



BULLET

Shoot-Em-Up Puzzle Action 弾丸

RULEBOOK



Presented by Level 99 Games

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Overview

In this tense, fast-paced puzzle game, 1-4 players take on the role of heroines who settle their disputes with each other through excessive firepower! Use your actions to form patterns, clear your sight, and assault the opponent! Keep up dealing with the curtain of bullets coming at you each round and be the last heroine standing to win!

Designer's Forward

What started as a simple wish is now a fully-fledged game. When I look back on the years of development and twenty-plus iterations, I am reminded that making a game is quite the effort. It requires time, dedication, but mostly lots of people. The game (well, rulebook) you're holding in your hands is the result of all the people listed to the right, and then some. Artists, graphic designers, playtesters, fans, the press team, my coworkers, my boss...these people and many more are the real reason this game exists. I just came up with some concepts I thought were cool.

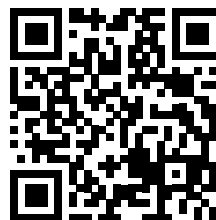
Bullet♥ (the concept) is the product of my love of bullet hell games, specifically cute-em-ups. They play fast, are pretty to look at, and the amount of lore and characters are staggering. I don't attest to be very good at any of the source materials, honestly I don't even think I'm very good at Bullet♥, but I enjoy them nonetheless. Through this project, I've been able to help create not just a game, but a universe of characters. I guess that was the part I really enjoyed. The not game part. That's what twenty-eight versions of development will do, I suppose.

Bullet♥ (the game) tries to deliver an experience that respects your time and allows you to play again right away, so you don't worry about things like winning or losing. The modes are simple extensions of the basic system, so you don't have to relearn a million things. In the case of Boss mode, we made it as cool as possible, so that learning how it works is worth the effort. Even the heroines are the result of years of development, both with lore and mechanics. They will hopefully give a level of investment in the game you might not expect, and it's not the last time you'll be seeing them...

People say that games are supposed to be fun, so I hope that this is that. Have fun, whatever that means to you. With this game preferably.

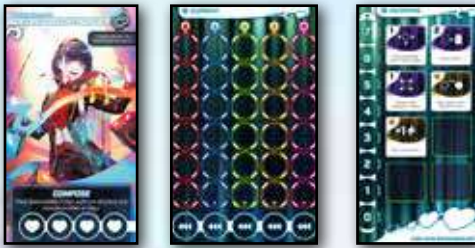
- Joshua Van Laningham (lthry)
Bullet♥ Lead Designer

...and YOU! Thanks for Playing!



*Skip the rules and watch a
How-To-Play the video!*

Message us at <https://www.level99games.com/contact-us>
for inquiries involving missing or damaged parts.



8 Heroine Boards / 4 Sight Boards / 8 Action Boards
(Boss Forms on Backs)



79 Pattern cards



4 Reference cards



37 Boss Pattern cards



1 Intensity Track



4 AP Markers, 1 Intensity Marker



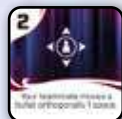
5 Shield Markers



2 Crosshair Markers



1 Mariel Marker



12 Team Action Tiles (4 sets of 3)



27 Powerup Tiles (3 of each)



4 Current bags



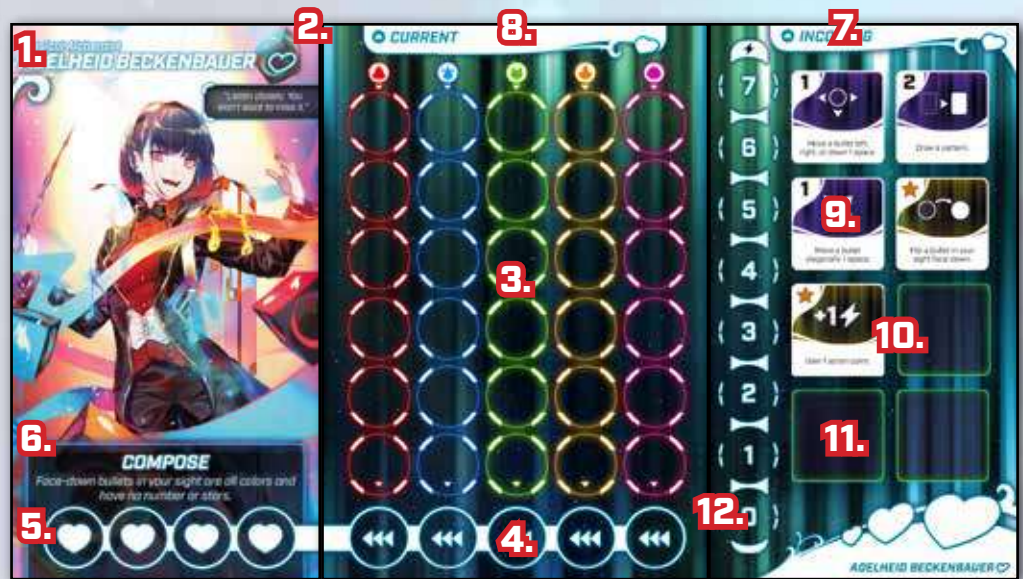
1 Center bag



140 Bullets

Heroines

Each girl is the heroine of their own story, each with something to prove. Concepts of "right" and "wrong" don't matter. Nothing matters except winning with as much force as possible! Each heroine has their own unique player board that changes how they play the game. Each heroine consists of a heroine board and their action board, along with a sight in the center.



