

# 東方彈幕遊戲

flowers

TRPG RULEBOOK  
VER. 1.01



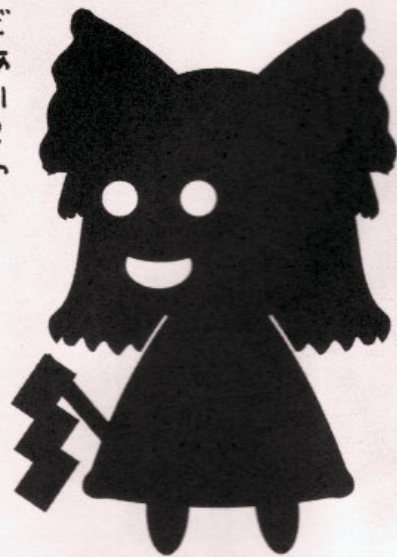




帰れないけど、いいわよね？



まいどありとふ









A detailed black and white line drawing of various flowers and leaves forms a border around the entire page. The top border features a row of small, five-petaled flowers. The left border is a vertical strip of various flowers, including a large chrysanthemum at the top. The bottom border is a wide band of diverse floral and foliage designs. In the center, a large, faint Torii gate is visible behind the main title.

# 東方彈幕戲 遊幕花

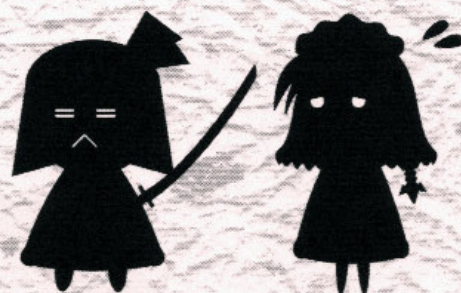
## Flowers

04

Welcome to the world of Touhou  
Bullet Hell Game - flowers -. What you are  
holding now is a one-way ticket to Gensokyo, a  
world separated by a single barrier from the one you  
are from. Due to the Youkai Expansion Project of over  
500 years ago, youkai continue to be captured with no  
end in sight, making reality a world of humans, and  
Gensokyo a world of youkai - it is this world that you are  
heading into. Perhaps out of a reckless desire for  
adventure, ambition bordering on thoughtlessness, or a  
gift of love that burns like lava: whatever your reason  
for coming to Gensokyo, I have but one wish. I pray that  
this book serves you well on your journey...



# What is This?



## ■ About Touhou:

Touhou is a series of original 'bullet hell' shooting games created by the (1-man) circle called Team Shanghai Alice. Many people have become fascinated by the beauty of its bullet curtains, the addictiveness of its soundtrack, and the presentation of its world, and the number of fans continues to increase. If you have not tried Touhou yet, we certainly recommend you to give it a shot! But be careful, for some people have already become prisoners of these games. If you are not immune to bullet curtains, their tremendous beauty might be intoxicating for you. Like alcoholic drinks, you should enjoy Touhou carefully and at your own pace. Let us continue!

## ■ About TRPGs

TRPGs, which stand for Tabletop Role-Playing Games, are games where people gather around a table, talk freely and have fun. Parts of them are like Monopoly or the Game of Life, but basically the objective in RPGs is solving mysteries and completing quests. In other words, in this game you become an inhabitant of Gensokyo, having fun and firing bullet curtains and winning or losing. Because Touhou Bullet Hell Game uses dice to generate random results and has human input in the form of the Game Master and the players, it has, unlike computer games, a flexible gameplay.

If you are a beginner, you should try making a character first. Think of an inhabitant of Gensokyo (the character) that you want to play as. Then, get several friends to make characters as well. Choose one among you to be the Game Master and play through a scenario - surely, you will get a glimpse of Gensokyo there. There is also a link between the official HP of characters and the detailed version used in the RPG. Make sure to review that as well.

## ■ Objective of the Game

The objective of this game is to become an denizen of Gensokyo, the terribly mysterious world - developed in the Touhou series of games by Team Shanghai Alice - that has been separated from present-day Japan through a mystical barrier, and run around trying to solve situations (and having fun in the process.) This will involve negotiating with canon Touhou characters, participating in bullet curtain battles (which will involve using your own Spell Cards!) and having a great time with friends in the world of Touhou.

Wouldn't you also like to journey to Gensokyo?



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# memo

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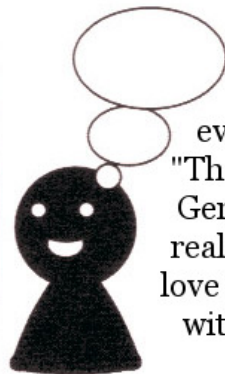


Girls are now being born...



# Read This First

## What is an RPG? 1



Have you ever thought, "Those girls in Gensokyo are really neat. I'd love to have fun with them."?

"Cirno is so cute!" "しかし、大マガに喰われる" "それを激写する射命丸 文。次の日の大見出し！恐怖！⑨、大マガに喰われる！" "That shaved ice looks so beautiful!" "Yuyuko-sama, you're heavy."



You've no doubt had such a conversation with someone before. This flow of conversation is the T in TRPG, and stands for "table-talk". In these games you come together to tell a shared story.

But what does it mean to play an RPG while conversing? The answer can be found in MMORPGs. We'll look at that next.



## What is an RPG? 2



Have you ever played an MMORPG? What is an RPG anyway? Let's explain.



RPGs are video games where you go on adventures, undertake quests, and resolve stories in a fantasy world where things impossible in real life can happen. These are single-player games.



Massively Multiplayer Online RPGs are a large-scale form of video game RPGs. They allow many people to play the same game together via a LAN connection or the internet.

"A fantasy world" "Playing together with several other people" In these two respects TRPGs and MMORPGs are surprisingly similar.



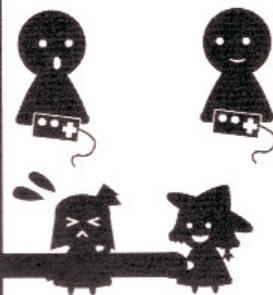
## What is an RPG? 3

"A fantasy world" "Playing together with several other people" In Part 2 we discussed these two key points for understanding TRPGs.

Now let's continue the discussion. Do you know what an "avatar" is?

An avatar is a character that represents you inside a fantasy (imaginary) world.

The Miis on Nintendo Wii, Yahoo's MyCharas, and characters in Pangya and Ragnarok Online are all basically avatars.



Q. Here's a question for you. What can avatars do?

A. First of all, as the diagram above shows, you can move them around in your stead.

Your avatar can also talk and dress up for you, can fight and improve, buy and sell items, and so on. Isn't that amazing? Now let's get into it more seriously!



## What is Touhou Danmaku Yuugi?

Let's go over the key points: You join with other people to speak, interact, do battle, buy and sell, etc. in Gensokyo. All of this is possible in an RPG.

So what can you do in an RPG through speaking? The answer is just as it says in the panel above. An RPG lets you do all kinds of things in this way.

But that still leaves one big question: What kind of game is an RPG?

Talking about how you can do most anything is all well and good, but you need to know how to actually go about playing with your friends.

So let's get started showing you just that! It's time to start explaining



Touhou  
Danmaku  
Yuugi  
-flowers-!

## Let's Get Ready!

Time to start this RPG.  
Time to start Flowers.  
First let's go over what you need:

6-Sided Dice (4 per person)



The Touhou Danmaku  
Yuugi Flowers  
rulebook



Something to  
write with



One Game Master



2-4 Players

Actually there's just a little more that you need.

Before you play you'll need to print out some sheets and prepare a scenario.

Also you might want to read some other doujinshi for inspiration!

## Make Characters!

Have you  
got  
everything  
you  
need?



Try playing  
with the  
scenario  
in the  
rulebook!



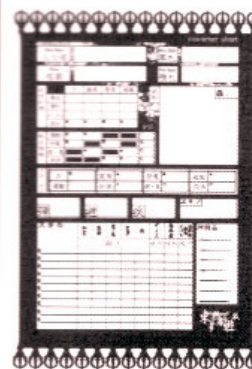
First, you'll  
need to create  
your very own  
Gensokyo  
resident, your  
character! It's  
pretty simple.

1. Select a  
Flower (Main  
Style) (TRPG  
version of 花映  
塚, etc.)

2. Select a Race (Sub Style)



Fairy, Human, Youkai,  
Demon, Ghost



3. Write  
in the  
rest on  
your  
character  
sheet!



# Character Creation (Player Section)

Gensokyo residents are now being born. Only one flower. This one thing cannot be changed. What flower will your character be?

## ■ Explanation

These rules are for entering into your character sheet. There are two methods for creating a character. Quick Start is for those not familiar with TRPGs, while those who are familiar can use Customization. Players should create their characters according to the GM's instructions. Furthermore, all characters are given 10 Experience Points by default. These are used to select Ordinary Skills.

### · Quick Start

By using the values from the Sample Character Chart, a character can be created quickly. Of course you will still need to create the character's personal data. The drawback to this is that there are a set number of sample patterns. To create exactly what you want you will need to use Construction.

### · Construction

Everything here is your decision. This takes more time and effort, but the fun you'll have is worth it. You should do this if you're used to the system.

## ■ Quick Start

The following is an outline. Data is shown later. Sheets used:

- Character Sheet
- Record Sheet
- Spell Card Sheet

### · Quick Start Procedure

- ① From the Sample Character Chart, select a Style Set, writing down the numbers on your sheet. There is a Style Set for each of the eight Main Styles. Refer to the Main Style list and select one to suit your tastes.
- ② From the Sample Character Chart, select a Skill

Set, writing down the numbers on your sheet. There are a total of eight different Skill Sets, select one to suit your preferences.

③ Add a Weapon from the Weapon Chart to your sheet.

④ Add Equipment from the Equipment Chart to your sheet.

⑤ Fill out the Name sections on the character sheet.

⑥ Create Spell Cards (check the Spell Card rules for some examples)

## ■ Sample Character Chart

Data table for Quick Start. By following the Quick Start instructions to the left, you can quickly create interesting characters. There are eight different Style and Skill Sets on this page and the next.

### · Style Sets

Main Style 華札		Rose		Sub Style 種札		Fairy		
Stats	Str	6	Ins	8	Int	3	Cha	1
	Ref	1 4	Perc	9	Will	9	Fin	4
● or ▲ or ■ or ◆		(■ + ○) ÷ 2						
Bullet		8	Dodge		9	Speed		2
Victory to the Swiftest! Lv. p35								Hardheaded Lv. p35

Main Style 華札		Peach		Sub Style 種札		Youkai		
Stats	Str	7	Ins	5	Int	3	Cha	3
	Ref	1 2	Perc	1 0	Will	8	Fin	6
● or ▲ or ■ or ◆		(■ + ○) ÷ 2						
Bullet		7	Dodge		8	Speed		2
Wish Lv. p35								Vainglory Lv. p36

Main Style 華札		Lily		Sub Style 種札		Human		
Stats	Str	3	Ins	7	Int	4	Cha	4
	Ref	1 0	Perc	7	Will	1 1	Fin	8
● or ▲ or ■ or ◆		(■ + ○) ÷ 2						
Bullet		7	Dodge		7	Speed		2
Echo Mastery Lv. p35								Old Blood Lv. p35



# What's in this book?

Here is an overview of the contents of this book. The Player Section starts on the next page.

## ■ Player Section

This section contains the rules that players (PL) need to create player characters (PC).



## ■ Rules Section

This contains the rules you'll use for your adventures in Gensokyo, including staging your own danmaku battles.



## ■ World Section

This section contains some information to help you understand Gensokyo, the setting of the Touhou games. It also includes information on NPCs and



enemies (i.e., mooks that you blast through in the games before the bosses).

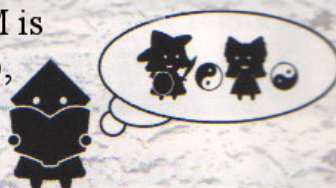
## ■ Game Master Section

This section has some additional rules for the GM, as well as some optional rules.



## ■ Scenario Section

This is an introductory scenario for newly created characters who have no experience points yet. If your GM is planning to run this scenario, please don't read it.





# Character Creation (Player Section)

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Stats	Str	● 6	Ins	▲ 8	Int	■ 3	Cha	◆ 1											
	Ref	○ 1 4	Perc	△ 9	Will	□ 9	Fin	◇ 4											
● or ▲ or ■ or ◆		(■ + ○) ÷ 2																	
Bullet		8		Dodge		9		Speed	2										
Victory to the Swiftest! Lv. p35										Hardheaded Lv. p35									

Main Style 華札		Peach		Sub Style 種札		Youkai		
Stats	Str	● 7	Ins	▲ 5	Int	■ 3	Cha	◆ 3
	Ref	○ 1 2	Perc	△ 1 0	Will	□ 8	Fin	◇ 6
● or ▲ or ■ or ◆		(■ + ○) ÷ 2						
Bullet		7	Dodge		8	Speed		2
Wish Lv. p35 Vainglory Lv. p36								

Main Style 華札		Lily		Sub Style 種札		Human		
Stats	Str	● 3	Ins	▲ 7	Int	■ 4	Cha	◆ 4
	Ref	○ 1 0	Perc	△ 7	Will	□ 1 1	Fin	◇ 8
● or ▲ or ■ or ◆		(■ + ○) ÷ 2						
Bullet		7	Dodge		7	Speed		2
Echo Mastery Lv. p35 Old Blood Lv. p35								



Main Style 華札 Peony Sub Style 種札 Demon

Str	4	Ins	1	Int	5	Cha	8
Ref	5	Perc	9	Will	9	Fin	13

● or ▲ or ■ or ◆ (■+○)÷2

Bullet 8 Dodge 5 Speed 2

● Karma Lv. p35 ● Immortality Lv. p35

Main Style 華札 Sunflower Sub Style 種札 Youkai

Str	3	Ins	4	Int	7	Cha	4
Ref	7	Perc	10	Will	8	Fin	11

● or ▲ or ■ or ◆ (■+○)÷2

Bullet 7 Dodge 8 Speed 2

● Longing Lv. p35 ● Vainglory Lv. p35

Main Style 華札 Clover Sub Style 種札 Youkai

Str	2	Ins	5	Int	4	Cha	7
Ref	7	Perc	6	Will	12	Fin	11

● or ▲ or ■ or ◆ (■+○)÷2

Bullet 7 Dodge 6 Speed 2

● Orator Lv. p35 ● Vainglory Lv. p35

Main Style 華札 Iris Sub Style 種札 Youkai

Str	3	Ins	2	Int	8	Cha	5
Ref	5	Perc	11	Will	7	Fin	13

● or ▲ or ■ or ◆ (■+○)÷2

Bullet 8 Dodge 6 Speed 2

I Saw  
● Something! Lv. p35 ● Vainglory Lv. p35

Main Style 華札 Forget-Me-Not Sub Style 種札 Ghost

Str	9	Ins	3	Int	3	Cha	3
Ref	12	Perc	12	Will	6	Fin	6

● or ▲ or ■ or ◆ (■+○)÷2

Bullet 9 Dodge 8 Speed 2

Encyclopedic  
● Knowledge Lv. p35 ● Phantom Lv. p35

## Skill Sets

### Skills (9 Set)

- Persistence Lv.1 p36 ● Don Quixote Lv.1 p38
- Talent Lv.1 p36 ● Courage Lv.1 p38
- Girl's Heart and Autumn Sky Lv.1 p37

