



Components

① Cards (Total: 87 cards)

- [Koihime (Maiden) cards] 45 Cards
- [Tactics cards] 20 Cards
- [Surprise Event cards] 12 Cards
- [Field cards] 7 Cards
- [Tactical Advantage Counter] ... 1 Piece
- [Battle Formation Guide] 2 sheets

② Playmat 1 Sheet

③ Rule book (JP) 1 Booklet

④ Storage Box 1 Box

「Playmat」 (1 Sheet)



「Storage Box」 (1 Box)



「Rule Book」 (1 Booklet)



「Koihime (Maiden) cards」 (5 factions, 9 cards per faction) 「Tactics cards」 (2 Sets, 10 cards per set)



「Surprise Event cards」 (12 Types)



「Field cards」 (7 Types)



「Tactical Advantage Counter」 (1 piece) 「Battle Formation Guide」 (2 Sheets)



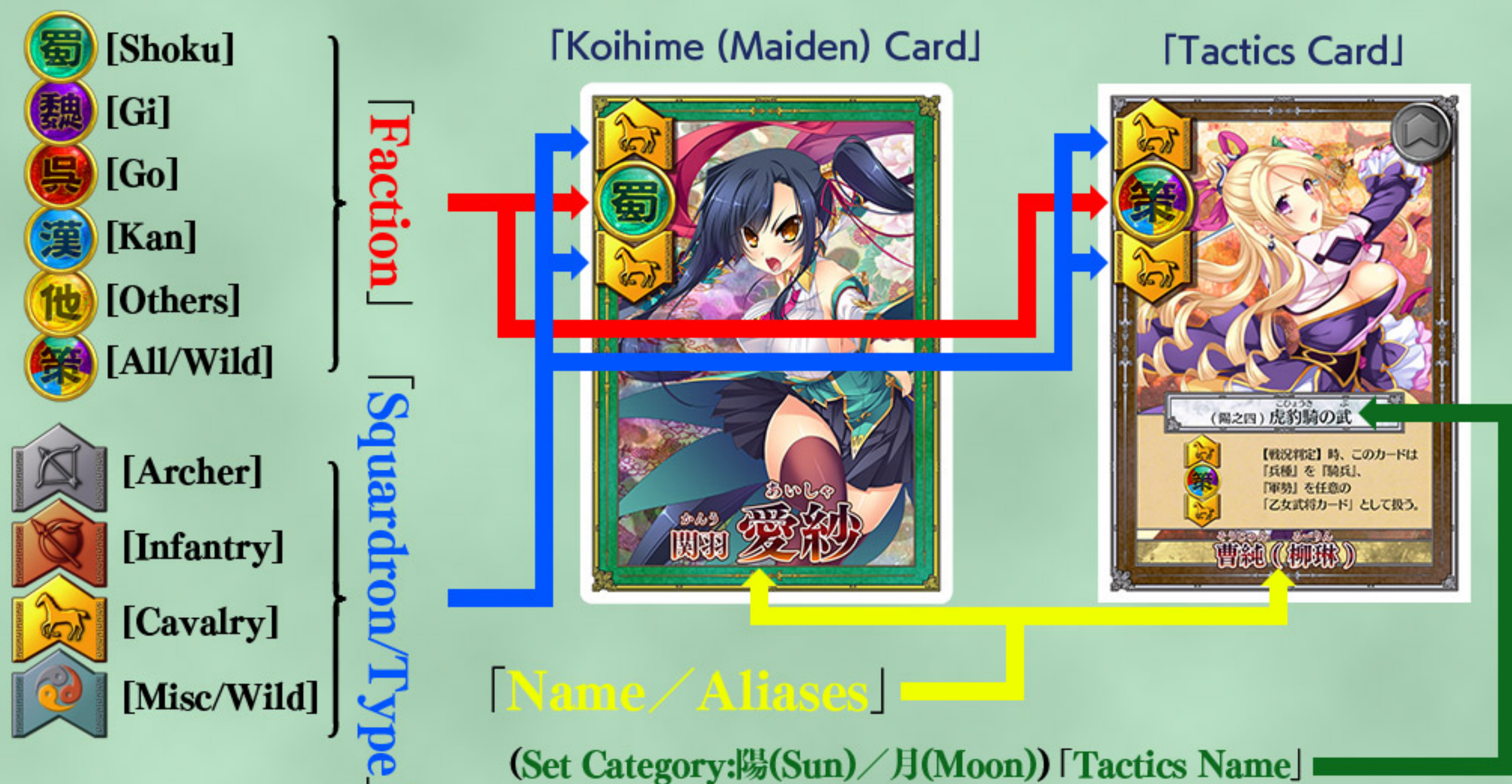
Details

02

<Field Explanation>



<Card Details>



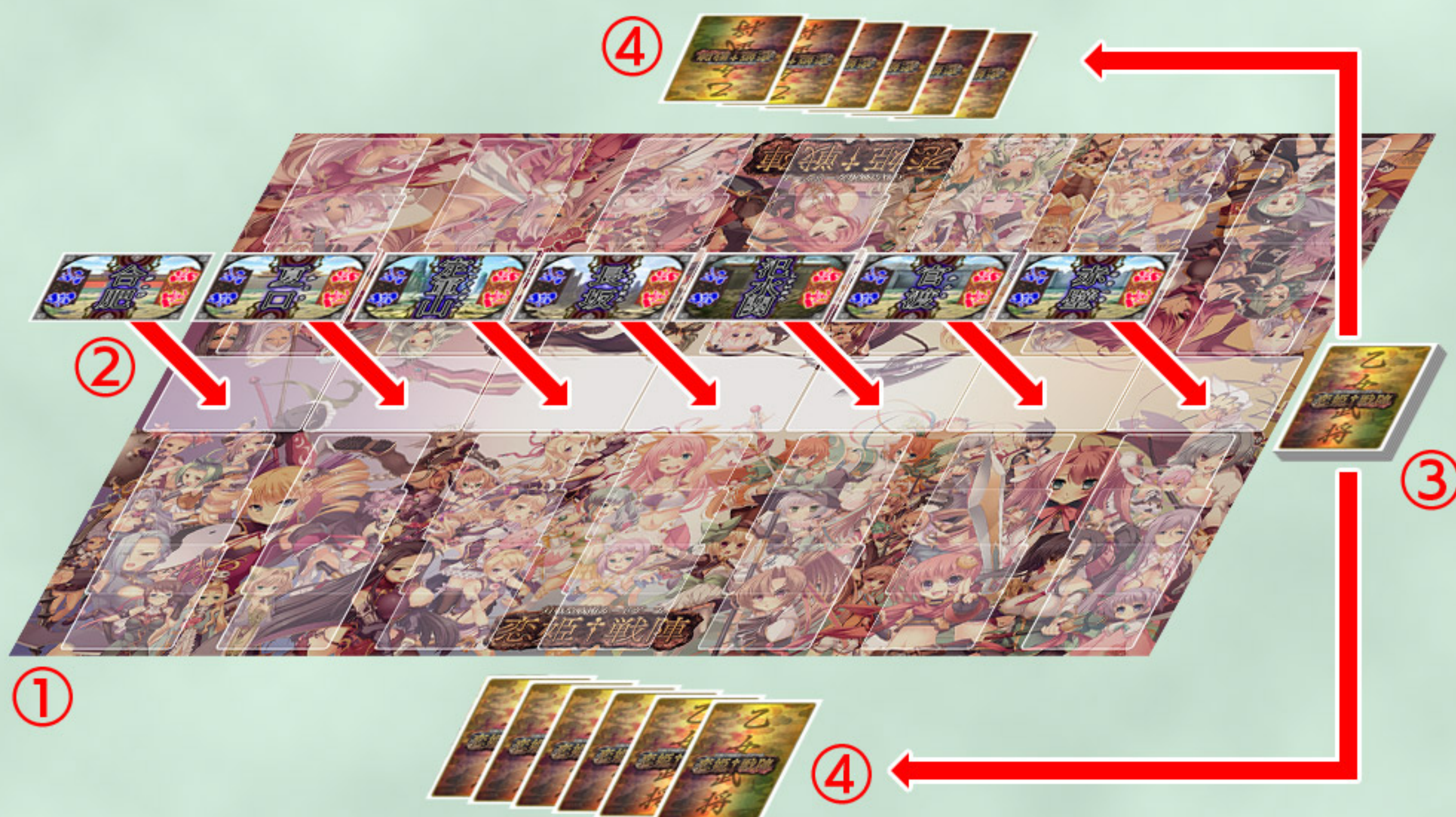
■ 「Simple」 & 「Advance」 Format

03

There are 2 types of format (「Simple」 & 「Advance」) in Koihime† Tactics. The 「Simple」 format will be more suitable for those who are new to the game while 「Advance」 format will include the features of 「Tactics card」, 「Surprise Event cards」 and 「Certification rule」 for a more competitive game.

