



**Danmaku!!**

Game Rules

**MYSTERY  
PARFAIT**



# Prologue

“Girls do their best now and are preparing. Please wait warmly until it is ready.” — Loading screen

*From unsettling scarlet mists to restless spirits, incidents are happening at an alarming rate all over Gensokyo. You have had quite enough of this and want to get to the bottom of things. However, between all of the youkai and humans involved, you have no idea who's responsible for these incidents and who's trying to resolve them. As usual, there's only one solution – take to the skies and sort it all out with danmaku battles!*

“**Danmaku**” is a Japanese word meaning “curtain fire,” and is used to describe video games called top-down shooters, or “bullet hell” games. In these games, players dodge complex and often beautiful patterns of bullets on the screen while trying to shoot down enemies. The word “danmaku” can refer both to the games themselves as well as the patterns of bullets in these games.

**Touhou Project** is one of the best-known series in the genre, widely recognized for its fantastic setting, beautiful music, and wide cast of fascinating girls.

**Danmaku!!** brings these beloved characters and game mechanics from Touhou together to create an exciting party-style card game.



# Game Overview

## Game Overview

In *Danmaku!!*, players take on characters from the Touhou Project series of games. Every player has a role card, each with its own goal. In the beginning, only the Heroine is revealed. Based on who attacks whom, players must figure out who is on their team and work together to achieve a common goal, or risk being taken down one at a time.

*Danmaku!!* is a fan-made derivative work of *Touhou Project*. The characters, setting, and themes are the creations of ZUN / Team Shanghai Alice.

## Game Contents

- ✦ 16 Role cards
  - ✦ 1 Heroine and 1 Rival card (Yellow face)
  - ✦ 4 Partner cards (Green face)
  - ✦ 6 Stage Boss cards (Dark red face)
  - ✦ 4 Extra Boss cards (Violet face)
- ✦ 80 Main Deck cards (Light blue face)
- ✦ 16 Incident cards (Red face)
- ✦ 24 double-sized Character cards (Pink face)
- ✦ 6 Quick reference cards (Gray face)
- ✦ 2 Bonus Character cards



# Game Setup

## Game Setup

Before playing, separate cards into piles based on the card type. Different card types have differently colored faces. Shuffle the Incident cards (red) and set them aside. Shuffle the Main Deck cards (light blue) and set them aside. Then shuffle the Character cards (pink) and set them aside.

In addition to these cards, each player needs a way to keep track of their current life. This can be anything – dice, slips of paper, coins, etc.

## Determine Roles

Separate the **Role cards** by their color or season. Remove some of these cards, based on how many players are playing in the current game. The number in the top-right of the card indicates whether the role card should be included in the current game. For instance, **One True Partner** has a 7, so it should only be included if 7 or more players are playing. Set these unused cards aside.

Pull out the **True Phantom Boss** and **EX Boss Revealed** cards and set them aside where they can be found. Do not mix them in with the remaining role cards.

4



# Game Setup

For the remaining cards, shuffle each of these piles individually. Then, without looking at them, take a number of cards from these piles according to the number of players in the game:

**4 players:** 1 Heroine, 2 Stage Bosses, 1 Extra Boss

**5 players:** 1 Heroine, 1 Partner, 2 Stage Bosses,  
1 Extra Boss

**6 players:** 1 Heroine, 1 Partner, 3 Stage Bosses,  
1 Extra Boss

**7 players:** 1 Heroine, 2 Partners, 3 Stage Bosses,  
1 Extra Boss

**8 players:** 1 Heroine, 2 Partners, 3 Stage Bosses,  
1 Extra Boss, 1 Rival

After pulling out the necessary role cards, shuffle and randomly distribute one to each player. Look at your own role card, but do not reveal it to anyone else. Then, without looking at them, set the remaining role cards aside. They are not used.

## Your First Game

For your first game, we recommend playing with 7 or fewer players, using only the basic Stage Boss and Partner cards, and using EX Boss as the Extra Boss.



