



# Game Rules

MYSTERY  
PARFAIT



# Prologue

*Without a doubt, Gensokyo became the way it is now because of the Great Hakurei Barrier isolating it from the world. This is the so-called barrier of common sense.*

*Through this barrier the world was divided: the outside world's common sense was kept out, and the outside world's nonsense was contained within Gensokyo.*

*At a time when the outside world began to refute youkai and the world of the night, the youkai would turn this to their advantage, thus giving birth to a world into which that rejection would drive those forces and phenomena.*

— Perfect Memento in Strict Sense

**Lunatic Extra** is an homage to absolute firepower and those who wield it—the Final Bosses and Extra Bosses who are responsible for the incidents besetting Gensokyo. From its cast of the most over-the-top characters from Gensokyo and beyond, to a deck of game-bending cards, including a veritable treasury of potent artifacts, this expansion is all about going bigger, flashier, and more powerful. Let's go beyond the impossible and kick common sense to the curb!

*If it's not flashy, it's not magic. Danmaku is all about firepower! — Kirisame Marisa*



# Overview

## Lunatic Extra Overview

*Lunatic Extra* is an expansion to *Danmaku!!* that adds exciting new mechanics and powerful new characters to the game. New mechanics include Extra Characters—sidekicks that allow a player to have more than one Character card at a time, and the Lunatic deck—a deck containing very powerful cards, but at a price. **A copy of the Danmaku!! base game is required to play Lunatic Extra.**

*Danmaku!!* and *Danmaku!! Lunatic Extra* are fan-made derivative works of *Touhou Project*. The characters, settings, and themes depicted within are the creations of ZUN /Team Shanghai Alice.

## Game Contents

- ✦ 4 Role cards (Violet face)
- ✦ 20 Main deck cards (Light blue face)
- ✦ 40 Lunatic deck cards (Gold face)
- ✦ 4 Incident cards (Red face)
- ✦ 24 double-sized Character cards (Pink face)
- ✦ 2 Quick reference cards (Gray face)
- ✦ 2 Bonus Character cards
- ✦ 4 Revised base game cards



# Game Setup

## Playing With Lunatic Extra

To play with *Lunatic Extra*, add the Main deck cards, Incident cards, and Role cards from *Lunatic Extra* to their respective piles from the base game.

## Replacement Cards

Before the start of the game, remove the cards **Phantom Boss**, **True Phantom Boss**, **Party**, and **Shameimaru Aya** from the base game. These are replaced by cards included in *Lunatic Extra*.

## Game Setup

Follow the game setup process as described in the *Danmaku!!* rule book, with the following changes. Perform the game setup in the following order:

1. Shuffle Decks
2. Determine Roles
3. Character Selection
4. Reveal Heroine
5. Draw Starting Hand
6. Start of Game Effects
7. Turn Zero
8. Heroine's First Turn







# Game Setup

## Shuffle Decks

In addition to the Main deck and Incident deck, shuffle the **Lunatic deck** (gold face cards) and set it aside in its own pile.



## Determine Roles

The role cards **Secret Boss** and **Lone Wolf** are new variant Extra Boss roles. The corresponding **Secret Boss Discovered** and **Tag Team** Extra Boss cards are used after the Extra Boss has revealed herself and should not be included when randomly choosing an Extra Boss role. Other than this, the process for choosing roles remains the same.



## Starting Hand

The process for drawing your starting hand has changed in *Lunatic Extra*. After each player has a Role and Character card, the Heroine reveals her Role card. Then, starting with the Heroine, each player draws their initial hand.



# Game Setup

Each player draws cards according to their position in turn order:

First player (Heroine):	5 cards
Second player:	4 cards
Third player:	4 cards
Fourth player:	5 cards
Fifth player:	5 cards
Sixth player:	6 cards
Seventh player:	6 cards
Eighth player:	7 cards

This does not affect a player's max hand size. **Patchouli Knowledge's** ♨Ability now gives her 3 additional cards during this phase. **Hong Meiling** and **Onozuka Komachi** only draw the number of cards listed on this table.