### Skills (Innocent Set)

- Trust Lv.1 p36 ● Happiness Lv.1 p39
- Innocent Lv.1 p36
- Meddlesome Lv.2 p37

### Skills (Captivating Set)

- Technique Lv.1 p36 ● Purity Lv.1 p38
- Snob Lv.1 p37 ● Fascination Lv.2 p38
- Only Look at Me Lv.1 p37

### Skills (Servant Set)

- Pride Lv.1 p36 ● Hospitality Lv.1 p38
- Loyalty Lv.1 p36 ● Keep the Hope Lv.2 p38
- Unchanging Love Lv.1 p36

### Skills (Genius Set)

- Talent Lv.1 p36 ● Good Fortune Lv.1 p39
- Meddlesome Lv.1 p37
- Meditation Lv.1 p37

### Skills (Reflection Set)

- Look Away Lv.1 p36 ● Whisper Lv.1 p39
- Reflection Lv.2 p37
- Don't Touch Me Lv.1 p38

### Skills (Dignified Set)

- Pride Lv.1 p36 ● Majesty Lv.1 p38
- Noble Purpose Lv.1 p36
- Stern Lv.2 p37

### Skills (Enduring Set)

- Ordinary Lv.1 p36 ● Poison Lv.1 p37
- Enduring Lv.1 p36 ● Ink Spray Lv.2 p39
- Persistence Lv.1 p36



Main Style

薔薇

-Rote Rosa-

14

Katzeh

花言葉

Language of flowers

情熱

— Passion





The  
Language  
of Flowers

イキザマ  
生き様  
way of life

- Passion - Affection - Ardent Love -  
- A warm heart -  
- Make me your own - I Love You -

Always cheerful, reckless, quick-tempered but good-humored. Frequently focuses on the short term, and often not very bright. A prevalent nature among fairies.

### Ability Scores

Strength

4

Insight

3

Intelligence

2

Charisma

0

Inherent Skill

Victory to the swiftest!

Special Skill

At the start of combat,  
before anyone else acts,  
you can take one action.  
This action can be delayed.

Normal Attack Range



Mutterings

Since long ago, a light has been missing from my heart. I don't care what people have to say. Ever higher, wherever I see this kind of thing. A little bit nearer than before, that one light. Since long ago, my heart has been looking for that light. Surely, that is my dream.

東方弾幕戯  
東方弾幕遊



# Main Style

桃

-Amygdalus persica-

16

TOKIAME

花言葉

Language of flowers

愛嬌

— Charming



The  
Language  
of Flowers

イキザマ  
生き様  
way of life

~A World class enemy of fish ~  
~ The Spunky, Elegant Good Daughter ~  
~ I have a Crush on You ~

A smiling face that feels like the cheerfulness of spring. A constantly changing expression. If it had to be put into words, when you prepare to scold her, the attentive and enthusiastic way she listens to you... No matter how hard you try, you can't hate her mischeviousness. A charming existence.

## Ability Scores

Strength

3

Insight

4

Intelligence

1

Charisma

1

Inherent Skill

Wish

Special Skill

Twice per scenario no matter the ruling, you score a hit.

(Subject to GM approval in a scenario where advancement could prove fatal).

Normal Attack Range



Mutterings

Yesterday on the hill I was gathering nuts. The day before I helped with the cleaning. Although it was really tough, I found many strange things I'd never seen before in the closet, and suddenly it was like an exploration adventure! 'Cause I neglected the cleaning, she got angry, but I found many new treasures. Ah! Something smells great... Today let's go that way!

東 彈 戲  
方 幕 遊



# Main Style

百合  
-Lilium-

18

袴田

花言葉

Language of flowers

上品

— Elegance



The  
Language  
of Flowers

イキザマ  
生き様  
way of life

~With Purity and Without Disgrace~  
~Captivating Time~  
Magnificent ~ Pure ~ Wise ~ Dignified ~ Perfection

She wears a gentle smile on her face and carries herself with an  
air of maturity and elegance. Watching her flawless conduct can only make one  
fall in love.  
But no one has seen her true nature.

## Ability Scores

Strength

2

Insight

2

Intelligence

2

Charisma

3

Inherent Skill

Echoed Chant

Special Skill

Twice a scenario the enemy's  
Spell Card becomes one of your  
own. It consumes only half of  
the original Tension cost. It is  
forgotten after the scenario ends.

Normal Attack Range



Mutterings

From beyond Asahigaoka to just a little before your face, your waking eyes will fall upon my handiwork. Placed by the bedside, a proffered cup of water for you to drink. Quickly dressing and finishing the daily routine, I finish the planned soup for breakfast. From corner to corner of our house there wafts a wonderful aroma. Generally this world is without such a thing.... But that's fine too.

弾幕戯  
東方  
遊



Main Style

牡丹

-Paeonia suffruticosa-



20

NC

花言葉

Language of flowers

王者の風格 - Graceful King



The  
Language  
of Flowers

~Noble ~ Shy ~ Splendid ~  
Sincere ~ Highly Placed

イキザマ  
生き様  
way of life

Destroying the world with but a single glance, and yet at those fingertips the power to shape the world. This kind of person is the eye of a typhoon: surrounded to a positively terrible extent with a raging storm. However, even storms possess the power to carry seeds to bloom.

## Ability Scores

Strength

3

Insight

0

Intelligence

2

Charisma

4

Inherent Skill

Karma

Special Skill

Once per scenario, if you receive damage, you may also make your attacker receive that damage. They cannot counter or treat this damage.

Normal Attack Range



Mutterings

The world is overflowing with truths. There are an infinite variety of circumstances. At times it is necessary that you should doubt what your eyes see. Though it's troubling, there are times when you must associate with ones you almost can see. The appropriate response is, you must confront the question of "why is she sleeping soundly in my room?" Yes, that is my sleeping bear!

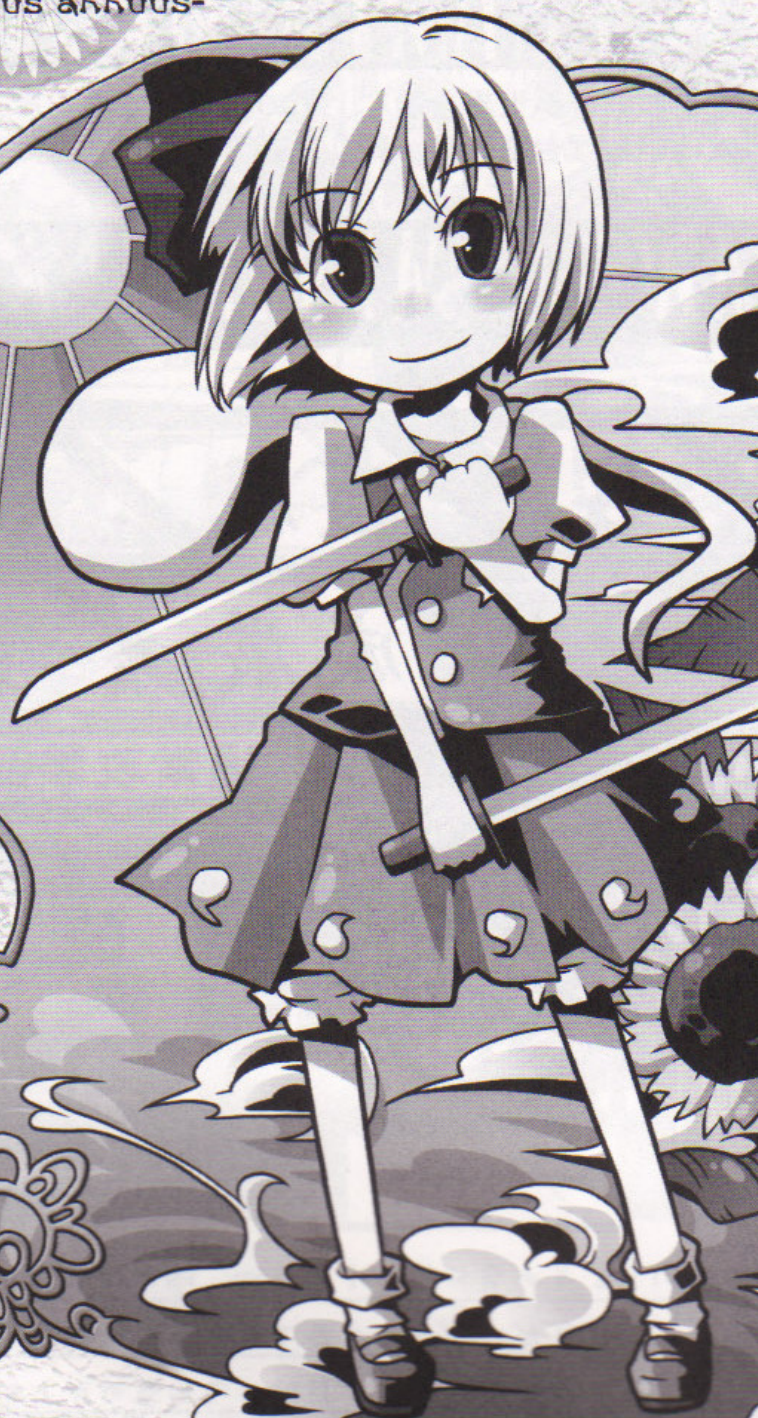
東方弾幕遊戯  
Touhou Danmaku Yūgi



Main Style

向日葵

-Helianthus annuus-



22

芋川

花言葉

Language of flowers

あこがれ - Yearning



The  
Language  
of Flowers

イキザマ  
生き様  
way of life

~ Gazing upon you, you are magnificent ~  
Adoration ~ Matured Love  
~ Vast Radiance ~ Respectful Appeal ~

I gush forth like the warmth of sunshine from a strongly disciplined form. To think indistinctly, and to be felt indistinctly.  
In that style, the heart is strongly moved.

### Ability Scores

Strength

1

Insight

3

Intelligence

3

Charisma

2

Inherent Skill

Longing

Special Skill

Whenever you gain tension, you  
gain an additional 1d6 tension.

Normal Attack Range



Mutterings

There's an incredible person I know. When I was worried, with only just a single kind and gentle look, she gave me support. Occasionally she has her cold moments, but I admonish my thinking of those thoughts. I still am not as experienced as that person. But someday, I want to be someone who carries such a precious, veiled strength like she does.

東 弾 戯  
方 幕 遊



Main Style

白詰草

-Trifolium repens-



24



花言葉

Language of flowers

感化 - Influence



The  
Language  
of Flowers

~ Illusionary East ~ Bliss ~ Look at me ~  
~ Think about me ~

イキザマ  
生き様  
way of life

The instant her companion's heart is opened, these mysterious power-wielding girls know. For everyone to be isolated alone is impossible. No one would survive such isolation.

### Ability Scores

Strength

0

Insight

3

Intelligence

2

Charisma

4

Inherent Skill

Orator

Special Skill

The number of skill combinations during your general judgements is increased by one.

Normal Attack Range



Mutterings

If compared, I am like a wind-ruffled grassland. Or perhaps a winding stream.

No matter what happens, threatening me is pointless.

Nothing particularly desired, nor having any feeling of fear,  
only within this 'loop' do I spin. But, that is the same as the air.

The same as nothing. Unexpectedly, I'll become uneasy.

Am I "Alive?"

東方弾幕遊戯  
Touhou Danmaku Yūgi



Main Style .

文目

-Iris sanguinea-



26

赤城山  
ミサハ

花言葉

Language of flowers

よい便り

- Good News



The  
Language  
of Flowers

~I'm Burning Up ~ Good News ~  
Disappearing Thoughts ~ Love  
Pleasant Work ~ I'll Treasure You

イキザマ  
生き様  
way of life

She goes her own selfish way to the North, South, East, and West. Always with an air of freshness, she gathers important information and extracts the valuable parts. While doing this she also enjoys the substantial perks of being a skilled deliverer to the rest of society.

### Ability Scores

Strength

1

Insight

1

Intelligence

4

Charisma

3

Inherent Skill

I saw something!

Special Skill

You can be first to arrive at the site where the incident arose. Up to the level allowed by the GM, you may specify the portrayal of the actual/crime scene.

Normal Attack Range



Mutterings

If I am compared, I am the wind. In that fashion, I change at will. I cannot be captured or restrained. At the beginning, I blow as much as I want, and then if something piques my interest, no matter how far the distance it takes for me to go and see, I cannot be stopped. That is my nature. That is my pride. Now then, I wonder what will make my eyes and ears rejoice today?

東 彈 戲  
幕 幕 幕



Main Style

勿忘草

-Myosotis alpestris-

28

NC

花言葉

Language of flowers

私を忘れないで - Forget me not



The  
Language  
of Flowers

## ~True Friendship~ Admonishing Love ~ Recollection

イキザマ  
生き様  
way of life

The experience of being able to sleep peacefully is one she rarely has. Existence, Knowledge, Feeling, Oath - all of these things she knows are ephemeral. Because even now she continues to exist only within this dreadful lament.

### Ability Scores

Strength

6

Insight

1

Intelligence

2

Charisma

0

Inherent Skill

Erudite

Special Skill

Spell Cards cost two less  
Tension. (Always)

Normal Attack Range



Mutterings

I have Power. I just about rule over everything on this earth. I also have Knowledge. The things that we call 'rough history' I nearly completely understand. Nothing is impossible if you wish for it. You cannot be beaten if you challenge someone. But that's only my truth. Why is it that the power of my friends withers and fades away, I wonder? I am always afraid of the ever-increasing murderous void in my heart. Somebody...

東方弾幕戯  
東方弾幕遊



## Weapon Table

Nusa (Shrine staff with paper streamers)
Brooms (Bamboo, Deck Brush, Scrub)
Knives (Army Knives, Throwing Knives)
Grimoires (Spellbooks)
Normal Books
Swords (Dagger, Short, Long, Fullblade)
Musical Instruments
Balls
Trash
Ofuda (Paper Talisman Charm)
Newspaper Extra
Objects of the outside world
Dolls
Flowers
Dishware
Fishing Rods
Animals
Megaphones
Watering Can
Suppositories (?)
Rope
Chains
Magatama
Dice
Origami
Bows and Arrows
Cards (Playing, Tarot, Hanafuda, ,Others)
Taimashin (Demon Expelling Needles)
Cameras (Polaroid, Film)
Folding Fans
Money
Stones
Scarves
Jewelry

Your weapon should be something your character carries around for use in everyday life and or use in Danmaku. Use your own ideas: there are infinite possibilities!