Heroines have the following attributes:

- 1. Heroine Info:** Subtitle and name of the heroine, along with flavor text from the heroine.
- 2. Difficulty:** How easy the heroine is to play. Heroines with the heart icon are easy, and the star icon are hard.
- 3. Sight:** The grid where bullets are placed.
- 4. Hitbox:** The area below sight that shows when you are hit. Bullets that move out of your sight go here, then go to your life immediately.
- 5. Life:** The amount of life you currently have. When you take damage, these will be covered with bullets.
- 6. Unique Ability (UA):** Each heroine has a unique ability that affects how they play the game. Some abilities can give you extra cards or markers to use, while others could affect sections of your board.
- 7. Incoming Area:** Stores bullets sent to you by another heroine. These will be placed in your current next round.
- 8. Current Area:** Holds your current bag which contains the bullets you must draw on the current round.
- 9. Actions:** The different actions your heroine can perform on their round by spending the Action Points (AP) listed on the top-left.
- 10. Star Actions:** Actions with a star instead of an AP cost. These effects occur when stars are cleared.
- 11. Powerup Slots:** These are used to place powerups in when gained.
- 12. Action Point Track:** Tracks your current AP. You may never have more AP than your maximum.

Bullets



Bullets represent a heroine's will in physical form. What better way to get your point across than to literally drive it home!

Each bullet has the following attributes:

- 1. Color:** Indicates which column of your sight it is placed in when drawn.
- 2. Number:** Indicates how many spaces down in a column it is placed when drawn from current. On effect text, a number is indicated with quotes (ex. "Clear a "3" bullet.")
- 3. Star:** Some bullets have stars, which allow you to perform additional effects when cleared.

Patterns



Patterns represent the complex web a Heroine's will can create. Build up your willpower and unleash powerful attacks to overwhelm your opponent! Patterns allow heroines to clear bullets and send them at other heroines.

A Pattern is comprised of the following:

- 1. Name:** The name of the pattern.
- 2. Pattern Grid:** The requirements needed to use the pattern and which bullets are removed when the pattern is used.
- 3. Quote:** A quote about the pattern by the owner.

Powerups



Powerups give heroines a temporary boost. Each powerup has an effect. All powerups are one-use and are discarded when used.

Intensity



In a heated firefight, bullets are always coming at you from all angles!

The Intensity Track denotes how many bullets each Heroine will draw at the end of their round in addition to the ones in their Incoming.

Center and Current Bags



The center is a bag that holds the general supply of bullets. This is also where intensity is drawn from at the end of each round. Each heroine's current bag holds the bullets they must survive each round. This is where bullets from intensity go at the end of each round.

Setup

1. Each player chooses a heroine and their corresponding action board and places a sight between them to form their board.
2. Take an AP Marker and place it on the highest space of your AP Track.
3. Take all patterns associated with your Heroine and shuffle them to form a face-down deck, then draw patterns equal to your hand size (normally 3) and put them face-up in front of you, below your board. These face-up patterns in front of you form your hand.
4. Perform any additional setup your Heroine may have as part of their Unique Ability.
5. Put all bullets into the center and shuffle it, then draw 10 bullets from the center into each heroine's current. Place each heroine's current in the current area above their sight.

6. Place the Intensity Marker on the leftmost space of the Intensity Track.
7. Shuffle the Powerup deck and place it in the middle of the table face-down. Draw powerups from the deck equal to the number of heroines and place them face-up below the deck, where everyone can reach them.
8. Set a timer for 3 minutes. If this is your first game, we recommend not using the timer. You can find music timers themed for each heroine at www.level9games.com/bullet

Once all of these steps are complete, start the timer and begin the game!



A setup with one heroine shown.

Interacting With the Center or Current

Whenever anything tells you to interact with the center or current, always make sure to shuffle it before and after you interact with it!

Gameplay

Turns are simultaneous, with each heroine performing the Option Phase then End Phase at their own pace. **A heroine cannot enter the End Phase until their current bag is empty.** Once all Heroines have performed both of these phases, a Cleanup Phase occurs, then a new round begins.

Send as many bullets as possible each round to damage your opponents and survive their attacks. Be the last heroine standing to win!

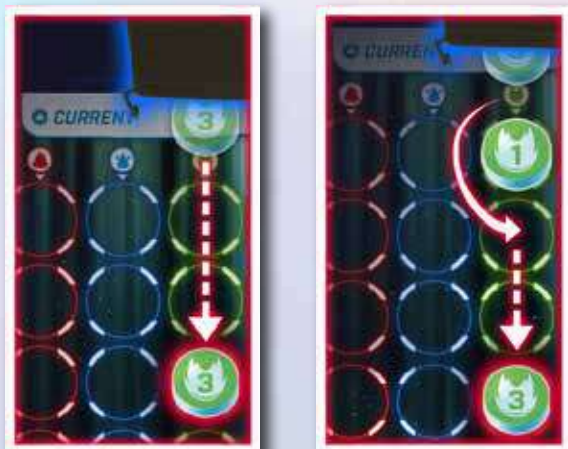
Option Phase

During this Phase you will place bullets into your sight, use actions to manipulate these bullets, and use your patterns to get rid of them and send them to your opponents!

You may use the options **Place Bullets**, **Use Actions**, **Use Patterns**, or **Use Powerups** in any order as many times as you are able.