1. Setting up for the 「Simple」 Format

- ① Place the playmat in between you and your opponent with the longer sides of the playmat facing both players.
- ② Next, Place 7 「Field Cards」 on the <Field/Surprise Event Zone> in the same orientation as shown in figure below.
- ③ Proceed to shuffle the Koihime (Maiden) deck of cards and place the deck at the side of playmat shown in figure below.
- ④ Each player then proceeds to draw 6 cards from the Koihime (Maiden) deck as their initial hand.
- ⑤ Determine which player goes first in any method you like (Coin, Rock/paper/scissors, Closest birthday etc...). The setup for the 「Simple」 Format is now completed.



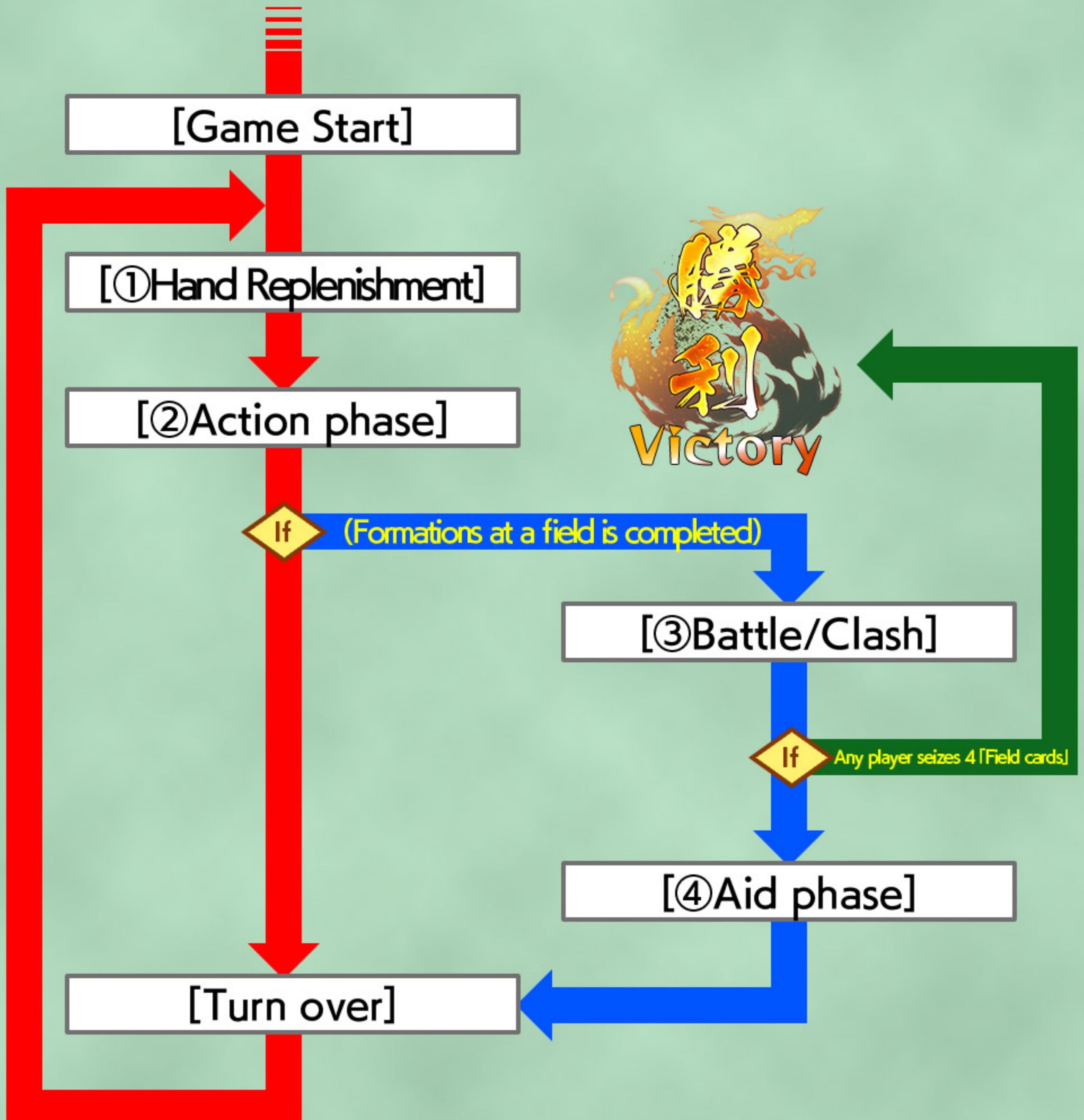
2.Steps and Goal for the 「Simple」 Format

04

『First player to seize 4 out of the 7
「Field Cards」 seizes victory』

is the fundamental **goal** of this game.

