



## Story

In the near future, select young women around the world have begun manifesting strange abilities. At first, people applauded these amazing talents and called them “blossoms,” speaking of the emergence of their powers as “blooming.” However, as more young women bloomed, problems arose. They couldn’t always control their powers, and more and more people saw them as dangerous, as an X-factor that could disrupt the fragile balance of the world.

To address those concerns, a private institution called the World Ascension Society Sophia formed, with the aim of protecting the world from those who had bloomed. The Society aggressively released propaganda, portraying the blooming as the “Terrifying Girl Disorder,” and began hunting those girls down. The ones they did not kill, they used for experiments.

This game takes place after an incident where an agent from the Society came to a school with several young women who had bloomed. In the struggle that ensued, one girl’s power wiped the memories of everyone present. You, as the player, have no idea of who you are, or what your purpose is.

With counseling, the girls can regain fragments of their memories, seek out their true identities, and fulfill their objectives.

# Components

## 76 Memory Cards

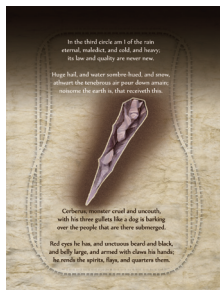


These cards represent the girls' fleeting memories. Each card has a number which we call the cards' "ranks," and each rank represents a specific character. The seven characters/suits are Chigaya (1), Nigera (2), Tsutsuji (3), Enju (4), Nadeshiko (5), Ichigo (6), and Nemu (7). Each rank has a power, a special ability that activates when you play cards of that rank.

Each card has its rank in the upper left, with two numbers separated by a slash / below that. The quantity of a given card in the deck should be equal to the number to the left of the slash if you are playing with 3 players, or the number to the right of the slash if you are playing with 4 players.

## 4 Shard Cards

These represent where the girls get their memory back, and are used as markers for what cards to add to your hand each round.



# Components

## 4 Reference Sheets

These list the VP bonus that each character gets at the end of the game and their special powers.

There is one color to match each Shard Card. This is to keep track of which Shard Card belongs to which player.



## 1 Direction Token

Each round, the starting player gets this token, and during the Regain Memories step they put it with the side up that indicates which direction they choose, clockwise or counterclockwise.



# Preparing to Play

## Each Player



### 1. Draw Deck



### 2. Discards



### 3. Recollection Area (Each player has one)

1. Each player gets a Shard Card. The Shard Cards have different colors, and you should remember which color is yours.
2. If you have 4 players , use all of the Memory Cards to create your draw deck. When playing with 3 players , remove 3 cards each from Chigaya and Niguru, and 2 cards each from the other suits. Put the cards you removed back in the box.
3. Shuffle the deck, and deal 4 cards to each player, or 5 to each player if you're playing with 3 players.
4. Decide which player goes first in a suitable fashion.

# How to Play

The game consists of 5 rounds, after which each player's true identity is determined, and the player who has the most VP based on the rules for her true identity wins.

Each round consists of three steps: Circle Setup , Counselling , and Regaining Memories.

## 1. Circle Setup

Draw 3 cards per player in the game, and lay them out face-up so that they form a circle, as shown below. We'll call this set of cards simply " the Circle . "



## 2. Counselling

The counselling step is done in turn order, beginning with the starting player. Each player's turn consists of two things: placing their Shard and Recollection (which is to say, playing cards). When a player has finished her turn, the next player clockwise from them takes a turn. This continues until all players have had one turn.

# How to Play - Continued

## A. Shard Placement

First, put your Shard card on any card in the Circle. Then switch the locations of any two cards in the Circle that are without Shards.

When placing your Shard, you are not allowed to put it on the same card as another player's Shard, or on a card adjacent to another player's Shard.

Don't forget to switch the locations of two cards in the circle. You cannot choose cards that have Shards on them, but you can choose cards next to one or more Shards.



**You cannot place your shard on another player's shard or on a card adjacent to another player's shard.**

# How to Play - Continued

## **B. Recollection**

Next, you try to sort out your memories. Take any number of cards from your hand, as long as they are all of the same rank , and play them in front of you. You cannot pass; you have to play at least 1 card each round.