# Game Setup

## Set Up Decks

Shuffle the **Main Deck cards** together and place them in a pile where everyone can reach. Set aside an area next to the Main Deck for the discard pile. Shuffle the **Incident cards** together and place them in a pile next to the Main Deck cards.

## Assign Characters

Shuffle the **Character cards** together. Then, deal each player two Character cards, face down. Of the two available Character cards, each player chooses one to keep and one to discard. Players may look at their own Role card before choosing which character to use, but do not reveal either the Role card or Character card.

Once each player has chosen a Character card, all players simultaneously reveal their chosen Character card. Set aside all of the unselected and remaining Character cards. These are no longer used.

## Starting Life and Hand

After each player has a Character card, the player with the Heroine role reveals their role. This is the only role card to be revealed at the start of the game.



# Game Setup

Each player then sets their life to their **max life**. All players start with a max life of 4, except the Heroine, who starts at 5.

Then, starting with the Heroine, each player draws cards from the Main Deck equal to their **max hand size**. All players have a starting hand size and max hand size of 4 cards, except the Heroine, who gets a max hand size of 5. The Heroine then takes the first turn.

*Players playing as Patchouli Knowledge have a starting and max hand size of 7. If Patchouli is the Heroine, she has a starting and max hand size of 8.*

## Designated Dealer

Some groups may find it easier for a single player to act as the dealer, distributing cards for players when they need to draw and collecting cards that go to the discard pile. This player flips cards as necessary, draws new Incident cards, collects any cards for that Incident, and announces to players when the Incident is resolved. This is purely a matter of convenience and has no effect on gameplay. If a player is defeated early, that player may find it convenient to take the role of the dealer.





# Turn Order

## Turn Order

1. Start of Turn
2. Incident Step
3. Draw Step
4. Main Step
5. Discard Step

### Start of Turn

At the start of a player's turn, any effects for that player that last “until your next turn” end. Limits on how many  **Danmaku cards** and  **Spell Cards** a player can play reset at the start of their turn.

### Incident Step

At the beginning of the incident step, if there is no Incident card in play, put the top card of the Incident deck into play.

Whether or not a new Incident card was played this turn, the current player then performs any actions listed that take place during the Incident step.

If the current Incident card is resolved during the incident step, do not play a new Incident card until the next player's incident step. *See Incident Cards for more information.*





# Turn Order

## Draw Step

The current player draws for the turn. By default, players draw **two cards** per turn.

## Main Step

Most interaction happens on the main step. Players can play ➔ **Action cards** or put 🗑 **Item cards** into play only on their main step. Card types can be identified by symbols on the sides of the card's rule text box. *See Card Symbols for more information.*








There is no limit to the number of cards a player can play on their turn, with two exceptions:

By default, players can only play one 🗡 **Danmaku** card per round. Danmaku cards include **Shoot** and **Seal Away**. Some cards increase the number of 🗡 Danmaku cards a player can play each round, such as **Power** and **Stopwatch**.

Players can only ever activate one 📄 **Spell Card** per round. This includes activating your own Spell Card, with cards like **Bomb** or **Spiritual Attack**, or another player's Spell Card with **Capture Spell Card**. There are no effects that increase the number of 📄 Spell Cards a player can activate in one round.



# Turn Order

The limits on  Danmaku cards and  Spell Cards are independent. Players can activate a  Spell Card in the same round they played a  Danmaku card and vice versa. Players can also use a **Bomb**'s effect to cancel a  Danmaku card or  Spell Card, even on a round they activated their  Spell Card. These limits last until the start of the player's next turn.

## Discard Step

During **each player's** discard step, **all players** discard down to their max hand size. This is the only time players must discard due to max hand size. If a player draws above their max hand size, they do not need to discard down to their max hand size until the next discard step.

After the discard step, play moves to the next active player on the left (going clockwise). That player takes the next turn.

## Winning the Game

### Life

All players start with 4 life, except for the Heroine, who starts with 5. There are three main ways players lose life. Players lose life when they are successfully **attacked** by another player.



# Gameplay

Additionally, some effects cause a player to lose life directly. Finally, some cards and abilities allow a player to pay life to activate an effect. You can pay life even if it is your last life, but you cannot pay life if you are at 0 life. A player's life cannot go below 0.

