

#### Seven-Colored Puppeteer **ALICE MARGATROID**

Alice does not need to discard Powerup cards when she loses life.

During her turn, Alice may discard an Filtem card from play to activate her Spell Card. You can only activate one Spell Card per round.

### "Doll's War"

Reveal cards from the top of the deck until you reveal an litem card, then put that card into play. Put all other cards revealed this way into the discard pile.

You may attack a player in range.



#### Fairy of the Ice CIRNO

Cirno has +2 Range.

Cirno cannot attack players at a distance of 1 if there are two or more other players. She may still attack a player by going around the circle.

> Freeze Sign "Perfect Freeze"

Attack a player in range. They must skip their next turn.

Players cannot skip two turns in a row, but you may still target them.



Shrine Maiden of Paradise

### HAKUREI REIMU

Players must discard an additional card in order to play a Dodge card against Reimu's attacks.



Choose Danmaku, Dodge, ⊙Invocation, or 
♥Item cards. Until your next turn, players may not play cards of the chosen type.

You may attack a player in range.



#### The Sealed Great Magician HIJIRI BYAKUREN

Whenever another player attacks, Byakuren may discard a Danmaku card. If she does, she attacks the attacker, regardless of range.

> Super Human "Hijiri Byakuren"

You gain +5 Range and +5 Distance until your next turn.

You may attack a player in range.



## Young Mistress of Bhavagra HINANAWI TENSHI

Tenshi may draw an additional card each time she loses life.



Gain 1 life. You cannot go above your max life.

Choose another player, regardless of range. Starting with that player, take turns discarding \*\*Danmaku cards until one player passes. The player who passes loses 1 life. This does not count as an attack.

tion by Kyuriin Card



## HONG MEILING

During other players' turns, Meiling's max hand size is 7.

Meiling may choose to skip her turn. When Meiling skips her turn, she may draw four cards. You cannot skip two turns in a row.

Colorful Sign

#### "Extreme Color Typhoon"

Activate this when another player attacks.

Draw two cards.

Attack the attacker, regardless of range.

lustration by Finni Chang

Card # 11/



## IBUKI SUIKA

Suika has +1 Range.

Suika can play one additional Danmaku cards per round.

"Gathering and Dissipating"

Choose a number from 1 to 5. Until your next turn, all players use that number as the distance to each other, ignoring other modifiers.

You may attack a player in range.

tration by Risutaru Card # 14



# IZAYOI SAKUYA

Sakuya can play two additional \*\*Danmaku cards per round.



### "The World"

Activate this when any player is attacked.

That player avoids the attack. Attack the attacker, regardless of range.

The current turn ends immediately.

Illustration by Alice Jing

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#### History-Eating Half Beast KAMISHIRASAWA KEINE

During Keine's draw step, she draws an additional card, then puts any card from her hand on the top or the bottom of the deck.

### "Phantasmal Emperor"

Activate this when another player plays an →Action card.

Cancel that card.

You may attack a player in range.

ration by Ginzuki Ringo Card # 17/



## KAWASHIRO NITORI

Nitori has +1 Distance.

On her turn, Nitori may discard an **B**Item card to draw a card.

### "Kappa's Flash Flood"

Choose a player. Until your next turn, their WItem cards have no effect.

You may attack that player if they are in range.

Ilustration by SquChan

Card # 19



# Flower Master of the Four Seasons KAZAMI YUUKA

When Yuuka damages another player, she may draw a card.

"The Reflowering of Gensokyo"

Attack all other players.





## KIRISAME MARISA

During her draw step, Marisa may choose to draw one less card. If she does, she may gain control of any Item card in play.



Attack a player in range.

This attack deals 1 damage, plus
1 damage for each Powerup card
you have in play.



astration by Wanaka90

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## Newbie Goddess of the Mountain KOCHIYA SANAE

When Sanae plays a \*\*Danmaku card, she may look at the top card of the deck.