Resolve the power from the rank you played once, regardless of how many of that card you played. Once you finish applying the power, place the card(s) in front of you, in your Recollection Area. Remember that because you move a card to your Recollection Area after you play it, the card's power cannot affect the cards you played that turn.

However, you are not allowed to play a rank that is already in your Recollection Area . Also, if you only have one playable rank in her hand, you must play that.

However, if you have no cards you can play according to the above rules, show your entire hand to the other players. Then choose one card to play, and play it as usual, including applying its power.

# How to Play - Continued

## 3. Regain Memories

The starting player chooses either the clockwise or counterclockwise direction. All players then get the card they put their Shard on, plus all the cards in the indicated direction until they reach another player's Shard.



**The starting player picked the clockwise direction. Players will gain cards as shown in this diagram.**

Your hand cannot exceed 8 cards. If you end up with a hand of 8 or more cards, you must discard down to 8.



# How to Play - Continued

## 4. End of Round

The player who played most cards during Counselling will be the starting player for the next round.

“Most cards” here means “cards played normally,” and does not include extra cards that a player played or moved into a Recollection Area using a Power. Play the cards in rows like in the diagram below, and turn cards you play using Powers sideways to make it easier to keep track.

In case of a tie, the player who played the highest rank wins the tie.

**Round 1**



**Round 2**



**Round 3**



As in the diagram to the left, play each round's cards in a row below the previous round's cards to make it easier to follow.

Also, if you're able to play an extra card using a Power, such as Tsutsuji's, turn it sideways to make it easier to spot, as in the 3rd Turn row in the diagram.

If this was the fifth round, proceed to Ending the Game. If not, begin a new round from Step 1 (Setup).

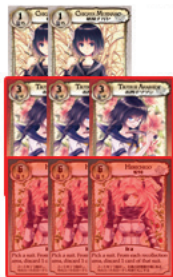
# Ending the Game

Once you complete the fifth round, it's time to end the game and determine a winner. Remember to keep your hand, as the contents of players' hands can become important for scoring.

## True Identities

Before scoring, each player must determine her true identity. All players turn any face-down cards in their Recollection Areas face-up, and rearrange their cards to that cards of the same rank are together. For each rank in the game, the player who has most cards of that rank in her Recollection Area is that character.

In the case of a tie for most cards of a given rank in the players' Recollection Areas, the player with the most of that rank left in her hand wins the tie. If that's also a tie, all of the tied players are in fact that character. However, each player can only be one character: If one



**3 (Tsutsuji) and 6 (Ichigo Hebi) are tied for most cards, but since 6 is a higher rank it becomes that player's true identity**



**The player clearly has the most of 1 (Chigaya) so that is her true identity.**

## Ending the Game

player is several characters, the character that she has most of in her Recollection Area (if a tie, the highest suit breaks the tie) is her true identity, and the rest were false memories.

If a player has no identity, she is “Higan,” Nadeshiko’s hidden identity. Any number of players can be turn out to be Higan. Higan’s rank is 0.

### Scoring

Once you’ve determine each player’s true identity, they calculate their Victory Points as follows:

- Start with VP according to the character’s Base VP for how many of that card are in her Recollection Area.
- +1 VP per card of the player’s true identity left in her hand.
- Add the character’s VP Bonus as listed on the reference sheet.

Since Higan has no rank, she doesn’t get the usual VP from cards in the player’s Recollection Area or hand, but she does gain 3 VP per card in her hand that is not any player’s true identity.

The player with most VP wins. In case of a tie, the player with highest ranked true identity wins the tie.

# The Characters

This section describes each of the characters in the game in detail. Each has a brief biography, their Power (the card's special ability), Base VP (the VP award for various quantities of that card in the player's Recollection Area), and VP Bonus (the special bonus VP bonus that you get if that turns out to be your true identity).



## Chigaya Mujinamo (12/15 Cards)

She has the power to see the “evil worms” that burrow into people’s souls. Her goal is to help people overcome their weaknesses, and preach the “love of the world” that she believes in to the world at large.

### Power: Luxuria

Pick a card from any player’s Recollection Area, and move to any other player’s Recollection Area.