**When a player loses life for any reason, they draw one card for each life lost.**

## Attacking

Cards such as **Shoot**, and some abilities allow a player to **attack** another player. When attacked, the defending player may play cards such as **Graze** to **avoid** the attack. If the defending player avoids the attack, they lose no life; otherwise, they lose 1 life. Players cannot attack themselves for any reason.

Cards that cause a player to lose life directly do not count as attacks and the damage cannot be avoided; therefore, the damage cannot be prevented by playing a **Graze** card.

## Distance and Range

Several cards, like **Shoot**, only affect a player that's **in range**. Another player is considered in range if your **Range** is equal to or greater than the **Distance** from you to that player.



# Gameplay

Each player starts with a **Range** of 1. Certain effects can add to Range. For instance, a player with a **Power** card has +1 Range, giving them a total Range of 2. These effects stack, so a player with two **Power** cards has a Range of 3. Some effects can reduce Range, but Range can never go below 1.

1



Reimu

1



3



+1 Distance

2



3



4



+1 Distance



# Gameplay

**Distance** is measured from one player to another target player. Distance depends on the order players are sitting. The distance to another player is the number of seats away that player is sitting in either direction, plus any Distance modifiers the target player has. The players sitting immediately to your left or right start at a distance of 1. Only active players are counted, so as players are defeated, the distance between the remaining players gets smaller.

Distance modifiers can come from cards like **Focus**. Only count the Distance modifiers of the player you are counting **to**, and not modifiers on yourself or any other players. Some effects can reduce the distance to a player, but this can never go below 1.

*The diagram on the opposite page shows an example of calculating distance from Reimu to other players at the table. The number next to each player is the Range required for Reimu to attack that player.*

## Defeat

A player is **defeated** after their current life is reduced to 0. Defeated players are not considered **active** players and are not counted when counting the distance from one player to another. Defeated players do not take turns.



# Gameplay

When a player's life reaches 0, they are not defeated immediately. Players have the opportunity to play certain ➤Reaction cards, such as **1Up**. If there are any ongoing ➤Action cards, players may continue to respond to that ➤Action or any other cards played, even if their current life is 0. Once all players have indicated they have no responses to the ongoing ➤Action card, all players at 0 life are defeated at the same time.

Some ➤Reaction cards such as **1Up** can save a player from defeat and return their life to above 0. A player who loses life and is saved in this way still draws a card for losing life. Defeated players cannot gain life, so if a player is not saved immediately, a **1Up** will no longer be able to save them.

Once a player is defeated, that player discards all cards in hand and 🗑️Item cards in play. They then reveal their Role card. If another active player's **goal** is satisfied, that player must immediately reveal their role card and declare that they have won the game. Otherwise, the game continues with the current player's turn, or the next active player's turn if the current player was defeated. *See Declaring Victory for more information.*



# Gameplay

## Declaring Victory

Each player has a **Role card**. The particular victory conditions for each player are written as the **goal** on that player's Role card. This involves defeating some or all other players with particular roles. A player does not need to deal the last damage to a defeated player for it to count toward their goal. All that matters is that the specified player or players are defeated.

Once an active player's goal has been satisfied, they must reveal their Role card and declare victory. The game is now over, and any players who have also completed their goal have won the game. Defeated players cannot declare victory, even if their goal is completed, but they can still win the game if their goal is completed by a teammate.

It is possible for more than one player to win the game at the same time. This is most common when those players have the same role, but not all roles have conflicting goals. For instance, **Partners** and the **Heroine** have the same goal. If one wins, the others do as well. Likewise, it is possible for nobody to win the game. If all players are defeated at the same time, then the game ends in a draw.



# Main Deck Cards

## Main Deck Cards

The **Main Deck** is the main play deck used in *Danmaku!!*. The Main Deck contains the cards that make up a player's hand and that are played to perform actions in the game.