<Turn Procedure>



3.Details for each Phase in 「Simple」 Format 05

① Hand Replenishment

Draw from the Koihime (Maiden) deck until you have 7 cards in hand.

If you have 7 or more cards in hand, you are not able to draw from the deck.
Ignore this phase and proceed to the next phase.

(You can immediately draw 1 card at the start of the game since there are only 6 cards in hand.)

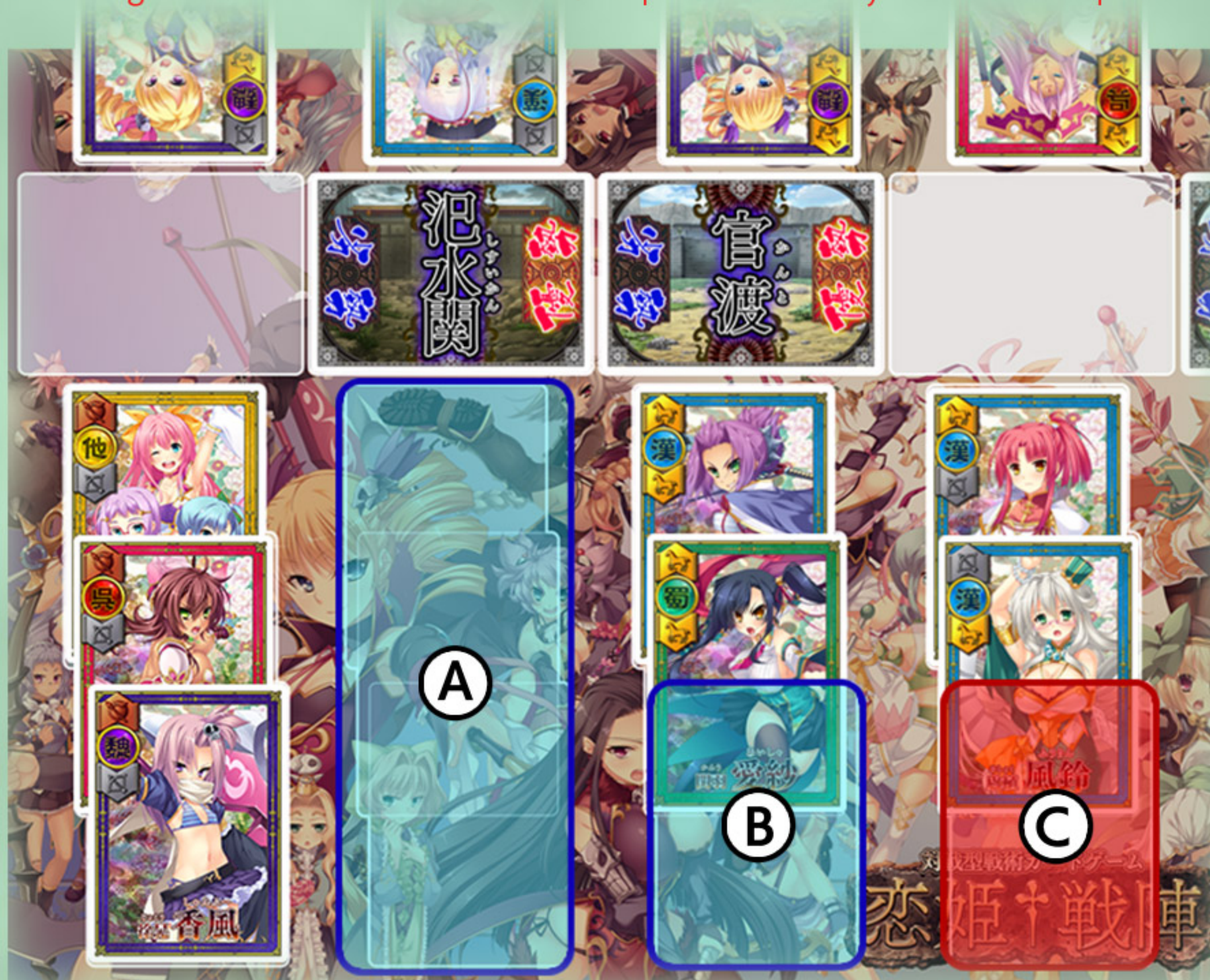
② Action Phase

Place 1 Koihime (Maiden) card from your hand onto your side of the playmat at any field that you prefer. However, once a field had its 「Field card」 seized, both players can no longer place any cards in that particular field.

Up to 3 cards are allowed to be placed in any particular field.

Try to strategize the placement of your Koihimes (Maidens) in order to achieve a stronger formation than the opponent.

You can rearrange the order of the Koihimes (Maidens) in 1 particular field at any time to achieve a powerful formation.



(A) Placement Allowed

(B) Placement Allowed

(C) Placement Not Allowed

③ Battle/Clash

Once a particular field contains 3 Koihime (Maiden) cards on each player's sides, a Battle/Clash occurs. Both players proceed to compare their formation against each other. The player with the stronger formation wins.

