

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



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

EX BOSS

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

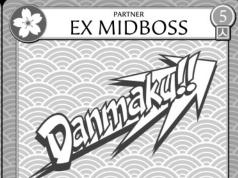
True Form: If at least one other player has been defeated, you may reveal this role, then replace it with the EX Boss Revealed role card, and gain 1 life.





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

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



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.



Goal: Defeat all Partners and then the Heroine.



HEROINE



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.

ONE TRUE PARTNER

Goal: Defeat all other Partners, Stage Bosses

and the EX Boss. Protect the Heroine.

Shared Fate: Players do not draw cards for

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



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

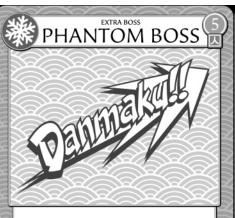
Shared Fate: Players do not draw cards for

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defeating you.

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



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.



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.





Goal: Defeat the Heroine.

STAGE BOSS

Goal: Defeat the Heroine.

Goal: Defeat the Heroine.





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.



Chose a player.

That player gains 1 life.

You cannot go above your max life.

Play as any player would be defeated.

That player returns to 1 life.

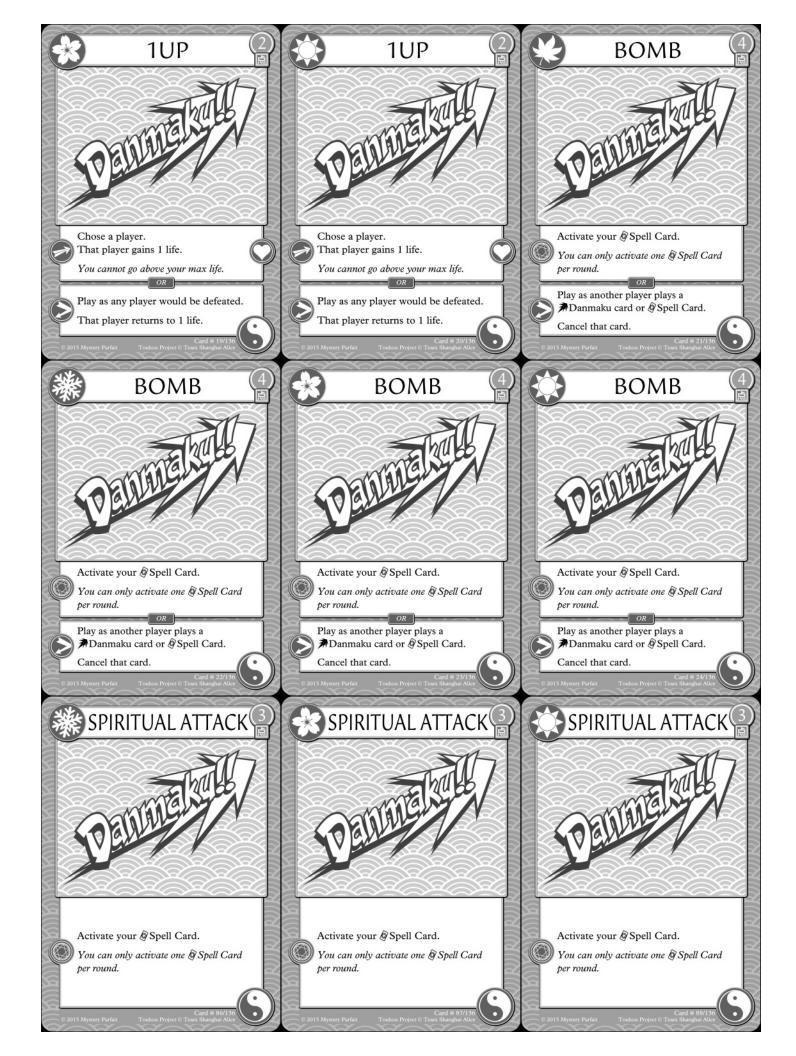
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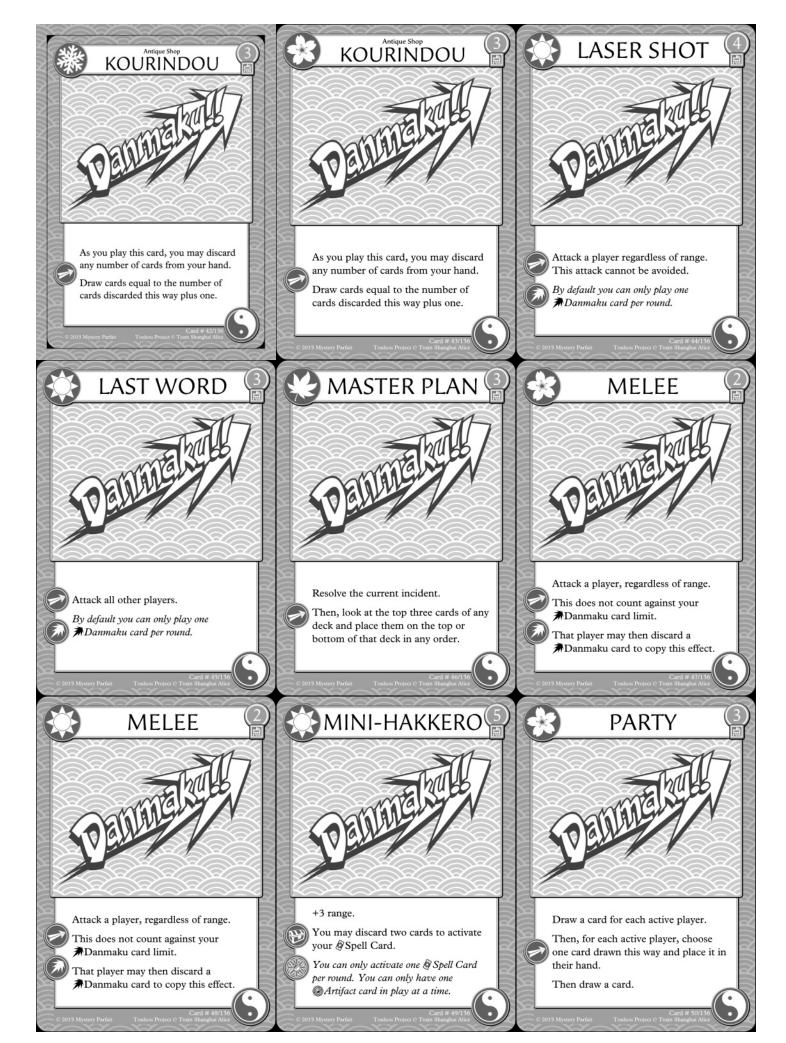
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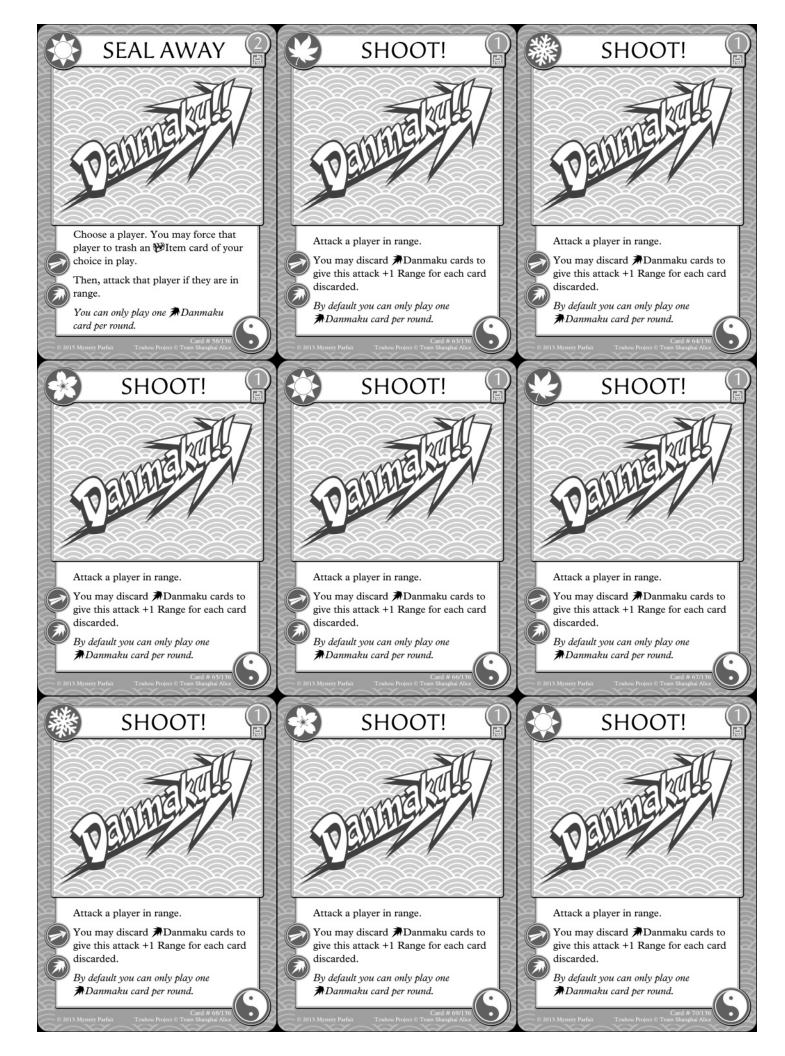