Main Deck cards have the following elements:







# Main Deck Cards

## Split Cards

**Split cards** look like normal Main Deck cards, except the rule text is split into two panes. When a player plays a split card, they choose which half to use. Each half of a split card has its own timing and card types. When a split card is played, ignore the other half of the card completely.

## Shuffling the Main Deck

When a player needs to draw cards and there are not enough cards left in the Main Deck, draw as many cards as possible, then make a new Main Deck by thoroughly shuffling the discard pile and placing it in a face-down pile. Continue drawing remaining cards from the new Main Deck.

There is no limit to the number of times the Main Deck can be shuffled in a single game. Do not shuffle the discard pile into the Main Deck until the Main Deck is completely empty.

## Card Types

Every card has at least one symbol icon, which indicates what **type** the card has. Some effects depend on certain types of cards being played. Card types also determine when a card can be played, and any limits on playing that card.



# Card Types


## Action cards



**Action** cards make up the bulk of the main deck. They can only be played on your main step, when no other card is being resolved.

## Reaction cards





**Reaction** cards and reaction  Spell Cards can be played during any player's turn, but only when certain conditions are met. The conditions for a reaction are listed at the top of the rule text in the format, "Play this card when \_\_\_\_\_," or "Activate this ability when \_\_\_\_\_."

Any number of players may react any number of times to a single event. Some reactions may create additional effects that can then be reacted to. Players add their reactions in clockwise fashion. Resolve reaction effects in a last-in-first-out order.

## Item cards






**Item** cards provide a constant effect while in play. When you play an  Item card, place it on the table face-up. It remains in play until an effect causes it to be discarded.

 Item cards enter play under the control of the player who plays them. Some cards and abilities, such as **Borrow**, allow a player to











# Card Types

take control of another player's Item card. Whoever controls an  Item card gains the effects of that card. If a player discards an  Item card from play, they lose the effects of that card immediately. You can only put  Item cards into play on your main step, when no other card is waiting to be resolved.

## Invocation cards




**Invocation** cards allow a player to activate a character's  Spell Card. Some characters'  Spell Cards are actions, while others are reactions. You may only activate those  Spell Cards when the conditions listed in the rule text are met.

A player can only activate one  Spell Card per round. After activating a  Spell Card, that player cannot activate another one until the start of their next turn. This is true even if the  Spell Card was canceled. However, that player may still use the other half of a **Bomb** card to cancel a  Danmaku or  Spell Card.




## Danmaku cards








**Danmaku** cards, such as **Shoot**, allow a player to attack another player. By default, players have a limit of one  Danmaku card per round.



# Card Types

A player cannot play a  Danmaku card if the number of  Danmaku cards played this round is equal to or greater than their current limit. Each  Danmaku card played counts against the limit, even if that card was avoided or canceled.

Some cards, such as **Power**, increase the number of  Danmaku cards a player can play each round. Once in play, the increase takes effect immediately. If the card is lost, the limit is reduced immediately.

Some  Danmaku cards, such as **Melee**, ignore the  Danmaku card limit. These can be played even if the player is at their  Danmaku card limit, and are not counted when determining the number of  Danmaku cards that have been played this round.


## Dodge cards



**Dodge** cards, such as **Graze**, allow a player avoid an attack. All  Dodge cards are also  Reaction cards.

## Healing cards








**Healing** cards, such as **1Up**, allow a player to regain life or save a player from defeat.  Healing cards cannot be used on a player that has already been defeated.



# Card Types




## Powerup cards



**Powerup** cards, such as **Power**, are a kind of  Item card. When a player is hit by an attack, they must choose one  Powerup card they currently control and discard that card. If the player avoids the attack, they do not need to discard a  Powerup card. Additionally, players do not discard  Powerup cards when a card causes them to lose life directly or when they pay life to activate an effect. There is no limit to the number of  Powerup cards a player can have in play.




## Defense cards



**Defense** cards, such as **Focus**, are a kind of  Item card. Players may only have one  Defense card in play at a time. If a player ever has two  Defense cards in play, they must immediately choose and discard one.