Place Bullets

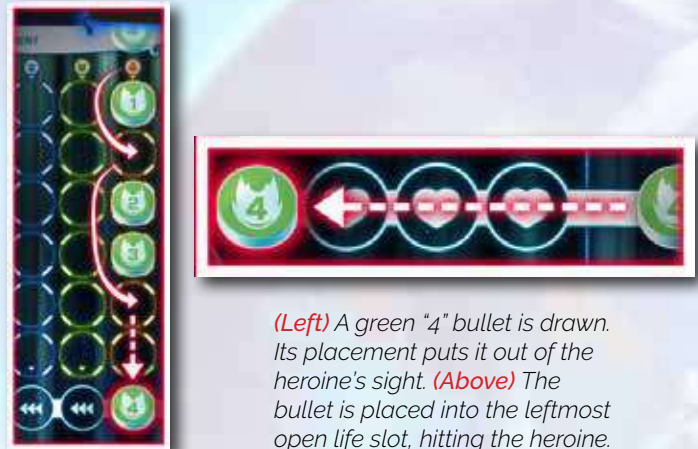
To place a bullet, take a bullet from your current without looking, and flip it face-up, then find the column that matches its color and place it a number of spaces down in that column equal to the number on the bullet. Skip over and don't count any spaces that already contain bullets.



(Left) A Green 3 bullet is drawn, then placed 3 spaces down in the green column. (Right) The same bullet skips over the space with another bullet, coming to place in the 3rd open space.

If a bullet would be placed in your hitbox, that bullet hits you immediately. Place the bullet that hit you onto your leftmost empty life to indicate that you lost a life. If you would lose your last life, then proceed to the "Game End" section.

It's important to keep in mind when choosing to place bullets that the highest numbered bullet is a "4", so most Heroines are only at risk of being hit when they have at least 3 bullets in any column.



(Left) A green "4" bullet is drawn. Its placement puts it out of the heroine's sight. (Above) The bullet is placed into the leftmost open life slot, hitting the heroine.

Use Actions

To use an action, spend the AP on your tracker then perform the effect listed on the Actions section of your board. **You cannot use an action if you don't have enough AP to pay for it.**



(Left) Esfir spends 2 AP... (Right) ...to move her pink "2" bullet up one space.

Multiple instances of the same action can be chained. For example, Ling-Ling can spend 3 AP to add +3 to the total of her next pattern.



Esfir spends 2 AP to move a bullet 2 spaces right.

Moving Bullets

Many actions allow you to move bullets. Movement can never wrap around the board. You cannot move a bullet into a space containing another bullet, but you can chain movement actions (mentioned previously) to move past a space containing another bullet. You cannot move a bullet into your hitbox and hit yourself, nor can they be moved off the top or sides of the board. You can attempt to move off the board and fail for a movement if you'd like.

Note that placing a bullet is not a movement effect.



Move vs Place vs Put

Move: Moving a bullet in your sight.

Place: Placing a bullet into your sight following Place Bullet rules.

Put: Putting something from one area into another.

For this pattern, the requirements on the left match the pattern, and would clear the "2" and "3" green bullets in the clear spaces indicated on the pattern. As there is no bullet in the bottom-most space, nothing would be cleared here. The arrangement on the right does not meet requirements, and the pattern cannot be used.

On Effects

Effects only affect you unless otherwise stated. For example, an effect that said "Place a bullet from the center." would place the bullet in your sight. An effect that said "Move a bullet down one space." would only affect bullets in your sight.

Effects also only last until the end of your round, unless otherwise stated. If an effect stated "Gain an AP the next time you use a pattern." you wouldn't gain an AP if the next pattern you used was on a future round.

If you can't complete part of an effect, the entire effect fails. For example, if an effect said "Discard a pattern to draw a pattern." and you did not have a pattern to discard, then you could not draw a pattern. If another effect said "Move a bullet 4 spaces up." and it was in the second row, it wouldn't move.

Star Bullets



Whenever you clear bullets (through any means) and you clear a bullet with a star, perform additional effects shown on every action with a star in the corner for each bullet with a star cleared. All heroines have an action that gives them 1 AP when a star is cleared, but some may have additional star effects. If a heroine has multiple star effects, they all trigger each time a star is cleared in any order.

Pattern Arrangement Requirements

Pattern grids can consist of a variety of different requirements. Unless otherwise stated, everything on a pattern is a requirement besides clears (★s). Here is a list of the different requirements:



Bullets: Bullets are the most common things arranged to make a Pattern:



Use Patterns

To use a pattern in your hand, the requirements on the pattern's grid must exactly match an arrangement in your sight, no mirroring or rotating allowed. Clear (★) spaces are not considered requirements. If it matches, clear all bullets on ★ spaces in the pattern by placing them face-down into the incoming area of the heroine to your left. As ★s aren't requirements, you do not have to have any bullets in the ★ spaces on a pattern. Once a pattern has been used, it is discarded.



(Left) A pattern with any bullet as requirements. (Middle) A pattern with the two edges needing the same numbered bullet. (Right) A pattern with a colored bullet and any bullet as requirements

Empty Space: A dotted-line circle indicates that this space must have nothing in it. This includes bullets, markers, or any other component. Spaces with this and another icon must only have that requirement in that space and nothing else.

A pattern with a numbered bullet and empty spaces as requirements.



Other Requirements: Other things, such as a Heroine unique components, may also be requirements.

A pattern needing a crosshair on the left, a component unique to Senka.



Note that spaces with nothing in them are just used to indicate distance for other requirements. These blank spaces do not have any inherent requirement. For the Caine M30 pattern shown previously, the two spaces between the crosshair and the clears show that the crosshair must be on the leftmost space and the clears must be on the rightmost spaces. The spaces in between can have anything in them and the pattern is still useable.

You can use your reference card to keep track of different basic requirements during gameplay.

Markers



Some heroines have additional components in the form of markers. See a heroine's UA for more information on how any given marker works.

Use Powerups

At the end of each round, you'll gain a powerup you can use on future rounds. To use a powerup, simply use the effect on the powerup then discard it to the powerup discard.