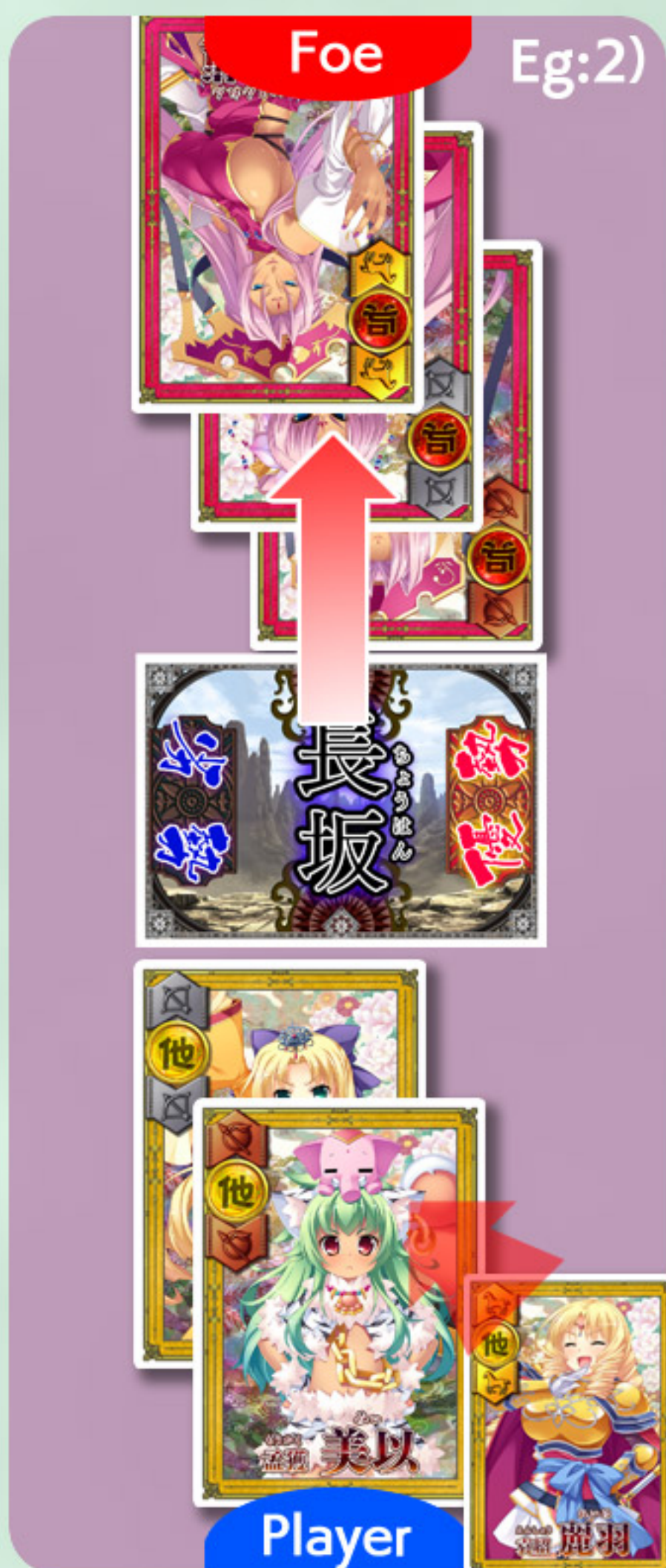
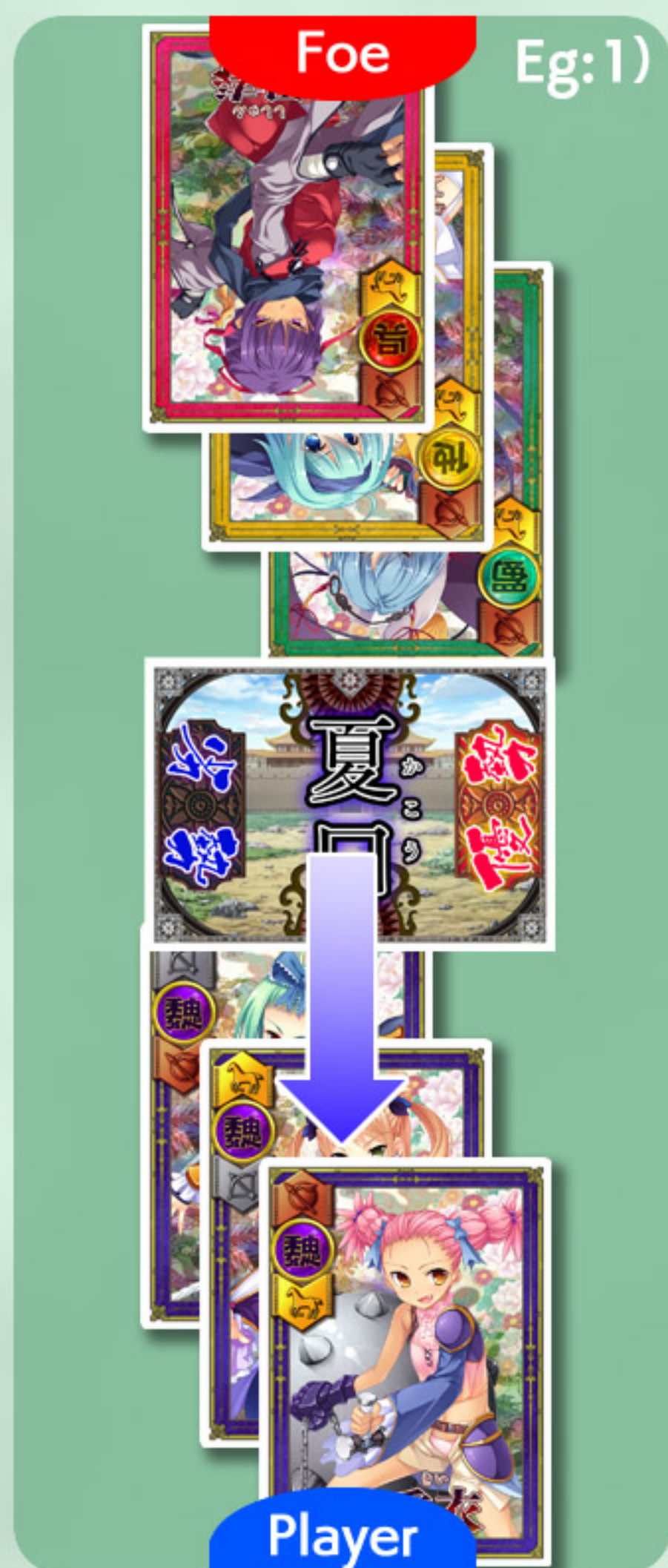
if the strength of both players' formation results in a tie, the player that completed his or her formation first in that particular field wins.

Thus, the player completing his or her formation last would require to build a stronger formation than his or her opponent in order to win the field.

The winning player proceeds to add the 「Field card」 of that particular field into his or her hand. When either player acquires 4 or more of the 「Field cards」, he or she proceeds to win the game.

④ Aid Phase (*Field card in hand counts towards hand size)

The losing player from [Battle/Clash] **is able to immediately draw 1 card from the Koihime (Maiden) deck.** After which, he or she returns 1 Koihime (Maiden) card of his or her choice from the hand to the bottom of the deck.



Eg1)

In this case, the opponent has the [A Thousand in One] formation while the player forms [The Almighty] formation.


As [The Almighty] has a higher magnitude of power, the player wins the battle/dash.

Eg2)

In this case, the opponent has completed the strongest formation: [World Conqueror].

Similarly, the player could also complete [World Conqueror] formation as well. However, since the opponent completed the formation first, the advantage favors towards the opponent.

As [World Conqueror] is the strongest formation in the game, there are no possible method to overcome this particular situation.