## Artifact cards



**Artifact** cards, such as **Mini-Hakkerō**, are among the most powerful  Item cards. Players may only have one  Artifact card in play at a time. If a player ever has two  Artifact cards in play, they must immediately choose and discard one.



# Character Cards

## Character Cards

At the beginning of the game, each player chooses a **Character** to play as. Every character has a unique playstyle with its own strengths and weaknesses.

Character cards have the following elements:

Season

Character Name

Spell Card name

Ability



Expansion

Spell Card effect

Idiot

Spell Card type



# Character Cards

## Abilities

☯ Abilities are passive benefits granted for playing a given character. ☯ Abilities are always in effect and allow that player to do things that others can't or otherwise break the rules. Remember to use your character's ability for the best chance at victory!

## Spell Cards

🃏 Spell Cards are unique, one-time effects that a given character has access to. In order to use their 🃏 Spell Card, a player must **activate** it by playing an 🃏 Invocation card such as **Spiritual Attack** or **Bomb**, or using the effect of **Mini-Hakero**.

Some 🃏 Spell Cards are ➡ Actions, while others are ➡ Reactions. If a 🃏 Spell Card is an ➡ Action, it can only be activated during your main step, when no other card is being resolved. ➡ Reaction 🃏 Spell Cards state when they can be used at the top of the 🃏 Spell Card effect box.

When a 🃏 Spell Card is activated, **all** of the effects listed are performed in order. This usually includes a unique effect, such as drawing cards, followed by an attack. Attacks like this are part of the 🃏 Spell Card's effects and do not require playing additional cards to use.



# Role Cards

## Role Cards

There are four **basic roles**: **Heroine**, **Partner**, **Stage Boss**, and **Extra Boss**.



In addition to the four basic roles, there are seven **advanced roles**, which might replace one or more basic role cards at the beginning of the game. Each advanced role has a slightly different **goal**, though they still count as one of the four basic types: Heroine, Partner, Stage Boss, or Extra Boss, as identified by the color of the card's frame and text above the name of the role. When playing with advanced roles, you can never be quite sure who's really on your team.





# Role Cards

## The Heroine

The **Heroine** is the only Role card revealed at the start of the game. The game starts on the Heroine's turn. The Heroine wins if all of the Stage Bosses and Extra Bosses have been defeated.

## The Rival

In addition to the Heroine, in an 8-player game, one player is dealt the **Rival** card. The Rival really wants to become the Heroine, and the only way to do that is to defeat the current Heroine and take her place!

When playing with the Rival, the game does not end when the Heroine is defeated. Instead, if the Heroine is defeated, the Rival reveals their role card, takes the Heroine role card, and gains 1 life. That player then becomes the Heroine, and the game continues as normal. Any players that must defeat the Heroine as part of their goal must defeat the new Heroine before they can win the game.

## Stage Bosses

**Stage Bosses** want to defeat the Heroine.

In addition to the basic Stage Boss, there are three advanced Stage Boss roles, each with their own particular goals:



# Role Cards

The **Challenger** wants to defeat the Extra Boss before defeating the Heroine.

The **Final Boss** wants to defeat a Partner before defeating the Heroine.

The **Anti-Heroine** wants to defeat at least one fellow Stage Boss before defeating the Heroine.

## Partners

**Partners** have the same goal as the Heroine: to defeat all Stage Bosses and the Extra Boss. There are two advanced roles that may appear:

The **One True Partner** can't stand the other Partner and must defeat them before the Stage Bosses and Extra Bosses are defeated.

The **EX Midboss** isn't really the Heroine's partner at all! She wants to defeat the Stage Bosses, then defeat the Heroine, helping the Extra Boss win!

## Extra Bosses

**Extra Bosses** have the difficult task of defeating all the Stage Bosses before defeating the Heroine. Fortunately, Extra Bosses have the unique ability to reveal themselves during the game in order to gain a special advantage. Be careful, though, as a revealed Extra Boss is an easy target.



# Role Cards

There are two varieties of Extra Boss:

The **EX Boss** draws extra cards while revealed.

The **Phantom Boss** has the ability to manipulate the Incident deck while revealed.