End Phase

If the timer runs out and a Heroine hasn't finished the Option Phase, the only option they are allowed to take is "Place bullets". After they have placed all bullets in their current, they proceed to the End Phase. During this phase, perform the following steps:

1. Take a face-up powerup from the middle of the table, then place it in an empty slot on your action board. If you are out of blank slots, you may discard one on your board to gain the new one, or discard the powerup you would have gained.
2. Draw new patterns up to your hand size (normally 3). If you would ever need to draw a pattern and have none in your deck, shuffle your discard pile to make a new deck and continue drawing. If you have more than your hand size, discard down to your hand size.
3. Draw bullets from the center (without looking at them) equal to the number on the intensity track that the Marker is on and put them into your current to be drawn next round.

An Empty Center

If the center ever runs out of bullets, all heroines are too exhausted to continue and the game ends in a tie. Try catching your breath and starting a new game!

Cleanup Phase

Once all Heroines have finished their End Phases:

1. Draw new powerups to the middle of the table until there are powerups equal to the number of heroines. If you run out of powerups, shuffle the powerup discard to form a new deck.
2. Increase the intensity by 1, plus 1 for each heroine that lost this turn
3. Take all bullets in your Incoming and put them in your current.
4. Set your AP to its highest number. After this, start another 3 minute timer (if using a timer) and a new round begins.

Game End

When there is one heroine left in the game, that heroine wins if they can finish their round without losing.

When you would lose your last life, keep all remaining bullets in your sight, life, current, and incoming until other heroines finish the End Phase.

Then, if there are still heroines with life left, you (and others with no life) have now lost. Place all bullets on your boards and in your current into the center. Then, return all bullets in the Incoming of the heroine to your left to the center, placing all bullets in your Incoming into the incoming of the heroine to your left. On future rounds, the heroine to your right will now place cleared bullets to the new heroine on their left.

If all End Phases end and all remaining heroines would lose, the heroine with the least bullets in their current wins. If this number is a tie, proceed to Sudden Death.

Sudden Death

All tied Heroines do the following:

1. Place their incoming into their current.
2. Both heroines take the "Place bullets" option simultaneously. They may do no other options, like using actions or powerups. UAs also stop working. If a heroine runs out of bullets in their current, they place a bullet from the center instead.

The first heroine that gets hit loses! If all heroines would get hit at the same time, the game is a tie!

Additional Modes

Bullet can be played in various other ways, with each mode providing a different experience:

Free-For-All (2-4p): The mode you just learned! For a calmer experience, you can remove the timer.

Teams (4p): Form a team of two and combine your powers to fight against another team!

Score Attack (1p): See how many rounds you can last on your own! Recommended for learning new heroines.

Boss Battle (1-4p): Join forces with up to 3 other Heroines and take on the powerful boss version of another heroine!

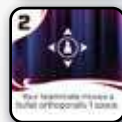
Teams

Team mode plays like Free-For-All, with a few differences:

1. Players form teams of two, sitting next to each other and across from another team.
2. No timer is used in this mode.
3. Powerups are not used in this mode.
4. During Setup, each player takes a set of 3 Team Actions and places them in their powerup slots. These have AP costs and can be used by either heroine at any time during the Option Phase. Team Actions are permanent and are not discarded when used.



Have your teammate draw a pattern from the top of their deck.



You can send bullets in your sight to your teammate using normal placement rules.



Have your teammate move a bullet in any direction.

5. A team has shared health. A team loses when both heroines have lost all their health (a single heroine doesn't lose if their lives are all gone). When you would be hit, the damage can go to either heroine's life.
6. When you clear bullets, they are passed to the heroine directly across from you instead of the heroine to your left.

Score Attack

Score Attack plays like Free-For-All, with a few differences:

1. No timer is used in this mode.
2. Powerups are not used in this mode.
3. Bullets cleared go to intensity.
4. The intensity for the round is increased by 1 for each bullet on the intensity track. (*the intensity marker does not increase by this amount*).
5. After drawing bullets for intensity, put the bullets on the intensity track back into the center.
6. When you lose, your score is equal to the number of rounds you survived!



Intensity is currently 8. With 4 bullets cleared, this brings intensity to 12 this round.

Boss Battle

Bosses are formed by flipping over a heroine board and their action board to form their Boss. Bosses have the following attributes:



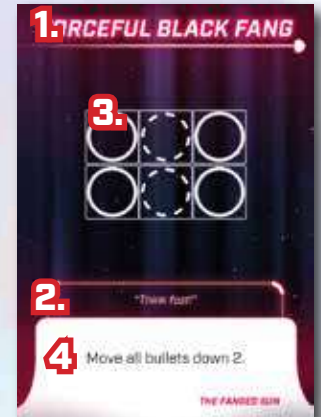
1. **Boss Info:** Subtitle and name of the boss, along with flavor text from the boss.
2. **Unique Ability:** Each boss has a unique ability that affects how they play or affects heroines directly. Read the Unique Ability section of the board for more information on how each boss's unique ability works.
3. **Shield Slots:** These are covered by shields. They increase Intensity and perform effects when revealed.
4. **Shields:** Destroy all shields to defeat the boss and win! Shields also cover Shield Slots on a boss' board.

5. **Pattern Areas:** Each boss has a deck of patterns, at least one of which will be active every round.
6. **Incoming Area:** Where bullets cleared by heroines are sent.
7. **Shield Break Point:** Number of bullets needed to break a shield based on the number of remaining heroines at the start of the heroine round.

Boss Patterns

Boss Patterns can trigger an effect at the end of the heroines' round. Boss patterns have the following attributes:

1. **Name:** The name of the Pattern.
2. **Quote:** A quote about the pattern, usually by the owner.
3. **Pattern:** The requirements heroines must have in their sight to not suffer the effect on the card.
4. **Effect:** An effect heroines must follow at the end of their next round if their sight does not contain the pattern on the card.



Setup

No timer is used in this mode. Powerups are not used in this mode.