<p>てんかむそう 天下夢想 World Conqueror</p>	<p>3 of the same [Faction], same [Squadron] on <u>each card's</u> <u>Top and Bottom</u></p>	
<p>ばんぷふとう 万婦不当 The Almighty</p>	<p>3 of the same [Faction] with [Squadron] <u>linked</u> to one another.</p>	
<p>せんざいいちぐう 千妻一遇 A Thousand in One</p>	<p>3 different [Faction] card with <u>similar</u> [Squadron] layout</p>	
<p>ひゃくせんれんま 百戦恋磨 The Hundred Victories</p>	<p>3 of the same [Faction], varying [Squadron] layout</p>	
<p>じゅっちゅうはっく 十中八紅 Ten to One</p>	<p>3 different [Faction] card with [Squadron] linked to one another</p>	
<p>いちれんたくそう 一蓮托想 All in One Boat</p>	<p>None of the Above</p>	

List of 「Tactics Card」

(「Advance」Format Only)

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陽/月之一	陽 月 The Heaven's chosen one 天の御使い	Elite
During 【Battle/Clash】 phase, this [Tactics Card] can be treated as a Koihime (Maiden) card with Any [Faction] and [Squadron] that the player desires. Can be used to form [World Conqueror] or any other formation if the condition is met.		
陽/月之二	陽 The Servants of Great Virtue 大徳への忠誠 / 月 Jiangnan's Cyclone 江南の颶風	Elite
During 【Battle/Clash】 phase, this [Tactics Card] can be treated as a Koihime (Maiden) card with the Archer [Squadron] and Any [Faction] that the player desires. Can be used to form [World Conqueror] or any other formation if the condition is met.		
陽/月之三	陽 Not a Child Anymore 呉下の阿蒙に非ず / 月 Business Acumen 商家の段取り	Elite
During 【Battle/Clash】 phase, this [Tactics Card] can be treated as a Koihime (Maiden) card with the Infantry [Squadron] and Any [Faction] that the player desires. Can be used to form [World Conqueror] or any other formation if the condition is met.		
陽/月之四	陽 Tiger Knight 虎豹騎の武 / 月 Hard-Hearted Tactician 苛烈なる用兵	Elite
During 【Battle/Clash】 phase, this [Tactics Card] can be treated as a Koihime (Maiden) card with the Cavalry [Squadron] and Any [Faction] that the player desires. Can be used to form [World Conqueror] or any other formation if the condition is met.		
陽/月之五	陽 The Authority of the Emperor 皇帝の威光 / 月 The Lineage of the Suns 孫家の系譜	Apply
Choose 1 Koihime (Maiden) card from an unseized field on the side of your playmat, you may shift that card to another unseized field on the side of your playmat or discard it into the discard pile. Use this [Tactics Card] to rebuild your formation. Discard after use.		
陽/月之六	陽 Chen Gong Kiiick!! 陳宮蹴撃 / 月 Lure a Tiger from the Nest 調虎離山の計	Apply
Choose 1 Koihime (Maiden) card from an unseized field on the side of your opponent playmat, Discard that card into the discard pile. when there are no unseized field with opponent's Koihime (Maiden) available, this card cannot be used. Discard after use.		
陽/月之七	陽 Temptation of the Lady Guys 漢女の誘惑 / 月 Street Smart 乱世の処世術	Apply
Choose 1 Koihime (Maiden) card from an unseized field on the side of your opponent playmat, you must shift that card from the side of your opponent playmat to any of the unseized field on your side. If there are no available space for the selected card to be place, this card cannot be used. Discard after use.		
陽/月之八	陽 You are My Sun 日輪を支える者 / 月 A Thankless Task 天下の苦勞人	Apply
Draw a total of 3 cards from combination of both Koihime (Maiden) deck and [Tactics] deck. (eg: 1 Koihime draw + 2 Tactics draws, 1 Tactics draw + 2 Koihime draws). After which, return the same amount of cards that you draw from your hand to the bottom of the respective decks. Discard after use.		
陽/月之九	陽 Qimen Dunjia 奇門遁甲 / 月 The Great Adviser 王佐の才	Place
Place this card at one of the unseized field. The strength of your opponent formation in that field is reduced by 2 (eg: Before: [The Almighty] , After: [The Hundred Victories]). The strength of the formation cannot fall below [All in One Boat].		
陽/月之十	陽 Chain Reaction 連鎖の計 / 月 Visiting Old , Learn New 呉の温故知新	Place
Place this card at one of the unseized field. Instead of 3 Koihime (Maiden) cards to complete a formation, both players are now required to place 4 Koihime (Maiden) cards in order to complete a formation in that field. The ruling for formation strength still applies. Hence, Without using [Tactics Card] from (一) to (四), the [World Conqueror] formation cannot be completed.		

■About 「Advance」 Format

For those who are ready to take on the real battle, 「Advance」 Format is for you. Steps and procedures are generally similar to 「Simple」 Format with the addition of 2 components: 「Tactics Card」 & 「Sudden Event Cards」 and 1 additional 「Certification Rule」

