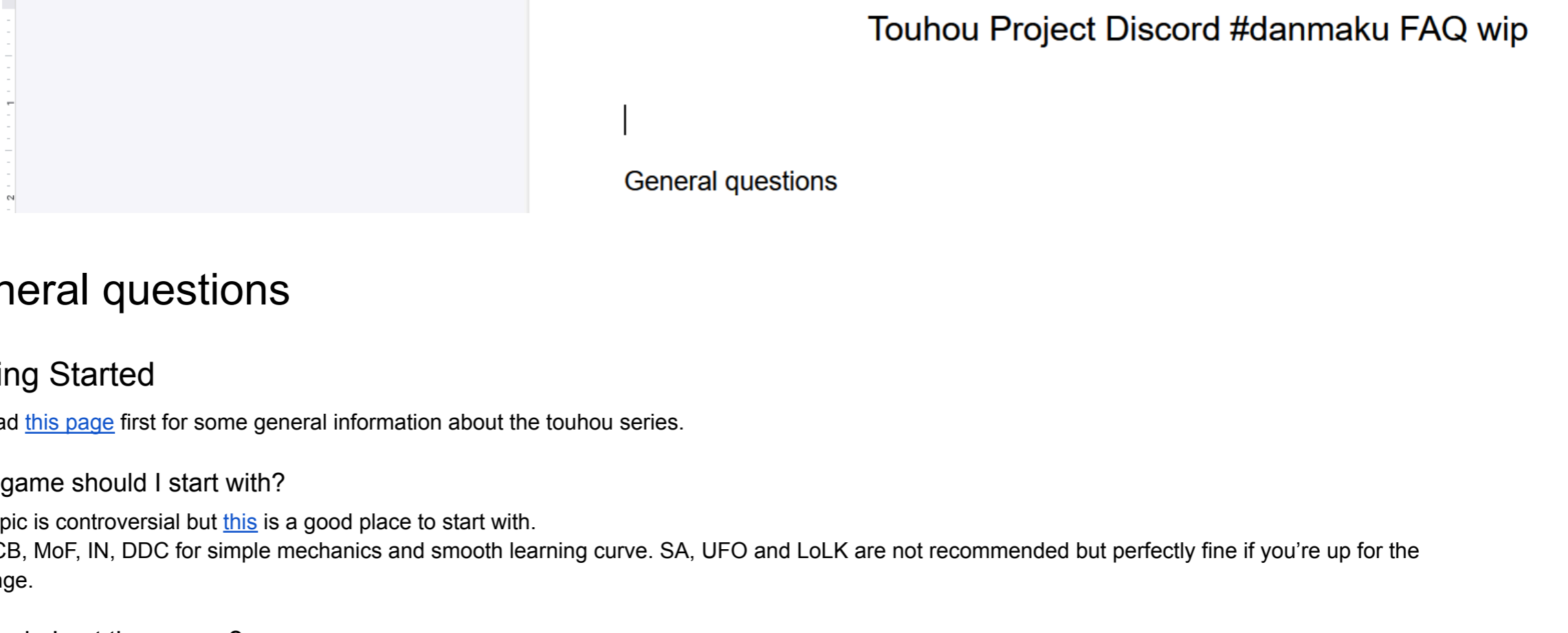


# Touhou Project Discord #danmaku FAQ wip

To get a table of contents, click on the icon circled in the screenshot.



## Touhou Project Discord #danmaku FAQ wip

### General questions

## General questions

### Getting Started

Read [this page](#) first for some general information about the touhou series.

### What game should I start with?

This topic is controversial but [this](#) is a good place to start with.  
tdr: PCB, MoF, IN, DDC for simple mechanics and smooth learning curve. SA, UFO and LoLK are not recommended but perfectly fine if you're up for the challenge.

### Where do I get the games?

#### PC-98

#### Steam

Steam is the most reliable place to get official touhou games from. Bullet hell games from Shoot the Bullet (9.5) are all available on Steam for \$15 USD for mainline games and \$11 USD for spinoff games.  
[This link](#) has all the official games that are available on Steam.

#### Amazon and more

For games not on Steam, or if you don't want to use Steam, there are other places where you can buy the games legally.  
Amazon has physical copies of these games but for a higher price. This currency is the only legal way to obtain games EoSD (6) to PoFv(9).  
Other distributors such as DLSite, DMM and PLAYISM have some of the entries if you do not want to buy from Steam.  
[Links to these can be found here.](#)

### Setting up

After getting the game, *assuming you got the game legally*, you'll most likely want to set up before playing.  
If you want to play in English or any other language you will need to download thprac.  
Many games will also require vpatch or the game will have input lag.  
EoSd (6) is pretty stubborn and needs further setting up.

