

 STAGE BOSS **ANTI-HEROINE** 

**Danmaku!!**

Goal: Defeat the Heroine after at least one other Stage Boss has been defeated.

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 STAGE BOSS **CHALLENGER** 

**Danmaku!!**

Goal: Defeat the Heroine after the Extra Boss has been defeated.

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 EXTRA BOSS **EX BOSS** 

**Danmaku!!**

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

True Form: Any time during your turn, if at least one other player has been defeated, you may reveal this role. If you do, replace it with the EX Boss Revealed role card and gain 1 life.


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 EXTRA BOSS **EX BOSS REVEALED** 

**Danmaku!!**

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

Final Form: You have +1 max life and +1 max hand size. Draw an extra card during your draw step.


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 PARTNER **EX MIDBOSS** 

**Danmaku!!**

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 **FINAL BOSS** 

**Danmaku!!**

Goal: Defeat the Heroine after at least one Partner has been defeated.

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 **HEROINE** 



**Danmaku!!**

Start with this role revealed.

Goal: Defeat all Stage Bosses and Extra Bosses.

Plot Armor: You have +1 max life and +1 max hand size.

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 PARTNER **ONE TRUE PARTNER** 



**Danmaku!!**

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.

Illustration by M. Beatriz Garcia  
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 PARTNER **PARTNER** 



**Danmaku!!**

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

Shared Fate: 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** 

**Danmaku!!**

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

**Shared Fate:** 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.

Illustration by M. Beatriz Garcia Card # 8/136  
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 **EXTRA BOSS PHANTOM BOSS** 

**Danmaku!!**

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

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

Illustration by M. Beatriz Garcia Card # 3/136  
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 **RIVAL** 

**Danmaku!!**

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

**Special:** The game does not end the first time the Heroine is defeated. When the Heroine is defeated, reveal this role, take Heroine role card, and gain 1 life.



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 **STAGE BOSS** 

**Danmaku!!**

**Goal:** Defeat the Heroine.



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 **STAGE BOSS** 

**Danmaku!!**

**Goal:** Defeat the Heroine.



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

**Danmaku!!**

**Goal:** Defeat the Heroine.

Illustration by M. Beatriz Garcia Card # 14/136  
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 **EXTRA BOSS TRUE PHANTOM BOSS** 

**Danmaku!!**

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

**Mastermind:** You have +1 max life. At the start of your turn you may resolve the current incident. If you do, search the Incident deck for a card and place it on top. You may skip your Incident step.

Illustration by M. Beatriz Garcia Card # 4/136  
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 **1UP** 



**Danmaku!!**

Choose 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 # 17/136  
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 **1UP** 

**Danmaku!!**

Choose 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 # 18/136  
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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.

Illustration by M. Beatriz Garcia Card # 19/136  
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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.

Illustration by M. Beatriz Garcia 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.

Illustration by M. Beatriz Garcia 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.

Illustration by M. Beatriz Garcia Card # 22/136  
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 **CAPTURE SPELL CARD** 

**Danmaku!!**

Choose another player and activate their  Spell Card as if it were your own.

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

Illustration by Kagura Card # 23/136  
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 **FOCUS** 

**Danmaku!!**

 You have +2 Distance.

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

Illustration by Shiraso Fami Card # 26/136  
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 **FOCUS** 

**Danmaku!!**

 You have +2 Distance.

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

Illustration by Shiraso Fami Card # 24/136  
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 **FOCUS** 

**Danmaku!!**

 You have +2 Distance.

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

Illustration by Shiraso Fami Card # 25/136  
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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.

Illustration by Micharu Card # 29/136  
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GRAZE!

1




 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  
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Card # 30/136  
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GRAZE!

1




 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  
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Card # 31/136  
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GRAZE!

1




 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  
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Card # 32/136  
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GRAZE!

1




 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  
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Card # 33/136  
 Touhou Project © Team Shanghai Alice





GRAZE!

1




 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  
 © 2015 Mystery Parfait

Card # 34/136  
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GRAZE!

1




 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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Card # 35/136  
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GRAZE!

1




 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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Card # 36/136  
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GRAZE!

1




 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  
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Card # 28/136  
 Touhou Project © Team Shanghai Alice





GRAZE!

1




 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  
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Card # 37/136  
 Touhou Project © Team Shanghai Alice





 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.

Illustration by Micharu  
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 Card # 38/136  
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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.

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 Card # 27/136  
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 GRIMOIRE 

**Danmaku!!**

 Draw 2 cards.

