

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

HEROINE

Extra Boss has not been revealed, she must reveal her role card. She does not

replace it with a new role card.

ONE TRUE PARTNER

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.

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

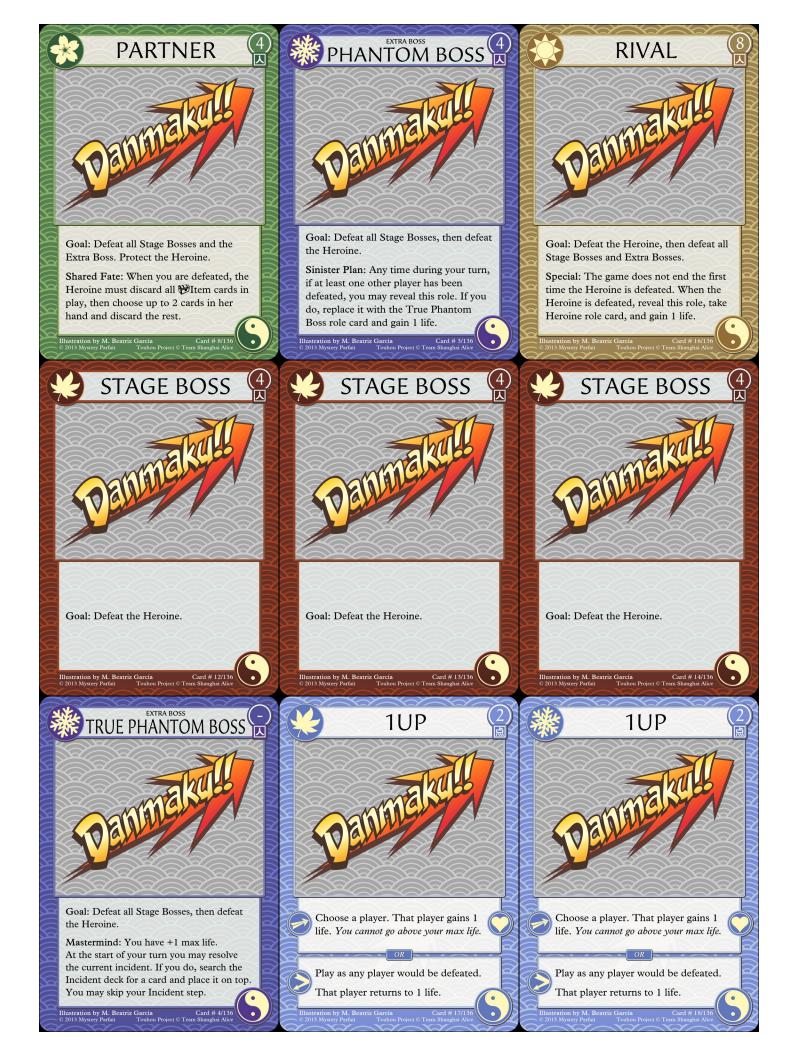
Shared Fate: Players do not draw cards for

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: 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.







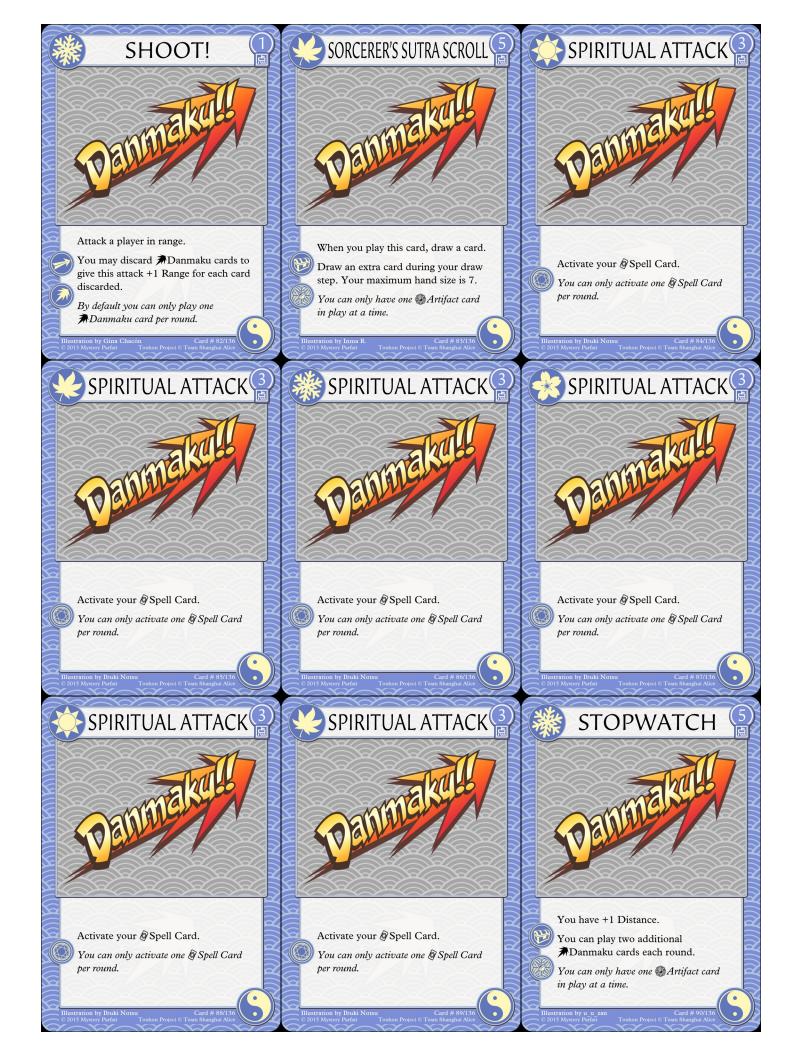
















Players may play any number of Danmaku cards each turn.

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

Collect any Danmaku cards.

Resolution: Collect 12 cards.





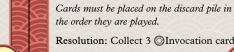
During your incident step, discard your hand and draw that many cards.

You still take your draw step.

Resolution: Collect 1 Artifact card.

Fairy Herald of Spring
LILY WHITE





Resolution: Collect 3 @Invocation cards

Draw your first card each turn from the

discard pile. If the discard pile is empty,

draw from the deck instead.

GREAT BARRIER WEAKENING





## GREAT FAIRY WARS



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

REKINDLE BLAZING HELL

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

Resolution: Collect 9 Danmaku





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.



## **OVERDRIVE**

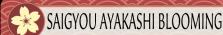


You may pay 1 life to activate your Spell Card.

You can only activate one Spell Card per

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.