## Start of the Game

Some characters have ♨Abilities that take effect at the start of the game. Perform these actions in turn order after all players have drawn their starting hand. Characters with start of game effects include **Futatsuiwa Mamizou**, **Houjuu Nue**, **Kijin Seija**, **Yakumo Ran**, and **Player 2**. Also perform start of game effects granted by Extra Characters recruited at the start of the game.





# Game Setup

## Turn Zero

Before the Heroine takes her first turn, all players simultaneously take an extra **turn zero**. This is not a real turn—it cannot be skipped, and players can only perform a limited set of actions on this turn. Players cannot activate  Spell Cards or use triggered or activated effects of their character's  Ability during turn zero.

During turn zero, each player can perform the following actions any number of times:

- Exchange cards from their hand for Lunatic cards (see *Lunatic deck* below).
- Put an  Item card from their hand into play. If that card has immediate effects when played, perform those actions.  Item type limits apply.



At the end of turn zero, all players discard down to their max hand size. **Hong Meiling** and **Onozuka Komachi** count this as their own turn for determining max hand size.

After this, the Heroine takes the first turn and play continues as normal.



# Game Modes

## Optional Game Modes

Players may choose to play with one of the following optional modes as an alternative to the normal character selection process.



### Player's Choice

When choosing Character cards or recruiting Extra Characters, players can choose between three cards instead of two. If you have enough Character cards, you can increase this to four, or even more!

### Double Threat

In **Double Threat** mode, each player plays with two Character cards instead of one.

When determining roles, do not include the **Lone Wolf** Extra Boss card. Before character selection, remove **Futatsuiwa Mamizou**, **Houjuu Nue**, and **Yakumo Ran** from the Character card pile. Then, each player draws four Character cards and chooses two to play as. Put the unchosen Character cards into the Character discard pile.

Players gain the  Abilities, and can activate the  Spell Cards, of both characters. These are not Extra Characters—they both count as that player's primary character.





# Game Modes



## Character Draft

In **Character Draft** mode, players take turns banning and picking characters from a shared pool. This mode is recommended for advanced players who are familiar with all of the characters.

During character selection, each player is each dealt four Character cards. Players can look at their own Role card, but the Heroine does not yet reveal her Role card. Each player secretly chooses one Character card to ban and discards it face down. Once each player has banned a card, place the remaining cards face up in the center of the table.

Once the Character card pool has been revealed, the Heroine reveals her Role card. Then, starting with the Heroine, in turn order, each player chooses another card to ban and places that card face down in the Character discard pile.

After that, starting with the Heroine, in **reverse** turn order (going counter-clockwise), each player chooses one of the remaining characters to play as. After each player has chosen a character, place the remaining Character cards face down in the Character discard pile.



# Gameplay

## Extra Characters

Certain character ♣Abilities, ♣Item cards, and Role cards can give a player an **Extra Character**. Having an Extra Character grants that character's ♣Ability, allows that player to use that character's ♣Spell Card, or both. This is specified in the rule text on the card that grants the Extra Character.

Each Extra Character is associated with the effect that grants that Extra Character. If a player loses the source effect (such as if they discard an ♣Item that grants an Extra Character), they lose only the Extra Character they gained from that effect.

If an effect allows you to choose another player's ♣Ability or ♣Spell Card (such as **Capture Spell Card**), you can only choose the ♣Ability or ♣Spell Card of a player's **primary character**—you cannot choose ♣Abilities or ♣Spell Cards of Extra Characters.




## Recruiting

To gain an Extra Character, a player must have an effect that tells that player to **recruit** an Extra Character. When a player recruits an Extra Character,





# Gameplay

they draw two Character cards at random from the pile of unused Character cards. That player then chooses one to use as their Extra Character and sets the other face down in the Character discard pile.