1. Each player chooses a heroine board.
2. Take an AP Marker and place it on the highest space of your AP Track.
3. Take all patterns associated with your Heroine and shuffle them, then draw three and put them face-up in front of you, under your board.
4. Perform any additional setup your Heroine may have as part of their Unique Ability.
5. Put all bullets into the center and shuffle it, then draw 10 bullets from the center into each heroine's current. Place each Heroine's current in the current space above their board.
6. Each player takes a set of 3 Team Actions and places them in their powerup slots. These have AP costs and can be used by heroines at any time during the Option Phase. These actions are permanent and are not discarded when used. Team Actions are not used solo.
7. Once heroines are set up, setup the boss. Choose the Boss side of any

heroine not being used and place it in the middle of the table.

8. Shuffle that Boss' Patterns and put the deck face-down in their Pattern deck area. Reveal the top pattern of the deck and place it in the active pattern area.
9. Place Shields on every Shield Slot on the boss besides their topmost slot.
10. Perform any additional setup the boss' UA might have.



A Boss board after being setup.

Boss Round

When all heroines have completed their End and Cleanup Phases, the Boss round begins. They will activate their pattern, check if a shield is broken, heroines will draw intensity, then the boss will reveal a new active pattern.

1. The boss performs the effect on their active pattern card to each heroine who did not complete the pattern in their sight (no rotating or mirroring). If the boss has multiple patterns active, their effects resolve in any order the player chooses.

2. Total the amount of bullets heroines sent to the boss. The amount needed to break a boss' Shield depends on the number of remaining heroines (at the start of the last heroine round). This break point is indicated above each shield slot, with the leftmost number being for one heroine remaining, then going up per additional heroine in the game. Heroines must always clear the boss' topmost shield.

If the total meets the amount needed, then a shield is broken! Remove that shield from the boss. If any remaining bullets would meet the amount needed for another shield, continue breaking topmost shields until the bullets left cannot break a shield.

If any shields were broken, put all bullets in the boss' Incoming to the center. If there are not enough bullets to break a shield, the bullets remain in the boss' incoming and carry over to the next heroine round.

Then, perform all effects on newly-broken shield slots in the order they were revealed.

On Boss Effects

When a boss effect mentions "you" they are referring to you the heroine. When a Boss refers to themselves, they will use their heroine's first name. Whenever a boss effect would affect a heroine, it is considered the boss doing the effect, not the heroine.

Gameplay

Heroine and boss rounds are separate, with the heroines taking a round first simultaneously, then the boss taking theirs until either all Heroines have lost their lives or the boss has lost all their shields.

Heroine Round

Heroines then take their round as in Free-For-All, performing their Option, End, and Cleanup Phases.

During the End Phase, do not perform Step 3 (drawing from intensity). During the Cleanup Phase, do not perform Step 2 (increasing intensity).

When a Pattern or any effect clears bullets, put them in the boss' Incoming face-up. Heroines will check damage dealt at the end of the round to see if they remove any shields.



These examples assume a solo game. **(Top Left)** 6 bullets were sent, which is enough to break a shield. **(Top right)** Only 4 bullets were sent, which doesn't break a shield. They remain in the Boss' incoming. **(Bottom)** 10 bullets were sent, which breaks two of the Boss' shields.

3. Each heroine puts a number of bullets from the center to their current equal to the Intensity number listed on the bottommost revealed Shield Slot.

4. Finally, they draw a card from their pattern deck and put it face-up in their active pattern area, covering and deactivating the active one from last round. If they cannot draw a pattern, they shuffle their patterns to form a new deck first.

Play continues with the heroines taking their turns then the boss taking a turn until the game ends.

Game End

Losing

If a heroine ever has no life, they lose immediately. When a heroine loses, they put all bullets in their sight, board, life and current back into the center. They also remove their boards from the game. From the next round on, the amount needed to break a shield is designated by the number of remaining heroines. If all heroines have lost, then the boss wins!

Winning

If the boss ever has no shields, the heroines win at the end of the round (after heroine loss is checked)!

Frequently Asked Questions

Q: What happens if I would get past the end of the Intensity Track?

A: In the unlikely event that happens, you keep going! The Intensity Track is meant to go on forever.

Q: For Adelheid, can face-down bullets be equal to each other for pattern requirements?

A: No. These bullets have no number value (the value is not 0).

Q: For Ling-Ling, what is "outside" and "inside" of a pattern?

A: "Inside" is any requirements arranged to form the pattern and any bullets in + spaces. "Outside" is any bullet not arranged to form the pattern.

Q: For Adelheid versus The Yakuza, are my face-down bullets affected by her UA?

A: Yes. Your face-down bullets are all colors, even when cleared, so they will always be affected by her UA.

Q: For Rie versus Fugue in D Minor, are face-down bullets affected by my UA?

A: No. Your face-down bullets have no color, even when cleared, so they will never be affected by your UA.

Q: For Ekolu, are "3" bullets all numbers when placing?

A: No, only when they are in her sight.

Q: For Young-Ja, if she has a bullet in the bottom-right corner of her sight and moves it diagonally-down with her action, what happens?

A: It clears as per her UA because it does not move into her hit box.

In the beginning, there was Time, so that the Universe might have a future. Then Whimsy came, and filled the Universe with substance. Mostly rocks. Like way too many rocks. No one could move. Balance cleaned up a lot of the rocks, so that the Universe had less rocks. Then Whimsy made bigger rocks that Balance also cleaned up. This continued for a while, until the rocks were really big, and Whimsy got tired of the whole "making bigger rocks" thing. She started making life. Mostly cats. Force allowed the cats to move so that they could eat, and the Universe wouldn't be full of dead cats. Memory remembered all of the cats' names, so that the Universe wouldn't have too many cats with the same name. Eventually, Gravity showed up to keep the Universe together, because a Universe without a Universe isn't much of a Universe, is it? Finally, Whimsy made Existence, so that our Universe mattered.