Touhou also does not have built-in rebinding for keyboard so an external program such as AutoHotKey needs to be used, explained further below.

### What is vpatch and how do I use it?

[Download.](#)  
It's a tool that allows you to reduce input lag and set a custom screen resolution.  
TODO: SETUP

### How do I play in English/other languages?

- Using thprac, which is explained below.
  - Why is the Steam version of SA/UFO triggering my antivirus?
    - Why is my game wide / pixelated / fuzzy / small?
      - I have a discord convo somewhere with this for NVIDIA
      - Don't know for AMD or Intel Integrated Graphics though
  - How do I remap my keys?
    - Some AutoHotKey explanation
  - My game is lagging a lot
    - Try plugging in a controller and see if that fixes it, you don't need to use the controller
  - My game is running at a very high FPS, what do I do?
    - d3d9\_xx.dll is missing, what do I do?
      - Download and install [this](#).
  - DirectInput / Direct3D error
    - If you're playing in fullscreen try lowering the resolution chosen. If there is no option for it, open custom exe for that game and change it. (moonrunes issue though)

## IT'S NOT WORKING AAAAAAAAAAAAAAAAAAAAAA

This method solves many issues so try them first

- [https://aka.ms/xs4/16/release/vc\\_redist.x64.exe](https://aka.ms/xs4/16/release/vc_redist.x64.exe)
- [https://aka.ms/xs4/16/release/vc\\_redist.x86.exe](https://aka.ms/xs4/16/release/vc_redist.x86.exe)
- <https://www.microsoft.com/en-au/download/details.aspx?id=35>

If there is a "d3d8.dll" file in the folder, try deleting it if it still does not work.

## Starting out

- Who is the best shot type? (Shot types?)
  - See the corresponding game section.
- How do I get more lives/bombs? (game-by-game resource system breakdown)
- When should I be bombing?
- How do I unlock extras?

## Miscellaneous

### What is thprac and how do I use it?

Thprac is a protocol. add more info in /m lazy  
[Download.](#)

### What is thprac and how do I use it?

Thprac is a community patcher with its primary use for translating the games into different languages.  
TODO: a setup guide.

### Why is thprac being detected as a virus?

Thprac works by modifying the game executable, which also sets off false warnings for trojan attacks.  
Set an exception in your antivirus software and Windows Defender to prevent the thprac executable from being quarantined.

- Thprac isn't working with EoSd
  - You need to download LocaleEmulator in order to get EoSd with thprac. Once you have that downloaded, instead of normally opening thprac, right click it and hover over "LocaleEmulator". Click on "Run in Japanese" and it should work.
  - You also need to use the original vpatch.dll.
- How do I find rpy files?
  - Where can I find my replays/screenshots?
    - EoSd UFO:
      - The respective folders should be next to the game's exes.
    - DS (12.8) / TD (13)+:
      - Press Win + R, type "%skappdata%\ShanghaiAlice" and Enter. There should be a folder for each game.
- Game isn't saving my progress
  - Make sure you unzip the contents first. (somehow explain this for non-technical people)

## Game Specific Questions

### 1-5: PC-98 games

#### Emulation

#### Questions

### 6: Embodiment of Scarlet Devil

#### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>ReimuA (Homing)</b>	Homing shot.	Easier stages.	Low shot damage.	3/5?	3/5
<b>ReimuB (Needles)</b>	Forward focus shot. Shotgun shot.	Strong shot damage. Exceptional damage when shotgunning.	Weak bomb with short invincibility.	3/5?	5/5
<b>MarisaA (Missiles)</b>	Forward focus shot.	Very strong damage. Good bomb (doesn't disable shot, strong damage when placed on top of enemies)	Difficult Patchouli fight. Almost no horizontal range, which can cause problems on some stage sections and boss patterns. The bomb doesn't clear the screen well.	4/5?	4/5
<b>MarisaB (Laser)</b>	Forward focus shot. Piercing and shotgun shot.	Good bomb (despite shot being disabled) The bomb clears the screen.	Inconsistent damage with laserist turning on and off.	4/5?	4/5

#### Gameplay Questions

##### Technical Questions

- How do I set up the game starting from the CD?
  - Here's a quick video on it. <https://www.youtube.com/watch?v=8Y12bSh32k8>.
- My EoSd doesn't work, what do I do?
  - This can be either a system locale issue or a bad install.
- Why is EoSd running at 5000 fps?
  - You will need to run the game with vpatch to prevent this.

