "Shape of Happiness" is placed to your CZ, if you have 6 or less cards in hand and 2 or more other ::Grisaia:: Charas, may pay. If so, put the top card of your Clock into your Stock.

Grisaia - Maid | GRI/S84-102S T: Soul

L3  
C2

### Sachi, Flower Blooming in the Labyrinth

[C] **ASSIST** All your Charas in front of this gain +2000 Pow.  
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.  
[A] CX COMBO [Discard a ::Grisaia:: Chara from hand to the WR] When "Shape of Happiness" is placed to your CZ, if you have 6 or less cards in hand and 2 or more other ::Grisaia:: Charas, may pay. If so, put the top card of your Clock into your Stock.

Grisaia - Maid | GRI/S84-102SP T: Soul

L3  
C2

### Kazuki, Girl Aiming for Paradise

[C] If there are any Markers under this, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Grisaia:: Charas, you may choose a Chara in your Clock and place it faceup underneath this as Marker.  
[A] CX COMBO [(2) Discard 2 cards from hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if if "Reunion, and..." is in your CZ, may pay. If so, choose 1 of your other Charas and Stand them.

Grisaia - Genius | GRI/S84-103 T: Soul

L3  
C2

### Kazuki, Girl Aiming for Paradise

[C] If there are any Markers under this, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage, if you have 2 or more other ::Grisaia:: Charas, you may choose a Chara in your Clock and place it faceup underneath this as Marker.  
[A] CX COMBO [(2) Discard 2 cards from hand to the WR] This ability activates up to once per turn. At the end of this card's attack, if if "Reunion, and..." is in your CZ, may pay. If so, choose 1 of your other Charas and Stand them.

Grisaia - Genius | GRI/S84-103OFR T: Soul

L3  
C2

### Yumiko, Outstretched Hand

[A] When this card Direct Attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +1 Soul for the turn.  
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Grisaia:: Chara, you may move this to an empty Slot in the Front Row.

Grisaia - Daughter | GRI/S84-104 T: None

L0  
C0

### Yumiko, Outstretched Hand

[A] When this card Direct Attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +1 Soul for the turn.  
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a ::Grisaia:: Chara, you may move this to an empty Slot in the Front Row.

Grisaia - Daughter | GRI/S84-104S T: None

L0  
C0

### Kazuki, Genius is Also Human

[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in Memory not chosen into the WR."  
[A] When this attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Grisaia:: Charas.

Grisaia - Genius | GRI/S84-105 T: None

L1  
C0

### Kazuki, Genius is Also Human

[A] When this is placed from hand to the Stage, all players perform the following action. "If you have 5 or more cards in your Memory, choose 4 cards in your Memory, and put all cards in Memory not chosen into the WR."  
[A] When this attacks, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Grisaia:: Charas.

Grisaia - Genius | GRI/S84-105S T: None

L1  
C0

### Kazuki, Sunset Beach

[C] All your other Charas gain the following ability. "[C] This cannot Side Attack."  
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

Grisaia - Genius | GRI/S84-106 T: None

L1  
C0

### Kazuki, Sunset Beach

[C] All your other Charas gain the following ability. "[C] This cannot Side Attack."  
[A] When the Battle Opp. of this becomes Reversed, if there is a Climax in your CZ, you may put the top card of your LB to Stock.

Grisaia - Genius | GRI/S84-106S T: None

L1  
C0

### Sachi, School Festival but Still a Maid

[A] When you use **BACKUP** of this, if all your Charas are ::Grisaia::, you may put the top card of your LB in Stock.  
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Grisaia - Maid | GRI/S84-107 T: Soul

L1  
C1

#### Sachi, School Festival but Still a Maid

[A] When you use **BACKUP** of this, if all your Charas are ::Grisaia::, you may put the top card of your LB in Stock.

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

Grisaia - Maid | GRI/S84-107S T: Soul

L1  
C1

#### Kazuki, Reminiscent Cherry Blossoms

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Kazuki, Reminiscent Cherry Blossoms" in your WR and return it to your hand.

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

Grisaia - Genius | GRI/S84-108 T: Soul

L2  
C1

#### Kazuki, Reminiscent Cherry Blossoms

[A] [(1)] When you use the **BACKUP** of this, may pay. If so, choose a "Kazuki, Reminiscent Cherry Blossoms" in your WR and return it to your hand.

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

Grisaia - Genius | GRI/S84-108S T: Soul

L2  
C1

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#### Sachi, Honor Student but Also Stubborn

[A] At the beginning of your Climax Phase, until the next end of your Opp.'s turn, this gains 1 of the following 2 abilities of your choice. "[A] When this attacks, if the card Opposite this is Level 3 or higher, for the attack, this gains +6000 Pow." "[A] When this Reverses, if the Battle Opp. of this is higher Level than your Opp., you may put that card on the bottom of your Opp.'s LB."

Grisaia - Maid | GRI/S84-109 T: Soul

L2  
C1

#### Sachi, Honor Student but Also Stubborn

[A] At the beginning of your Climax Phase, until the next end of your Opp.'s turn, this gains 1 of the following 2 abilities of your choice. "[A] When this attacks, if the card Opposite this is Level 3 or higher, for the attack, this gains +6000 Pow." "[A] When this Reverses, if the Battle Opp. of this is higher Level than your Opp., you may put that card on the bottom of your Opp.'s LB."