1.Setting up for the 「Advance」 Format

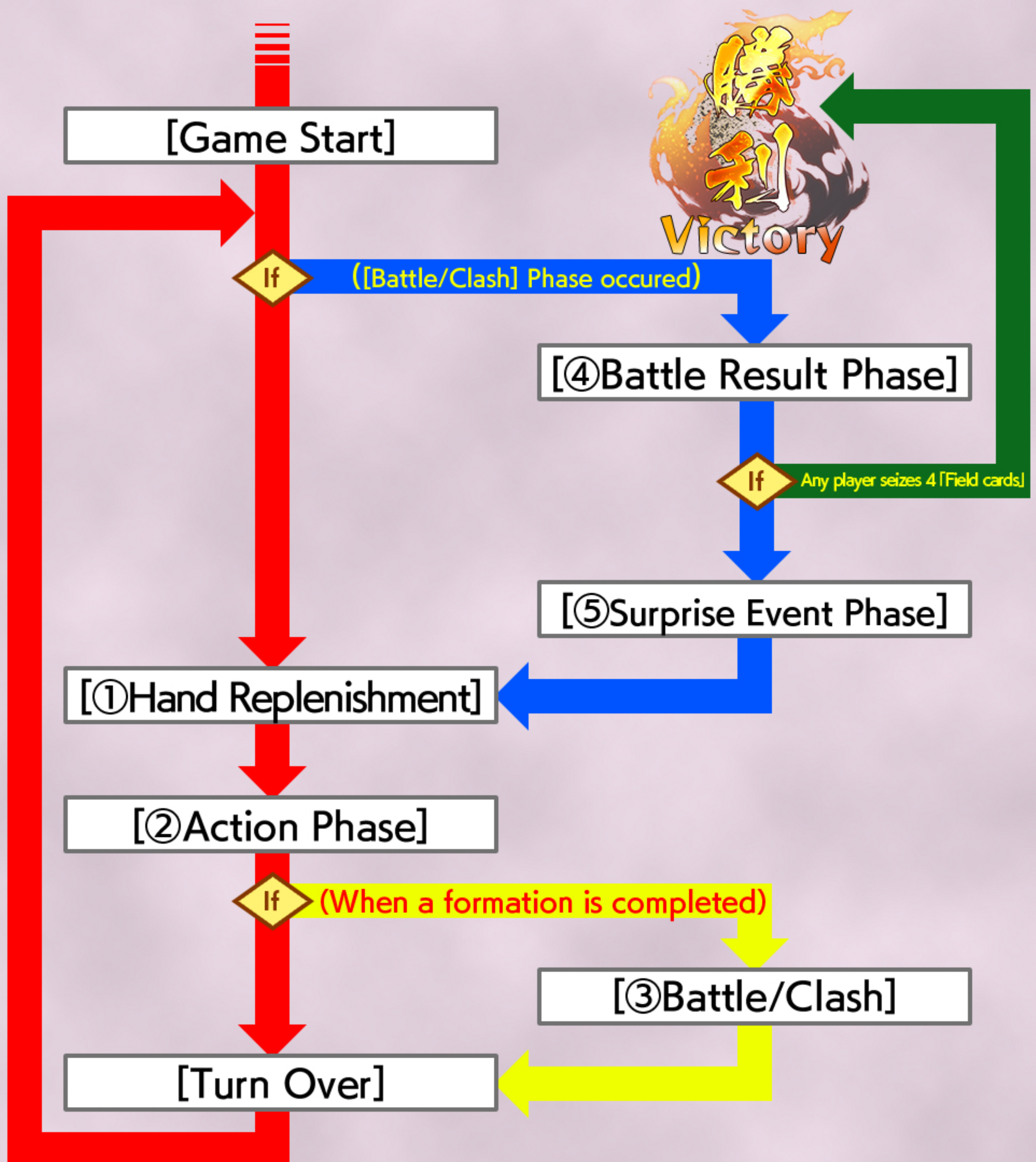
- ① Place the playmat in between you and your opponent with the longer sides of the playmat facing both players.
- ② Shuffle all 12 「Surprise Event Cards」. Without revealing the cards, randomly choose 7 out of the 12 「Surprise Event Cards」 and place them face down on the <Field/Surprise Event Zone> as shown in the figure below. Set the remaining 5 cards aside.
- ③ Next, Place the 7 「Field Cards」 on top of the 「Surprise Event Cards」 as shown in the figure below.
- ④ Proceed to shuffle the Koihime (Maiden) deck of cards and place the deck at the side of playmat shown in figure below.
- ⑤ Split the 「Tactics Cards」 into 2 separate sets of <陽 Sun> and <月 Moon>, each containing 10 cards. Each player then shuffles one of the sets before placing it onto their 「Tactics Deck Slot」.
- ⑥ Each player then proceeds to draw 6 cards from the Koihime (Maiden) deck as their initial hand.
- ⑦ Place the 「Tactical Advantage Counter」 at the neutral position.
- ⑧ Determine which player goes first in any method you like (Coin, Rock/paper/scissors, Closest birthday etc...). The setup for the 「Advance」 Format is now completed.



2.Steps and Goal for the 「Advance」 Format 10

『First player to seize 4 out of the 7
「Field Cards」 seizes victory』

is the fundamental **goal** of this game.



3. 「Advance」 Format additions

- 「Tactics Cards」 & 「Tactical Advantage Counter」
- 「Surprise Event Cards」 & 「⑤ Surprise Event Phase」
- 「Certification rule」 in 「③ Battle/Clash」 phase

「Tactics Cards」 will help you when in a pinch. The powerful effects can turn the tides in your favor. However, there are many conditions required to be fulfilled in order to use the 「Tactics Cards」 and 「Tactical Advantage」 is one of them.

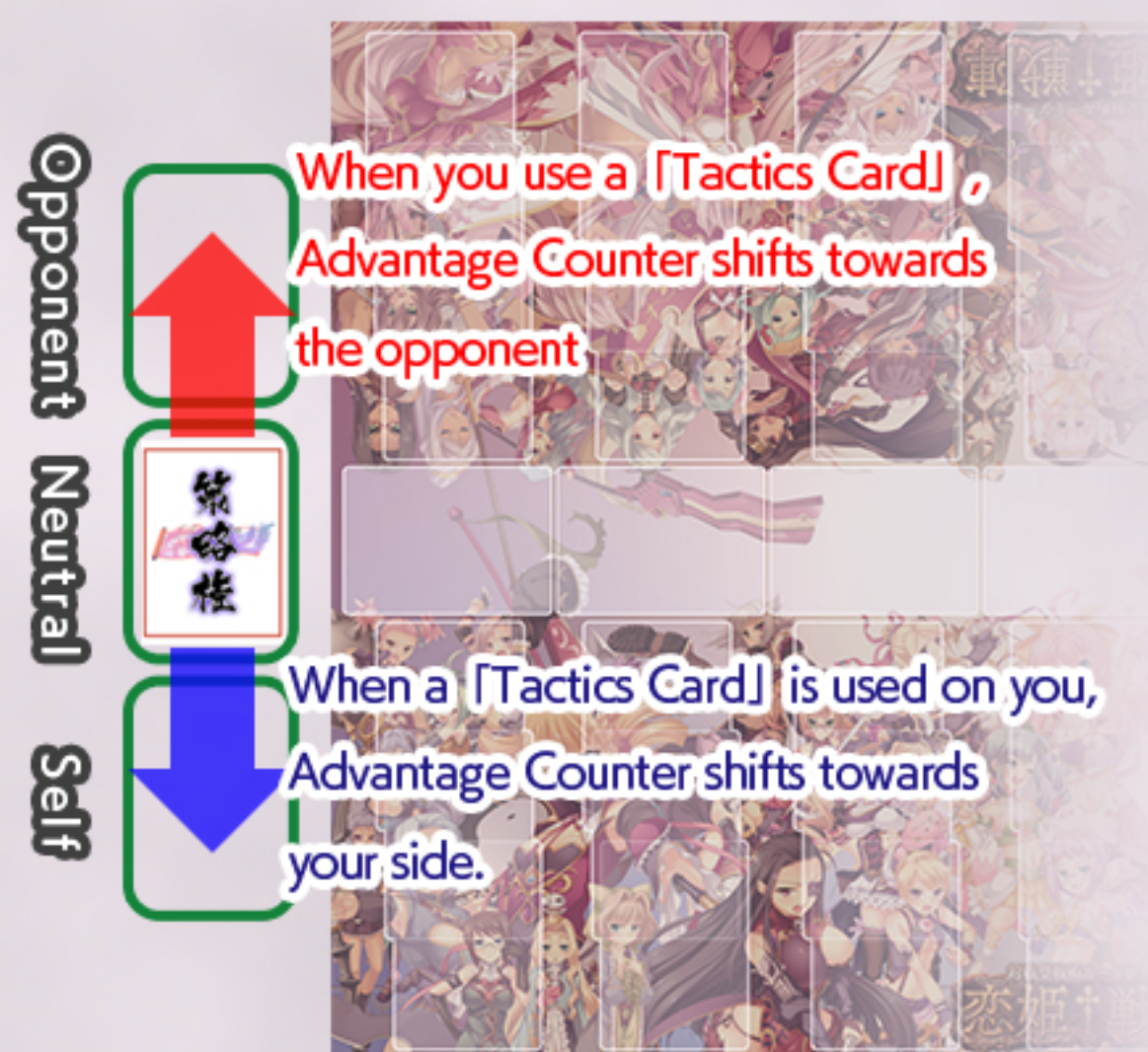
「Surprise Event Cards」 / 「⑤ Surprise Event Phase」 is a replacement for the 「⑤ Aid Phase」 in 「Simple」 Format.