### 7: Perfect Cherry Blossom

#### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>ReimuA (Homing)</b>	Homing shot.	Easier stages.	Very poor shot damage and poor bomb damage. Very slow movement speed, which makes collecting items harder.	2/5	2/5
<b>ReimuB (Needles)</b>	Forward focus shot. Shotgun shot.	High damage. Exceptional damage when shotgunning. Very strong focused bombs when placed on bosses.	Unfocused bombs do little damage and collecting items can do 0 damage if placed far from enemies. Very slow movement speed, which makes collecting items harder.	4/5	5/5
<b>MarisaA (Missiles)</b>	Forward focus shot.	High damage. Good bomb (doesn't disable shot, strong damage when placed on top of enemies) Strongest Cherry gain which means more borders.	Almost no horizontal range, which can cause problems on some stage sections and boss patterns. Only two bombs per life, which means less room for mistakes.	3/5	4/5
<b>MarisaB (Laser)</b>	Forward focus shot. Piercing shot.	High damage. Easier final boss due to piercing. Very strong bombs, especially for pointblank unfocused bombs.	Very little horizontal range, which can cause problems on some stage sections and boss patterns. Only two bombs per life, which means less room for mistakes.	3/5	3/5
<b>SakuyaA (Homing)</b>	Unfocused spread shot, focused homing shot	Huge range of homing in a 45 degree fan in front of the player. Easier stages. Good bombs, and gets 4 bombs per life. Very easy to use.	Somewhat poor shot damage. Very low Cherry gain, which means less borders. Very fast focused movement speed, which can cause dodging to be more difficult.	5/5	2/5
<b>SakuyaB (Angled)</b>	Forward-focus shot with a stream of knives that can be angled when unfocused and locked when focused.	Very high damage. Incredible Cherry gain with bombs, which can often lead to borders activating after a bomb, offering even more room for mistakes. 4 bombs per life.	Bombs do almost no damage. Very fast focused movement speed, which can cause dodging to be more difficult. Shot angling can be difficult to learn.	4/5	5/5

#### Gameplay Questions

- What is a "Supernatural Border"
  - Commonly referred to simply as borders. For survival purposes, borders allow you to take one hit for free during their duration, on which all bullets on screen will be converted into small cherry items. Borders also grant some invincibility frames if you let it time out, though for 1cc there is almost no reason not to always break your borders (which can be done manually by pressing X).

### 8: Imperishable Night

#### Shot types

	Description	Ability	Strengths	Weaknesses	1cc	NB
<b>Border Team (Reimu + Yukari)</b>	Unfocus: Homing shot. Focus: High damage homing option shot.	Longer deathbomb window.	One of the smallest hitboxes in all of Touhou. Very strong and reliable focused damage. Homing is useful on stages.	Weak unfocused shot. Focused bomb does almost no damage if placed too far from bosses.	5/5	5/5
<b>Magic Team (Marisa + Alice)</b>	Unfocus: Forward focus shot. Focus: Laser that aims straight ahead. Piercing shot.	Can use PoC at any power level.	Strong shot damage. Host of the infamous Malice Cannon trick, where rhythmically tapping Focus allows the focused laser to stay on the screen while firing the unfocused shot. Highest DPS possible in the game.	Focused bomb does almost no damage. Almost no horizontal range.	3.5/5	5/5
<b>Scarlet Team (Sakuya + Remilia)</b>	Unfocus: Spread shot. Focus: Locking locks your bullets to a place allowing you to shoot in 2 different areas at once.	Dying with bombs in stock will cause a bomb item to drop off you.	Can shoot in 2 areas at once, allowing for great stage control. Can damage the boss without being under the boss.	Very weak unfocused shot. Focused options need to be repositioned if the boss moves around.	4/5	4/5
<b>Netherworld Team (Youmu + Yuyuko)</b>	Unfocus: Can rotate her shot by moving unfocused. Focus: Very wide spread shot.	Free bomb at the end of each stage if current bomb count is less than 3.	Yuyuko's spread is very strong on stages. Strong unfocused shot.	Focused shot is weak on bosses. Unfocused shot can be difficult to angle correctly.	5/5	3/5

#### Gameplay Questions

- What is the time mechanic, is it important?
  - Unless you are using continues they are completely irrelevant.
- What is the gauge on the bottom left, is it important?
  - Unless you are scoring they are almost completely irrelevant. Yukari and Remilia's focused shots get stronger when above 80% Youkai, and Magic Team's Malice Cannon gets stronger.
- Why do I sometimes go to a different stage 4/6?
  - Stage 4 has identical stage sections in both versions, but you will face Reimu when playing as Magic Team/Scarlet Team, and Marisa when playing as Border Team/Netherworld Team. Reimu is generally considered a harder boss than Marisa.
  - Stage 6A is faced on your first time reaching Stage 6 as a shot. Stage 6B is faced on the second time, and afterwards, a choice is given after the Reisen boss fight on whether to go to Stage 6A or Stage 6.
- What is a Last Spell/Last Word?
  - A Last Spell occurs when you acquire enough time orbs in a stage, the requirement being shown on the right side.
  - A Last Word is a bonus spell found in Practice after 1ccing with certain shot types on certain difficulties.