Players cannot recruit Extra Characters that have  Abilities that grant Extra Characters. If you draw **Futatsuiwa Mamizou**, **Houjuu Nue**, or **Yakumo Ran**, reveal that Character card, then discard it and draw another Character card to choose from.

House Rule: *A play group may agree to allow these characters when recruiting Extra Characters. This can lead to some very complicated but fun situations!*

## Dismissing

Sometimes an effect tells the player to **dismiss** an Extra Character. This removes the Extra Character from the game. Once dismissed, the player no longer gains the  Ability or  Spell Card of that Extra Character.

Put dismissed characters into the Character discard pile face down. If the unused Character card pile becomes empty, shuffle the Character discard pile to make a new unused Character pile.





# Gameplay

## Lunatic Cards

### Lunatic Deck

The **Lunatic deck** is a deck of cards separate from the Main deck. Lunatic cards have a gold face and back. Players can play Lunatic cards from their hand just like Main deck cards. When a player plays a Lunatic card, put it in a separate discard pile next to the Lunatic deck. Incidents can collect Lunatic cards just like they can Main deck cards. After an Incident is resolved, put the cards it has collected into their respective discard piles.

The Lunatic deck contains highly desirable cards—far more powerful on average than the cards in the Main deck. However, players cannot draw cards from the Lunatic deck by default. There are two main ways of getting Lunatic cards. Some cards, such as **Occult Ball**, allow a player to draw from the Lunatic deck. Players can also **exchange** cards from their hand to draw from the Lunatic deck.

### Exchanging for Lunatic Cards

To exchange for a Lunatic card, players choose one or more Main deck cards from their hand that have a total **point value** of 5 or more. The point value of a card is indicated by the



# Gameplay

number displayed in the upper-right corner of the card. Only Main deck cards can be exchanged for Lunatic cards this way—Lunatic cards cannot be exchanged for other Lunatic cards. Only exchange for one Lunatic card at a time. *(For example, a player with cards that have point values of 4, 3, and 3 cannot exchange those 10 points for two Lunatic cards.)*

Players can only exchange for Lunatic cards at the following times:

- During turn zero.
- Whenever they could normally play an ➔Action card.
- During any player's discard step, before discarding down to max hand size.



If multiple players want to exchange at the same time, start from the current player and proceed in turn order.

## Instant Cards

⚡**Instant** cards can be played at almost any time. Unless otherwise stated on the card, you can play an ⚡Instant card in response to a player playing a card, in response to a triggered





# Gameplay

effect, or during any step of any player's turn when no other cards are being played. Players cannot respond to ⚡ Instant cards—as soon as a player plays an ⚡ Instant card, it is immediately resolved. As a result, ⚡ Instant cards cannot be canceled.

## Multiple Incidents

One new incident, **Urban Legend Outbreak**, puts multiple incidents into play at the same time. When you put more than one incident into play, place them in the order that they are drawn.

If more than one incident has an effect during a given phase (such as the Incident step), perform the actions on the Incident cards in the order that they entered play. If an incident is resolved while performing the actions of an earlier incident, the later incident doesn't take effect.

A single card cannot be collected by more than one incident at a time. If more than one incident would collect the same card, it is collected by the incident that entered play first. When an incident is resolved, the cards it has collected are placed directly into their respective discard piles. Other incidents do not collect cards that enter the discard pile this way.



# Strict Rules



## Strict Rules

While *Danmaku!!* is competitive in nature, it is designed to be a party game. Because it is not intended for tournament play, most players can generally interpret the game rules in a way that intuitively makes sense. However, this can lead to situations where the correct outcome is ambiguous. For this reason, some players prefer more precise rules.

Below, we have provided an **optional** set of **strict rules** for timing and effect resolution. These rules can be confusing to players who don't frequently play competitive trading card games, so we suggest you allow players to play more loosely unless your play group collectively agrees to use these strict rules.