## Equipment Table

Usual Bag	Pillow
Going Out Bag	Book
Snack	Purse
Sake	Secret Seasonings
Pen and Paper	Sewing Kit
Make-up Kit	Backpack
Charm	Mirror
Ring	Glasses
Necklace	Useless Box
Bento	Hat
Water Bottle	Noctiluca
Wallet	First Aid Kit
Candy	Clock
Tea set	Ribbon
Woodwork Set	Perfume
Shuttle	Stuffed Animal
Dragonfly Beads	Tobacco Pipe
Mushrooms	Umbrella
Maid ID Card	Fishing Rods
Vermifuge	Sake Bottle and Cup
Yorishiro (Kami Dwelling)	Deworming Medicine
Purified Steel	Lantern
Handkerchief	Bug Repellant
Folding Fan	Other (etc.)

Of course, any other item is possible with GM permission.

## Regarding Spell Card Creation

All information regarding Spell cards is on page 41.





## Character Construction

Below describes how to make a character.

While the main styles, weapons, and equipment were explained on the previous pages, the rest will be explained on the pages to come. Although the choices are limited, the easiest way to create a character is through the presets on pages 12-13. Use this construction process if you wish to create a custom character using experience points. Keep in mind that this process is mainly a guideline, not a complete explanation.

In character creation, players are given 10 experience points. Use these to select "General Skills." You will need the following sheets:

- \*Character Sheet
- \*Record Sheet
- \*Spell Card Sheet

### Procedure:

①Main Style (Flower Card): Out of the eight flowers, choose one and write it and it's natural attributes on your sheet. Also record it's special skill to your skill section.

②Sub Style (Race Card): Out of the five races, choose one and write it and it's natural attributes on your sheet. Also record it's special skill to your skill section.

③Your natural abilities also get two "Bonus" points. Choose the abilities to distribute these points to and record it on your sheet. Then sum your natural abilities.

④Record your calculated abilities by summing the relevant natural abilities.

⑤Record your Danmaku score.

⑥Record your Dodge score.

⑦Record your speed score. (Initially, this is two)

⑧Choose a weapon from the chart and record it.

⑨Record your HP. A character starts out with 25 HP, or two and a half lives.

⑩Record your skills.

Note the limitations on page 34 when choosing your character's skills. Also confer to the table on that page to find how many experience points a skill will cost.

⑪Record your stats on your character sheet, and keep the values updated.

⑫Record your equipment.

⑬Record your character's name and nickname.

⑭Record your spell cards. (Refer to page 41 for more details about creating spell cards)

## Attention

\*The Flower Card and Race Card you choose confer upon your character specific skills.

\*These "Specific Skills" are to be separately classified, so write them in the correct section.

\*You cannot refuse the specific skill of your Flower or Race card.

\*There is a section on the character sheet for special skills, and one for general skills.

\*When you choose skills, confer to the table on page 34 for the experience costs.

The Character Sheet form includes the following sections:

- Header:** Nick Name (二つ名), Main Style (花札), Sub Style (種札), and Total Power (総体力).
- Stats:** A grid for recording stats, with a total sum (11) and a Dodge score (13).
- Skills:** A section for recording skills (スキル) with columns for Level (Lv.), Experience (経験), and Skill Name (技).
- Equipment:** A section for recording equipment (所持品).
- Footer:** A section for recording the character's name (名前) and a small illustration of a character.

The Record Sheet form includes the following sections:

- Header:** Record Sheet (花札記録), Date (日付), GM Name (GM名), and PL Name (PL名).
- Stats:** A grid for recording stats, with a total sum (11) and a Dodge score (13).
- Skills:** A section for recording skills (スキル) with columns for Level (Lv.), Experience (経験), and Skill Name (技).
- Equipment:** A section for recording equipment (所持品).
- Footer:** A section for recording the character's name (名前) and a small illustration of a character.



## About Sub-Style (Race) Cards:

The sub-style is made of 5 different types shown below. This isn't all of them, so if necessary the GM can make others.

Also, more details can be found in "東方文花帖 "Shoot the Bullet" and 東方求聞来紀 "Perfect Moment in Strict Sense."

Example:

\***Race:** Explanation

\***Skill Name:** Effect Details



**Youkai:** These have the most influence in Gensokyo. There are many of them living here, and their individual power is also strong.

**Vainglory:** Useable Once a Scenario  
You may set your turn during a Danmaku Battle. After that, other players or the GM may use dice to reset their turn orders. (But you are set in that particular position).



**Ghost:** Some years ago, a part of Gensokyo was connected to the Netherworld, and so compared to before, this race has increased in number. Most take on the form of humans, but on rare occasions they take on unnameable forms as well. Don't touch those—they are dangerous. Most look like an old man enjoying tea in a garden.

**Phantasm:** Ghosts may move one square diagonally on the flower platform. They may jump over anything but ghosts as well.



**Demon:** These are a minority in Gensokyo, but most of them have powers greater than youkai. The most famous Demons in Gensokyo live in a mansion on the lake called The Scarlet Devil Mansion.

**Immortality:** Useable Once a Scenario  
Negate any damage applied to you.



**Fairy:** These are the most numerous in Gensokyo. However, they individually don't have much power or influence, nor can they do much damage either. They are VERY curious, and often pull pranks or cause problems.

**Naivety:** Fairies take their damage at the beginning of the turn after it would be applied.



**Human:** There are some humans that live in Gensokyo. However, humans mentioned here are somewhat different than humans as we think about them normally. This is because most humans do not have powers or techniques. Most are very specialized, and in their speciality can be even more powerful than any of the other races.

**Old Bloodlines:** In some manner they can Jump(/Fly). Against non-humans, they can voluntarily force them into an "Impulse Judgement" (if the Impulse Sheet result is a 2, roll again).



**Main Style (Flower Card) Table**

	Strength	Insight	Intelligence	Charisma
Rose	4	3	2	0
Peach	3	4	1	1
Lily	2	2	2	3
Peony	3	0	2	4
Sunflower	1	3	3	2
Clover	0	3	2	4
Iris	1	1	4	3
Forget-me-not	6	1	2	0

**Sub-Style (Race Card) Table**

	Strength	Insight	Intelligence	Charisma
Youkai	2	1	2	2
Fairy	2	3	1	1
Demon	1	1	3	2
Ghost	3	2	1	1
Human	1	3	2	1

### **\*Concerning the Danmaku Stat**

In Flowers, like in Touhou Project, battles are done through curtain fire shooting games. The attacks in these battles are calculated through the "Danmaku" stat. What power Danmaku comes from varies from character to character. Choose one of your natural stats; Power, Insight, Intelligence, or Charisma, and it will represent your Danmaku stat.

### **\*Concerning the Dodge Stat**

The Dodge stat is your ability to avoid danmaku of others. Your dodge stat is calculated through your Insight + Reflex, divided by 2, rounded up.

### **\*Concerning Speed**

The Flower Stage Battlefield in which Danmaku occurs is represented by a grid of squares. Your Speed stat shows how quickly you can move around the battlefield. Unless you have special skills, your Speed will be 2.

### **\*Concerning Weapons**

The weapon is the thing which the character always carries, or is always available for everyday life or danmaku battles. This weapon may be your character's actual means of dealing damage, or it may just be for the showmanship. There are infinite possibilities depending on the player's ideas.

### **\*Concerning HP**

In other words, Guts or Stamina. The record sheet has 10 rows of 10 squares. Each square is 1 HP, and 10 HP equals 1 Life. This section describes the rules of HP, so make a note of this. Damage removes one life (One row).

(Example: When dealing with an NPC that has 11 HP, it is necessary to hit them twice, that is, to deal them 20 HP of damage, to defeat them. )



## Regarding Skills

Refer to the following pages as a skill list. There are three types of skills: **Specific**, **General**, and **Special**. Note down which type of skill a particular skill when acquiring it.

If a PC's skill and a skill of a GM's character contradict, the PC's skill overrides the GM's.

### \*Specific Skills

Page 31 contains all of the Specific skills. Each of these skills are specific to a certain Flower Card or Race Card. These skills you get with your Flower and Race Cards, they are set and cannot change.

### \*General Skills

The General skills are skills all characters can acquire. The number of general skills the player can get is only limited by how many experience points they have. For balance when creating a character, the character must have no more than five skills, only one of which can be at level two.

The GM characters are not limited by experience points when being created.

*(You are also free to create your own General Skills, but be sure to have the GM's approval before playing).*

### \*Special Skills

Special skills are fantastic skills that all characters can acquire. The effects are unique, but the skills also have restrictions. Please choose carefully, because the maximum number of special skills is limited by the GM.

You are also free to create your own special skills, but be sure to approve them with the GM before playing. In addition, the GM decides the necessary experience point cost in reference to other special skills.

### \*Skill Acquisition XP Table

This table describes the experience points necessary to acquire or level up a skill. You can only level a skill to the maximum level shown on the table. When raising a skill a level, it is necessary to pay a number of experience points according to this table.

*(Example): If you have a Level 1 Achievement Value+ skill, and you want to raise it to Level 2, you need 3 experience points.*


#### Additional Notes:

The maximum number of skills is assumed to be as many as you can write on your character sheet (or GM decision).


## \*How to Read the Skill List

Read the information of each skill list as follows:

### General Skills:

	<b>Skill Name</b>
Type 1 and Effect 1 of Skill	
Type 2 and Effect 2 of Skill	
Flavor text or description.	

### Special Skills:

	<b>Skill Name</b>
Experience Point Cost	
Type and Effect of Skill	
Flavor text or description.	

Skill Acquisition XP Table				XP Cost		
	Lv1	Lv2	Lv3	Lv1	Lv2	Lv3
Achievement Value	+1	+3	+5	1	3	6
	-1	-3	-5	1	3	6
	÷2	÷3	÷4	3	6	10
	×1.5	×2		20	40	
Dice Addition	1	2	3	4	8	12
Tension Gain +	+1	+2	+3	4	8	16
Spellcard Revital cost -	-2	-4	-6	3	6	10
Map movement +	+1	+2	+3	3	6	10
Perception +	+2	+4		5	10	
Reflex +	+2	+4		5	10	
Will +	+2	+4		5	10	
Tact +	+2	+4		5	10	



# Specific Skills



## Victory to the Swiftest!

**Specific Skill: Rose**

At the start of combat, before anyone else acts, you can take one action. This action can be delayed.



## Wish

**Specific Skill: Peach**

Useable Twice a Scenario

No matter the ruling, you score a hit. (Subject to GM approval in a scenario where advancement could prove fatal)



## Echoed Chant

**Specific Skill: Lily**

Useable Twice a Scenario

The enemy's Spell Card becomes one of your own. It consumes only half of the original Tension. It is forgotten after the scenario ends.



## Karma

**Specific Skill: Peony**

Useable Once a Scenario

If you are to receive damage, you may also make your attacker receive that damage. They cannot evade this damage.



## Longing

**Specific Skill: Sunflower**

Whenever you gain Tension, gain an additional 1d6 more Tension.



## Orator

**Specific Skill: Clover**

The number of skill combinations during your general judgements is increased by one.



## I Saw Something!

**Specific Skill: Iris**

You can be first to arrive at the site where the incident arose. Up to the level allowed by the GM, you may specify the portrayal of the actual/crime scene.



## Erudite

**Specific Skill: Forget-me-not**

Spell Cards cost two less Tension (Always)



## Vainglory

**Specific Skill: Youkai**

Useable Once a Scenario

You may set your turn during a Danmaku Battle. After that, other players or the GM may use dice to reset their turn orders. (But you are set in that particular position).



## Naivety

**Specific Skill: Fairy**

Fairies take their damage at the beginning of the turn after it would be applied.



## Immortality

**Specific Skill: Demon**

Useable Once a Scenario

Negate any damage applied to you.



## Phantasm

**Specific Skill: Ghost**

Ghosts may move one square diagonally on the flower platform. They may jump over anything but ghosts as well.



## Old Bloodlines

**Specific Skill: Human**

In some manner they can jump(/fly). Against non-humans, they can voluntarily force them into an "Impulse Judgement" (if the Impulse Sheet result is a 2, roll again).



# General Skills



## Trust

Achievement Value +

Trust can increase the Achievement Value of you or another PC you specify as the one you share a bond of trust with. Trust does not count in the combination limit of skills. Trust's effect is denied if either side does not support or promote the other's actions.



## Innocence

Achievement Value +

*I'm certain that it was nothing!  
Nothing out there scares me! ~9*



## Ordinary

Achievement Value +

Because the character has had to make do with ordinary means, they have gotten useful and adept with their plainness. If possible, the character should not have another skill that contradicts their Ordinarity.