#### Technical Questions

- Why does my replay desync?
  - Most likely you are using the english exe and paused on dialogue.

### 10: Mountain of Faith

#### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>ReimuA (Homing)</b>	Homing shot.	Easier stages. Can damage the boss without being under the boss. Small hitbox.	Low shot damage.	3/5	3/5
<b>ReimuB (Needle)</b>	Forward focus shot. Low spread.	Very strong shot damage. Small hitbox.	Has lower horizontal range, so stage sections can be more difficult.	5/5	5/5
<b>ReimuC (Spread)</b>	Spread shot. Unfocus has a wide lateral spread. Focus has a wide radial spread.	Deals good damage point blank. Small hitbox.	Very low shot damage from afar. Point blank damage is very situational and rarely utilised.	3/5	2/5
<b>MarisaA ("High" Power)</b>	Tracing shot. Options follow your movement and lock when focusing.	Options can be manipulated for more range.	Low damage due to splash damage being bugged. Big hitbox.	3/5	1/5
<b>MarisaB (Piercing Laser)</b>	Piercing shot. Forward focus shot. Very low spread.	Piercing can wipe out columns of enemies very quickly.	Low shot damage. Big hitbox.	3/5	2/5
<b>MarisaBugged</b>	At 3.00 - 3.95 power, the meter does 10 times more damage than it should, melting anything in its path.	Deletes everything. Most patterns do not even have the chance to form a threat before being taken down.	Does not work on survival/timeout (1cc) Considered separate from the regular MarisaB Big hitbox.	6/5	5/5
<b>MarisaC (Frostthrower)</b>	Locking shot. Focusing locks your options in place allowing you to shoot in 2 different areas at once.	Extreme power, highest in the game (apart from MarisaBugged). Can shoot in 2 areas at once, allowing for great stage control. Can damage the boss without being under the boss.	Hard to use for inexperienced players. Big hitbox.	5/5	5/5

#### Gameplay Questions

- What does the number/gauge in the bottom left mean?
  - The gauge is called the Faith Meter. It represents the current point item value (PIV) and caps at 999.990. Small green items increase PIV by 10, big green star items by 100. It has no use for survival.
- Is the bomb identical for every shot?
  - Bombs consume 1.00 power and all of them fire a circle that does a lot of damage. However, Marisa's bomb is slightly smaller but does slightly more damage. Deathbombs also grant less invincibility frames.

#### Technical Questions

- Why does my replay desync on stage 4?
  - No, MoF is a very buggy game, one of these being replay issues on stage 4 (but also the entire game). When saving replays, save as many as you can so that if one doesn't work, another one might. Possibly start from the beginning or start 3 for it to properly replay stage 4.
- Why does my replay desync / 0 fps / crash?
  - Unfortunately there isn't much that can be done about this, but one potential fix is to start Extra if you have it unlocked, exit, and try watching the replay again. In the future make sure to save multiple copies of a replay to reduce the risk of replay issues.

### 11: Subterranean Animism

#### Shot types

	Description	Ability	Strengths	Weaknesses	1cc	NB
<b>ReimuA (Yukari)</b>	Forward focus shot. Low spread.	Screen wrap. Used when double tapping against the screen edge while unfocused and not shooting.	High damage. Small hitbox. Screen wrap makes some sections trivial.	Low damaging bomb. Hard Satori fight.	3.5/5	5/5
<b>ReimuB (Suika)</b>	Homing shot.	Autocollecting items. Active when unfocused and not shooting.	Her ability comes in handy at times. Piercing helps at some sections. Easy Satori fight. Small hitbox.	Low damage. Her bomb doesn't always do good damage.	3/5	2/5
<b>ReimuC (Aya)</b>	Angling shot. Can rotate her shot by moving unfocused.	Hyper speed. Active when unfocused and not shooting.	Powerful bomb. Easy Satori fight. Small hitbox.	Low damage. Options can be hard to control.	5/5	3/5
<b>MarisaA (Alice)</b>	Reverse focus shot. Has a good spread when focused.	Can hold up to 8 bombs, gets each bomb faster	High damage. Easy Satori fight. Good spread. Decent bombs, 8 bombs allow for more bomb usage and deals a lot of damage when shotgunned	Big hitbox (though mostly irrelevant for 1cc) Bomb needs to be used upfront to do good damage. Loses more power after dying relative to the max amount.	5/5	5/5
<b>MarisaB (Patchouli)</b>	Fire: Forward focus shot. Water: Spread shot. Wood: Wide spread shot. Metal: Sideswaps shot. Earth: Backwards shot.	Can switch between 5 shot type formations by tapping shot and focus at the same time	Versatile shot. Good spread.	Big hitbox (though mostly irrelevant for 1cc) Fire shot does weak damage. Bomb is hard to use optimally.	3/5	3/5
<b>MarisaC (Nitori)</b>	Forward focus shot.	Can take a hit while the bomb is active. Gets 0.5 power back if the bomb expires.	Moderate damage. Her bomb is quite good for Extra.	Big hitbox (though mostly irrelevant for 1cc) Hard Satori fight. Lagging shots often severely decreasing damage output Bomb does no damage and does not clear any bullets on hit.	2/5	1/5