-A Brief History of the Universe, volume 617

Adelheid Beckenbauer

A scholar obsessed with unraveling the secrets of music lost in the collapse of the old world. These she integrates into her unique style of Musical Alchemy to create new wonders.

Personal

Race: Human (Romanian)

Power: Musical Alchemy

Occupation: Musician, Composer

Age: 18

Height: 5' 8"

Birthplace: Transylvania, Romania

Current Location: Eisenach, Germany

Likes: Her replica antique violin, composing music, her boyfriend Claude

Dislikes: Black coffee, current music trends, traffic

Adelheid practices a very common power on Earth known as Musical Alchemy—the manifestation of magical powers via sound. The power is dictated by the genre of music performed. Adelheid practices an old world genre of music discovered after studying many archeological finds. This classic style allows her to tap into primal elements, weaving torrents of fire or sheets of ice into her surroundings. Most practitioners of Musical Alchemy only have enough will to subtly affect those around them—putting an idea in someone's head or changing the colors on a dance floor. Hearing a live performance from Adelheid could literally chill listeners to the bone or cause them to spontaneously combust, so she normally releases her songs on digital media.

Her success under the alias Bach allowed her to abandon her educational pursuits to focus fully on her career as a musician. She lives a quiet life with her cat Beethoven and her boyfriend Claude. Eventually she'd like to try her hand at other artistic pursuits, perhaps that game thing that Claude busies himself with. For now, she's content with perfecting her current craft and coming up with a composition that will "move the world".

Gameplay [Difficulty: Easy]

With her hi-tech music equipment and unique sound, she can tune bullets to any color she chooses, allowing her to compose the configurations on her patterns much easier than other heroines. Playing correctly can allow you to keep these wild bullets in play for multiple rounds, increasing your capability to finish multiple patterns at once.



Ekolu Kapakahi

Leader of a triangle-based cult. Strives to become closer to divinity via triangles.

Personal

Race: 2/3 Human (Hawaiian), 1/3 Geometron (Triangle)

Power: Manipulation of Triangles

Occupation: High Centroid Triometron

Age: 33

Height: 5'1"

Birthplace: Unknown, Hawaii

Current Location: Bermuda

Likes: Physical triangles, contemplating the divine shape

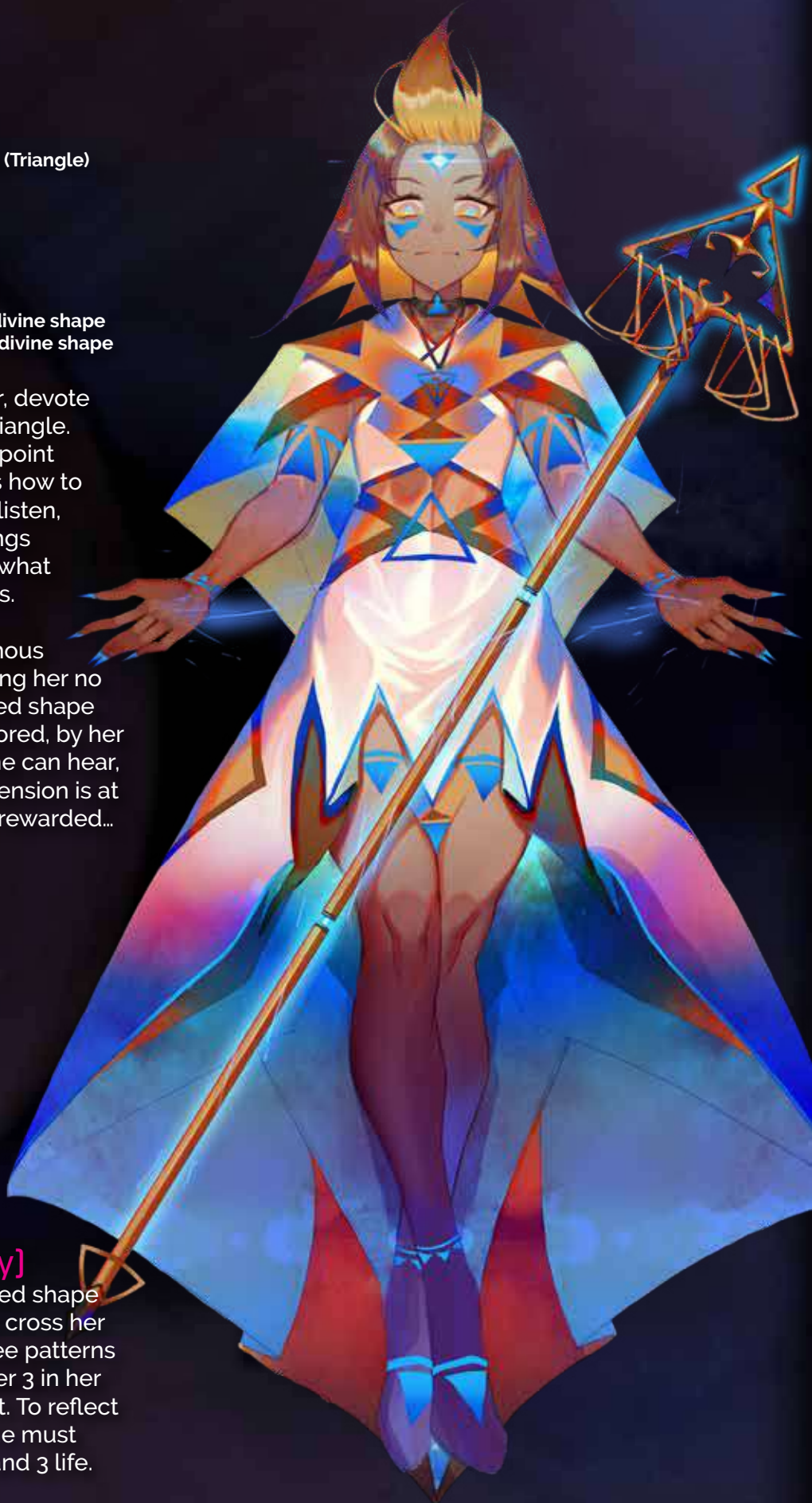
Dislikes: Past attempts at understanding the divine shape