## Unyielding

Achievement Value +

*I CAN NEVER BE DEFEATED!*



## Patience

Achievement Value +

*I will wait on and on. I know what patience means. Look at the flowers. Seeds are only flowers in disguise--can you watch a seed until it is in full bloom?*



## Everlasting Love

Achievement Value +

*Family Love... Married Love...  
Loving Friendships... Danmaku Love.  
I can continue on for as long as necessary so long as I have this unyielding love to hold on to.*



## Inner Peace

Achievement Value +

*In the back of my mind, I remember something and smile. Despite the troubles in front of me, I am calm. I can handle this.*



## Pride

Achievement Value +

*I am brimming with confidence. I have it in my actions, my thoughts, and my very way of life. I am proud of what I've done.*



## Noble Will

Achievement Value +

*My path is the right one. I will work my body and mind as hard as necessary!*



## Style

Achievement Value +

*I am a melody. I dance the dance everyone stares awestruck at. I cannot be satisfied with being mediocre.*



## Talent

Achievement Value +

*I'm talented enough at it without training. I'm doing it correctly, right? That's all that matters.*



## Loyalty

Achievement Value +

*I was raised to be loyal. My loyalty gives me my purpose in life. I act as I am told.*



## Unrequited Love

Achievement Value +

*Uuh...I want to tell them, but I just can't... They'll notice me any day now! I'll hold out till then and do my best!*





### Meddlesome

Achievement Value -

*I meddle in the affairs of others, under the guise of helping them. In reality, I'm just self-centered.*



### Laziness

Achievement Value -

*She's dull and has no motivation! Hikikomori! The situation won't improve any if you sleep the day away!*



### Pessimistic

Achievement Value -

*The glass is half empty; I only see what bad of a situation we are in. Surely, we are doomed.*



### Strict

Achievement Value -

*Sometimes I criticize people too much. Sometimes companions leave offended.*

*I guess I said something bad...*



### Earthly Desires

Achievement Value -

*There are 108 earthly desires known to man. Surely choosing what cake to have is not one of them!*



### Reminiscence

Achievement Value -

*Every once in a while, I think of the past and I get all nostalgic and lonely. I guess I'm happy enough now, though.*



### Girl's Heart & Autumn Sky

Achievement Value -

*Like myself, the Autumn sky is fickle and strange. Is that a bad thing? I'll get mad if you say such a thing! ...Oh would you look at this cake! It's delicious!*



### Snob

Achievement Value -

*I do like to put some preparation and effort into my appearance. Isn't it more fashionable this way?*



### Only Look at Me

Achievement Value -

*This is no request. Why would you look at anyone else when you have me to look at? Yes Me. Really. LOOK. AT. ME.*



### A Thought!

Achievement Value -

*Ah! I just had the greatest idea!  
Ah! And another!*



### Ties

Achievement Value x

*Nobody can break the ties within me! Just the thought of them and the power surges through my body!*



### Glory

Achievement Value x

*I see the shining road ahead!*



### Burning Desire

Achievement Value x

*I always think about what's to come. I can't stop thinking about it. I'm so excited now! Ah! But what can be done?*



### Honor

Achievement Value x

*I hold values above all else. It is that honor that my will comes from. It is the light!*



### Wonderful Clothing

Achievement Value x

*I feel like going out today. I've my favorite clothes, my favorite bag; nothing can stop me today. I've got a good feeling about today!*



# General Skills (Continued)



## Envy

Achievement Value ÷

*I sometimes can't concentrate, as I'm envious of what others have.*



## Fool

Achievement value ÷

*Ah... I think I did something bad...*



## Klutz

Achievement value ÷

*Sometimes things around me just...break... I try to fix them, but sometimes they just break more.*



## No Touching

Achievement value ÷

*I didn't mean to hurt you... just, don't touch me again.*



## Don Quixote

Achievement value ÷

*Sometimes I'm misunderstood. That guy really was a member of a biker gang! I'm not trying to get into trouble...*



## Alone

Achievement value ÷

*Sometimes someone nice to talk to comes along, but not often. I'd just rather be left alone.*



## Hospitality

Achievement value ÷

*I welcome everyone! It would disgrace my family name if I did not welcome and entertain you as my guest. This is my duty!*



## I Can't Wait!

Achievement value ÷

*The character is said to be impatient and cannot wait fo--Here!*

*Give it to me!*

*Quickly!*

*I'll do it!*

*Let me do it!*



## Boldness

Battle Movement Improvement

*I don't like taking things cautiously. I throw caution to the wind! Who needs to retreat? The best thrill is ahead!*



## Chattering

Dice +

*I like talking. There's nothing better than talking. I could talk my head off (if that was possible). Sometimes I even talk to the opponents in battle. That really throws them off.*



## Keep the Hope

Dice +

*To get what I hope for, I'm willing to work 120%!*



## Majestic

Dice +

*My behavior seems to draw in the awe of my surroundings. They seem to fear me or think of me as slightly haughty. Ah well, whatever. It's all good~*



## Captivating

Dice +

*I'm often called "Cute", "Kawaii", or "Moe". I know I am though.*

*I made sure I was.*





## News

Improves Perception

*I have a friend. She knows absolutely everything. I learn something new from her everyday. Everyday I learn something and everyday I grow, and I have her to thank for it.*



## Keen Senses

Improves Perception

*My senses seem to be particularly sharp. I can hear the faintest noise or smell the faintest scent change in the air. I understand a lot.*



## Cheerfulness

Improves Reflex

*Cheerful characters tend to greet people with big voices and a smile from ear to ear. Their movements are full of energy. Sometimes they're mistaken as aggressive because of how energetic they are.*



## Wild Child

Improves Reflex

○×??〒=?/&-!!  
(I can't understand them either)



## Timidity

Improves Will

*Sometimes I miss out on taking a chance, but I'd rather not say or do things carelessly. ⑨ is enviable...*



## Delicacy

Improves Will

*Delicate characters are sensitive and can observe power easily. They hold many expressions they do not show the world, and they are somewhat crybabies.*



## Charming

Improves Tact

*Charming characters' charms are exceptional, and can attract the attention of others.*



## Sincerity

Improves Tact

*Sincere characters' base reaction is to trust others. They are careful of who accompanies them, as they are easily betrayed.*



## Grace

Improves Tact

*Graceful characters are best described as flowers.*

*They move, conduct themselves, and essentially exist gracefully.*



## Good Fortune

Increases Tension Gain

*Everything seems to come back to me in time.*



## Whispers

Increases Tension Gain

*I hear voices. Quiet voices; the voices of the flowers, the voices of the wind, and the voices of the insects. I hear a lot of voices, and a lot of stories.*



## Happiness

Increases Tension Gain

*It doesn't matter how well off I am. The world looks bright, so white! I must be in heaven!*



## Purity

Increases Tension Gain

*It is said I run the shrine well, that I'm given the power of the land and take it into myself. I'd don't really understand it, but I do my best.*



## Cleanliness

Spell Card Tension Activation Cost Decrease

*Cleanliness is to die for. What else do you have if you are not clean and organized? And it's such a wonderful source of power.*



## Ink Squirt

Spell Card Tension Activation Cost Decrease

*Yes! I wrote my spell cards today with the best ink and perfectly! There is no one in all Gensokyo who wants to be my enemy today!*



# Special Skills



## Matchmaking

3 Exp

### Useable once a Scenario

When you roll a critical, two people besides yourself can fall in love. Also reroll and add the result to your judgement.



## A Look Ahead

1 Exp

+1 to the Achievement Value of all Dodge rolls.



## Musukai's Wind Chime

1 Exp

All Players who are at the scene forget the heat and cool down. There are no rule effects.



## We're Together!

No Exp

### Achievement Value x

We're Together! is only usable when acting with another character specified when the scenario begins. The characters become lively and enthusiastic.



## Temperance

No Exp

### Achievement Value -, Tension +

When used, you fail your action, but you also gain Tension equal to the achievement value that you had.



## Declaration of Love

6 Exp

### Useable once a Scenario

Choose another character, and make a declaration of love. After this, if you roll higher than they do, they cannot win the Judgement.



## Dream in Amber

10 Exp

### Useable once a Scenario

Invoke and unravel the mysteries of ancient power and force your current Judgement to be tied.



## A Message

3 Exp

If the GM permits, a message can be sent to someone in the form of a letter or something similar, given a way for this message to be delivered.



## Support

n Exp

In battle, an action can be taken to pass n points of your Tension to others. "n" is decided at when you acquire this skill, and this skill costs "n" experience points.



## Love Fortune-Telling

5 Exp

### Useable once a Scenario

The whereabouts of someone and someone's love can be foretold.

A judgement of 2d6 is rolled, and if the result is 10 or higher, the someone getting their fortune told gets +1 Achievement Value for the rest of the scenario.



## Eternal Memories

8 Exp

### Useable once a Scenario

Any judgements to remember something are 100% successful.



## Dangerous Beauty

10 Exp

### Useable once a Scenario

For one turn, all roll results other than your own are lowered by 1/2. Your roll results are doubled.

*My looks are looks that could kill!*



## Gossip

4 Exp

### Useable once a Scenario

If you don't know what to do next, Gossip can be used to get a hint from the GM.



## Blessing

4 Exp

When another character gets a critical, you may present them with up to five points of your own Tension.  
*Congratulations!*



## Roulette

5 Exp

### Useable twice a Scenario

All players roll 2d6. The player who rolls the highest value is awarded 3 points of Tension from the GM.



## \*Rules for creating Spell Cards

In Flowers there is no limit to how expensive a spell card can be. Also, this is not the do-all and end-all complete way that's necessary to make a spell card.

- \* During a scenario, you cannot make any new spell cards.
- \* The default number of spell cards one can carry is 5. You may carry more at the cost of two experience points per card per scenario.

## • Creation Procedure

① Fill in the type of Spell card. (Although this is optional) The types are Attack (A), Defense (D), Support (S), and Special (X).

② Select and fill out the timing of the spell card. Attack, Support, and some Special cards are "Action" timed, meaning they are played on your move and Defense and some Special cards are "Counter" timed, meaning they're played as a Counter-spell.

③ Fill out whether the spell card is a "Moment" spell card or "Sustainable". "Moment" cards are instantaneous, and add no cost to the card. "Sustainable" cards last for more than one turn and add a cost to the card equal to  $((n - 1) * 4 + 2)$ , where  $n$  is the number of turns.

④ Fill out how many people can become the target of the effect. This adds  $(n - 1) * 2$  cost to the card, where  $n$  is the number of objects.

⑤ Draw in the range of the spell card and add its cost. (The areas of effect can be found on the next page)

⑥ Fill in how much the Achievement Value will be affected by this spell card. This adds  $n * 2$  cost to the card, where  $n$  is how much the Achievement Value will be affected and can be either positive or negative.

⑦ Fill out how much the Dice count will be affected by this spell card. This adds  $n$  cost to the card, where  $n$  is how dice will be added or subtracted and can be either positive or negative.

⑧ Fill out the name of the spell card.

⑨ Fill out what number spell card this card is.

⑩ Fill out how much Tension the card costs.

⑪ Write whatever comments or notes you may have.

Places where a star is attached to the item/entry will consume experience points. Pay attention to the calculations.

$n$  is any number entered.

Remember you cannot move diagonally (unless you are a Ghost).

## \*Special Spell card List

The following are the only special spell cards, each with a special and unique effect. It is advisable to not use them until you are more familiar with their effects.

\***Special spell 1**; Counter Timing. Cost 20.

The Enemy achievement value is converted into the revitalization value.

\***Special spell 2**; Action Timing. Cost X.

Move  $n$  squares.  $n * 3 = X$ .

\***Special spell 3**; Action Timing. Cost 20.

The HP of the opponent is seen.

\***Special spell 4**; Action Timing. Cost X.

Converts  $n$  HP into  $+X$  Achievement Value, where  $2 * n = X$ .

\***Special spell 5**; Action or Counter Timing. Cost 30.

Recover 10 HP.

\***Special Spell 6**. Action Timing. Cost 20.

A trap is set for two turns. Anyone passing through this square is stopped. To be fair, write down the XY coordinates of which square you set the trap in.

**[Editor Note]**: Due to differences in the English and Japanese languages, the numbers ⑥ and ⑦ are swapped on the actual attached cards. The Achievement value will be on the Right, and the Dice Count will be on the right. Achievement Value will be shortened to "AV".



## Spell Card Range Table

①

Range Cost	
1	1
3	3
6	6

②

Range Cost	
1	1
3	3
6	6

③

Range Cost	
1	1
3	3
6	6

④

Range Cost	
1	1
3	3
6	6

⑤

Range Cost	
1	1
3	3
6	6

⑥

Range Cost	
1	1
3	3
6	6

※ Each level of range for a spell card is noted by a different Tension cost; 1, 3, or 6.

Which level the spell card is set at can be set at the beginning of each session.

## Spell Card Example List

The following are actual examples. Use this if making a character via Quick Start, or if you don't want to make your own. It is however necessary to choose the range of the spell card yourself.

[Editor Note]: Due to sizing difference between English and Japanese, page 43's blank cards have the position of the Dice and Attribute Value switched. Please use the ones below as only an example.

Offensive Spell Tension Cost: 10

No.	Cost. 10
Spell Name	
	Type: <b>A</b>
	Timing: <b>Action</b>
	Counter
	Length
Targets 1	Moment   Sustained
AV 3	Dice 4
Notes:	

Offensive Spell Tension Cost: 16

No.	Cost. 16
Spell Name	
	Type: <b>A</b>
	Timing: <b>Action</b>
	Counter
	Length
Targets 3	Moment   Sustained
AV 4	Dice 2
Notes:	



Offensive Spell Tension Cost: 20

No.	Cost: 20																																				
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Notes:																																					

Defensive Spell Tension Cost: 16

No.	Cost: 16																																				
<table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																					Type: <b>D</b> Timing: Counter: Length: Targets: 1 Dice: 4 Value Mod: 6 Turns: 0
Notes:																																					

Support Spell Tension Cost: 16

No.	Cost: 16																																				
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Notes:																																					

Defensive Spell Tension Cost: 10

No.	Cost: 10																																				
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Notes:																																					

Defensive Spell Tension Cost: 20

No.	Cost: 20																																				
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Notes:																																					

Support Spell Tension Cost: 20

No.	Cost: 20																																				
<table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																					Type: <b>S</b> Timing: Counter: Length: Targets: 2 Dice: -- Value Mod: 6 Turns: 2
Notes:																																					



# Laws of Gensokyo (Rules Section)

Remember, if there are any disagreements, Paper covers Rock, but is cut by Scissors.

The following pages are all the rules to know when playing. Anyone can partake in a game if they know these rules. (Though mastering the rules is a different story).

### General Judgement Rule

Basic Decision Equation:

$$(2d6 + \text{Ability Value}) + [\text{Skill}] = \text{Achievement Value}$$

### Explanation:

This is the most basic form of Judgment Decision in Flowers. Remember there is a Glossary in the back of the book for your reference on what any specific term means.

### Critical:

When the dice come up double sixes, it is called a Critical. The player who rolled the Critical gains 10 tension, and the judgement is resolved normally.

### Fumble (Failure):

Refer to the flow chart to the right.

### General Judgement Procedure:

Refer to the flow chart to the right.

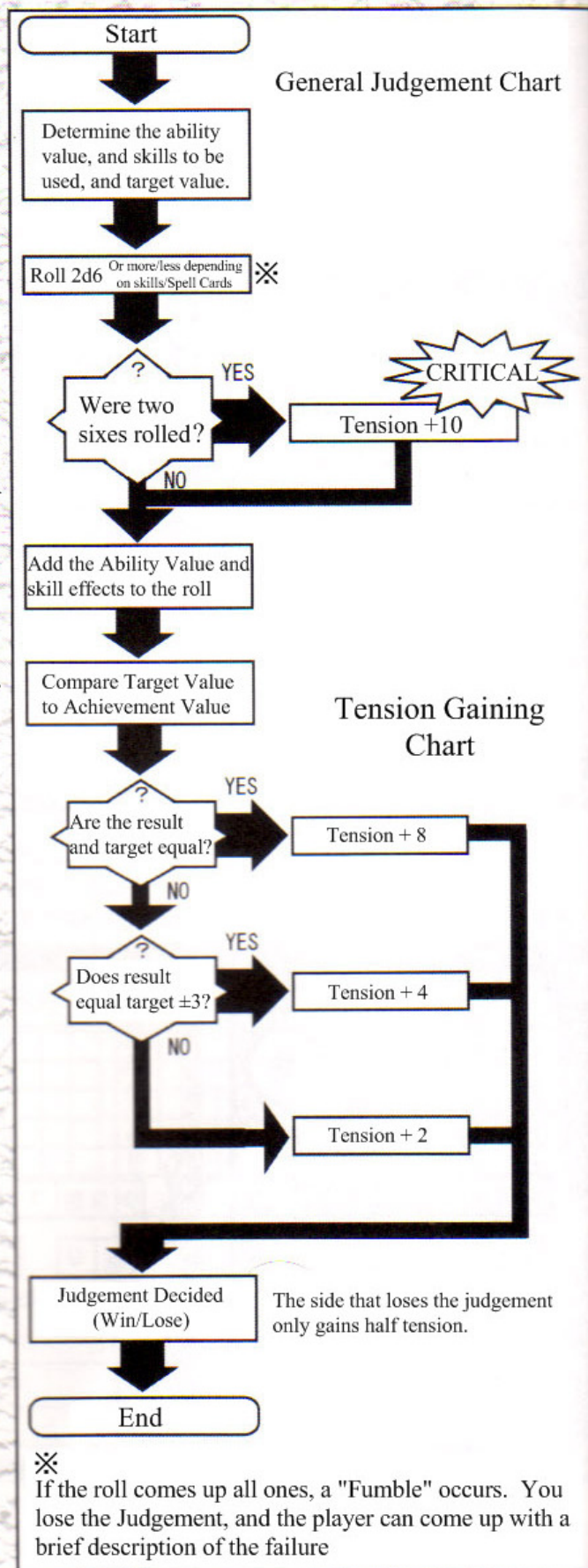
### Notes:

It is not necessary to use a skill in a General Judgement. The default maximum number of skills that can be used towards a General Judgement is two (2).