#### Gameplay Questions

- What does the number/gauge in the bottom left corner do?
  - The gauge is called the Communication Gauge. It represents the current point item value (PIV) and caps at 999.990. Small green items increase PIV by 10, big green star items by 100. The point item value also has a multiplier, which is increased by grazing. The multiplier has a range depending on how full the Communication Gauge is, the default is 1.00-2.00 but this is increased by 0.01 every 100 graze, eventually reaching its limit at 8.99-9.99. When you graze enough, the meter will flash orange-yellow and auto collect items for you. It is not the most useful for survival, except when you want to collect a life piece. It can be hard to use on lower difficulties because of there being less bullets.

#### Technical Questions

- Why does my replay desync on stage 6?
  - Either your replay desyncs on stage 6 or fast-forwarded during the stage 5 to stage 6 transition. To replay stage 6 correctly, start on stage 5 and fast forward until the end of the Orin fight.
- I unlocked the Extra stage, but now I can't play it. What happened?
  - You might have played the game inside the zip file, or 1cced Easy after 1ccing Normal. 1ccing Easy re-locks Extra.

### 12: Undefined Fantastic Object

#### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>ReimuA</b>	Purely forward focus shot with below average damage.	High damage. Strong bomb. Small hitbox	Bomb is not too good for UFO collection	4/5	5/5
<b>ReimuB</b>	Purely homing shot with below average damage.	Homing helps on certain stage portions and boss patterns. Good bomb for UFO collection. Small hitbox	Damage is not very good, suffers lategame because of this	3/5	3.5/5
<b>MarisaA</b>	Forward focus piercing lasers with strong consistent damage.	4p damage bug increases her damage output to an even higher degree. Strong bomb. Piercing helps majorly for UFO collection and stage portions	Worst bomb for UFO collection due to Marisa being slowed down considerably and makes UFOs hard to collect. Biggest hitbox. Bright options can obscure bullets on certain patterns	3/5	3.5/5
<b>MarisaB</b>	Omnidirectional shot with below average damage from a distance, but damage increases the more waves are on target.	Decent shotgun when focused and all waves are hitting a target. Excellent bomb for UFO collection, screen clear is great.	Worst survival bomb: horrible damage and very few i-frames can cause unexpected deaths. Biggest hitbox. Damage from a distance is not very good, suffers lategame because of this	2/5	2/5
<b>SanaeA</b>	Pseudo-forward focusing shot with below average damage.	Great bomb for UFO collection, screen clear is great. Homing helps on certain stage portions and boss patterns	Damage is not very good, suffers lategame because of this. Homing snakes can miss a target depending on the distance which makes damage even weaker. Bomb can vary in effectiveness when used on certain patterns	3/5	3/5
<b>SanaeB</b>	Spread shot with good consistent damage, but also strong shotgun potential and splash damage.	Spread and splash damage are excellent in most stages. Strongest bomb in the game for both UFO collection and boss effectiveness. Shotgun potential gives her the strongest damage in the game	Power loss affects this shot more than any other: focused shot at 3p and less is underwhelming when compared to 4p	5/5	4/5

#### Gameplay Questions

- What is a trance and how do I use it?
  - A trance is activated when pressing C with a full gauge (at the bottom left of the screen) or after dying with some gauge. You can use them to skip hard parts like you would a bomb. The best places to use them are on stage portions with big sunflower fairies that drop life/bomb spirits, as when you are in trance mode they are valued at 2 life/bomb pieces.
- Why do white spirits spawn sometimes?
  - If you spawn enough blue spirits in a short period of time, a "chain" will become active and bonus white spirits are dropped. White spirits fill the trance gauge 2x as much as blue spirits, so learning how to chain stage sections helps a 1cc greatly.
- What makes spirits spawn?
  - Spirits spawn when stage enemies are killed or when bosses are damaged. However, more spirits are dropped when stage enemies are quickly killed after they enter the screen, or when bosses are shotgunned. This is also why Sanae's advantage is almost completely nullified, as her lack of damage overall leads to less spirits spawning.