## Modes and Targets

When a player plays a card or activates a Spell Card, they must choose all **modes** and **targets** for that card before players have the opportunity to cancel that card. When a player plays a split card, they must first choose which half of





# Strict Rules

the split card they are playing. Then, if any effect has the text “Choose *X*,” the player must decide which option(s) they are going to choose. Then, if any effect requires a target (such as “choose a player” or “attack a player”), they must choose which player to target for those effects. All chosen targets must be legal choices at the time the card is played. *(For example, if a card says to choose a player in range, the target player must be in range before playing that card.)*

After a card is played, players have a chance to respond (see below). The modes and targets for that card cannot be changed later.

## The Stack

When a player plays a card or effect, other players have the opportunity to react with cards and effects of their own. For instance, if you **Shoot** a player, they can play a **Graze** to avoid the attack. These reactions can themselves be responded to. This process can create many effects that are all waiting to resolve at the same time. The order effects are executed is referred to as the **stack**.

A stack is a last in, first out system. Imagine a physical stack of plates. When you place a plate on the top of the stack, you have to take that plate off before you can get to the plates





# Strict Rules

that were already on the stack. In the same way, when someone plays a card or effect in response to something, the effects that were played last are resolved first. After the response is resolved, players get another opportunity to play reactions to the initial event, and players can respond to that response, and so on.

Players can continue to play cards and effects until the stack is empty, even if they are at 0 life. Player defeat is only checked when the stack is empty and all players have been given one last chance to react.

## Triggered Effects

Certain  Items and character  Abilities have effects that happen automatically. Effects that contain the words “when” or “whenever” are called **triggered effects**. Triggered effects have two parts: a trigger condition, and an effect.





The trigger condition describes the situation where the effect occurs. When that occurs, the effect is automatically added to the stack. If the effect says “may,” the player who controls it chooses whether or not to add it to the stack.



# Strict Rules

Trigger conditions are checked in play order—thus, they will resolve in reverse play order. If one player triggers multiple effects from the same condition, they choose the order those effects are added.

If a player controls a triggered effect, they do not need to choose targets for the triggered effect until it is added to the stack.

For example, if **Konpaku Youmu** plays a **Shoot** card, she only needs to choose targets for the initial Shoot card. When the Shoot card effects are added to the stack (*it wasn't canceled*), Youmu's Ability then triggers, which allows her to attack another, different player in range. She then chooses targets for the second attack. If the Shoot card is canceled, Youmu's Ability will not trigger.

## Priority

**Priority** refers to who is allowed to perform game actions (such as playing cards) and when. While a player has priority, they, and only they, are allowed to perform game actions. If a player does not wish to perform a game action, they pass priority to the next player in turn order. The current turn player gets priority first. Thus, if a player plays an ➤Action card, they have the first opportunity to play a ➤Reaction card in response.





# Strict Rules

Priority continues around the circle until all players pass priority consecutively. Priority goes around after every non-instant game action. So even after a player passes, if someone then plays a response, each player will have another chance to get priority.

Priority works in this way any time players perform actions at the same time. For instance, if an effect makes all players draw a card, they draw their card in priority order. During the discard step, each player may exchange cards for Lunatic cards, then discards to max hand size in priority order. This affects the order cards enter the discard pile.

## Playing and Resolving Cards

Generally, when a player plays a card, they can immediately take the actions listed on the card. This is a shortcut that makes the game progress quickly and smoothly. However, some cards can be canceled by other players. If a card is canceled, then its effects don't happen, and, subsequently, players cannot play reactions to that card.

When playing with strict rules, there are several steps that happen every time a card is played. This helps to avoid having to roll back effects or allowing players to learn hidden information such as ➤ Reaction cards in players' hands.