When two PCs make a general judgment, they declare their achievement values at the same time.

In attack judgements, the aggressor uses the "Danmaku" Stat, and the defender uses the "Dodge".

\*When a skill or Spell Card increases the number of dice rolled, only pay attention to the highest two dice rolled.





## Tension Rules

*In danmaku battles, Tension fills the air. As the Tension increases, so does the density of the danmaku!*

### Tension Gain Rules

See the flow chart on the previous page for a detailed method of Tension gain.

Note that the losing side in a judgement only gains half tension.

The amount of Tension gained depends on the Achievement Value compared to the Target Value.

If the two values are equal, gain 8 Tension. If one value is within three points of the other, 4 Tension is gained. Otherwise, 2 Tension is gained.

**Example:** Character A gets a 6, and Character B gets a 4.

Character A gains 4 Tension, and Character B gains 2.

Character A gets a 11, and Character B gets a 5.

*Also, whenever a character loses a life, they gain 10 Tension. Slangily, this is called "Being in a Pinch".*

### Tension Use Explanation

So you've gained all this Tension over the course of the judgements and battles, but what good is it? You can use the Tension you have to cast your Spell Cards.

Spell Cards unleash a massive amount of bullets and have other good effects, so gather Tension earnestly for use in casting Spell Cards!

### Tension Gaining Chart

Refer to the flowchart to the left (page 44).

The Tension shown on the chart is a base value. Other effects can raise the Tension gained.

## Skill Rules

*Skills are most commonly used when rolling a Judgement. The sections below cover usage and timing of skills, as well as some other information.*

### Overall Notes on Skills

When using more than one skill to affect an Achievement Value, use multiplication and division before addition and subtraction.

After all, if a 7 is rolled on the dice, and you use two skills, one that increases the Achievement Value by one and another that multiplies it by two, mixing the order of these two modifications results in different results;

$$(7 \times 2) + 1 = 15$$

$$(7 + 1) \times 2 = 16$$

In a Judgement, a maximum of two skills can be combined. However, this does not include skills who's effects are under a "Constant" timing.

### Constant Timing Skills

The following skills have a Constant Timing, while all the other skill have Judgement Timing. Constant timed are always active after they paid for with Experience Points;

- Dice Addition
- Ability Value Increase
- Tension Gain Increase / Spell Card Activation Cost Decrease
- Reflex Improvement / Will Improvement / Perception Improvement / Tact Improvement
- Battle Map Movement Improvement

Please note that that there is no type of skill that is unacceptable to be used in a Danmaku Judgement. However note a Battle Map Movement Improvement skill will not have any affect on a Judgement.



# Danmaku (Combat) Rules

*Things can be rather serious while fighting. Remember that it's just a game and all for fun~!*

## !Attention!

Sometimes for fun or a fight, you will enter a Danmaku Battle. These rules are for those times, and not for General Judgements.

These rules are composed of:

- Initiative Rules
- Flower Stage Rules
- General Combat Judgement Rules
- Spell Card Rules

Take note that all of these rules revolve around and apply to the Flower Stage, the map which battles take place on.

## Flow of Danmaku Battle

### 1) Initiative Determination.

This only done once. All the participants make a judgement at the same time, and no skills are used.

### 2) Placement.

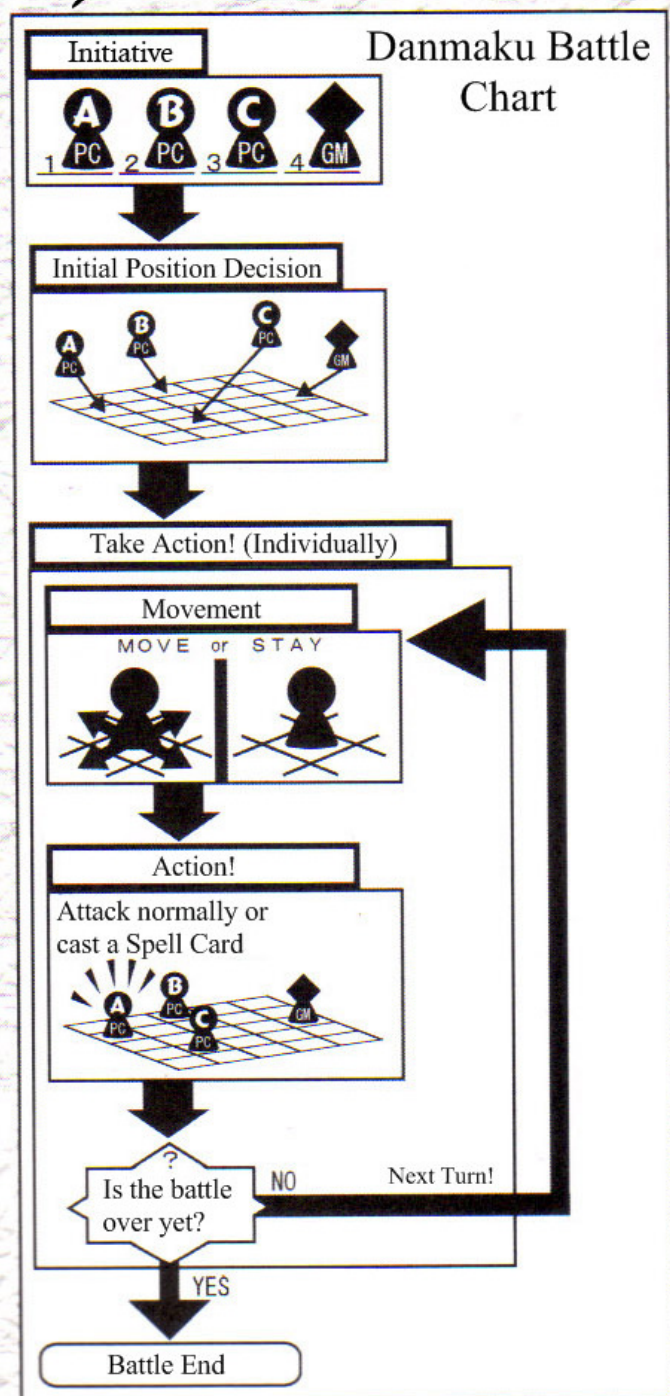
Players determine their initial position on the Flower Stage, anywhere in the initial placement area.

### 3) Action.

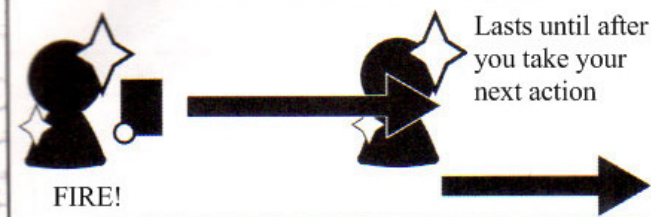
The next player in the initiative order takes an action.

The player can move if they wish to and then may either attack, cast a Spell Card, or do nothing.

### 4) Repeat Step 3 until the Danmaku Battle is settled.



### Casting a Spell Card that's one turn long

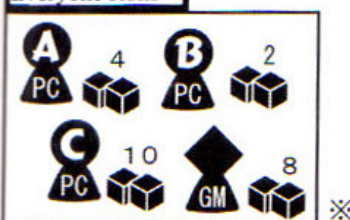




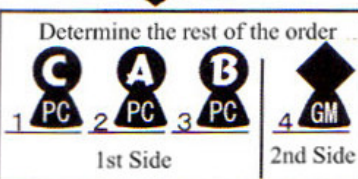
## Initiative Rules

All players and the GM roll 2d6. Whichever side rolled the largest value goes first. The order of the PCs within their side is determined by their rolls. Rock, Paper, Scissors should be used to solve any ties. Also, the GM only rolls once, even if they are controlling multiple characters.

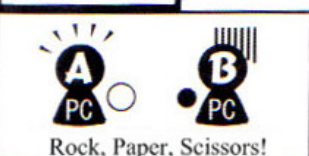
### Everyone Rolls



## Initiative Chart



### In case of ties...



※ Note that the GM rolls once, no matter how many characters he has

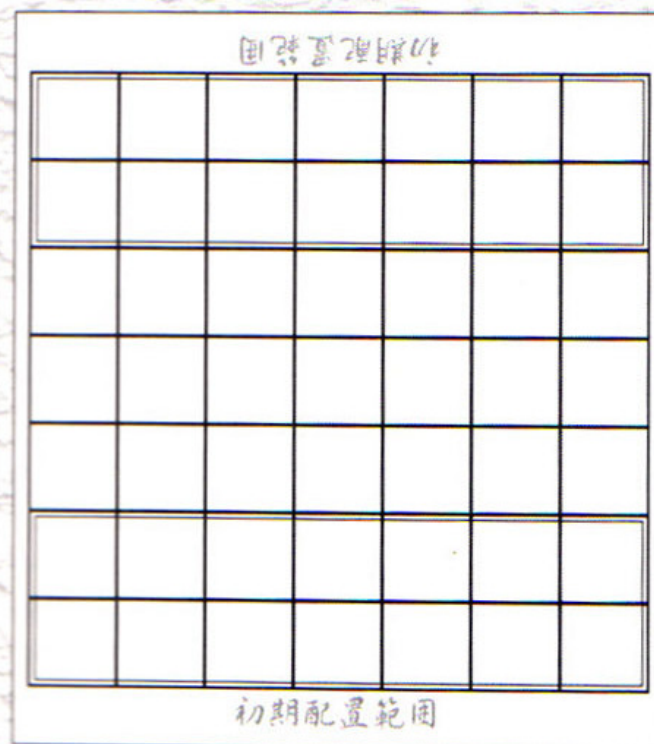
## Flower Stage Rules

Generally, any action you could normally take except for General Judgements are possible on the Flower Stage. After rolling Initiative, players determine their initial position anywhere in the initial placement area, which are the first three rows on either side.

When choosing to move, the player may move any number of squares up to their speed. However, the cannot move diagonally, unless they have a Skill that allows them to.

When a player takes no action, they roll 2d6, and acquire that much Tension. However, if they fumble that roll, they must skip their next turn.

You will find the Flower Stage near the end of the book (page 64).





## General Combat Judgement Rules

### Combat Decision Equation:

$$(2d6 + \text{Ability Value}) + [\text{Skill}] = \text{Achievement Value}$$

Note this is the same as the General Judgement Rule. The Ability Value for the attacker will be the "*Danmaku*" Stat, and the Ability for the defender will be the "*Dodge*" Stat.

The difference between the two Achievement Values becomes the amount of damage, maximum 10 (that is, one life). If the defending side gets a higher Achievement Value, the attack is dodged.

### Explanation:

Basically, it's the same as a General Judgement. Note that when making a normal attack, you choose *one square* in your Normal Attack Range to attack. (Though the effects of a Spell Card are not limited by this. Also the effects of all applicable Spell Cards apply when in a Judgement.

### Normal Action Flow:

- 1) Move (Optional)
- 2) Take an Action, Attack, or take no Action and gain 2d6 Tension
- 3) End

### Spell Card Rules:

As an action, a player can cast one of their spell cards at the cost of Tension. Spell Cards can only be used during Danmaku Battles.

After a Spell Card is used, it's Tension Value is set, and subsequent casts of that Spell Card will cost the same amount of Tension.

There are Skills that lower the activation cost of a Spell Card, but these do not affect the actual cost of the card.

While out of Danmaku Battles, the players may trade or acquire more Spell Cards, but in battle they cannot exchange them.

Spell Cards can be reused as many times as necessary.

Spell Cards can be either "*Action*" or "*Counter*" timed. An "Action" timed Spell Card is to be cast during your own turn. A "Counter" timed Spell Card is to be cast during an opponent's turn when you have to make a judgement. You must choose to cast the Spell Card before you choose the skills for the Judgement.

### [Editor's Note: From the Errata Online]

*The spell card classification is optional. The spell card use and timing can be left up to the GM's choice or with player arrangements with the GM. Also a Judgement timing and skill choice can be left up to the GM or the players as desired. This is an alternative rule system, of course please do whatever will make the game more fun for you!*







# Session End Rules

## Explanation

A single playing of a scenario is called a session..

Just like in RPGs, the characters in a TRPG grow as well.

After each session, the characters gain experience for growth. These next two sections detail the rules for growth:

### \*Experience Point Calculation

*(Be sure to calculate experience points at the end of a session.)*

### \*Character Growth

## Experience Point Calculation

Experience Points are calculated from the following categories at the end of the session. As proof, the GM's signature is required.

- |   |           |
|---|-----------|
| *Have attended the last scenario        | 1 point   |
| *I was able to express character        | 1 point   |
| *I helped other players                 | 1 point   |
| *I helped the scenario progress         | 1 point   |
| *Residual Tension Value (Maximum)       | 10 points |
| *Remaining HP ( $\div 10$ )(Round up) = | n points  |

## Character Growth

PC can grow using the experience points. Of course these can be used to raise the level of your skills.

The other things that can be raised via experience points other than skills are as follows;

### \*The Natural Stats: (Power • Intuition • Wisdom • Dignity )

Use seven experience points for one point of a bonus in a stat.

### \*HP/Lives

Use two experience points for one point of HP.

- |                                  |                          |
|----------------------------------|--------------------------|
| *Have attended the last scenario | <input type="checkbox"/> |
| *I was able to express character | <input type="checkbox"/> |
| *I helped other players          | <input type="checkbox"/> |
| *I helped the scenario progress  | <input type="checkbox"/> |

\*Residual Tension Value (Max 10) \_\_\_\_\_

\*Remaining HP ( $\div 10$ )(Round up) = \_\_\_\_\_

**Total Points:** \_\_\_\_\_

**GM Signature:** \_\_\_\_\_






# Concerning Gensokyo (World Section)

## 幻想郷 略図







## Concerning the Sketch of Gensokyo

The previous page was an imagined rough sketch of Gensokyo. This is only a sketch because so far we haven't heard from anyone from Gensokyo. The numbers below correspond to the sketch and possible points of interest in Gensokyo. (More information about Gensokyo can be found in TH9.5 "*Shoot the Bullet*" or Akyu's "*Perfect Momento in Strict Sense*").