「Certification rule」 is a little complicated. However, if applied effectively, it can help the player analyse the field in a more strategic manner.

4. 「Tactics Cards」 & 「Tactical Advantage」

During 「① Hand Replenishment」 phase, **Instead of drawing 「Koihime (Maiden) Card」, for every card not drawn from 「Koihime (Maiden) Deck」 you can draw the same amount from the 「Tactics Decks」.** You may fill your hand comprising of only 「Tactics Card」 draws until you have 7 cards in hand during 「① Hand Replenishment」, however, it is not recommended.

In order to use the 「Tactics Cards」, the 「Tactical Advantage Counter」 must be either in the 「Neutral」 or 「Self」 zone. 「Tactics Cards」 cannot be played when the counter is at your 「Opponent」 zone. Whenever you play a 「Tactics Card」, the counter shifts towards the opponent (eg: Self -> Neutral, Neutral -> Opponent). Similarly, when either player loses at 「④ Battle Result Phase」, the counter shifts towards the losing player.



Types of 「Tactics Card」 :



Elite :

「Tactics Card : Elite」 can be treated as a 「Koihime (Maiden) Card」. Place this card in any of your own formation.



Apply :

「Tactics Card : Apply」 is a one-time effect card that require players to discard it after use.



Place :

「Tactics Card : Place」 is a continuous effect card that applies to the [Field] that it is placed on.

Please refer to the list of 「Tactics Cards」 for more details about the card effect.

5. [⑤ Surprise Event Phase] and 「Surprise Event Cards」

When a 「Field Card」 is seized by either player, reveal the 「Surprise Event Cards」 beneath and apply its effect.

Normally, players are required to flip the 「Surprise Event Cards」 back to their original state after the effect is applied. However, depending on the effect, some are required to remain revealed throughout the game. Read the list of 「Surprise Event cards」 to find out more.

6. [③ Battle/Clash] and 「Certification」

In 「Simple」 Format, [③ Battle/Clash] occurs when both player had 3 of their Koihime (Maiden) Cards in formation laid down on the field...However, in 「Advance」 mode, once either of the player have placed their last card in the formation, the player must 「Certify」 his or her formation.

If the opponent has no other way (besides the usage of 「Tactics cards」 and 「Surprise Event Cards」) of beating the current formation formed on the field, the player gains 「Superiority (優勢)」。 If the player's formation still manages to gain 「Superiority (優勢)」 even after his or her opponent turn, the battle will conclude with the player winning during his or her next [④ Battle Result Phase].

7. 「Certification」 examples

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『Certification』 occurs when you can prove that your formation is unbeatable during 「③Battle/Clash」 Phase.



Eg 1)

While the Opponent is completing 『The Almighty』 formation, the player has already the same formation first. Since the result for formations with the same strength is determined by which player manages to complete it first, the 「superiority(優勢)」 goes to the player.

Eg 2)

While the player is completing 『The Almighty』, the last card required for that formation is placed in another field. As such, the remaining two card can not longer form a formation more powerful than the opponent's 『A Thousand in One』. In this case, the 「superiority(優勢)」 belongs to the oppoenent. The player can try to overcome this situation using 「Tactics Card.」.



Eg 3)

The Opponent has completed 「The Hundred Victories」. While there are many formation that can beat the 「The hundred Victories」, Since most of the yellow cards are out on the field, there are no more cards that can allow that formation to beat 「The Hundred Victories」. Thus the opponent gains the 「superiority(優勢)」, The player can try to overcome this situation using 「Tactics Card」.

Eg 4)

『World Conqueror』, the strongest formation in game, was completed by the opponent. With no formation that can rival it, the opponent automatically gains 「superiority(優勢)」. Only 「Tactics Card」 could overturn this situation.



■ 「Surprise Event Card」 Details

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『英雄論』 (Heroes' Dispute)

The player that lost the battle gets to draw 2 cards from the Koihime (Maiden) deck. After which, he or she returns 2 Koihime (Maiden) cards of his or her choice back to the bottom of the deck.

If there is only 1 card remaining in the deck, the player draws 1 card and return 1 card back into the deck.

If there are no cards remaining in the deck, ignore the effect of this 「Surprise Event」 .

『後を託す者たち』 (From Generation to Generation)

The player that lost the battle gets to choose a random Koihime (Maiden) card from his or her opponent hand and discard it. If the opponent does not have any Koihime (Maiden) card in hand, ignore the effect of this 「Surprise Event」 .

『アイドルライブ』 (Idols Concert)

The player that lost the battle may select 1 Koihime (Maiden) card in a unseized field of his or her side, either

A: Move the card to another unseized field of his or her side

B: Discard it

If the player decides to not apply the effect, ignore the effect of this 「Surprise Event」 .

『長坂橋仁王立ち』 (The Thunder at Changban Bridge)

The player that lost the battle may place this 「Surprise Event Card」 in an unseized field on his or her side.

The selected field with this card attached gains the following effect: [③Battle/Clash] does not occurs until both players have completed their formation in this field. If no unseized field is available or if the player decides to not apply the effect, ignore the effect of this 「Surprise Event」 .

『皇帝の勅命』 (The Imperial Command)

The player that lost the battle may place this 「Surprise Event Card」 next to their [Tactical Advantage Zone]. During the [②Action Phase] the player may pay the cost of using 「Tactics Cards」 by discarding this 「Surprise Event Card」 instead of shifting the [Tactical Advantage Counter]. This effect can also be used even if the [Tactical Advantage Counter] is on the opponent side. The effect of this card ends after it has been discarded.