Each Extra Boss role has two cards: The EX Boss has the **EX Boss Revealed** card, and the Phantom Boss has the **True Phantom Boss** card. Be sure to only include the EX Boss card and Phantom Boss card when assigning roles. The other cards are used after the Extra Boss uses their reveal power.

The Extra Boss can reveal themselves at any time, as long as at least one other player has been defeated. This is a special action that players cannot respond to. An Extra Boss may even use this ability on another player's turn or when they are about to be defeated. An Extra Boss may not use this ability if they are the first player to be defeated.

## Table Talk

Outright announcing your role is considered bad manners and is against the spirit of the game. Keeping your role secret while still suggesting to others which team you're on is part of the fun of the game.



# Incident Cards

## Incident cards

**Incident** cards are drawn throughout the game and provide a constant change to the game's rules as long as they are in play. During a player's Incident step, if there is no Incident card currently in play, put the top card of the Incident deck into play.

Incidents take effect immediately and last until they are **resolved**. Each incident is resolved after a particular condition is met. This is specified by the **“Resolution:”** text on the card. Once resolved, the Incident is placed in the Incident discard pile. Do not put a new Incident into play yet – this happens during the next player's Incident step.

## Collecting

Many incidents resolve after **collecting** a certain number of particular cards. The kind of card that an incident collects is specified on the incident card – for instance, “Collect 6 ♣ Spring cards.” Any time a card the incident collects is placed in the discard pile for any reason, instead put it in the collection pile next to the Incident Deck. That card is now “collected.” If the incident has already collected enough of a given type of card, it will not collect more of that type of card.



# Glossary

When the specified number of cards of the correct type have been collected, the incident is resolved. Shuffle the cards it collected together and place them in their appropriate discard pile.

## Seasons

Many incidents collect cards of a particular **season**. The season for a card can be identified by the symbol in the top-left circle. There are four seasons:



## Game Terminology

### Flipping

Some cards tell the player to **flip** the top card of the deck. This means to reveal the top card of the Main Deck to all players, then put it in the discard pile. These cards usually have an effect based on the season of the revealed card.

### Discarding

Some cards or abilities may force a player to **discard** cards. This may include cards from






# Glossary



their hand or Item cards in play. Unless otherwise specified, the player that is forced to discard gets to choose which cards to discard. If this must be done at random, shuffle the cards together and have another player randomly choose which cards to discard. Place discarded cards into the discard pile.

Players must discard down to their max hand size at the end of each player's turn. When a player discards due to max hand size, they may choose which cards to keep and which to discard.

## Canceling

Some cards, such as **Bomb**, allow a player to **cancel** another card being played or  Spell Card being activated. When a card is canceled, it does not perform any of that card's effects. For instance, a **Seal Away** that is canceled does not force a player to discard an  Item card, and does not perform an attack.


If players played other  Reaction cards, such as **Graze**, in response to a card that is later canceled, they may take those cards back into their hand.

Canceled cards still count against the limit on the number of  Danmaku cards and  Spell Cards a player may play per round.





# Glossary

## Skipping Turns

Cirno's  Spell Card, "Perfect Freeze," and Hong Meiling's ability cause players to **skip a turn**. If a player skips their turn, they skip all phases of their turn except for the "Start of Turn" phase. This means that effects that last until the start of their next turn still end. However, that player will not play or check Incident cards on their Incident step, will not draw cards on their Draw step, and do not discard on their Discard step.

Players cannot skip two turns in a row. If a player would skip a second consecutive turn, they instead take that turn as normal. The effect to skip the turn is not postponed and is ignored completely.

## Playing on Others' Behalf




**Graze** and Yagokoro Eirin's  Ability allow a player to play certain cards on **others' behalf**. This means you may play the card as if the other player had played it. For instance, if another player is attacked, you may play a card that can only be played when you are attacked. That player would then gain the effects of the card. An  Item card played on another player's behalf is controlled by that player.