Grisaia - Maid | GRI/S84-109S T: Soul

L2  
C1

#### Yumiko, Seizing Peace

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

[A] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Grisaia - Daughter | GRI/S84-110 T: Soul

L2  
C1

### The Fruit of Grisaia Vol. 2 Booster Pack

#### Yumiko, Seizing Peace

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

[A] When your Opp. uses **BRAINSTORM** and the effect puts at least 1 Climax card in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Grisaia - Daughter | GRI/S84-110S T: Soul

L2  
C1

#### Chizuru, Reason to Be Ashamed

[C] During your turn, if you have 4 or more other ::Grisaia:: Charas, this gains +5000 Pow and the following ability. "[C] During Battles involving this, your Opp. may not use Events or **BACKUP** from hand."

[A] [(3)] During your turn, when this card's Battle Opp. is Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Grisaia - Teacher | GRI/S84-111 T: Soul

L3  
C2

#### Chizuru, Reason to Be Ashamed

[C] During your turn, if you have 4 or more other ::Grisaia:: Charas, this gains +5000 Pow and the following ability. "[C] During Battles involving this, your Opp. may not use Events or **BACKUP** from hand."

[A] [(3)] During your turn, when this card's Battle Opp. is Reversed, may pay. If so, deal 2 Damage to your Opp.. (DC can occur)

Grisaia - Teacher | GRI/S84-111S T: Soul

L3  
C2

#### Chizuru, Encounter with Violence

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Search your LB for up to 1 ::Grisaia:: Chara, show it to your Opp., put it in your hand, choose a card in your hand and discard it to the WR."

Grisaia - Teacher | GRI/S84-112 T: None

L0  
C0

#### Yumiko, Secret Trip

[C] All your other ::Grisaia:: Charas gain +500 Pow.

[S] [Rest this] Choose 1 of your ::Grisaia:: Charas and until the next end of your Opp.'s turn that Chara gains the following ability. "[C] During your Opp.'s turn, this gains +1000 Pow."

Grisaia - Daughter | GRI/S84-113 T: None

L0  
C0

#### Sachi, Master of Playing at the Park

[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.

[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the stage, may pay. If so, choose a ::TRAIT:: Chara in your WR and return it to your hand, choose 1 of your other ::Grisaia:: Charas, and that Chara gains +1000 Pow for the turn.

Grisaia - Maid | GRI/S84-114 T: None

L0  
C0

#### Kazuki, Returning Genius

[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

[A] CX COMBO **RECOLLECTION** [(1)] When a Climax with "[C] LINK: "The Seed of Blanc Alle" is placed in the CZ, if you have Climax cards with 2 or more different names in your WR, and "Kazuki, Role as Device for National Defense" and this card are your Memory, may pay. If so, choose 1 of the following card names.

"Arriving at This Time in the Morning" "Sniper of Sadness" "Tearful Reunion" "Amulet of Cutting Through" "Maid Assault" "Reunion, and..." For the turn, the card in the CZ is considered to also have this name.

Grisaia - Genius | GRI/S84-115 T: None

L0  
C0

#### Kazuki, Role as Device for National Defense

[A] [(1)] Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed in Battle, if "Kazuki, Role as Device for National Defense" is not in your Memory, may pay; if so, draw a card.

[A] **RECOLLECTION** (1) Discard a card from hand to the WR] This ability can be activated up to once per turn. When your Chara's Trigger Check reveals a Climax, if "Kazuki, Returning Genius" and this are in your Memory, may pay. If so, choose a Climax in your WR with "LINK: The Seed of Blanc Alle" that has a different name than the triggered Climax from your WR and put it on top of your LB. If you do, perform a Trigger Check.

Grisaia - Genius | GRI/S84-116 T: None

L0  
C0

#### Sachi, Time for Two

[A] When this is placed from hand to the Stage, if you have another ::Grisaia:: Chara, this gains +2000 Pow for the turn.

[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If that card is a ::Grisaia:: Chara, put it in your hand, choose a card in your hand and discard it to your WR. (Otherwise put it back)

Grisaia - Maid | GRI/S84-117 T: None

L1  
C0

#### Yumiko, Sincere Lecture

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

[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

Grisaia - Daughter | GRI/S84-118 T: Soul

L3  
C2

#### Sachi, Tears of a Good Child

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.

[S] [(2) Rest this] Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Grisaia - Maid | GRI/S84-119 T: None

L0  
C0

#### Chizuru, Pride as an Adult

[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.

[S] **RESONANCE** [(1) Reveal a "Bush Dog Platoon" Yuuji' from your hand to your Opp., Rest this] Look at up to 3 cards from the top of your LB, choose up to 1 ::Grisaia:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Grisaia - Teacher | GRI/S84-120 T: None

L0  
C0

[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 owner's, that player may discard a card from their hand to their WR. If not, that player puts the top card of the LB in Clock.

[S] [(2) Send this to Memory] Draw a card.

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

[C] During your turn, all your other Charas gain +1000 Pow.

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

L1  
C0

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

**L1**  
**C0**

[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow.  
[S] If your Opp. has a Chara with "Yuuji" in name, this card gains "[C] **BODYGUARD**",

L1  
C2

[C] If you have another "JB, From Now On", this gains +3000 Pow.

L2  
C1

[C] If you do not have another Chara, this gains +10000 Pow, +2 Soul, and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in your Opp.'s Clock."  
[A] CX COMBO ([2] Place a "Difference in Experience" from CZ to the WR) At the beginning of your Attack Phase, may pay. If so, place all Players' Charas that are Level 3 or Lower, other than this and the card Opposite this, to their respective owners' WR.

**L3**  
**C2**

Choose 1 of your ::Grisaia:: Charas, and for the turn it gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may Deal 1 Damage to your Opp.." (DC can occur)

If you have 4 or more Climax cards in your WR with different names, you may put the top card of your Clock into your WR.

**L2**  
**C1**

[C] LINK: "The Seed of Blanc Aile"  
[C] All your Charas gain +1000 Pow and +1 Soul.

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

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

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

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

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

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