### 14: Double Dealing Character

#### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>ReimuA (Homing Gohei)</b>	Unfocus: Homing shot. Focus: High damage homing option shot.	High damage. Homing allows damaging bosses without being under the boss. Gohei can be placed on one side of the screen, allowing for control of 2 areas at once, very strong on stages. Very strong bomb. Small hitbox.	Bomb requires close range to use.	4/5	5/5
<b>ReimuB (Needle)</b>	Unfocus: Homing shot. Focus: Forward focus shot.	Small hitbox.	Low damage. Generally weak all around.	3/5	1/5
<b>MarisaA (Flamethrower)</b>	Unfocus: Slight spread shot. Focus: Shotgun shot.	Great damage when used pointblank. Very strong bomb.	Poor damage if not used pointblank.	2/5	1/5
<b>MarisaB (Missiles)</b>	Unfocus: Slight spread shot. Focus: Forward focus shot.	Good damage. Bomb converts bullets into items. If placed on-top of a boss, can create enough items for an artificial 2.0 item collect bonus, often multiple times in a single bomb.	Bomb is very bad on Extra spells as you lose your invincibility frames before the bomb is complete and can leave you vulnerable for a long time.	4/5	3/5

<b>SakuyaA (Exploding Knives)</b>	<b>Unfocus:</b> Spread shot. <b>Focus:</b> High damage homing shot.	TL,DR, really really good, but remember to unfocus sometimes  High damage. Homing allows damaging bosses without being under the boss. Exploding knives slow down enemies and bosses along with their attacks. The slowdown also affects bullets making dodging easier.  Unfocused shot is useful for immediate damage on stages.  Bomb grants a shield, clearing the screen in the process and refunds 37.5% of a bomb if not broken. When broken, deals moderate damage.  Bomb can be used for on-demand item collection, if used to collect for a 2.0 bonus grants a net positive in resources. After bombing, the bomb can be deliberately broken if there are enough items on screen for another item collect.  Items fall slower, leaving more on screen for easier item collection bonuses.	None. Really, she's that good.	5/5	5/5
<b>SakuyaB (Scoring Shot)</b>	<b>Unfocus:</b> Spread shot. <b>Focus:</b> Forward focus shot.	Very good for scoring. Unfocused shot is useful for immediate damage on stages.	Weak damage. Very weak bomb.	1/5	1/5

### Gameplay Questions

- What are the different multipliers for PoC?
  - The number of items you collect when going above the PoC line determines the multiplier you get. At 20 to 29 items, you get a 0.5; at 30 to 39 items, you get a 0.8; at 40 to 49 items, you get a 1.2; at 50 to 59 items, you get a 1.6; at 60 items and above, you get a 2.0.
  - When you obtain any multiplier below 2.0, fragments drop in a cycle of Bomb Piece-Bomb Piece-Bomb Piece-Bomb Piece-Life Piece that loops.
  - When you obtain a 2.0 multiplier, a life piece always drops (that does not advance the cycle above).

## 15: Legacy of Lunatic Kingdom

### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>Reimu</b>	<b>Unfocus:</b> Homing shot. <b>Focus:</b> Forward focus shot.	Easier stages with homing Smaller hitbox.	Weak bomb. Bomb clears bullets making it difficult to graze during it for resource gathering. Smaller graze box making it harder for resource gathering.	3/5?	5/5
<b>Marisa</b>	<b>Unfocus:</b> Slight spread shot. <b>Focus:</b> Forward focus shot.	High damage. Mediocre but long bomb.	No homing, very impactful on some stages. Bomb clears bullets and greatly reduces movement speed, making it difficult to graze during it for resource gathering.	3/5?	5/5
<b>Sanae</b>	<b>Unfocus:</b> Wide spread shot. Splash shot. <b>Focus:</b> Homing shot.	Easier stages with homing. Very powerful bomb. Bomb has startup delay and can freely move during it, allowing for easy grazing for resource gathering.	Low damage.	4/5	4/5
<b>Reisen</b>	<b>Unfocus:</b> Spread shot <b>Focus:</b> Forward focus shot. Piercing shot.	High damage. Bomb grants shield that breaks on 3 hits that increases your graze box allowing for easier resource gathering.	No homing, very impactful on some stages. Bomb shield increases hitbox size.	5/5	4/5

### Gameplay Questions

- I got 200 graze but no life piece, what happened?
  - The requirement for life pieces (or bomb pieces in Pointdevice) is that the graze multiplied by the shutdown percentage (how many enemies you killed) must be equal to 200 (Graze \* Shutdown = 200). In this case, you likely did not shoot down every enemy. However this is not necessary, you can for example get 400 graze but shoot down 50% of the enemies and still get the piece.
- Why are the bullets turning red when I graze them?
  - LoLK has a unique "slowgraze" mechanic, where bullets can be continuously grazed, and by grazing a bullet for long enough, the bullet will release a graze item worth 5 graze when collected. This is important to reach the graze requirements per chapter more easily, simply by continuously grazing large bullet dumps until they release their graze items.