# FAQ / Rulings

## Main Deck Cards



### Bomb

If a player plays a **Bomb** card, choosing the second effect to cancel a  Danmaku card or  Spell Card, you cannot play another **Bomb** card to cancel the first **Bomb**. However, you can use a **Bomb** to cancel a  Spell Card that cancels as part of its effects, such as Kamishirasawa Keine's "Phantasmal Emperor." In this case, the initial card is not canceled and takes effect as normal.

### Capture Spell Card

You may activate any player's  Spell Card as if it were your own. If their Spell Card is an , it must be during your main step; if it is a , you must meet the conditions listed. You can use Capture Spell Card to activate the  Spell Card of defeated players.

### Shoot

Additional  Danmaku cards discarded to **Shoot** only increase your range for that attack. Cards discarded this way do not count against your  Danmaku card limit. You do not get them back if someone cancels or avoids the **Shoot**.





## FAQ / Rulings


### Supernatural Border

You may only activate a Supernatural Border once per attack. You may still play Graze or Bomb to avoid or cancel the attack after activating Supernatural Border.



### Character Cards

#### Cirno

Cirno's  Ability counts the distance from Cirno to the player. If a player's distance from Cirno increases, such as from a **Focus** card, Cirno will be able to attack them.




You can use “Perfect Freeze” against a target even if they skipped their last turn. They will not skip two turns in a row, but you may still attack them.



## FAQ / Rulings



### Hong Meiling





If Meiling skipped her last turn for any reason, she may not choose to skip her turn. If another effect forces Meiling to skip her turn, she may choose to activate her  Ability. When Meiling skips her turn, she skips all steps, including her draw step and discard step.

### Ibuki Suika

While “Gathering and Dissipating” is active, do not count any effects that add or subtract distance, such as **Focus**. If another effect sets players’ distance (such as a player copying Suika’s Spell Card), it overwrites the effect that was activated earlier.

### Kamishirasawa Keine

Keine may put any card from her hand on top of the deck, not just one that she drew.

“Phantasmal Emperor” may cancel any  Action card. She can cancel a  Spell Card as long as the  Spell Card being used has the  Action symbol.









## FAQ / Rulings

### Kawashiro Nitori



A player's Items have no effect while affected by “Kappa’s Flash Flood.” If another player gains one of these Items, it immediately regains its effects. If a player affected by “Kappa’s Flash Flood” gains control of a new Item card, it will have no effect until Nitori’s next turn.

### Kazami Yuuka

Yuuka’s Ability only triggers from cards that directly attack another player or cause life loss.



### Kochiya Sanae

Players may not refuse to take a card given by Sanae.

A player affected by “Miracle Fruit” must reveal their hand to everyone.

### Komeiji Satori

Satori may choose to look at another player’s hand at any time during her turn, including while other cards are waiting to be resolved. This is a special action that cannot be responded to.



## FAQ / Rulings



“Terrifying Hypnotism” can be activated at any time the chosen Spell Card could be activated.

### Mononobe no Futo

“Oomonoimi’s Dinner” may be used on a player with no cards in hand.

### Patchouli Knowledge

Patchouli starts the game with 8 cards in hand if she is the Heroine.

### Reisen Udongein Inaba

The attack generated by Reisen’s ability must be in range, even if the original attack could target regardless of range.

If Reisen’s attack is avoided by Yukari, both will generate an extra attack. Reisen’s attack will be resolved first, followed by Yukari’s attack.

If a card copied by “Lunatic Red Eyes” requires targets to be in range, the new targets must be in range of Reisen.





## FAQ / Rulings

### Reiui Utsuho

Utsuho may activate “Nuclear Excursion” even if she is at 1 life. Utsuho will still lose life even if she defeats her target. This loss of life may cause Utsuho to be defeated. If Utsuho and the last player alive are defeated at the same time, the game ends in a draw.



### Remilia Scarlet

If Remilia would avoid an attack, but the attack is canceled, Remilia does not get to draw a card.

### Shameimaru Aya

Discarding ♠ Danmaku cards for Aya’s ability does not count against her ♠ Damaku card limit.



### Yakumo Yukari

Yukari must pick a target in range of herself when she uses her ability, whether or not the original attack required the target be in range.



# Credits

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## Art Credits

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