Illustration by shiyun  
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 Card # 39/136  
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 GRIMOIRE 

**Danmaku!!**

 Draw 2 cards.

Illustration by shiyun  
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 Card # 40/136  
 Touhou Project © Team Shanghai Alice

 Antique Shop  
KOURINDOU 

**Danmaku!!**

 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  
 © 2015 Mystery Parfait  
 Card # 41/136  
 Touhou Project © Team Shanghai Alice

 Antique Shop  
KOURINDOU 

**Danmaku!!**

 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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 Card # 42/136  
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 LASER SHOT 

**Danmaku!!**

 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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 Card # 43/136  
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 LAST WORD 

**Danmaku!!**

 Attack all other players.  
 By default you can only play one  Danmaku card per round.

Illustration by Pokey  
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 Card # 44/136  
 Touhou Project © Team Shanghai Alice

 MASTER PLAN 

**Danmaku!!**

 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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 Card # 45/136  
 Touhou Project © Team Shanghai Alice



 **MELEE** 

**Danmaku!!**

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 Micharu Card # 46/136  
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 **MINI-HAKKERO** 

**Danmaku!!**

You have +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 # 47/136  
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 **PARTY** 

**Danmaku!!**

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** 

**Danmaku!!**

You have +1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.

Illustration by M. Beatriz Garcia Card # 51/136  
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 **POWER** 

**Danmaku!!**

You have +1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.

Illustration by M. Beatriz Garcia Card # 52/136  
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 **POWER** 

**Danmaku!!**

You have +1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.

Illustration by M. Beatriz Garcia Card # 53/136  
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 **POWER** 

**Danmaku!!**

You have +1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.

Illustration by M. Beatriz Garcia Card # 54/136  
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 **POWER** 

**Danmaku!!**

You have +1 Range.

 You can play 1 additional  Danmaku card each round.

 Discard 1  Powerup card whenever you lose a life.

Illustration by M. Beatriz Garcia Card # 49/136  
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 **POWER** 

**Danmaku!!**

You have +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.*

Illustration by Ibuki Notsu Card # 57/136  
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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.*

Illustration by Ibuki Notsu Card # 58/136  
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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.*

Illustration by Ibuki Notsu Card # 55/136  
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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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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.*

Illustration by Gina Chacón Card # 69/136  
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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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 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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 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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 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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




 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.*

Illustration by Gina Chacón Card # 76/136  
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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.*

Illustration by Gina Chacón Card # 60/136  
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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 # 78/136  
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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.*

Illustration by Gina Chacón Card # 80/136  
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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!

1



SORCERER'S SUTRA SCROLL

5



SPIRITUAL ATTACK

3

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.

Illustration by Gina Chacon Card # 82/136  
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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.

Illustration by Inma R. Card # 83/136  
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Danmaku!!

Activate your Spell Card.

You can only activate one Spell Card per round.

Illustration by Ibuki Notsu Card # 84/136  
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SPIRITUAL ATTACK

3



SPIRITUAL ATTACK

3



SPIRITUAL ATTACK

3

Danmaku!!

Activate your Spell Card.

You can only activate one Spell Card per round.

Illustration by Ibuki Notsu Card # 85/136  
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Danmaku!!

Activate your Spell Card.

You can only activate one Spell Card per round.

Illustration by Ibuki Notsu Card # 86/136  
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Danmaku!!

Activate your Spell Card.

You can only activate one Spell Card per round.

Illustration by Ibuki Notsu Card # 87/136  
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SPIRITUAL ATTACK

3



SPIRITUAL ATTACK

3



STOPWATCH

5

Danmaku!!

Activate your Spell Card.

You can only activate one Spell Card per round.

Illustration by Ibuki Notsu Card # 88/136  
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Danmaku!!

Activate your Spell Card.

You can only activate one Spell Card per round.

Illustration by Ibuki Notsu Card # 89/136  
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Danmaku!!

You have +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 # 90/136  
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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  
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Card # 91/136  
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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  
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# TEMPEST

3



All players discard their hand and draw 3 cards.

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Card # 93/136  
Touhou Project © Team Shanghai Alice



# 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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Card # 94/136  
Touhou Project © Team Shanghai Alice



# "BORROW"

2



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

Illustration by Efe  
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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.

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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.

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## GREAT BARRIER WEAKENING

Cycle of Sixty Years



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.

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## 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.*

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## 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.

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## 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.

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## 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.

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

Resolution: Collect 4 Item cards.

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