1 Card	2 Card	3 Card	4 Card	5+ Card
1	0	7	11	13

### VP Bonus

+1 VP for each Chigaya card in any players’ Recollection Areas.

# The Characters



## Nigera Ontade (10/13 Cards)

Nigera has a power of extreme empathy, which lets her experience the thoughts and feelings of others as her own.

Her goal is to follow her thirst for knowledge, to turn everything into information and share it. When she tried to intervene in the fight between

Ichigo and Higan, her powers went out of control, temporarily wiping the memories of everyone in the area.

### Power: Gula

Take 2 randomly-selected cards from another player's hand and add them to your hand. Then give that player 2 cards from your hand to add to theirs.

1 Card	2 Card	3 Card	4 Card	5+ Card
12	8	2	8	12

### VP Bonus

+2 VP per suit you have left in your hand.

# The Characters



## Tsutsuji Akashide (10/12 Cards)

Tsutsuji has the power to change shape at will. When she bloomed, she also developed a powerful bloodthirst. She has become a violent serial killer, and finds killing an ecstatic thrill.

### Power: Avaritia

You can play an additional card of another from your hand into your Recollection Area, even if it is of a rank that you've already played.

1 Card	2 Card	3 Card	4 Card	5+ Card
18	12	8	4	1

### VP Bonus

+1 VP for each card in your Recollection Area of suit 3 or higher.



## Enju Misohagi (10/12 Cards)

Enju is an undercover agent from the Sophia Society. She looks for potential blossoms and watches them. Since she learned about Higan, she betrayed the Sophia Society in an attempt to take Higan for herself.

# The Characters

## Power: Pigritia Seu Acedia

Take a card from your Recollection Area and add it to any player's hand.

1 Card	2 Card	3 Card	4 Card	5+ Card
8	10	14	10	8

## VP Bonus

Take 3 VP from each other player who has an Enju card in their hand.



## Nadeshiko Utsugi (8/10 Cards)

Nadeshiko is a friend of Nemu, and she has the ability to take and use others' powers. She is the possessed body of Higan, and her goal is to protect the blossoms and keep them isolated from the world until they are ready to awaken.

## Power: Invidia

Discard a card from your hand and apply its power.

1 Card	2 Card	3 Card	4 Card	5+ Card
8	8	12	14	16

## VP Bonus

+2 VP per rank you have in your hand that no other players have in their hands.

# The Characters



## Ichigo Hebi (6/8 Cards)

Ichigo has an artificial power, created by the Sophia Society. Her goal is to hunt down every last one of the blossoms, as they are a threat to the stability of society.

### Power: Ira

Name a rank. Each player must discard one card of that rank from their Recollection Area.

1 Card	2 Card	3 Card	4 Card	5+ Card
8	10	12	14	16

### VP Bonus

+1 VP per card of their true identity's rank that each other player has in their Recollection Area.



## Nemu Inumaki (4/6 Cards)

She was the first victim, and Hebi Ichigo already killed her. Her power is called "Dreaming," and she now only exists in the dreams of the dead.



# The Characters

## Power: Superbia

Next round, you may play your cards face-down. Do not apply the cards' Power, but follow the normal rules for playing cards otherwise.

1 Card	2 Card	3 Card	4 Card	5+ Card
0	0	0	0	0

## VP Bonus

If you have (or are tied for) least cards in your hand, you win.

## Higan

She was the first victim, and Hebi Ichigo already killed her. Her power is called "Dreaming," and she now only exists in the dreams of the dead.

## Conditions

You did not get a true identity.

## VP Bonus

3 VP for every card in your hand of a rank not in any other player's true identity.

# Credits

## Original Japanese Version

Game Design: kuro

Manual Editing: グラム、うめゆ

Package and Character Illustrations: kawa

Logo and Package Design: TARO

Special Thanks: アスガルド、ミスボド、TROY-HORSE、カナイセイジ、梅津爆発、福岡麗、

Pecopon、グラム、だんご、とうふ

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## English Version

Publisher: Eric Price

Production Manager: Toni Solberg

Graphic Design: Cherise Wilson

Editing: Ewen Cluney