### ①Moriya Shrine

A recently rediscovered shrine, there are few human worshippers of it because of the location and the amount of Youkai that gather there. Getting there may be dangerous.

### ②Youkai Mountain (Ravine/Otaki/Summit)

A majestic and beautiful mountain of Gensokyo. It has beautiful green foliage in the earlier parts of the year and in autumn the colors are breathtaking. A group of Tengu and a lot of other Youkai living on the mountain make it a difficult place for humans to go.

### ③Garden of the Sun

A sunflower field. It is unknown why they gather so abundantly here.

### ④ Forest (Trees/Hills/Mountains)

Anyway, from one mountain to another. Mostly inhabited by Youkai, though there is at least one reported human resident.

### ⑤Hakurei Shrine

Voted the most well-known place in Gensokyo (Results from a survey of Youkai). Somewhat separated from the Human Village, it is rumored that Youkai live there, and that humans who go to worship are scared away.

### ⑥The Human Village.

This village is where you will find the majority of the humans living in Gensokyo. But their lifestyle is more reminiscent of the Edo period rather than the present age. This is because the village lacks the conveniences we have in this modern day, such as electricity. Anyone from the outside world might find this terribly inconvenient. The village is peaceful.

### ⑦Bamboo Forest of Hesitation (Bamboo Forest/Eientei)

A mysterious bamboo forest that makes you lose your sense of direction. There seems to be a house in there, but it cannot be reached. It is a mystery.

### ⑧ Scarlet Devil Mansion (Mansion/Clock Tower/Great Library)

A European-style building where a vampire lives; typical Baroque style. The walls are red, presumably dyed with blood.

### ⑨Lake (Lake shore/Center of the Lake)

Fairies find the lake a good playground.

### ⑩Pond of the Large Toad

There seems to be a toad the size of a person living in this pond. It is a very serene pond.

### ⑪The River (Riverbank)

A lazily flowing river that is bathed in during warmer weather. Men rarely have reason to cross it.

### ⑫ Kourindou

Mysterious curio shop. The majority of things found in it are bizarre, especially the owner. This is the place to go for information on the outside world.

### ⑬Forest of Magic (Kirisame's House/Margatroid's House)

Mysterious forest that's still dark at noon.

### ⑭ Phantom Meadow

A grassy plain where the wet wind blows tepidly. It is often enveloped in mist.

### ⑮Mayohiga

The exact location of it is uncertain. It seems to open only for a human worthy of its rewards.

### ⑯Nameless Hill

A hill named "Nameless". Often this area is unexplainably chilly.

### ⑰The Field where the Lily of the Valley Blooms. (Suzuran Field)

The lily of the valley has been handed down from ancient times for its poison. Would be best not to stay long, though the scenery is good.

### ⑱Muenzuka

A place that people can be discretely buried even if they were not well known. People from the outside world would be buried here. There are also many cherry trees, and the blossom viewing here is superb in spring.

### ⑲Netherworld (Stairs to Hakugyokurou, Hakugyokurou Garden, Hakugyokurou)

This region is mainly inhabited by ghosts as well as the Hakugyokurou Princess of Ghosts. It used to be separated from Gensokyo until recent events.

### ⑳Great Hakurei Barrier

A barrier covering the majority of Gensokyo. Its existence is a secret to all but a few. Has a ward over it to unconsciously guide people away from it.



# The Residents of Gensokyo

## Concerning the Residents of Gensokyo

This is a collection of data for NPCs. If nothing else, the GM will find this data useful. The first two pages contain bosses more suitable for low-level PCs while the latter two pages contain fiercer opponents. The skills are explained on the on the page numbers

displayed, so please consult with those other pages. For spell cards, use the "cost" displayed to determine the effect of the card.



二つ名	なし	スキル	総体力【10】
名前	毛玉	なし	Lv. P
Main Style	?	なし	Lv. P
草札	?	なし	Lv. P
弾	4	なし	Lv. P
疾	2	なし	Lv. P
避	4	なし	Lv. P
エモノ	体当たり	なし	Lv. P
呪符	-	-	cost: -
呪符	-	-	cost: -
呪符	-	-	cost: -



二つ名	なし	スキル	総体力【16】
名前	ガコ妖精	無邪気	Lv.1p36
Main Style	?	なし	Lv. P
草札	?	なし	Lv. P
弾	6	なし	Lv. P
疾	2	なし	Lv. P
避	4	なし	Lv. P
エモノ	自然の力	なし	Lv. P
呪符	-	-	cost: -
呪符	-	-	cost: -
呪符	-	-	cost: -



二つ名	なし	スキル	総体力【21】
名前	〇〇親衛隊	片思い	Lv.1p36
Main Style	?	乙女心と秋の空	Lv.1p37
草札	?	なし	Lv. P
弾	6	なし	Lv. P
疾	2	なし	Lv. P
避	6	なし	Lv. P
エモノ	元	なし	Lv. P
呪符	-	-	cost: -
呪符	-	-	cost: -
呪符	-	-	cost: -

※この親衛隊は、総体力＝親衛隊人数です。



二つ名	氷の小さな妖精	スキル	総体力【25】
名前	キルノ	先手必勝!	Lv. p35
Main Style	薔薇	鈍感	Lv. p35
草札	?	大胆	Lv.1p38
弾	8	才能	Lv.1p36
疾	3	野生児	Lv.1p39
避	10	無邪気	Lv.3p36
エモノ	氷	風鈴の結界	Lv. p40
呪符	-	凍符「パーフェクトフリーズ」	攻 cost: 16
呪符	-	凍符「コールドディヴィニティー」	攻 cost: 24
呪符	-	-	cost: -





二つ名 幸運の素兎		スキル		総体力【27】	
名前	因幡 てめ	おねがい	Lv. p35	どん・きほーて	Lv.1p38
Main Style 華札	桃	唯我独尊	Lv. p35	おしゃべり	Lv.1p38
Sub Style 種札	妖怪	技巧	Lv.2p36	幸せの予言	Lv.1p39
弾	6	乙女心と秋の空	Lv.1p37	私は幸せ	Lv.1p39
疾	2	鬼符「開運大紋」	支 cost: 20		
		鬼符「因幡の素兎」	攻 cost: 15		
		—	— cost: —		



二つ名 狂気の月の兎		スキル		総体力【31】	
名前	鈴仙 優曇華院・イナバ	博覧強記	Lv. p35	追想	Lv.1p37
Main Style 華札	勿忘草	唯我独尊	Lv. p35	孤独	Lv.1p38
Sub Style 種札	妖怪	忍耐	Lv.1p36	鋭敏な感覚	Lv.1p39
弾	8	後ろ向き	Lv.2p37	繊細	Lv.1p39
疾	2	波符「赤眼催眠（マインドシェイカー）」	防 cost: 12		
		波符「月面波紋（ルナウェーブ）」	攻 cost: 16		
		懶情「生神停止（マインドストッパー）」	攻 cost: 23		



二つ名 夜雀の怪		スキル		総体力【29】	
名前	ミスティア ローレライ	先手必勝!	Lv. p35	乙女心と秋の空	Lv.1p37
Main Style 華札	薔薇	唯我独尊	Lv. p35	おしゃべり	Lv.1p38
Sub Style 種札	妖怪	無邪気	Lv.2p36	なし	Lv. P
弾	7	平凡	Lv.1p36	なし	Lv. P
疾	2	鳥符「ヒューマンゲージ」	防 cost: 10		
		夜雀「真夜中のコーラスマスター」	防 cost: 10		
		—	— cost: —		



二つ名 小さなスイートボイジン		スキル		総体力【25】	
名前	メデイスン メランコリー	おねがい	Lv. p35	孤独	Lv.1p36
Main Style 華札	桃	唯我独尊	Lv. p35	小さな声がする	Lv.1p36
Sub Style 種札	妖怪	無邪気	Lv.2p39	なし	Lv. P
弾	7	忍耐	Lv.1p39	なし	Lv. P
疾	2	毒符「神経の毒」	防 cost: 11		
		毒符「憂鬱の毒」	攻 cost: 18		
		鳥符「ガシングガーデン」	支 cost: 24		





二つ名		伝統の幻想ブン屋		スキル		総体力【36】
名前	射命丸 文	Main Style 華札	文目	Sub Style 種札	妖怪	
弾	7	避	8	呪符	風符「風神一扇」	攻 cost: 14
疾	4	エモノ	芭蕉弱	呪符	疾風「風神少女」	攻 cost: 26
				呪符	風神「風神木の冥隠れ-easy-」	防 cost: 10



二つ名		四季のフラワーマスター		スキル		総体力【38】
名前	風見 幽香	Main Style 華札	牡丹	Sub Style 種札	妖怪	
弾	8	避	6	呪符	花符「幻想郷の開花」	攻 cost: 18
疾	2	エモノ	日傘	呪符	幻想「花鳥風月、囃風弄月」	攻 cost: 25
				呪符	-	- cost: -



二つ名		三途の水先案内人		スキル		総体力【37】
名前	小野塚 小所	Main Style 華札	白詰草	Sub Style 種札	魔族	
弾	7	避	6	呪符	投銭「百越しの銭」	防 cost: 17
疾	2	エモノ	永楽銭	呪符	死神「ヒガンルトワール」	攻 cost: 17
				呪符	古雨「黄泉中宵の旅の雨」	攻 cost: 24



二つ名		楽園の最高裁判長		スキル		総体力【43】
名前	四季映姫 ヤマザナドゥ	Main Style 華札	牡丹	Sub Style 種札	魔族	
弾	8	避	5	呪符	罪符「彷徨える大罪」	防 cost: 8
疾	2	エモノ	薔	呪符	審判「ラストジャッジメント」	攻 cost: 18
				呪符	審判「ギルティ・オフ・ノットギルティ」	攻 cost: 30





二つ名 楽園の素敵な巫女		スキル		総体力【31】	
名前	博麗 霊夢	話上手	Lv. p35	グローリー	Lv.1p37
Main Style 華札	白詰草	古き血筋	Lv. p35	鋭敏な感覚	Lv.1p39
Sub Style 種札	人間	才能	Lv.2p36	先読み	Lv. p40
弾	10	怠惰	Lv.2p37	風の便り	Lv. p40
疾	2	呪符	霊符「降魔印」	防 cost:15	
			霊符「夢想封印」	攻 cost:19	
			霊符「博麗幻影」	攻 cost:28	



二つ名 普通の魔法使い		スキル		総体力【31】	
名前	霧雨 魔理沙	先手必勝!	Lv. p35	燃える想い	Lv.1p37
Main Style 華札	薔薇	古の血筋	Lv. p35	大胆	Lv.1p38
Sub Style 種札	人間	技巧	Lv.2p36	快活	Lv.1p39
弾	7	平凡	Lv.1p36	恋占い	Lv. p40
疾	3	呪符	魔符「スターダスト」	防 cost:11	
			魔符「スターダストレヴリエ」	攻 cost:17	
			魔符「マスタースパーク」	攻 cost:24	



二つ名 完全で満満なメイド		スキル		総体力【33】	
名前	十六夜 咲夜	ヤマビコの呪法	Lv. p35	厳格	Lv.1p37
Main Style 華札	百合	古き血筋	Lv. p35	絆	Lv.1p37
Sub Style 種札	人間	誇り	Lv.1p36	望みのままに	Lv.1p38
弾	5	才能	Lv.2p36	優美	Lv.1p39
疾	2	呪符	時符「プライベートビジョン」	支 cost:26	
			時符「ミステリアスジャック」	攻 cost:18	
			時符「プライベートスクウェア」	防 cost:10	



二つ名 半人半霊の半人前		スキル		総体力【33】	
名前	魂魄 妖夢	湧き上がる想い	Lv. p35	厳格	Lv.1p37
Main Style 華札	向日葵	古き血筋	Lv. p35	絆	Lv.1p37
Sub Style 種札	人間	誇り	Lv.1p36	望みのままに	Lv.1p38
弾	8	忠実	Lv.2p36	誠実	Lv.1p39
疾	2	呪符	人符「現世斬」	攻 cost:16	
			迷符「纏縛剣」	攻 cost:16	
			迷符「半身大悟」	支 cost:25	



# Game Master Section

## About the GM Rules

Apart from the common rules that the Players must learn, the GM must also learn these specific rules.

## GM Rules Notes

When a GMC is damaged, the GM may choose to let that character receive more than the 10 damage maximum.

In the Damaku Games between the GMC and PCs, there should be two types of GMC; Pawns and Bosses. Typically, the Pawns are weaker than the PCs and can be taken out easily. Boss GMCs are supposed to be a tougher and longer fight. The "Danmaku" Stat of a Boss should be around the average of the PC's Danmaku stats +6 and the "Dodge" Stat of a Boss should be equal to the lowest "Dodge" Stat of the PCs. Regarding Tension and Spell Cards; Pawns might have enough Tension to cast one Spell Card and Bosses should have Tension equal to their "Danmaku" Stat times three (x3).

## Optional Tables and Rules

The following tables are optional and are meant for balance and flavor. The game becomes better when they are used, but they are not vital to play. It's the GM's choice whether or not to use them.

## Nickname Table

For the creatively impaired who need to come up with a nickname for their character, they may roll on this table to determine it. For both tables, first roll a die to traverse the horizontal axis, then one for the vertical axis.

1 Of Winter Of Trees Of Fire Of Wind Of the Forest Of the Lake	2 Of the Gods ? Of Mystery Of Order ? ?	3 Ordinary Frenzied ? Unyielding ? Shining	4 Political ? Improper Harmless ? Conard	5 Leather Holy Enjoyable Fickle ? Stylish	6 Timeless ? Fk Drop Suspicious ? Blooming
1 Princess Princess Youkai Satan Revenant Magician	2 Fairy Shikigami Demon Attendant Musician Queen	3 Maid Tutelage Ferryman Guard Surveillant ?	4 Shrine Maiden Pilgrimage God Metaplasia Doll Clown Odd Person	5 Traveler ? Follower Judge Witch Spinster	6 Hunter Vampire ? Girl Child Master

**[Editor Note]:** Due to the quality of the scan, the rest of the (?) marked areas were unable to be read. But this chart is largely optional, and you should feel free to insert your own ideas or word list into these areas.

\*This is a bit of a digression, but when session gets together, try to create an appropriate atmosphere through Touhou themed music. You can also use cards such as playing cards or cards from a TCG and pretend that they are Spell Card. Use your creativity and whatever's available.

