

STAGE BOSS 5

**ANTI-HEROINE**

**Danmakaku!!**

**Goal:** Defeat at least one other Stage Boss, then defeat the Heroine.

Card # 1/136

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STAGE BOSS 5

**CHALLENGER**

**Danmakaku!!**

**Goal:** Defeat the Extra Boss, then defeat the Heroine.

Card # 2/136

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EXTRA BOSS 5

**EX BOSS**

**Danmakaku!!**

**Goal:** Defeat all Stage Bosses, then defeat the Heroine.

**True Form:** If at least one other player has been defeated, you may reveal this role, then replace it with the EX Boss Revealed role card, and gain 1 life.

Card # 3/136

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EXTRA BOSS -1

**EX BOSS REVEALED**

**Danmakaku!!**

**Goal:** Defeat all Stage Bosses, then defeat the Heroine.

**Final Form:** +1 max life.  
Draw an extra card during your draw step.

Card # 4/136

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PARTNER 5

**EX MIDBOSS**

**Danmakaku!!**

Defeat all Stage Bosses, then defeat the Heroine. Protect the Extra Boss.

**Special:** When you are defeated, if the Extra Boss has not been revealed, she must reveal her role. She may not draw a new role card.

Card # 5/136

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STAGE BOSS 5

**FINAL BOSS**

**Danmakaku!!**

**Goal:** Defeat all Partners and then the Heroine.

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5

**HEROINE**

**Danmakaku!!**

Start with this role revealed.

**Goal:** Defeat all Stage Bosses and Extra Bosses.

**Plot Armor:** Start the game with +1 max life and hand size.

Card # 7/136

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PARTNER 7

**ONE TRUE PARTNER**

**Danmakaku!!**

**Goal:** Defeat all other Partners, Stage Bosses and the EX Boss. Protect the Heroine.

**Shared Fate:** Players do not draw cards for defeating you.

When you are defeated, the Heroine must discard all Item cards in play, then choose up to 2 cards in her hand, and discard the rest.

Card # 8/136

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5

**PARTNER**

**Danmakaku!!**



**Goal:** Defeat all Stage Bosses and the Extra Boss. Protect the Heroine.

**Shared Fate:** Players do not draw cards for defeating you.

When you are defeated, the Heroine must discard all Item cards in play, then choose up to 2 cards in her hand, and discard the rest.

Card # 9/136


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 PARTNER 5 

**Danmakuu!!**



**Goal:** Defeat all Stage Bosses and the Extra Boss. Protect the Heroine.

**Shared Fate:** Players do not draw cards for defeating you.

When you are defeated, the Heroine must discard all  Item cards in play, then choose up to 2 cards in her hand, and discard the rest.




Card # 10/136  
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 EXTRA BOSS PHANTOM BOSS 5 



**Danmakuu!!**

**Goal:** Defeat all Stage Bosses, then defeat the Heroine.

**Sinister Plan:** If at least one other player has been defeated, you may reveal this role, replace it with the True Phantom Boss role card, and gain 1 life.



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 RIVAL 8 

**Danmakuu!!**



Start with this role revealed.

**Goal:** Defeat the Heroine, then defeat all Stage Bosses and Extra Bosses.

**Special:** If the Heroine is defeated, swap roles with the Heroine and gain 1 life.




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 STAGE BOSS 5 

**Danmakuu!!**

**Goal:** Defeat the Heroine.




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 STAGE BOSS 5 

**Danmakuu!!**

**Goal:** Defeat the Heroine.




Card # 14/136  
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 STAGE BOSS 5 

**Danmakuu!!**

**Goal:** Defeat the Heroine.




Card # 15/136  
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 EXTRA BOSS TRUE PHANTOM BOSS -1 



**Danmakuu!!**

**Goal:** Defeat all Stage Bosses, then defeat the Heroine.


**Mastermind:** +1 max life.  
During your Incident step, you may resolve the current Incident. If you do, search the Incident deck for a card of your choice, and either place it on top of the Incident deck or play it immediately.




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 1UP 2 

**Danmakuu!!**



 Chose a player.  
That player gains 1 life.  
*You cannot go above your max life.*

**OR**


 Play as any player would be defeated.  
That player returns to 1 life.




Card # 17/136  
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 1UP 2 

**Danmakuu!!**



 Chose a player.  
That player gains 1 life.  
*You cannot go above your max life.*

**OR**

 Play as any player would be defeated.  
That player returns to 1 life.