If she does, she may place that card back on the top of the deck, into the discard pile, or into another player's hand.

### "Miracle Fruit"

Choose a player in range. That player must reveal their hand.

Attack that player once, then attack them once for each \*Danmaku card revealed this way beyond the first.

ation by Inma R. Card # 22



# The Girl Even the Evil Spirits Fear KOMEIJI SATORI

When Satori is attacked, she may flip the top card of the deck. If that card is a \*Winter, she avoids the attack.

Satori may look at any player's hand once per round.

"Terrifying Hypnotism"

Choose another player's character and activate their & Spell Card as if it were your own. You may choose a defeated player's character.

ustration by Hitsu

Card # 24/



Half-Human Half-Phantom Gardener

### KONPAKU YOUMU

When Youmu plays a Danmaku card, she may attack an additional different player in range.

"200 Yojana in One Slash"

Until your next turn, all players are considered in range for you.

Attack a player. You may also attack an additional different player.

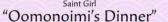


## Shikaisen from Ancient Japan MONONOBE NO FUTO

Futo does not need to discard

Powerup cards when she loses life.

Futo may discard an **B**Item card in play to avoid an attack.



You may choose two other players and force them to swap hands.

You may attack a player in range.

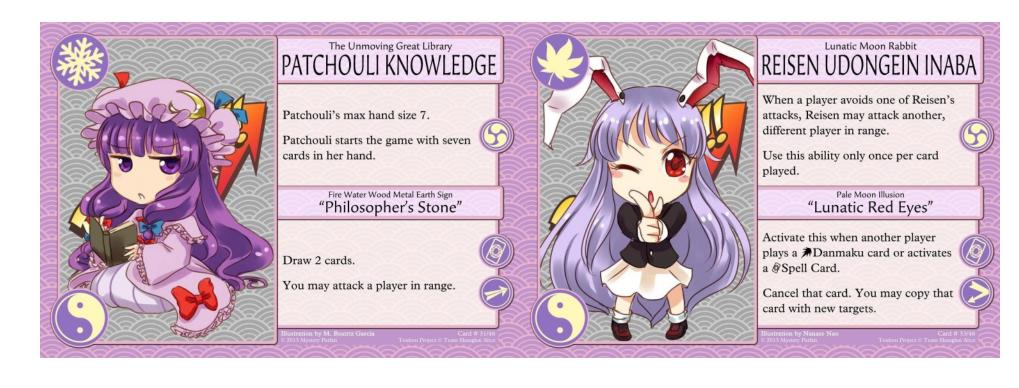


Illustration by Socha

Card # 27/46

ation by Mins

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#### Traditional Reporter of Fantasy SHAMEIMARU AYA

Aya may discard a Danmaku card to cancel any Danmaku card as it is being played.



#### Whirlwind "Wind God Girl"

Reveal the top five cards of the deck. Place any Danmaku cards revealed this way into your hand and the rest into the discard pile.

You may attack a player in range.



#### Shoutoku Taoist TOYOSATOMIMI NO MIKO

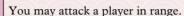
During her turn, Miko may give another player any number of cards from her hand.

Whenever Miko's hand is empty, she may immediately activate her @Spell Card. You can only activate one & Spell Card per round.

Secret Treasure

#### "Armillary Sphere of Ikaruga-dera"

Choose a player. That player must discard their hand and draw three cards.

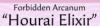




Brain of the Moon

### YAGOKORO EIRIN

Eirin may play > Reaction and HItem cards on behalf of other players.



Gain 1 life. You may have another player of your choice gain 1 life. You cannot go above your max life.

You may attack a player in range.





#### Youkai of Boundaries YAKUMO YUKARI

When Yukari avoids an attack, she may attack a player in range.



### "Yakumo Yukari's Spiriting Away"

Choose any player. You may look at their hand, then take a card of your choice from it, or take an litem that player has in play.

You may attack that player if they are in range.