## Human Encounter Table (Impulse Table)

For the Human's Old Bloodlines power, roll on this table. The human rolls on the left side, and the non-human rolls on the right. The result cannot be overturned. This table/power determines a human's impulsive reaction to a non-human and the non-human's impulsive reaction to the human.



Human Encounter Table

Human	Encounter!	Nonhuman
Hyaaaaaa!	Fainting	12 Love It is fate! We are to become family!
Ahhhl (Running)	Panic	11 Friendship It wouldn't be an exaggeration to say we're best friends!
Scary! Do not want!	Fear	10 Friendship It seems we'll become good friends.♪
What? Is that a ghost?! Ahhhhl	Scared	9 Friendship My my, is this not good?
This is unscientific, ergo impossible. Now which way's home?	Serene	8 Interested Hmmm? How unusual.
How unusual...	Interested	7 Interested Now what is this fellow?
Now this might get interesting	Curiosity	6 Indifference There's nothing interesting here
This might be exciting.	Curiosity	5 Curiosity Ah... will you play with me?
Ahh! This is nothing like in the comics!	Excitement	4 Toys This should keep me entertained all day today
Wow! Great! Amazing! A-ma-zing!	Large excitement	3 Toys A toy for now, a snack when I get bored.~♪
I've always wanted to meet one of you!	Impressed	2 Food How savory! It's making me hungry!



# Other Charts

## The 24 Divisions of the Year

Japan has spent a long time in the lunar calendar. The present day solar calendar is shown to the left. Alongside each month are two races. The race on the left gets a +1 bonus to "Dan-maku" and "Dodge" during the first half of that month; the race on the right gets the +1 bonus during the latter half of the month.



## Birth Chart (ROC)

There is no place on any sheet to write this down, but if you wish this table may assist you in determining the past of your Gensokyo resident. Roll to traverse the horizontal axis, then the vertical axis for both tables. For the lower table's vertical axis, roll 1d12. If you don't have a 1d12, roll a 1d6 and flip a coin. If the coin comes up heads, add 6 to the result of the 1d6.

Ghost +1	January	Mutsuki	Fairy +1
	Cold Days	Warmer Days	
Fairy +1	February	Kisaragi	Youkai +1
	Rainy Days	Spring Weather	
Fairy +1	March	Yayoi	Youkai +1
	Vernal Equinox	Warm Days	
Human +1	April	Uzuki	Ghost +1
	Heavy Rain	Fair Weather	
Demon +1	May	Satsuki	Youkai +1
	Grain Full	Summer Weather	
Human +1	June	Minazuki	Demon +1
	Summer Solstice	Grain in Ear	
Youkai +1	July	Fumizuki	Ghost +1
	Hottest Season	Minor Heat	
Demon +1	August	Hazuki	Fairy +1
	Limit of Heat	Autumn Weather	
Human +1	September	Nagazuki	Ghost +1
	Autumn Equinox	Dew	
Youkai +1	October	Kan'azuki	Demon +1
	Frost Descent	Cold Dew	
Human +1	November	Shimotsuki	Youkai +1
	Light Snow	Wintery Weather	
Demon +1	December	Shiwasu	Human +1
	Winter Solstice	Heavy Snow	

### (1) Concept

- From an old jar
- From a stork's bag
- From the space of Musukai
- From the passing of 100 years
- Just now noticed
- From the fall of thunder

### (2) Land

- Bamboo Forest
- Human Village
- Flower Garden
- The Lake
- The River
- The Waterfall

### (3) Containers

- From the flowers
- From the bamboo
- From the rocks
- From rain
- From the books
- From Sake

### (4) State

- In the morning
- During midday
- At night
- In space
- In the sky
- In the stables

### (5) Nature

- In the storm
- In the lake
- On Emptiness
- On the mountain
- In the snow
- In the soil

### (6) Places

- A remote corner
- A corner of the underworld
- In the Forest of Magic
- At 53 time
- From the graveyard
- From the light

### 1

- You were wounded.
- You are dying.
- You became a ghost
- The seal was broken
- You made it to heaven
- You are fallen
- You took the medicine
- You were unlucky
- You lost someone important
- It was fate
- You evolved
- You ate something bad

### 2

- You were blown away
- You slipped when you went out
- You got lost
- You were taken out
- You were born
- You were drug around
- You made a wish
- Your dream was realized
- You got wet
- You overslept
- You became ill
- It was forged

### 3

- It was made
- You found something
- You were summoned
- Roll again
- You waited
- You were given something
- You were named
- A dream became reality
- You came to the light
- You transmigrated
- You found friends
- You heard the voice of God

### 4

- You have grown
- You have become aware
- Roll again
- You were put in the casket
- Roll again
- You don't understand
- Something was stolen
- Roll again
- Roll again
- You forgot
- You went for a stroll
- You realized something

### 5

- Something was thrown away
- It bloomed
- You became dedicated
- Man went insane
- It made it to the embodiment
- You were cursed
- You were ordered
- You were infected
- You were scouted
- You succeeded
- It was necessary
- Something was forced to light

### 6

- You took poison
- You prayed
- You were hit hard
- You promised
- You wandered off
- You went to Gensokyo
- You ran away
- You reproduced
- You died
- "Ko-rin!"
- "Ei-rin!"
- Victory!



# Sample Scenario (Scenario Section)

## About Scenarios

Below is an example scenario that you can use to immediately get into a game. As the name suggests, a scenario is like a script or a plan. Even if it is simply a main thread, this allows for derailment and can make the game more fun for the players and the GM. If you are stuck on how to make a scenario, please feel free to check online or read a Replay to get some ideas.

### Scenario Title

「幻想郷物盗り紀行」

*Gensokyo Monotori Kigyō*

*Gensokyo Robbery Travel Tale*

## Tentative Plan

This scenario is designed for 2 new level 1 characters. The creation of characters and outline of this session should take about 3 or 4 hours. If there are more players and/or they are using more advanced characters, adjust the Achievement Values and numbers of enemies to more appropriate levels.

## Starting

Very recently in Gensokyo a certain incident has occurred. At a certain named Youkai, Ghost, and Devil's residences, valuable items have been stolen. Because these treasures were dearly loved by their masters, the theft has induced a terrible wrath in these landlords, causing certain difficulties for the rest of the Gensokyo residents. This story has appeared recently in a tengu news extra, though the article itself hasn't seemed to do more than further annoy people.

You are all either members of the injured party or curious on-lookers interfering into these affairs, and have now just only joined in a lively conversation about the latest news.

*(The below conversation should be overheard or played out by the characters)*

**Fairy A:** This time it seems like something was stolen from that Western styled place!

**Youkai B:** A fifty year old treasure, and now some sort of valuable sake...?

**Fairy C:** I heard this some time ago, but the Vampire who lives in that Mansion said something like "I'm sure it must been that \*\*". There's no mistake who would be responsible for such stupid recklessness! Once it gets dark, I'm going to hunt her down, even if it takes all night!" -or so she raged.

*(Put one of the PC's race names in the \*\* area)*

**Fairy A:** You two didn't do it, right? Right?

**Youkai B:** The criminal will be arrested...tried, and then executed?!

**Fairy A:** The 'execution' part is a lie I think. They wouldn't execute an innocent...would they? But besides that, we should hurry and find the real culprit!

*(The GM should help to encourage the PCs to take action without dragging this part out for too long)*

## Information Gathering

For Judgements on information gathering have the PCs make some checks using Perception or Tact. Have each character make at least one check.

**News/Gossip (1) Achievement Value of 1 or 2.** Choose one of the following places to give them some news or gossip. You could also let them travel there if they so decide, and use NPCs to play out the scene. Of course, exploring Gensokyo is half of the fun!

The places are: the Scarlet Devil Mansion, Hakugyokurou, Eientei, or Kourindou. From Scarlet Devil Mansion, the item stolen was a western style mechanical clock. From Hakugyokurou, it was Lady Yuyuko's snacks. From Eientei, it was Eirin's medicine. From Kourindou it was some mysterious junk. *(You can change this of course).*

After or during the process of giving out the 1st piece of Gossip/News, the PCs should come under attack by a number of fairies that equal the number of PCs. The reason they attacked was because they thought one of the PCs was the criminal. When the battle is finished, get them to the (2) Gossip/News.

## Description

There was someone standing there, her eyes fixed on the building's entrance. She was a youkai, who held a notepad in one hand, and a pen in the other. Around her neck hung a camera. It was Aya Shameimaru.



*(You can use the dialogue below as response for when the characters accost Aya)*

**Aya:** W-what? You don't need to threaten me you know.  
**Aya:** I'm just waiting to meet a friend.

*(in order to get the truth, the characters will have to make an Achievement Value 8 difficulty)*

**Aya:** ! Where did you - \*cough\* notepad? Well I wasn't just waiting the whole time... I was looking at this (notepad).

*If things keep getting more and more tense, keep playing up that direction. After you feel it has reached a good point, give the below description as you start to get out the battle map.*

### Depiction:

*Quite suddenly, before the PCs' eyes, the door opens and a certain black-white steps out holding a giant package shaped like a musical instrument. Kirisame Marisa has appeared.*

**Marisa:** ? What are y'all doing?

**Marisa:** What're you talking about? This is borrowed! I'll return it properly later ze.

**Marisa:** Oi, Tengu. Help me for a bit will ya?

**Aya:** Why me?!

**Marisa:** You know, you showed me that you have a lot of interesting things written in that nice memo book of yours, ya? It'd be a real shame if it got dropped or lost accidentally somewhere...

**Aya:** That's what you'd willfully choose to do on your own!

**Marisa:** Speaking of which, how long and why exactly were you standing around waiting around for me to come out? *(Grin)*

**Aya:** ...It was just a little!

*(Aya's abilities will be low power, because she is not really a willing participant in this danmaku play. After the PCs have victory, move to the next section. )*

~Next Day~

### Description:

"The day Marisa was stopped," a statement from the Bunbun newspaper special extra. This is just one reporter's perspective, but it seems that, indeed, it was Marisa who was the thief. A confrontation between Marisa and the PCs is the picture also attached, but there are no words written. It's like your whole life is involved in shooting danmaku. But there is a statement of gratitude that the PCs helped to solve the mystery.

*(Let the PCs have a scene to conclude the events and the epilogue of the scene, before continuing.)*

*(When ready, continue)*

And so, in front of the PCs reading the newspaper extra, Aya descended. As if she had found no one like them yesterday, she talked with a smile on her face to them.

After that, the session now comes to a conclusion. Cheers for the good work. Don't forget to go and calculate your experience points and grow!

### Enemy Data

#### Zako



Tension: 10  
HP: 10



Danmaku: 3 Dodge: 3 Speed: 2  
Fairy Sign: [Fairy Tale]

Cost 10

Lake Sign: [Splash Spear]

Cost: 10

#### Aya Shameimaru



Tension: 15  
HP: 10



Danmaku: 3 Dodge: 3 Speed: 2  
Wind Sign [Wind God's Fan]

Cost 15

#### Kirisame Marisa



Tension: 5  
HP: 10



Danmaku: 14 Dodge: 6 Speed: 3

Magic Sign [Stardust Reverie]

Cost 26

Magic Sign [Illusion Star]

Cost 14

Unyielding: Achievement Value +1 "Just who do you think I am? I'm Kirisame Marisa da ze!"

Worldly Desires: Achievement Value -1 "Waa, the stuff I was collecting might fall-"



Targets: 1 Value: +4  
Dice: +1 Range: Normal

Targets: 1 Value: +4  
Dice: +1 Range: Normal



Targets: 1 Value: +4  
Dice: +4 Range: ⑤ at Cost 3



Targets: 2 Value: +7  
Dice: +4 Range: ② at cost 6

Defensive, Value +5  
Dice +4



# character sheet

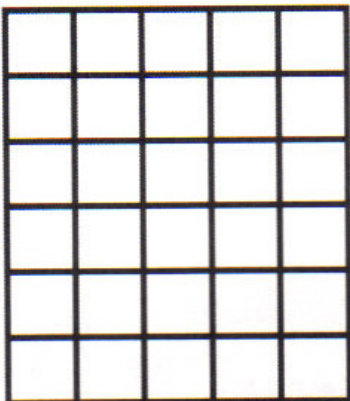
Nick  
Name

Class  
(Main Style)

Name

Race  
(Sub-style)

Normal Attack's AOE



Picture

Total HP [ ]

Stats

Power



Insight



Intellect



Charisma



Reflex



Perception



Will



Tact



or or or   
Danmaku

$(\blacksquare + \bigcirc) \div 2$   
Dodge

Speed

Weapon

## Skills

# of Uses  
Per Scenario

Lv. Timing: [ ] Type: [ ] 持/一般

Lv. Timing: [ ] Type: [ ] 持/一般

Lv. Timing: [ ] Type: [ ] 持/一般

Lv. Timing: [ ] Type: [ ] 持/一般

Lv. Timing: [ ] Type: [ ] 持/一般

Lv. Timing: [ ] Type: [ ] 持/一般

Lv. Timing: [ ] Type: [ ] 持/一般

Special

Special

## Equipment



東方彈幕戲  
射擊遊戲



# Record Sheet

花ノ記憶

Scenario Title

Date

GM Name

Player Name

Nickname

Carried Spellcards

Name

No, ☐

No, ☐

No, ☐

No, ☐

No, ☐

No, ☐

Card Summary

Power

Insight

Intellect

Charisma

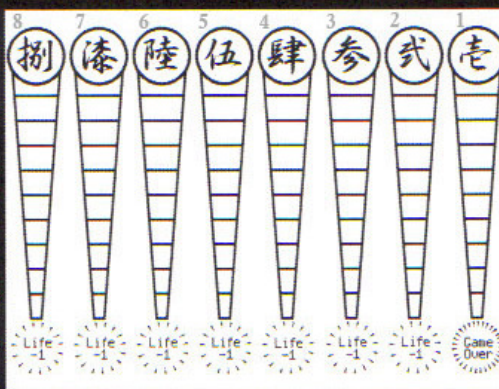
Flower Style

Race Style

Bonus

Total

HP



Total

Ability Summary

Reflex

Perception

Will

Tact

memo

\*Have attended the last scenario ☐

\*I was able to express character ☐

\*I helped other players ☐

\*I helped the scenario progress ☐

\*Residual Tension Value (Max 10) \_\_\_\_\_

\*Remaining HP (÷10)(Round up) = \_\_\_\_\_

Total Points: \_\_\_\_\_

GM Signature: \_\_\_\_\_

## Skills

Perception

Reflex

Will

Tact

Speed

Dice

Tension Gain

Spell Revitalize Value

Advancement

Addition

Increase

Decrease

Lv.

Lv.

Lv.

Lv.

Lv.

Lv.

Value Effects

+

-

÷

×


## Tension Count


東方弾幕戯  
東方弾幕遊

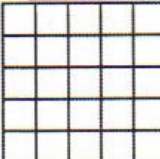



# Spell Card Sheet [copy and cut out]

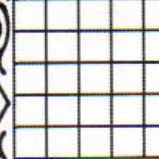
No.  Cost.

