

STAGE BOSS 5
ANTI-HEROINE



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

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STAGE BOSS 5
CHALLENGER



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

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EXTRA BOSS 5
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, replace it with the EX Boss Revealed role card, and gain 1 life.

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EXTRA BOSS -1
EX BOSS REVEALED



Goal: Defeat all Stage Bosses, then defeat the Heroine.
Final Form: +1 max life.
Draw an extra card during your draw step.

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PARTNER 5
EX MIDBOSS



Defeat all Stage Bosses, then defeat the Heroine.
Special: When you are defeated, if the Extra Boss has not been revealed, she must reveal her role card. She does not replace it with a new role card.

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STAGE BOSS 5
FINAL BOSS



Goal: Defeat all Partners and then the Heroine.

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HEROINE 5



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.

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PARTNER 7
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 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.

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PARTNER 5



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.

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PARTNER

5
人



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.



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EXTRA BOSS PHANTOM BOSS

5
人



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
人



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
人



Goal: Defeat the Heroine.



Illustration by M. Beatriz Garcia Card # 13/136
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STAGE BOSS

5
人



Goal: Defeat the Heroine.



Illustration by M. Beatriz Garcia Card # 14/136
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STAGE BOSS

5
人



Goal: Defeat the Heroine.



Illustration by M. Beatriz Garcia Card # 12/136
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EXTRA BOSS TRUE PHANTOM BOSS

1
人



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. You may ignore any incident's effects at will.



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1UP

2
人



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.



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1UP

2
人



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.



Illustration by M. Beatriz Garcia Card # 4/80
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1UP



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.



Illustration by M. Beatriz Garcia Card # 3/80
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1UP



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.



Illustration by M. Beatriz Garcia Card # 1/80
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BOMB



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.



Illustration by M. Beatriz Garcia Card # 5/80
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BOMB



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.



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BOMB



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.



Illustration by M. Beatriz Garcia Card # 7/80
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BOMB



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.



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SPIRITUAL ATTACK



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



Illustration by Ibuki Notsu Card # 71/80
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SPIRITUAL ATTACK



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



Illustration by Ibuki Notsu Card # 70/80
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SPIRITUAL ATTACK



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



Illustration by Ibuki Notsu Card # 73/80
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 SPIRITUAL ATTACK 





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

Illustration by Ibuki Notsu Card # 72/80
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 CAPTURE SPELL CARD 







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 





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

Illustration by Shiraso Fami Card # 10/80
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 FOCUS 







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

Illustration by Shiraso Fami Card # 11/80
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 GRAZE! 







 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.

Illustration by Micharu Card # 20/80
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 GRAZE! 






 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.

Illustration by Micharu Card # 19/80
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 GRAZE! 







 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.

Illustration by Micharu Card # 17/80
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 GRAZE! 






 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.

Illustration by Micharu Card # 21/80
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 GRAZE! 








 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! 








 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! 








 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! 






 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! 






 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! 






 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! 






 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! 






 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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 GRIMOIRE 




 Draw 2 cards.

Illustration by shiyun © 2015 Mystery Parfait Card # 25/80 Touhou Project © Team Shanghai Alice 

 GRIMOIRE 




 Draw 2 cards.

Illustration by shiyun © 2015 Mystery Parfait Card # 24/80 Touhou Project © Team Shanghai Alice 



KOURINDOU

Antique Shop

3



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.



Illustration by Pinlin

Card # 27/80
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KOURINDOU

Antique Shop

3



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.



Illustration by Pinlin

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LASER SHOT

4



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

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



Illustration by Freeze-Ex

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LAST WORD

3



Attack all other players.

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



Illustration by Pokey

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MASTER PLAN

3



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.



Illustration by Akane

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MELEE

2



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.



Illustration by Mieharu

Card # 32/80
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MELEE

2



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.



Illustration by Mieharu

Card # 31/80
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MINI-HAKKERO

5



+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.



Illustration by Kazu

Card # 33/80
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PARTY

3



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.



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POWER



+1 Range.



You can play 1 additional Danmaku card each round.



Discard 1 Powerup card whenever you lose a life.

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POWER



+1 Range.



You can play 1 additional Danmaku card each round.



Discard 1 Powerup card whenever you lose a life.

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POWER



+1 Range.



You can play 1 additional Danmaku card each round.



Discard 1 Powerup card whenever you lose a life.

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POWER



+1 Range.



You can play 1 additional Danmaku card each round.



Discard 1 Powerup card whenever you lose a life.

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POWER



+1 Range.



You can play 1 additional Danmaku card each round.



Discard 1 Powerup card whenever you lose a life.

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POWER



+1 Range.



You can play 1 additional Danmaku card each round.



Discard 1 Powerup card whenever you lose a life.

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SEAL AWAY



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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SEAL AWAY



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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SEAL AWAY



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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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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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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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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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.

Illustration by Gina Chacón Card # 64/80
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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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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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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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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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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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SHOOT!



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 # 49/80

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SHOOT!



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 # 50/80

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SHOOT!



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 # 51/80

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SHOOT!



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!



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 # 52/80

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SHOOT!



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 # 53/80

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SHOOT!



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 # 54/80

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SHOOT!



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 # 55/80

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SHOOT!



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 # 56/80

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 SHOOT! 







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.

Illustration by Gina Chacón Card # 68/80
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 SHOOT! 







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.

Illustration by Gina Chacón Card # 58/80
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 SHOOT! 







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.

Illustration by Gina Chacón Card # 59/80
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 SHOOT! 






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.

Illustration by Gina Chacón Card # 60/80
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 SHOOT! 







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! 







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! 







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 






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.

Illustration by Inna R. Card # 69/80
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 STOPWATCH 












+1 Distance.
 You can play two additional  Danmaku cards each round.
 You can only have one  Artifact card in play at a time.

Illustration by u u zan Card # 74/80
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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.

Illustration by Hitsu Card # 76/80
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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.

Illustration by Hitsu Card # 75/80
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 TEMPEST 3 




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

Illustration by Ibuki Notsu Card # 77/80
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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.

Illustration by Kazu Card # 78/80
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 "BORROW" 2 








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

Illustration by Efe Card # 80/80
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 "BORROW" 2 








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

Illustration by Efe Card # 79/80
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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.

Illustration by Gina Chacón Card # 1/16
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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.


Illustration by M. Beatriz Garcia Card # 3/16
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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.

Illustration by Isaky © 2013 Mystery Parfait Card # 4/16 Touhou Project © Team Shanghai Alice

 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.

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 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.

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 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.


Illustration by Magdalena 'mesgo' Kania © 2013 Mystery Parfait Card # 7/16 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.

Illustration by Ninamo © 2013 Mystery Parfait Card # 8/16 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.

Illustration by Kanaria © 2013 Mystery Parfait Card # 9/16 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.

Illustration by Kikugetsu © 2013 Mystery Parfait Card # 10/16 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.

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 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.

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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.

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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.

Players can not play Item cards.

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