# Strict Rules

## Steps to Resolve a Card

- The current turn player plays a card.
  - That player reveals the card being played.
  - That player chooses modes for the card.
  - That player chooses legal targets for all targeted actions on the selected mode(s).
  - Each player gets priority and can respond to the current card (*e.g. by canceling it*).
- If it was not canceled, the effects of the card are added to the stack.
  - Effects that trigger when a card is **played** are then added to the stack.
  - Players can no longer cancel the card.
- Each player gets priority and can respond to the card or triggered effects before they happen.
- When all players have passed, the effect at the top of the stack is resolved. Players perform the actions in that effect in the order listed.
  - If an effect is no longer legal, it doesn't happen. (*For instance, if an effect says to choose a player in range, but that player is no longer in range, skip those actions.*)
  - If an effect generates one or more attacks, those attacks are added to the stack.



# Strict Rules

- If an effect activates a Spell Card, the player chooses modes and targets for that Spell Card, and it is added to the stack.
- After an attack or Spell Card is placed on the stack, each player gets priority.
- After removing an effect from the stack, each player gets priority again.
- Once the stack is empty and all players have passed, then—and only then—are any cards moved to their respective discard piles.
  - Some cards and effects, such as **Point of Collection**, place the card somewhere else. The **last-played** effect takes priority.
  - Incidents then collect appropriate cards. Cards are collected in the order played.
  - Remaining cards enter the discard pile at the same time, in order played. The first-played card gets placed in the discard pile first, with responses on top, in play order.





# FAQ / Rulings

## Main Deck & Lunatic Cards

### Extra Stage

The final card is drawn from the Main deck.

### Nimble Cloth

The usage limit resets on each player's turn.



### 1UP

Both halves of the card count as a ♥Healing card. This retroactively applies to **1UP** cards in the base edition of *Danmaku!!*.

### Interrupt

**Interrupt** can cancel both ➤Action and ➤Reaction-type ⚡Spell Cards.

### Point of Collection

If multiple players play effects that change where a card is placed after it resolves, such as **Point of Collection** and **Moriya Suwako's** ⚡Spell Card, the effect that was played last takes priority.





# FAQ / Rulings

## Tanuki Leaf

If a player uses “**Borrow**” on **Tanuki Leaf**, that player will then recruit a different Extra Character than the one currently in play.

## Uchide's Mallet

If you have **Uchide's Mallet** in play, you cannot play more than one ♠Danmaku card each round, even if you have cards like **Power** that increase your ♠Danmaku cards per round. This applies equally to cards like **Revenge Shot** that do not count against your ♠Danmaku limit. In other words, if you play any ♠Danmaku card on any player's turn, you will not be able to play another until your next turn. Cards that are canceled still count against this limit.

Uchide's Mallet imposes additional restrictions on your targets for attacks. If the distance to a player is more than 1, you cannot attack that player, even if that attack can target players regardless of range.

If **Cirno** (Fairy of the Ice) has Uchide's Mallet, she cannot attack players whose distance is more than 1, and players whose distance is 1 from Cirno are not considered in range. This means she can only attack players whose distance is 1, and only with attacks that target players regardless of range.







# FAQ / Rulings

## Character Cards

### Flandre Scarlet

Flandre may choose to not force a player hit by her attack to discard an  Item card in play, even if that player controls a  Powerup card.





When a player uses “**Lævateinn**,” they must attack the chosen player and both adjacent players if able.

### Fujiwara no Mokou



Even if Mokou is hit by an attack, she does not draw a card if she does not lose life from that attack.



### Hata no Kokoro

If another player plays an effect that changes where a  Danmaku or  Invocation card is placed after it resolves, such as **Point of Collection** or **Moriya Suwako's**  Spell Card, that effect will take priority over Kokoro's  Ability.

### Hecatia Lapislazuli

If a target for a  Danmaku card or  Spell Card is in range for Hecatia because she is above 1 life, but she is reduced to 1 life before she performs the attack, the attack will fail.



# FAQ / Rulings

However, if the target is in range when she performs the attack, the attack will not fail, even if a later effect reduces her to 1 life and the target is no longer in range.

## Houjuu Nue

Nue does not dismiss her Extra Characters if she temporarily loses her ♫Ability.