## 16: Hidden Star in Four Seasons

### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>Reimu</b>	Homing shot	Decent damage for a homing shot.			
<b>Cirno</b>	Spread shot				
<b>Aya</b>	<b>Unfocus:</b> Spread shot <b>Focus:</b> Forward focus shot Piercing shot				
<b>Marisa</b>	Forward focus shot	Strong shot damage.			
<b>Spring</b>	<b>Shot</b> Homing shot <b>Release</b> Large release scaling in size with level. Has an extended invincibility time after a release.		Has to fight Hidden Breezy Cherry Blossoms (HBCB), the Spring variant of Okina's final attack, infamous for being extremely difficult.		
<b>Summer</b>	<b>Shot</b> Does fucking nothing shot <b>Release</b> Small release that only costs 1 level. Release does great damage to enemies.	Very cheap cost allows for very frequent release usage, allowing for it to be used when there's even the slightest bit of danger. Can be used on top of a boss to deal large damage to the pattern.	Very low shot damage makes it not ideal for challenge runs without release usage. Has to fight Hidden Perfect Summer Ice (HPSI), the Summer variant of Okina's final attack, infamous for being extremely difficult.	5/5	
<b>Autumn</b>	<b>Shot</b> Forward focus shot <b>Release</b> Encompassing release that clears bullets around you as you move. Grants hyper speed.	Hyper speed gained during the release allows you to fly across the screen and clear many bullets, allowing to infinitely chain releases.		5/5	
<b>Winter</b>	<b>Shot</b> Forward focus shot <b>Release</b> Stationary release, duration scaling with level. Release boosts player damage.	High shot damage.			

### Season types

### Questions

- 

## 17: Wily Beast and Weakest Creature

### Shot types

	Description	Strengths	Weaknesses	1cc	NB
<b>Reimu Wolf</b>	<b>Unfocus:</b> Homing shot <b>Focus:</b> Powered up forward focus	Good focus shot for bosses. Homing is good for stages. Longer wolf hypens.	Not the best at bosses despite still having a good focus shot.	4/5	4/5
<b>Reimu Otter</b>	<b>Unfocus:</b> Homing shot <b>Focus:</b> Forward focus shot	Powerful bombs that blow through bosses. Extra bomb for each life. Homing is good for stages. Longer otter hypens.	Very weak on bosses. Struggles with high hp stage enemies. Has a very bad stage 4.	5/5	1/5
<b>Reimu Eagle</b>	<b>Unfocus:</b> Powered up homing shot <b>Focus:</b> Forward focus	Strong homing that is good on stages and bosses. Longer eagle hypens.	Weak focus shot for bosses. Requires some unfocused dodging on bosses. Struggles with high hp stage enemies. Has a very bad stage 4.	2/5	2/5
<b>Marisa Wolf</b>	<b>Unfocus:</b> Slight spread shot <b>Focus:</b> Powered up forward focus	Extremely powerful focused shot for bosses. Longer wolf hypens. Dodges only 2 red waves on Geometric Creature.	Not the best at certain stage sections.	4/5	5/5
<b>Marisa Otter</b>	<b>Unfocus:</b> Slight spread shot <b>Focus:</b> Forward focus	Powerful bombs that blow through bosses. Extra bomb for each life. Longer otter hypens.	Struggles with certain stage sections. Not particularly strong on bosses.	5/5	2/5
<b>Marisa Eagle</b>	<b>Unfocus:</b> Powered up spread shot with piercing <b>Focus:</b> Forward focus	Strong piercing lasers for stages. Longer eagle hypens. Does not have any actual weakness. Very balanced shot.	Does not have any actual advantage.	4/5	4/5
<b>Youmu Wolf</b>	<b>Unfocus:</b> Tracing shot Options follow your movement. <b>Focus:</b> Charged melee shot with extra range. Holding down shoot and focus charges up a slash, releasing either button releases the slash.	Powerful slash that has good range. Longer wolf hypens	Can be hard for beginners.	4/5	5/5
<b>Youmu Otter</b>	<b>Unfocus:</b> Tracing shot <b>Focus:</b> Charged melee shot.	Powerful bombs that blow through bosses. Extra bomb for each life. Slightly more powerful slash than youmu wolf Longer otter hypens.	Low slash range. Can be hard for beginners.	5/5	4/5
<b>Youmu Eagle</b>	<b>Unfocus:</b> Tracing shot with spread. <b>Focus:</b> Charged melee shot.	Strong unfocused shotgun. Slash is strong on stages. Longer eagle hypens.	Slash is extremely weak on bosses due to a bug. Relies on unfocused dodging a lot. Overall very hard to use	2/5	2/5