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		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes: <input type="text"/>		

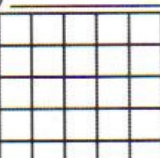

No.  Cost.

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		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes:  <input type="text"/>		

No.  Cost.

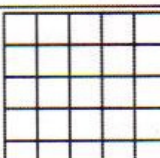

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		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes: <input type="text"/>		

No.  Cost.

		Type: <input type="text"/>
		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
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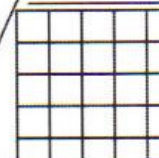

東方強者協會

No.  Cost.

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		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes:  <input type="text"/>		

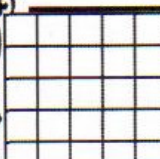
Game of Eastern Soul

No.  Cost.

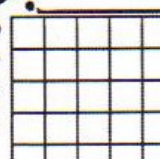

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		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes:  <input type="text"/>		

東方強者協會

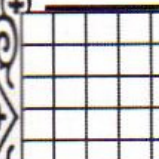
No.  Cost.

		Type: <input type="text"/>
		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes: <input type="text"/>		

No.  Cost.

		Type: <input type="text"/>
		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes:  <input type="text"/>		

No.  Cost.

		Type: <input type="text"/>
		Timing: <input type="text"/>
		Counter: <input type="text"/>
Targets <input type="text"/>		Length: <input type="text"/> Turns <input type="text"/>
Dice <input type="text"/> Value Mod <input type="text"/>		
Notes: <input type="text"/>		



# Game Master Sheet

Date

Scenario Name

GM Name

1	Name	Player Name	Current XP	XP:
	HP	Spellcards: Offense                  Defense                  Support                  Special		
2	Name	Player Name	Current XP	XP:
	HP	Spellcards: Offense                  Defense                  Support                  Special		
3	Name	Player Name	Current XP	XP:
	HP	Spellcards: Offense                  Defense                  Support                  Special		
4	Name	Player Name	Current XP	XP:
	HP	Spellcards: Offense                  Defense                  Support                  Special		

Table

## XP Table

XP total above ÷ # of PCs = \_\_\_\_\_ pts  
(round up)

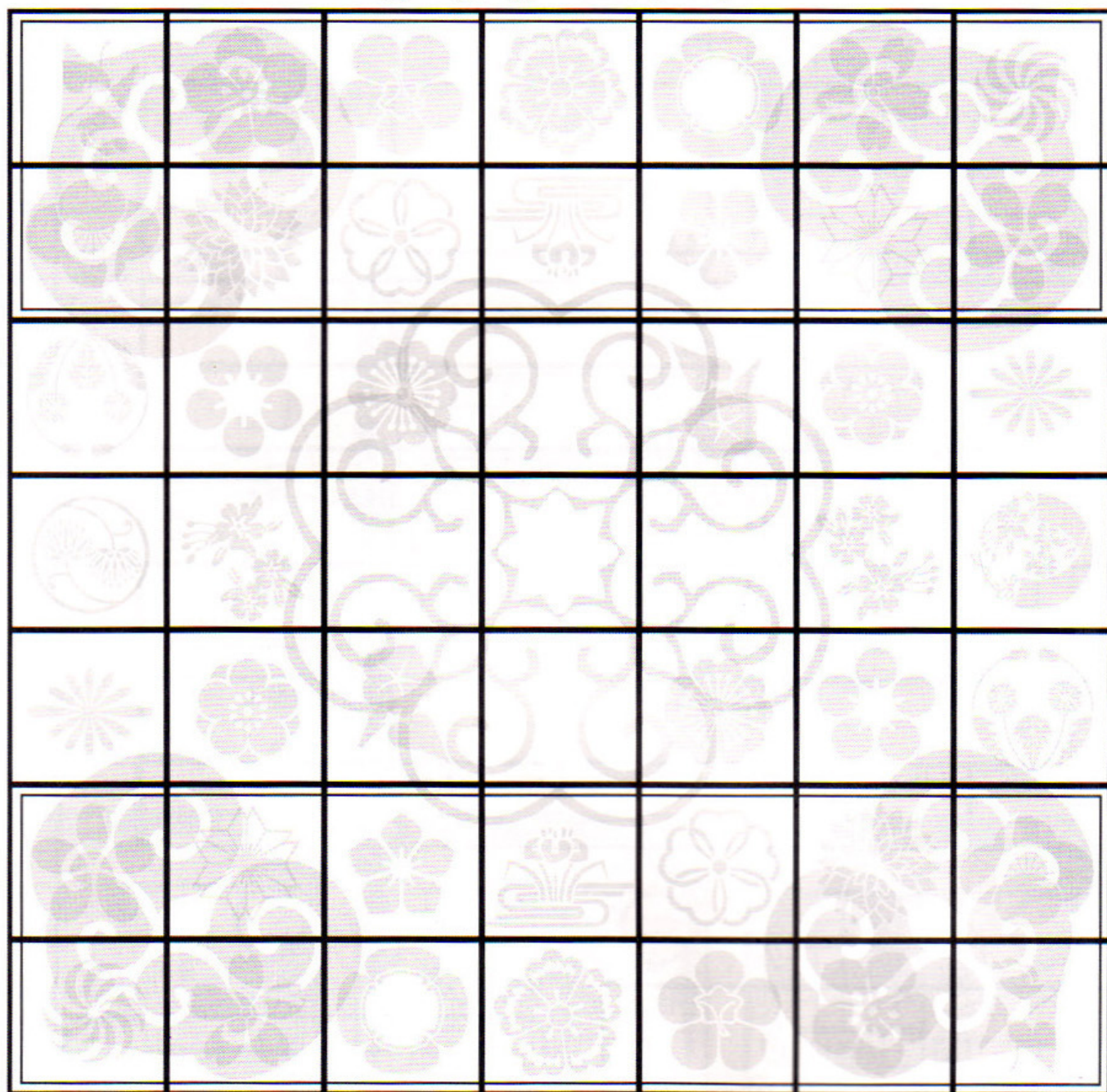
Investigated the Location, Communicated,  
and carried out other tasks/fights/etc. ☐

**Total Acquired XP:** \_\_\_\_\_ pts

PC's Signature \_\_\_\_\_



初期配置範圍  
(Initial Deployment Area)



初期配置範圍  
(Initial Deployment Area)



# Glossary

## TRPG Terminology

**Style:** A tendency or inclination. The general features or characteristics that are shown.

(Example: New York Style, Akihabara Style, Soldier Style, Magic Style, etc)

**Scenario:** The story synopsis or outline (the plot).

**Session:** The time when the game is played. The same as a 'Music Session.'

**PL:** Shortened form of 'Player.' The person who controls a PC.

**PC:** Shortened form of 'Player Character.' The character one plays.

**GMC:** Shortened form of 'Game Master Character.' (an NPC)

**NPC:** Shortened form of 'Non-player character.' The GM controls these characters.

**Dice:** 'Dice.' Or the things you use in place of Dice. Used to play many games.

**Dice 2D6:** The meaning is having and rolling 2, 6-face dice.

**Matching Dice:** The dice eyes are the same, after the dice finishes rolling.

**Critical:** To have 2 matching 6's in a 2D6 roll. Absolute Success.

**Fumble:** To have 2 matching 1's in a 2D6 roll. Absolute Failure.

**Flowchart:** 'Flowchart', a diagram that shows how things relate or move from one to another.

**Style Skill:** Main or Sub-Style characteristic skills. They are called 'Specific Skills' (also called 'Flower' or 'Race' skills).

**Skill:** Characters' characteristic skills: they are either General Skills or Special Skills.

**Achievement Value:** In practice, the Judgement Value, or 'Degree of Difficulty.'

**Flavor Text:** The meaning and effect is almost meaningless. Sentences or writing to expand the imagination.

**Errata:** Material included later as revision or to answer unforeseen problems. Also to expand or build on the first work.

## Flowers Specific Terminology

**Tension:** The rising or falling state of feeling. Can be stress, but in this game it is also the "Activity points" you must collect and use to cast Spell cards.

**n:** A place for number substitution

**Pichuun:** Damage (slang)\*

(-10HP = 1P-tune, also to mean '1 Life')

Example Use: HP Gauge emptied 1 bar!

"Ah! It was Pichuun'ed!"

**Ability Score:** In Judgements, the attribute value.

**Activity Points:** A part of Tension. 'Tension Points.'

\*The onomatopoeia of the sound of you dying in Touhou.

## Q&A and Errata

*These are the replies to some of the questions that players have asked. Please read them. The most important section, which is the Errata, will come after.*

**Page 14: What is the Normal Attack Range?**

**A:** The Normal Attack Range is the normal battle judgement attack range of the characters (listed in the Flower Style section). For those of you whom are familiar with Super Robot Wars, try to imagine it like this: It is like the normal ranged attack weapon that can target one person, while the Spell Cards are like Map-weapon attacks.

**Page 34: What is the formula to decide maximum number of Skills a character can have?**

**Answer:** There is no formula for deciding this. [GM's decision]

**Page 34: For New Characters, if they are taking the achievement price + level 2, does it still cost 4 experience points?**

**Answer:** Yes, for New Characters as well, the 4 point experience point cost is necessary.

**Page 35: What is the 'Old Blood' Impulse chart?**

**Answer:** There is a Human Encounter chart. With the exception of encountering another human (on the right side of the chart), you roll dice to determine the outcome.

**Page 37: What's the reason to acquire the Negative Achievement Skills?**

**Answer:** When a PC gets a higher achievement value than her opponent, if the achievement point value difference is small, you have the possibility of gaining more tension points. [So the idea is to barely beat your opponent's value, within 3 points or so.] So it's wise to try and 'aim' a little more wisely as well.

**Page 42: If the Spellcard Range cost is 6, then if you have a range 1 and 3, do you have to pay out the whole 6 point cost?**

**Answer:** If you pay for a Range 6 point, it doesn't matter whether you fill in 1, 2, 3, or all.

(At the time the Spell Card is invoked, the Range Cost will always be 6 tension).

\*If you also expand the number of targets, then your opponents will have no choice but to attack.

\*After you have increased the range of a Spell Card you cannot decrease it.

**Page 56: In reference to the damage being listed as 'Unlimited' (and page 33 suggesting that it depends on Strength), which entry should take precedence?**

**Answer:** Player Characters use the entry on Page 33. The GM uses the one on page 56. [The GM characters can have unlimited points depending on the GM's wants for the opponents... but characters must abide by the rules]

**[Editor Note]:** Most of the other corrective Errata have been already included into the pages in the translation phase of this work. The complete list can be found on the author's webpage.



# Afterword

## \* TApinu

春に夜桜 夏に星 秋の満月 冬の雪

*Evening spring sakura,  
The stars of summer,  
The bright full moon of autumn,  
The snow of winter.*

I, TApinu, have returned after a long time of sleeping off a hang-over from drinking and enjoying shochu with my friends. As I thought, it is better to slowly drink from a sake cup...

On this page the flower borders you can see to the top left and bottom were drawn while snow covered Iwate's interior. The design was done during my transition of moving from Iwate to Osaka. Starting to move forward with my life was good, with the exception that in moving to an area with no acquaintances, I was unable to have test players. Although there were many difficulties like that, somehow we managed to struggle through and arrive here at last.

At any rate, the day I have long been waiting for to finish this beloved rulebook is here at last.

Accepting the impossibility of illustrating this entire derivative work by myself, I put out an impressive number of requests for art. (And everyone in the Touhou community draws so exceedingly well). The beautiful cover came about after lots of trial and error, going through at least 100 sheets of colored paper (Reimu's clothing pattern among other things, though I finally got it). That in itself may be an example of my love for Touhou, though I suppose any expression is no different.

Though color is also good, I think monochrome lets you express some otherwise unexpressable worlds. But then again, I'm a Tokyo National Modern Art Museum Industrial Arts Building Psycho!

At this time after a period of over one year of working with so many different collaborators, I have received countless critiques and encouragements, and more. To those people who patiently put up with me and my ego for this whole time, from the bottom of my heart I want to thank you.

Well then everyone! Please enjoy -Flowers-!

## Playtesters:

百夜 鳴 GX改 巫雪

## Special Thanks:

岩手県立大学TRPGサークル 「OVERFLOW」  
まっつん  
ライアーノズ  
kana kin  
古翠  
CARNAGE  
Mutameso  
masa

## -Flowers- Illustration

Thanks to everyone listed here, the pages of this book look absolutely beautiful. Everytime I received a picture, I literally was rolling about on top of my futon... You all pushed me to do my very best in order not to be outdone with your work. Even the smallest things you sent made me happy.

katzeh

(Felis Ovum 猫の卵 : <http://www.katzeh.fur.bz/>)

TOKIAME

(STAY WIND: <http://xel.skr.jp/tokiame/>)

袴田 杉壺

笹車 : <http://aria.saiin.net/~sasanoha/>)

NC

(charlotte HYS: <http://hys.rossa.cc/>)

芋川

(一)

(PSYCHO STEAK: <http://naniton.hp.infoseek.co.jp/>)

赤城山ミサイル

(ゲツからマスタースパーク : ???)

## Other Comments:

In the wording on the back cover circle 風sama's arrangement "Nitori" was graciously given permission to be listed.

Anything concerning Touhou Danmaku Yuugi -flowers-, from Questions, Mistakes, Ect, can be sent to me by e-mail or on the website. Of course Balance is an important thing that I will try to work on, so please send any useful information you have found. There are also character sheets and the like in pdf format that you can get. Please use them as you would like.

One more thing, our old publication "Youyoumu" is a different system.



## ✿Production Notes✿

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Rulebook "*Touhou Danmaku Yuugi -flowers-*"

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[tapinu@ric.hi-ho.ne.jp](mailto:tapinu@ric.hi-ho.ne.jp)

### Attention:

This book is a derivative work of Team Shanghai Alice's  
Touhou Project Series. Any questions involving the game series  
or other works should please be directed to Team Shanghai Alice.

Translators:	Editors:
Touhou_Gamer	Kasanip
Kasanip	Touhou_Gamer
Mizuko	Mizuko
Wally	Gnome!
Iced_Fairy	
Nameless_Fairy	

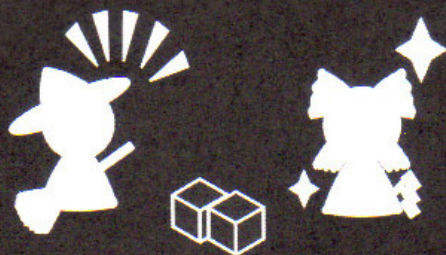
[Gensokyo.org](http://Gensokyo.org) / [touhou.wikia.com](http://touhou.wikia.com)  
Magic Archive Voile

byebye!





Like.no.other.



Continue?





過ぎ去りし 人らによりては 果てぬ理想郷

閉ざせし 私にとりては 幻想郷



TRPG RULEBOOK

東方弾幕遊戯  
Flowers