『天の遣い降臨』 (The One who Fell from the Heavens)

The player that lost the battle may choose 1 of the following effect:

①Search for either 「(陽之一) 天の御使い」 or 「(月之一) 天の御使い」 in the 「Tactics Deck」 and reveal it to the opponent. Add the card into your hand and shuffle the 「Tactics Deck」 Afterwards.

Choose any 1 card besides 「Field card」 in your hand and return that card to the bottom of its respective deck.

If 「天の御使い」 has already been played or is in your hand already, this effect cannot be selected.

②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」 . After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」 .

『天雷の銀弓』 (The Silver Arrow of Lightning)

The player that lost the battle may choose 1 of the following effect:

①Search for either 「(陽之二) 大徳への忠誠」 or 「(月之二) 江南の颶風」 in the 「Tactics Deck」 and reveal it to the opponent. Add the card into your hand and shuffle the 「Tactics Deck」 Afterwards.

Choose any 1 card besides 「Field card」 in your hand and return that card to the bottom of its respective deck.

If 「(陽之二) 大徳への忠誠」 / 「(月之二) 江南の颶風」 has already been played or is in your hand already, this effect cannot be selected.

②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」 . After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」 .

『人武の銅盾』（The Bronze Shield of the Brave）

The player that lost the battle may choose 1 of the following effect:

- ①Search for either 「(陽之三) 呉下の阿蒙に非ず」 or 「(月之三) 商家の段取り」 in the 「Tactics Deck」 and reveal it to the opponent. Add the card into your hand and shuffle the 「Tactics Deck」. Afterwards, choose any 1 card besides 「Field card」 in your hand and return that card to the bottom of its respective deck. If 「(陽之三) 呉下の阿蒙に非ず」 / 「(月之三) 商家の段取り」 has already been played or is in your hand already, this effect cannot be selected.
- ②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」. After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」.

『地焰の金戟』（The Golden “Ji” of Flame）

The player that lost the battle may choose 1 of the following effect:

- ①Search for either 「(陽之四) 虎豹騎の武」 or 「(月之四) 苛烈なる用兵」 in the 「Tactics Deck」 and reveal it to the opponent. Add the card into your hand and shuffle the 「Tactics Deck」. Afterwards, choose any 1 card besides 「Field card」 in your hand and return that card to the bottom of its respective deck. If 「(陽之四) 虎豹騎の武」 / 「(月之四) 苛烈なる用兵」 has already been played or is in your hand already, this effect cannot be selected.
- ②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」. After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」.

『はわわ、敵が来ちゃいました!』（Hawawa! The Enemy has Arrived!）

The player that lost the battle may choose 1 of the following effect:

- ①Search for either 「(陽之九) 奇門遁甲」 or 「(月之九) 王佐の才」 in the 「Tactics Deck」 and reveal it to the opponent. Add the card into your hand and shuffle the 「Tactics Deck」. Afterwards, choose any 1 card besides 「Field card」 in your hand and return that card to the bottom of its respective deck. If 「(陽之九) 奇門遁甲」 / 「(月之九) 王佐の才」 has already been played or is in your hand already, this effect cannot be selected.
- ②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」. After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」.

『あわわ、奇襲が成功しちゃいました!』（Awawa! Surprise Attack has Succeeded!）

The player that lost the battle may choose 1 of the following effect:

- ①Search for either 「(陽之十) 連環の計」 or 「(月之十) 呉の温故知新」 in the 「Tactics Deck」 and reveal it to the opponent. Add the card into your hand and shuffle the 「Tactics Deck」. Afterwards, choose any 1 card besides 「Field card」 in your hand and return that card to the bottom of its respective deck. If 「(陽之十) 連環の計」 / 「(月之十) 呉の温故知新」 has already been played or is in your hand already, this effect cannot be selected.
- ②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」. After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」.

『土の力と屯田と』（Good Soil Yields a Good Harvest）

The player that lost the battle may choose 1 of the following effect:

- ①If there is a 「Field card」 in your hand, you may choose to discard it. Discarding the 「Field Card」 will not affect the current result of the game. The discarded 「Field Card」 still counts towards your victory requirement.
- ②Draw 1 「Koihime (Maiden) card」 or 「Tactics Card」. After which, choose any 1 card besides 「Field Card」 in your hand and return that card to the bottom of its respective deck. If either 「Koihime (Maiden) deck」 or 「Tactics Deck」 is out of cards, draw from the deck where there are still cards available. If both decks are out of cards, ignore the effect of this 「Surprise Event」.

Q. What should I do if there are multiple 「Superiority (優勢)」 during my next [④Battle Result Phase] ?

A. multiple 「Superiority (優勢)」 formation results in multiple battle victory hence collect all relevant 「Field Card」 and add them to your hand. The player that lost the multiple battles then decides the order he or she would like to the multiple 「Surprise Event Cards」 to be revealed and executed.

Q. What happen if I cannot play any of my cards from my hand during the [②Action Phase]

A. Skip the phase (pass).

Eg: 3 「Field Cards」 and 4 「Tactics Cards」 in hand with no 「Tactical Advantage」 or Filling all available slots on the field while still having Koihime (Maiden) cards in hand.

Q. After placing the last card in my formation, can I not 「Certify」 my formation?

飛ばしてもいいのでしょうか？

A. No. Since it is a “must” process, players are required to 「Certify」 their formation. If the opponent did not 「Certify」 his or her formation, please kindly remind him or her to do so.

Q. Regarding 「Tactics Cards」 such as 天の御使い, (陽之二) 大徳への忠誠 that are able become any faction the player desires during [③Battle/Clash], can I deliberately change the faction to a non-complying faction so as to lower the strength of my formation?

A. Yes, you can.

Q. If my hand exceeds 7 cards due to effects from 「Tactics Cards」 、 「Surprise Event Cards」 etc, can I still draw a card during [①Hand Replenishment] Phase?

A. No. you cannot draw/replenish your hand since your hand size is over 7 cards.

For more details , FAQ
and the latest news, check out
『BanjoYuki』 Official site !



『恋姫†戦陣』 製作スタッフ

企画制作：IWAKO コンポーネントデザイン：IWAKO/とーかい林檎

キャラクター監修：花七/式乃彩葉

テストプレイ協力：華見酒/繭咲悠/天海向日葵/八千代代/kennel/とーかい林檎/

桃亀 青/花七/らくしー/Ko-ya/バインド・パイン/グレ彦/玄米爺/

スペシャルサンクス：川井ヨシタカ/雪村ー/まついさん/ぶたばら300g/おんたま

ネクストンオールスタッフ



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