### Questions

- Why does my hyper sometimes last longer than other times?
  - The length of your hyper is determined by how many animal tokens of that type you've collected. A 5-Otter hyper will always last longer than a 3-Otter hyper, for instance.
  - Additionally, your shottype will also cause its respective hyper to last significantly longer, for example ReimuOtter will have much longer Otter hypens than Wolf/Eagle hypens.
  - Hypens will drain much slower when you stop firing. The Otter hyper will drain faster if the others are hitting a boss.
  - Collecting animal tokens during a hyper will extend the hyper by a small amount, although this is strongly discouraged.
- How do I summon the rare animal tokens, and what do they do?
  - Rare animal tokens appear with a yellow outline, and when a hyper with them times out, 5 preset tokens will spawn from Extra Beasts Appear instead of two random animal tokens.
  - All tokens are obtained from their stage midbosses.
    - Stage 1: Defeat the midboss without killing any spirits during the pattern.
    - Stage 2: Defeat the midboss while pointblanking it.
    - It's not close enough to have an Otter hyper hitting the boss; you need to be closer than that.
    - Stage 3: Defeat the midboss while an Otter hyper is active.
    - If you are not using an Otter shot you may not have enough time to kill the boss in a single hyper. Try to have 4 tokens already collected and pick up an otter token halfway through the boss.
    - Stage 4: Defeat the midboss while having grazed 10 bullets shortly beforehand. (4 on Easy)
    - This is done most easily by pointblank-killing the boss with a bomb.
    - Stage 5: Defeat the midboss while 4 tokens are still on screen.
    - Stage 6: Defeat the midboss shortly after breaking a hyper (by running into a bullet or pressing X).
- Why do my replays desync?
  - If two tokens appear out of nowhere at the start of the replay, this is caused by restarting a run in the time after a hyper but before the extra tokens spawn. To avoid this completely, either use thprac or reset twice at the start of every run.

## 18: Unconnected Marketeers

### Shot types

	Description	Strengths	Weaknesses	1cc	NBNC
<b>Reimu</b>	<b>Unfocus:</b> Homing shot. <b>Focus:</b> Forward focus shot.	Homing can help if your routes are not strong enough. Good boss damage. Easy to use for its strength.	Mediocre bomb. Not particularly good at any hard parts of the game. Is not very good at handling crowded sections.	4/5	3/5
<b>Marisa</b>	<b>Unfocus:</b> Slight spread shot. <b>Focus:</b> Forward focus shot.	Good boss damage. Good bomb. Lasers are strong.	No homing, some more routing on stages is advised. Not particularly good at any hard parts of the game.	3/5	2/5
<b>Sakuya</b>	<b>Unfocus:</b> Angling shot. Can control the spread. <b>Focus:</b> Locked shot.	Very strong shot. You can have a lot of control over your shot if used properly.	Weak bomb. Hard to use. A lot of routing is advised.	2/5	5/5
<b>Sanae</b>	<b>Unfocus:</b> Spread shot. Splash shot. <b>Focus:</b> Homing shot.	Strong bomb. Less routing needed overall on stages. Makes yellow rice spam consistent.	Low damage.	5/5	4/5

### Cards

### Questions

- What does this card do?
  - [https://en.loouhou.wiki.net/wiki/Unconnected\\_Marketeers/Ability\\_Cards](https://en.loouhou.wiki.net/wiki/Unconnected_Marketeers/Ability_Cards)
- Why does my replay desync?
  - There's a lot of potential reasons for replay desyncs in this game, but all of them are related to card use.
  - If you switch your active card after a boss fight and before the start of the next stage, the game will not record your switch and will cause your active card selected to be completely wrong for the rest of the run.
  - Despite most cases of this having been fixed from the demo, if you are using Byakuren's Scroll, some replays will not properly apply the active card cooldown reduction, which can cause active cards to not be able to be used in replays when they should be.
  - If you are using Momoyo's Centipede card, the damage multiplier does not save correctly between stages and will hence desync in a maingame run.
  - Most of these desync bugs (and more) have fixes in thprac, so try using thprac and open up the extra menu with F12 to try to apply the relevant bugfixes. If you are using the Steam version of the game, it's also recommended to rebind your Steam screenshot hotkey to something else.
- How do I unlock more card slots?
  - The second starting card slot is unlocked by clearing the game, regardless of 1cc or not.
  - The third starting card slot is unlocked by loading the game after purchasing the Blank Card (the white circle one) after Stage 5. This causes you to have effectively no cards on Stage 6, and is also how you unlock the Alternate endings.
  - Using thprac allows you to bring 10 starting cards in Stage Practice.