Ekolu, and many that came before her, devote their lives to the divine shape of the triangle. Passages teach of the shape that will point one towards divinity if one only knows how to walk its path. She gathers all that will listen, teaching them her beliefs. Her teachings are strict, and any that fail to practice what she preaches suffer the consequences.

Those that have failed in the past, famous mathematicians and philosophers, bring her no end of grief. For too long has the sacred shape been tarnished. Its glory must be restored, by her hand alone. Heeding whispers only she can hear, Ekolu realizes that the time of her ascension is at hand, and her vigilance shall soon be rewarded...

Gameplay [Difficulty: Easy]

Ekolu uses her connection to the sacred shape to cast divine judgment on those who cross her path. If she is able to complete all three patterns each round, all bullets with the number 3 in her sight are sent directly to the opponent. To reflect the shackles of her imperfect form, she must persevere with only 9 patterns, 6 AP, and 3 life.



Esfir Volkova

With her strong sense of duty and a burning wish to protect the planet, Esfir is often hotheaded, but her heart is always in the right place.

Personal

Race: Human (Russian)

Power: Manipulation of Gravity

Occupation: Marshal, Russian Armed Forces

Age: 14

Height: 4'6"

Birthplace: Lake Vivi, Siberia
(Evenkia district), Russia

Current Location: Moscow, Russia

Likes: Winning, boxing, borscht

Dislikes: Waiting, losing, invaders

Esfir grew up in a military family, her father being the previous Marshal. When he was killed in action during a particularly large scale alien invasion, the Russian Armed Forces were in a state of disarray. With no one in the chain of command having enough nerve to pull everyone together, Esfir stepped up to take the place her father once held. Though lacking any formal military experience or training, Esfir had two things going for her: an aggressive personality and a new power that would change her life.

Esfir's power to manipulate gravity sharply turned the tides of battle, reducing the invading force to dust and making Russia's military might second to none. She remains one of the most powerful individuals on Earth and her words carry just as much weight as her power. Other countries view her reckless, stubborn personality as a danger to the Earth, but all agree that Earth might not be around if it weren't for her.

Gameplay [Difficulty: Easy]

Esfir's gravity manipulation is reflected in her unique actions. She can move bullets in her sight much more freely than other heroines. Her Unique Ability allows her access to more patterns than other heroines. These two mechanics make for a very straightforward heroine, giving her a wider range of patterns to choose from, while making it easier to set up for them.



Ling-Ling Xiao

The oldest daughter of the Xiao family. Her drive to produce cutting-edge technology is second to none, though the technology she obsesses over has been viewed as "impractical" at best. Inventor of solid holograms or "Soligrams".

Personal

Race: Human (Chinese)

Power: Integration of Technology

Occupation: Staff, XIAO Technical, Innovations Department

Age: 19

Height: 5'4"

Birthplace: Beijing, China (Haidan District, Zhongguancun)

Current Location: Beijing, China (Haidan District, Zhongguancun)

Likes: Her Soligram Generator, designing, progress

Dislikes: Import shipping fees, YNN, Alien Lifeform T-37r

XIAO Technical's innovations have allowed highly advanced technology to be affordable to the masses. As a member of the Innovations Department, Ling-Ling strives to create technologies worthy of her family name. Her magnum opus is the Soligram Generator ver. 2.23—a device that creates holograms which can solidify into tangible matter. With her power to integrate technologies into her form she is able to use this generator to phase her body and create anything she desires at will.

She rarely leaves her lab, being fully self-sufficient between her own inventions and the constant stream of deliveries, some of which aren't marked with dubious labels. Her peers view her inventions as impractical at best and try to ignore the endless stream of dialogue and noise coming from her lab at all hours of the day. Peers that visit her talk of nonsensical terms and theorems. Even her eight younger siblings find her overbearing, walking out with a variety of strange "gifts". Little do they know her eccentricities stem from something much more dire than they could imagine...

Gameplay [Difficulty: Easy]

Ling-Ling views bullets as no more than trivial series of numbers that, when configured correctly, result in nothing more than progress towards a greater goal. The higher the numbers on the bullets she adds, the greater number she clears outside of the shape of her patterns. If she adds too high however, she clears within her pattern, breaking forms she could use as the basis for future patterns.



Marriel Martin

A loner who constantly seeks out new projects to occupy her. She jumps at the opportunity to get involved in any situation where her powers can be of use, but isn't above causing trouble herself just to alleviate her boredom.

Personal

Race: Human (American)

Power: Function Imparting

Occupation: Acting Director, Watrous Valmora
Municipal Development Department

Age: 18

Height: 5'6"

Birthplace: San Francisco, California

Current Location: Watrous Valmora, New Mexico

Likes: Paper, doing anything, old world movies

Dislikes: Papercuts, boredom, rain

Marriel (or Mary, as she prefers) was never content with an average life. School, family, friends...nothing she engaged with staved off her ever-creeping nemesis boredom. At age 14, Marriel decided to leave home, setting her sights towards the vast abandoned expanses of New Mexico. Surely there, in the desolate wasteland left behind from magic missile tests and alien invasions, she'd find the space to do something truly interesting.