Card # 18/136  
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 1UP 



**Danmaku!!**

Chose a player.  
That player gains 1 life.  
*You cannot go above your max life.*

OR

Play as any player would be defeated.  
That player returns to 1 life.

Card # 19/136  
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 1UP 

**Danmaku!!**

Chose a player.  
That player gains 1 life.  
*You cannot go above your max life.*

OR

Play as any player would be defeated.  
That player returns to 1 life.

Card # 20/136  
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 BOMB 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

OR

Play as another player plays a  
 Danmaku card or  Spell Card.  
Cancel that card.

Card # 21/136  
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 BOMB 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

OR

Play as another player plays a  
 Danmaku card or  Spell Card.  
Cancel that card.

Card # 22/136  
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 BOMB 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

OR

Play as another player plays a  
 Danmaku card or  Spell Card.  
Cancel that card.

Card # 23/136  
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 BOMB 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

OR

Play as another player plays a  
 Danmaku card or  Spell Card.  
Cancel that card.

Card # 24/136  
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 SPIRITUAL ATTACK 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

Card # 86/136  
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 SPIRITUAL ATTACK 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

Card # 87/136  
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 SPIRITUAL ATTACK 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*

Card # 88/136  
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 SPIRITUAL ATTACK 3 

**Danmaku!!**

Activate your  Spell Card.  
*You can only activate one  Spell Card per round.*



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 CAPTURE SPELL CARD 4 

**Danmaku!!**

Choose another player and activate their  Spell Card as if it were your own.  
*You can only activate one  Spell Card per round.*



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 FOCUS 3 

**Danmaku!!**

 +1 Distance.  
*You can only have one  Defense card in play at a time.*



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 FOCUS 3 

**Danmaku!!**

 +1 Distance.  
*You can only have one  Defense card in play at a time.*



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 GRAZE! 1 

**Danmaku!!**

 Play this card when you are attacked.  
 You avoid the attack.  
 You may discard a  Danmaku card to play this on behalf of another player.



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 GRAZE! 1 

**Danmaku!!**

 Play this card when you are attacked.  
 You avoid the attack.  
 You may discard a  Danmaku card to play this on behalf of another player.



© 2015 Mystery Parfait    Touhou Project © Team Shanghai Alice    Card # 31/136

 GRAZE! 1 

**Danmaku!!**


 Play this card when you are attacked.  
 You avoid the attack.  
 You may discard a  Danmaku card to play this on behalf of another player.



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 GRAZE! 1 

**Danmaku!!**

 Play this card when you are attacked.  
 You avoid the attack.  
 You may discard a  Danmaku card to play this on behalf of another player.



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 GRAZE! 1 



**Danmaku!!**

 Play this card when you are attacked.  
 You avoid the attack.  
 You may discard a  Danmaku card to play this on behalf of another player.



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 GRAZE! 

**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.

 You may discard a  Danmaku card to play this on behalf of another player.



Card # 35/36  
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 GRAZE! 

**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.

 You may discard a  Danmaku card to play this on behalf of another player.



Card # 36/36  
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 GRAZE! 



**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.

 You may discard a  Danmaku card to play this on behalf of another player.




Card # 29/36  
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 GRAZE! 

**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.

 You may discard a  Danmaku card to play this on behalf of another player.



Card # 37/36  
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 GRAZE! 

**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.

 You may discard a  Danmaku card to play this on behalf of another player.



Card # 38/36  
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 GRAZE! 



**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.


 You may discard a  Danmaku card to play this on behalf of another player.




Card # 39/36  
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 GRAZE! 



**Danmaku!!**

 Play this card when you are attacked.  
You avoid the attack.


 You may discard a  Danmaku card to play this on behalf of another player.




Card # 28/36  
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 GRIMOIRE 

**Danmaku!!**


 Draw 2 cards.



Card # 40/36  
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 GRIMOIRE 

**Danmaku!!**

 Draw 2 cards.



Card # 41/36  
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Antique Shop **KOURINDOU** 3

**Danmakuu!!**

As you play this card, you may discard any number of cards from your hand.

Draw cards equal to the number of cards discarded this way plus one.

Card # 42/36  
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Antique Shop **KOURINDOU** 3

**Danmakuu!!**

As you play this card, you may discard any number of cards from your hand.

Draw cards equal to the number of cards discarded this way plus one.

Card # 43/36  
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**LASER SHOT** 4

**Danmakuu!!**

Attack a player regardless of range. This attack cannot be avoided.

By default you can only play one **Danmaku** card per round.