When Nue uses **“Danmaku Chimera,”** the Extra Characters she dismisses must be ones she recruited from either her ♫Ability or her ♪Spell Card.



## Houraisan Kaguya

Kaguya can use her ♪Spell Card on extra turns, but even if she does, she will not get another extra turn.

## Kaenbyou Rin


If you choose a character whose ♪Spell Card cannot be canceled, **“Vengeful Cannibal Spirit”** cannot be canceled.





# FAQ / Rulings



## Kijin Seija


At the start of the game, if Seija fails to find an Artifact card in a given deck, she may then search a different deck. Reshuffle any deck Seija searches.

## Kumoi Ichirin


**“Indisputable Youkai Punch”** can be activated when a player draws cards for their draw step.

## Moriya Suwako

Suwako cannot redraw her starting hand. She may use her Ability to redraw cards drawn during her draw step. If she draws cards from more than one deck at the same time, such as when **Lunar Wars** is in play, her Ability allows her to redraw the same number of cards from the same decks.

If multiple players play effects that change where a card is placed after it resolves, including Suwako's Spell Card and **Point of Collection**, the effect that was played last takes priority.

## Shiki Eiki, Yamaxanadu

Even after Eiki uses her Ability to reveal her role, she can still perform role card actions that say to reveal her role, such as **Rival**, **EX Midboss**, and various Extra Boss roles.

# FAQ / Rulings

Other conditions must still hold true in order for Eiki to use role card actions.

For example, Eiki as an **EX Boss** can reveal her role when no players have been defeated. She does not replace it with the **EX Boss Revealed** card. After another player is defeated, Eiki can use the EX Boss ability to get the EX Boss Revealed card and gain 1 life. She then draws two extra cards each turn.

## Tatara Kogasa

Kogasa can use her ♫Ability when a ♣Spring card enters the discard pile for any reason, including when an incident is resolved or when a player discards to hand size. Kogasa's ♫Ability will only trigger after all cards in play have completely resolved.






When Kogasa flips an ➤Action card with her ♫Ability, she may choose to play it even if it is not her turn. If Kogasa flips a split card, she can only choose a half that has the ➤Action type.

Kogasa's ♠Spell Card can only be used in response to ➤Action cards and not ➤Action type ♠Spell Cards.




# FAQ / Rulings

## Toramaru Shou








A player must choose which  Item card, if any, to discard as they activate **“Radiant Treasure Gun.”** If the  Spell Card is canceled, the player does not discard the chosen  Item card.




## Usami Sumireko

Sumireko cannot use her  Ability when drawing her starting hand.

## Yakumo Ran

Ran's  Ability triggers only when she activates the  Spell Card of the Extra Character that she recruited from her  Ability. When Ran successfully activates her Extra Character's  Spell Card, she may choose to activate **“Banquet of Twelve Heavenly Generals,”** regardless of normal timing and  Spell Card limits. If her Extra Character's  Spell Card is canceled, Ran does not activate “Banquet of Twelve Heavenly Generals.” A player may choose to cancel “Banquet of Twelve Heavenly Generals,” even if the  Spell Card that triggered it was not canceled.

Ran can choose to activate “Banquet of Twelve Heavenly Generals” by itself, without activating her Extra Character's  Spell Card.





# FAQ / Rulings

When activated by her ♫Ability, “Banquet of Twelve Heavenly Generals” will resolve before the ♪Spell Card that triggered it.

Ran does not dismiss her Extra Character if she temporarily loses her ♫Ability. If Ran temporarily loses her ♫Ability, she cannot activate her Extra Character's ♪Spell Card for that duration.

## Yasaka Kanako

Kanako's ♫Ability can be used any time she could play an ⚡Instant card. It cannot be responded to.

## Role Cards

### Tag Team

If the incident **Crisis of Faith** causes the player with Tag Team to swap roles with the Heroine, the former Heroine will then recruit a different Extra Character than the one currently in play.





# Credits

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## Art Credits

Thank you to all of the artists who contributed their talents to make this game look amazing.

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