Upon arrival all she found was ruins of a lost age, which was expected, but also vast quantities of paper. Whether bound in leather or adorning the walls with multicolored patterns, this old world art form was everywhere, disposed of by a modern era with no need for unnecessary trinkets. Rebuilding society seemed just as interesting as anything else around, so she started folding paper. Lights for buildings, cars for streets, she didn't question why any of it worked, she just kept folding. Sitting atop the highest skyscraper in the newly formed city of Watrous-Valmora, she realized that it would take a lot more than this to keep her boredom at bay.

Gameplay [Difficulty: Hard]

Mary gets involved in anything she thinks will keep her busy, so in game she's more than ready to get into the action by physically putting herself in her own sight. Being able to interact with bullets directly allows her to knock them around her board like a sliding puzzle or just remove them outright if they get too close. She also counts as a bullet in a pinch when you need to complete patterns.



Rie Akagi

A short-tempered girl with plans to bring the Yakuza back to its former glory.

Personal

Race: Human (Japanese)

Power: Fixation of time and space

Occupation: Kumicho, Akagi clan

Age: 22

Height: 5'11"

Birthplace: Osaka, Japan

Current Location: Tokyo, Japan

Likes: Asteroids baseball team, fighting, winning

Dislikes: Losing, eggs, cowards

Rie had always been fascinated with the stories of the Yakuza, a famous group of people that existed in Japan's past. Much of the information about their organization has been lost to time, but what little is still known about their members has made them legendary mythological figures. A united family thousands of members strong, each with the strength of ten men. Rie intends to bring back this organization with her own two hands, gathering the strongest people she can find and putting herself at the head. Why? It seemed like a good idea at the time.

When she's not forcefully challenging potential candidates, Rie can be found at her local baseball stadium, cheering on her favorite team in the league, the Asteroids. They may not have ever won a game, but she's sure that this year will be something special. With her involvement in the Yakuza, at least they have some more fans to cheer them on from the stands, whether they want to or not.

Gameplay [Difficulty: Hard]

Rie has the power to fixate her body on a specific point in time or space, allowing her to build up force to unleash powerful attacks or shrug off damage by never having taken it in the first place. Thankfully for her opponents she uses this power subconsciously and is unaware of how it works, so catching her off guard is always a possibility. In game she uses this power to stay in the fight as long as possible. Each of her patterns indicates a color that she is safe from being hit by if that is the top pattern of her discard. She is also the only heroine to be able to recover from damage, forcing players to constantly keep her limited two life in mind.



Senka Kasun

A professional hitman. Indulges in vices as a way to pass the present and forget about the past.

Personal

Race: Human (Serbian)

Power: "Living Dead" - Ability to pull people from the past into the present

Occupation: Protector (Day), Hitwoman (Night)

Age: 27

Height: 5'5"

Birthplace: Rečica (Kladovo), Serbia

Current Location: Rome, Italy

Likes: Cigarettes, smoking, old world movies

Dislikes: Clients, her reputation, her past

During the day, Senka protects average citizens from extraterrestrial threats as a Protector. In largely populated areas, magic users are often hired to protect people as a backup if conventional weaponry fails. While death has been kept to a minimum in areas where these people are hired, they are still too few to fully stop the destruction that stems from those beyond the stars.

At night, she prowls the criminal underworld as a professional hitman. She never meets directly with her clients and always finishes the job within minutes of accepting. Feared by all who know of her skill, she has earned the nickname "The Bauk" after a savage creature from her homeland. Anyone experiencing her Living Dead power quickly meets their end, along with anyone that sees it shortly thereafter.

Gameplay [Difficulty: Hard]

Senka wields her shape-changing bioweapon, Catherine, into the fray, targeting any bullets that come into her sights. She places crosshairs down, which her patterns require as part of their configuration. Each crosshair can form its own configuration, so each pattern can activate multiple times if each of your crosshairs show the correct requirements!



Young-Ja Kim

Becoming a ghost with her strong will to survive, Young-Ja loves to scare people and play pranks.

Personal

Race: Human (Korean)

Power: Gwisin Form, Object Possession

Occupation: None

Age: 371 (appears 11)

Height: 4'7"

Birthplace: Yongin, South Korea

Current Location: Seoul National University Hospital, Seoul, South Korea

Likes: Her MP3 Player, pranks, screams

Dislikes: Silence, oblivious people, ghosts

Young-Ja currently resides in an abandoned hospital in Seoul where she terrorizes any that come near. She derives endless joy from this, coming up with creative ways to utilize her surroundings for new pranks. Her ghostly form and powers make this trivial, utilizing the entire hospital for her mischievous whims. The recent surge of magical powers amongst the people and defense against alien invaders have boldened the populous, causing them to investigate the mysterious hospital haunting. Young-Ja excitedly views this as a chance to test her centuries of skill against a new set of challengers.

In her youth, she was afflicted with a form of bone cancer that required immediate surgery to be rectified. Tragically, the surgery went awry and she was left at death's door. She awoke in a wheelchair, confused but happy that she seemed to have survived. What pleased her more was her newfound powers that quickly made the hospital deserted. Since then, she has forgotten most of her past, except the thrill of screams around her.

Gameplay [Difficulty: Hard]

Young-Ja plays a very different game than most heroines, using her powers of manipulation to affect bullets in her sight. Each of her patterns have arrows that move bullets in the direction indicated. If a bullet would move out of her sight, it is cleared and sent to the opponent. In this way, she literally throws bullets at her enemies. This unique way of movement allows other bullets to be pushed along with it, affecting large sections of her sight at once to set up for future placements.









Happy gaming.