Card # 44/36  
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**LAST WORD** 3

**Danmakuu!!**

Attack all other players.

By default you can only play one **Danmaku** card per round.

Card # 45/36  
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**MASTER PLAN** 3

**Danmakuu!!**

Resolve the current incident.

Then, look at the top three cards of any deck and place them on the top or bottom of that deck in any order.

Card # 46/36  
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**MELEE** 2

**Danmakuu!!**

Attack a player, regardless of range.

This does not count against your **Danmaku** card limit.

That player may then discard a **Danmaku** card to copy this effect.

Card # 47/36  
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**MELEE** 2

**Danmakuu!!**

Attack a player, regardless of range.

This does not count against your **Danmaku** card limit.

That player may then discard a **Danmaku** card to copy this effect.

Card # 48/36  
© 2015 Mystery Parfait Touhou Project © Team Shanghai Alice

**MINI-HAKKERO** 5

**Danmakuu!!**

+3 range.

You may discard two cards to activate your **Spell** Card.

You can only activate one **Spell** Card per round. You can only have one **Artifact** card in play at a time.

Card # 49/36  
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**PARTY** 3

**Danmakuu!!**

Draw a card for each active player.

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

Then draw a card.

Card # 50/36  
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 POWER 

**Danmaku!!**

+1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.



Card # 53/36  
© 2013 Mystery Parfait Touhou Project © Team Shanghai Alice

 POWER 

**Danmaku!!**

+1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.



Card # 54/36  
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 POWER 

**Danmaku!!**

+1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.



Card # 55/36  
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 POWER 

**Danmaku!!**

+1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.



Card # 56/36  
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 POWER 

**Danmaku!!**

+1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.



Card # 51/36  
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 POWER 

**Danmaku!!**



+1 Range.

 You can play 1 additional  Danmaku card each round.


 Discard 1  Powerup card whenever you lose a life.






Card # 52/36  
© 2013 Mystery Parfait Touhou Project © Team Shanghai Alice


 SEAL AWAY 

**Danmaku!!**


Choose a player. You may force that player to trash an  Item card of your choice in play.

Then, attack that player if they are in range.

  You can only play one  Danmaku card per round.




Card # 59/36  
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 SEAL AWAY 

**Danmaku!!**

Choose a player. You may force that player to trash an  Item card of your choice in play.

Then, attack that player if they are in range.

  You can only play one  Danmaku card per round.



Card # 60/36  
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 SEAL AWAY 

**Danmaku!!**

Choose a player. You may force that player to trash an  Item card of your choice in play.

Then, attack that player if they are in range.

  You can only play one  Danmaku card per round.



Card # 57/36  
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SEAL AWAY

2



Choose a player. You may force that player to trash an Item card of your choice in play.

Then, attack that player if they are in range.

*You can only play one Danmaku card per round.*



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Card # 58/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 63/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 64/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 65/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 66/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 67/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 68/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.

*By default you can only play one Danmaku card per round.*



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Card # 69/136



SHOOT!

1



Attack a player in range.

You may discard Danmaku cards to give this attack +1 Range for each card discarded.



*By default you can only play one Danmaku card per round.*



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
Card # 70/136






 SHOOT! 

**Danmaku!!**



Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 

**Danmaku!!**



Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 

**Danmaku!!**



Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 

**Danmaku!!**



Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*





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 SHOOT! 

**Danmaku!!**


Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 1

**Danmaku!!**


Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 1

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 1

**Danmaku!!**


Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 1

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 1

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SHOOT! 1

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*







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 SHOOT! 1

**Danmaku!!**

Attack a player in range.

 You may discard  Danmaku cards to give this attack +1 Range for each card discarded.

 *By default you can only play one  Danmaku card per round.*



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 SORCERER'S SUTRA SCROLL 5

**Danmaku!!**

When you play this card, draw a card.

 Draw an extra card during your draw step. Your maximum hand size is 7.

 *You can only have one  Artifact card in play at a time.*




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 STOPWATCH 5

**Danmaku!!**

+1 Distance.

 You can play two additional  Danmaku cards each round.






 *You can only have one  Artifact card in play at a time.*



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 SUPERNATURAL BORDER 3








 When you are attacked, flip the top card of the deck. If it is a  Spring or  Summer card, you avoid that attack.  
*You can only have one  Defense card in play at a time. Discard 1  Powerup card whenever you lose a life.*

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 SUPERNATURAL BORDER 3




 When you are attacked, flip the top card of the deck. If it is a  Spring or  Summer card, you avoid that attack.  
*You can only have one  Defense card in play at a time. Discard 1  Powerup card whenever you lose a life.*

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 TEMPEST 3




 All players discard their hand and draw up to their max hand size.