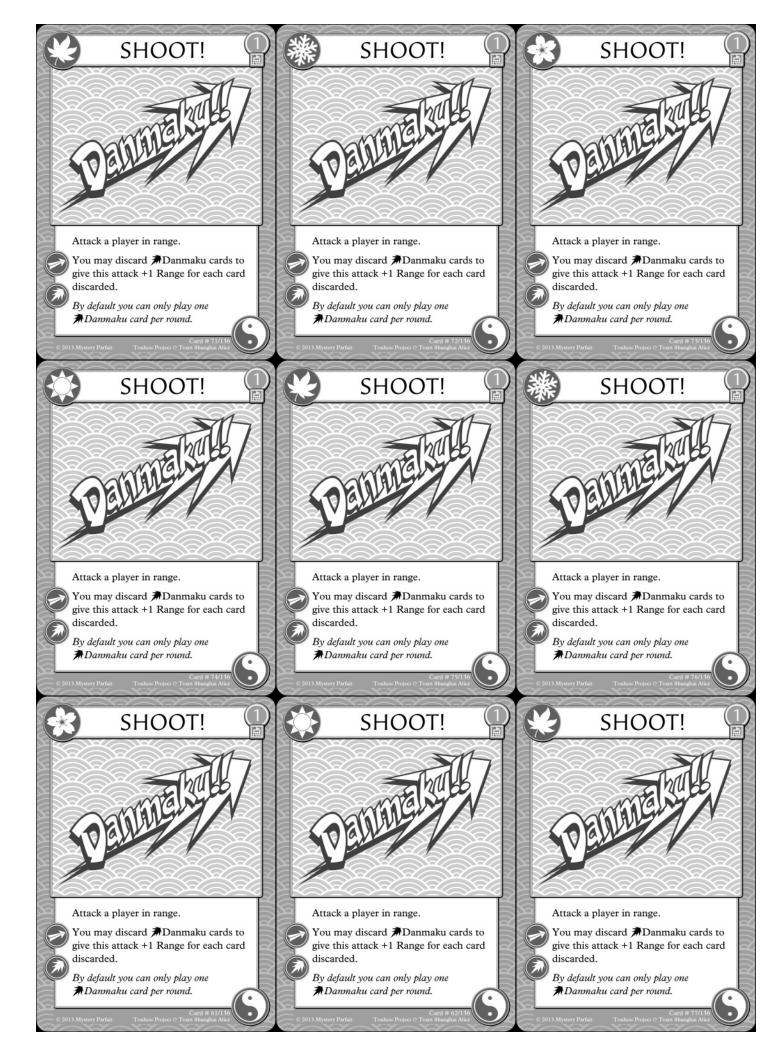


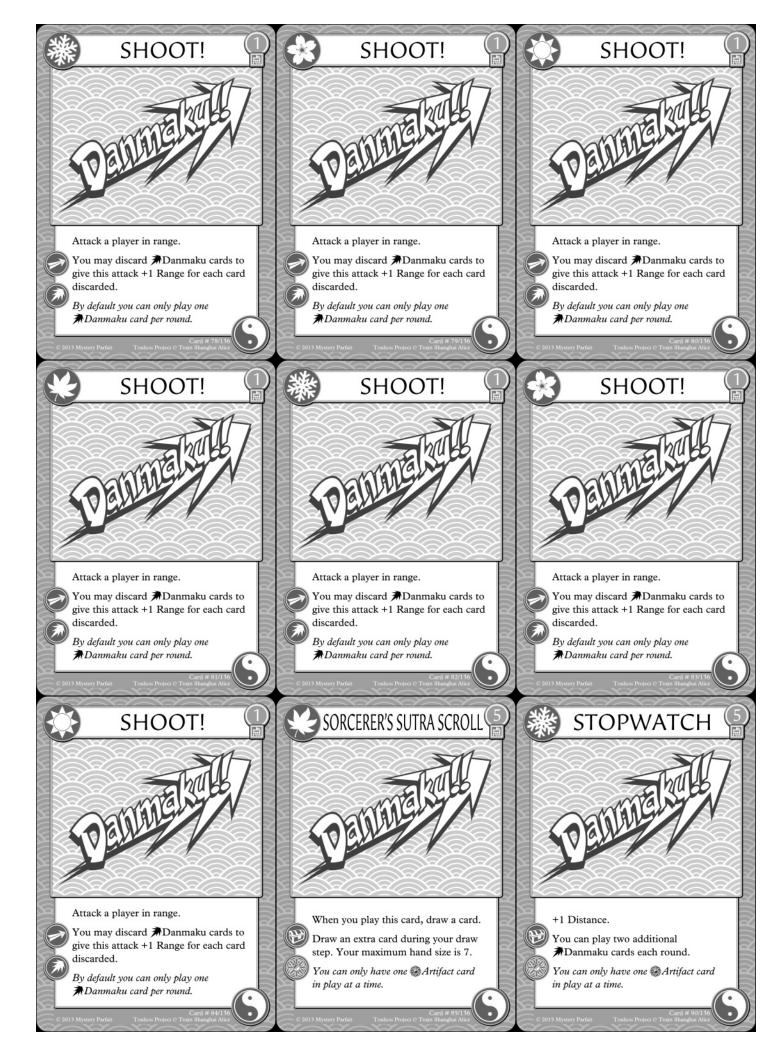


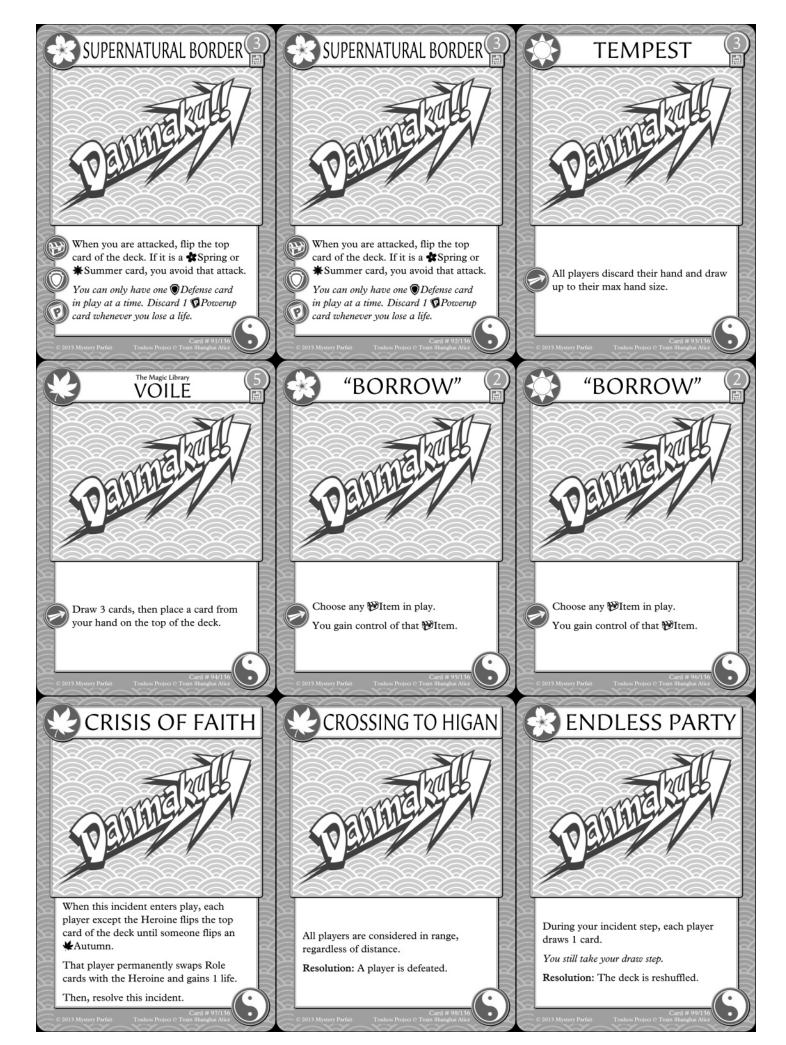














Players may play any number of → Danmaku cards each turn.

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

Collect any **Danmaku cards.

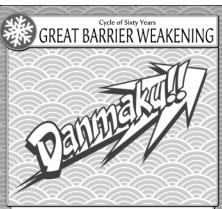
Resolution: Collect 12 cards.



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

You still take your draw step.

Resolution: Collect 1 @Artifact card.



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



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



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.



You may pay 1 life to activate your Spell Card.

You can only activate one @ Spell Card per round.

Resolution: Collect 6 Dodge cards.







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



Lose 1 life during your incident step.

This is not an attack.

Resolution: Collect 6 *Winter cards.





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.



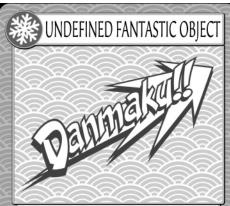




Players can not activate § Spell Cards.

Resolution: Collect 6 Spring cards.

Card # 109/13



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 # 110/13



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

Resolution: Collect 6 ★Autumn cards.

Card # 111/13





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

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

Resolution: Collect 4 PItem cards.

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