



Seven-Colored Puppeteer  
**ALICE MARGATROID**

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

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

War Sign  
“Doll’s War”

All other players must discard a  
♠Danmaku card or lose 1 life.

*This does not count as an attack.*

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Fairy of the Ice  
**CIRNO**

Cirno has +2 Range.

Cirno cannot attack players at a  
distance of 1 if there are 2 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.*

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Shrine Maiden of Paradise  
**HAKUREI REIMU**

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

Spirit Sign  
“Fantasy Seal”

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.

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The Sealed Great Magician  
**HIJIRI BYAKUREN**

Whenever another player attacks,  
Byakuren may play a ♠Danmaku  
card against them, regardless of range.

This does not count against  
Byakuren’s ♠Danmaku card limit.

Super Human  
“Hijiri Byakuren”

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

You may attack a player in range.

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Young Mistress of Bhavagra  
**HINANAWI TENSHI**

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

Swordplay  
"Sword of Swagger"

Draw 2 cards.

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.*

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Colorful Rainbow Gatekeeper  
**HONG MEILING**

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

At the start of her turn, Meiling may choose to skip her turn and draw 4 cards.

*You cannot skip two turns in a row.*

Colorful Sign  
"Extreme Color Typhoon"

Activate this when another player attacks.

Draw 2 cards.

Attack the attacker, regardless of range.

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Free-Spirited Oni  
**IBUKI SUIKA**

Suika has +1 Range.

While Suika has only 1 life, she gains +1 Distance.

Mist Sign  
"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.

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Perfect and Elegant Maid  
**IZAYOI SAKUYA**

Sakuya may play two additional Danmaku cards per round.

Illusion World  
"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.

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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.



Ending Sign  
"Phantasmal Emperor"

Activate this when another player plays an →Action card.

Cancel that card.

You may attack a player in range.



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Aquatic Engineer  
**KAWASHIRO NITORI**

Nitori has +1 Distance.

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



Water Sign  
"Kappa's Flash Flood"

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

You may attack that player if they are in range.



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Flower Master of the Four Seasons  
**KAZAMI YUUKA**

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

Use this ability only once per card played.



Flower Sign  
"The Reflowering of Gensokyo"

Until your next turn, your attacks cannot be avoided.

You may attack a player in range.



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Ordinary Magician  
**KIRISAME MARISA**

When Marisa attacks a player, she may gain control of a ♡Item card of her choice that player has in play.



Love Sign  
"Master Spark"

Attack all other players.



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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  
"Miracle Fruit"

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

If 1 or more Danmaku cards are revealed, this attack deals damage equal to the number of Danmaku cards revealed this way. Otherwise, this attack deals 1 damage.

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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.

Recollection  
"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.*

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Half-Human Half-Phantom Gardener  
**KONPAKU YOUUMU**

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

Hell Realm Sword  
"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.

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Shikaisen from Ancient Japan  
**MONONOBE NO FUTO**

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

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

Saint Girl  
"Oomonoimi's Dinner"

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

You may attack a player in range.

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The Unmoving Great Library  
**PATCHOULI KNOWLEDGE**

Patchouli's max hand size is 7 cards.

Patchouli starts the game with 7 cards in her hand.

Fire Water Wood Metal Earth Sign  
"Philosopher's Stone"

Draw 2 cards.

You may attack a player in range.



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Lunatic Moon Rabbit  
**REISEN UDONGEIN INABA**

If a player avoids one of Reisen's attacks, Reisen may attack another, different player in range.

Use this ability only once per card played.

Pale Moon Illusion  
"Lunatic Red Eyes"

Activate this when another player plays a Danmaku card or activates a Spell Card.

Cancel that card. You may copy that card with new targets.



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Scorching, Troublesome Divine Flame  
**REIUJI UTSUHO**

During her turn, Utsuho may discard an Invocation card to draw 2 cards.

During her turn, Utsuho may pay 1 life to activate her Spell Card. *You can only activate one Spell Card per round.*

Atomic Fire  
"Nuclear Excursion"

Attack a player in range for 2 damage.



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The Scarlet Devil  
**REMILIA SCARLET**

When Remilia avoids an attack, she may draw a card.

Divine Spear  
"Spear the Gungnir"

Attack a player regardless of range.

This cannot be cancelled or avoided.



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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 5 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.

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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”

Draw a card for each active player. For each active player, choose one card drawn this way and place it in their hand. Then draw a card.

You may attack a player in range.

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Brain of the Moon  
**YAGOKORO EIRIN**

Eirin may play ➤Reaction and ♣Item cards on behalf of other players.

Forbidden Arcanum  
“Hourai Elixir”

Chose a player. That player gains 2 life. *You cannot go above your max life.*

You may attack a player in range.

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Youkai of Boundaries  
**YAKUMO YUKARI**

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

Evil Spirits  
“Yakumo Yukari's Spiritng Away”

Choose a player in range. You may look at their hand, then take a card of your choice from their hand.

You may attack that player.

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