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 The Magic Library VOILE 5






 Draw 3 cards, then place a card from your hand on the top of the deck.

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 "BORROW" 2






 Choose any  Item in play. You gain control of that  Item.

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 "BORROW" 2




 Choose any  Item in play. You gain control of that  Item.

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 CRISIS OF FAITH



When this incident enters play, each player except the Heroine flips the top card of the deck until someone flips an  Autumn.

That player permanently swaps Role cards with the Heroine and gains 1 life.

Then, resolve this incident.

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 CROSSING TO HIGAN



All players are considered in range, regardless of distance.

**Resolution:** A player is defeated.

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 ENDLESS PARTY



During your incident step, each player draws 1 card.

*You still take your draw step.*

**Resolution:** The deck is reshuffled.

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# ETERNAL NIGHT



Players may play any number of Danmaku cards each turn.

Collect the top card of the deck during your incident step.

Collect any Danmaku cards.

**Resolution:** Collect 12 cards.



Card # 100/136  
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# FIVE IMPOSSIBLE REQUESTS



During your incident step, discard your hand and draw that many cards.

*You still take your draw step.*

**Resolution:** Collect 1 Artifact card.



Card # 101/136  
Touhou Project © Team Shanghai Alice



# Cycle of Sixty Years GREAT BARRIER WEAKENING



Draw your first card each turn from the discard pile. If the discard pile is empty, draw from the deck instead.

*Cards must be placed on the discard pile in the order they are played.*

**Resolution:** Collect 3 Invocation cards.



Card # 102/136  
Touhou Project © Team Shanghai Alice



# GREAT FAIRY WARS



When this incident enters play, all players must discard a Danmaku card or lose 1 life.

During your incident step, discard a Danmaku card or lose 1 life.

**Resolution:** Collect 9 Danmaku cards.



Card # 103/136  
Touhou Project © Team Shanghai Alice



# Fairy Herald of Spring LILY WHITE



During your incident step, flip the top card of the deck.

If it is a Summer, resolve this incident.

If it is a Spring, you lose 3 life.

*This is not an attack.*



Card # 104/136  
Touhou Project © Team Shanghai Alice



# OVERDRIVE



You may pay 1 life to activate your Spell Card.

*You can only activate one Spell Card per round.*

**Resolution:** Collect 6 Dodge cards.



Card # 105/136  
Touhou Project © Team Shanghai Alice



# REKINDLE BLAZING HELL



When this incident enters play, all players draw up to their max hand size.

During your incident step, draw up to your max hand size.

*You still take your draw step.*

**Resolution:** Collect 6 Summer cards.



Card # 106/136  
Touhou Project © Team Shanghai Alice



# SAIGYOU AYAKASHI BLOOMING



Lose 1 life during your incident step.

*This is not an attack.*

**Resolution:** Collect 6 Winter cards.



Card # 107/136  
Touhou Project © Team Shanghai Alice



# SCARLET WEATHER RHAPSODY



During your incident step, flip the top card of the deck and perform an action according to its season.

Spring: Swap hands with the player on your right.

Summer: Draw an extra card.

Autumn: Swap hands with the player on your left.

Winter: Trash 1 card at random from your hand.

**Resolution:** Collect 2 cards of each season.



Card # 108/136  
Touhou Project © Team Shanghai Alice





# SPRING SNOW



Players can not activate Spell Cards.

**Resolution:** Collect 6 Spring cards.



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# UNDEFINED FANTASTIC OBJECT



During your incident step, reveal the top 3 cards of the deck. You may choose a Powerup, Invocation, or Healing card from among these and add it to your hand.

Collect all other cards revealed this way.

**Resolution:** Collect 12 cards.



Card # 110/136  
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# VOYAGE TO MAKAI



Players can not regain life. *This includes effects that return a defeated player to life.*

**Resolution:** Collect 6 Autumn cards.



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# WORLDLY DESIRES



When this incident enters play, all players discard all Item cards in play.

If a player would play an Item card, they discard it instead.

**Resolution:** Collect 4 Item cards.



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Round	Min Health	Max Health	Distance
Stage 1	2	4	-0
Stage 2	1	4	-0
Stage 3	0	4	-0
Stage 4	0	4	-0
Stage 5	0	3	-0
Stage 6	0	2	-1
EX Stage	0	1	-3