

Art that is specified in the Dialogues, in brackets, is used until a new one is specified.

Name of the level

Chirring Forest (Daytime)

Music theme: Forest Patrol

I imagine this theme as reflection of one of boss's activities: patrolling the forest, being alert, but, nevertheless, everything is calm, and the forest is beautiful and beloved. Make a combination of forest calmness and something badass, connecting it with the boss's theme, and in general with how badass this boss is. [Phyrnna - Weshdoor Concert](#) is a great inspiration.

First you need to familiarize yourself with all that concerns the boss.

Design and atmosphere: the forest, in contrast to the first level it is not fly above it, but a walk inside. Forest trail, many trees, but the level is bright.

Smaller enemies: the same as on the first level.

- Also birds, I enclose some examples in the Birds folder (**Japanese Sparrowhawk 1-5** is used only for midboss), projectiles in the form of feathers. Perhaps dragonflies should be removed entirely and only birds should leave to give more uniqueness to the level.
- Large dragonflies\birds protected by the "shield" of a small ones circling around them.
- Projectiles in the form of feathers, leaves and wind flows.

Midboss: japanese sparrowhawk Mitōmo (**drops a Life**)

Special Attack: Hawk-Spotter "Reconnaissance by Fire"

Icon: hawk feather.

The more he learns his opponent, the better he will help his friend. It is important.

- Feathers, gusts of wind and leaves as projectiles;
- At certain moments, tries to "ram" player's character (well not exactly "ram", but like birds of prey attack their prey). From Easy to Hard there is a telegraph, that is, a visual and audible warning about this attack, on Insane - no. The higher the difficulty, the shorter the period from "preparation" to the attack itself. Flight speed is the same on Easy and Normal, on Hard and Insane - faster.

Boss

Sàiko Sòkudo, youkai (human)

Music theme: Determined Prowess ~ The Fastest Shots

My thoughts on this topic are written at the very end, since you first need to become fully acquainted with the character.

Place: beginning of the road to the Temple of Dreams, refer to the Design and the atmosphere of the Concept of the 4th level. Mitomo will fly out from behind the tree which is located to the right of the middle of the screen, and will fly away left-upwards and will not appear again. The point is that Saiko stands behind a tree, leaning on it, and Mitomo gave her information about the main character. Since Saiko does not want her friend to be harmed in the upcoming duel, and this is 1x1 event for her anyway, she ordered him to fly away.

Profile

(Will unlocks after clearing the Third level with Yuriko)

"To hell with the one who came up with the word "miss"!"

Sàiko Sòkudo

"Lookout Arrow"

Race: Youkai (human)

Age: Unknown

Height: 180 cm

Eyes color: Green chartreuse

Handedness: Ambidextra (obtained)

General

Sàiko Sòkudo - is the winner of the most recent Grand Spirit Competition and the best archer of Yumehana, which, it seems, in this art only the God of War and Courage could've surpass, who died many hundreds of years ago. Being a fairly young human youkai, she embodies the traits of humans who have dedicated themselves to battle mastery, including heroes of myths and legends, but also simply brave and honest individuals who do not tolerate injustice.

Saiko is the guardian of order, an observer in a number of youkai villages and their vicinity, being part of Yumehana settlements that are organized by human youkai aspiring to civilized life. She is engaged in eradication of the remaining yami, who lived through recent events that have led to a sharp increase in the number of the latter, as well as fights crime, which, alas, does take place, since not all human youkai are so nice and wonderful. Saiko's patrol area also

includes Chirring Forest along with the Lake of Floating Lights, so she is well acquainted with their supernatural inhabitants, including them being her informants, along with numerous representatives of the animal world who help her restore order, catch the guilty, and generally track the situation in the region.

One such informant of Saiko is a sparrowhawk Mitòmo, with whom she has been familiar for a long time. She does not consider him as a pet, nor does she contain him in captivity, but sees in him an understanding friend who will not forget about her and will not betray.

Abilities

Saiko has the fame of the best archer of Yumehana not by chance: her favorite trick is, without first preparing the bow and the arrow, throwing with her own hand an apple, at the slight angle, and dividing it into two pieces before it gets any closer to the ground. Although initially she was right-handed, but thanks to hard training, Saiko now masters both right and left hands equally well - however, she often walks rolling up her right sleeve of clothes, both in memory of her former preference and to confuse others, especially, opponents in battle.

Saiko's shooting speed is phenomenal, which is helped by the unending supply of arrows formed by the power of her Spirit. Speaking of arrows in more detail, the development of Saiko's Spirit is directed mainly at them: whistling; flaming; freezing; explosive; paralyzing; causing damage only to the Spirit, only to the body, or to the both; transparent and even completely invisible to the eye; copying one arrow into many others, the same or completely different; free control of their flight path; and much more. Yet, if you will remember that archer is vulnerable in melee, you'll be painfully disappointed when you will come across Saiko's mastery of tanto, or when you will get the handle of her bow to your head.

Among other weapons, for example, in case of inaccessibility of the bow and arrows, for close combat paired with tanto or for deceitful maneuvers, Saiko also uses throwing knives, making sudden, extremely accurate and precise throws, and to which she is able to impart the same properties as to the arrows.

In addition to exceptional tactical thinking and purely combat prowess, Saiko is known for her outstanding running speed, sufficient to outperform any human, as well as for overall distinctive agility, acrobatic skills and excellent reaction, and also has an eagle eyesight and is able, when focused, to hear quiet sounds she needs for hundreds of meters, even among other noises. Moreover, Saiko understands animal language, but also can have a positive effect on the properties of the flora around herself, which is due both to her respectful attitude to nature and patrolling mainly the areas of the Chirring Forest. Wishing always be able to help those who are close and dear to her, some time ago Saiko mastered the ability to heal the wounds of others as well, being kindly trained to it by the Goddess of Dreams and Wishes.

Most of all Saiko is proud of the fact that her skills have been achieved and continue to develop thanks to highly persistent training throughout her whole life - although, of course, she cannot be denied in obvious talent.

Property

- Hankyù "Keikài";
- Tanto and throwing knives under the shared name "Takagàri";
- Kogatàna "Zòshu";
- Arrows with plumage of a green pheasant feathers, summoned by Saiko in countless quantities by the power of own Spirit, and called by her "Subayàsa".

Design

Outdated, will be significantly updated soon

The main color scheme for the clothes is 5 Seth 2, you can also be inspired by 6 Yuzuriha. 4 Seth 1 is an example for a better view on the collar, that is, I would like to see Saiko in similar clothes - about the same coat with a high stand-up collar, but the coat itself without a long end on the right, just let it be short on both sides, like on the left from Seth, or it may be bit longer on the right or left side, for style, but not torn (see 10 Longer on the side). Right sleeve is rolled up to the elbow - the elbow itself is fully visible, but not a hand above it. See also 8 High collar and 9 High collar 2 - they are preferable than Seth's, because Seth's looks too edgy and secretive, and for Saiko it should just be something cool and stylish, even masculine. Saiko does not hide her face.

If to think about it, I really like the design of 9 High collar 2 not only in terms of the collar, but also of coat design as a whole (buttons, etc.). I also very much like coat design in 11 Coat example, and I think we should choose exactly it as basis for Saiko's outerwear.

As for hair color, you can think about examples Hair color 1-5. I really like the idea of combining two colors, like with Seth, Hyde and Hair color 1-3. I think that the most interesting thing is to make a combination of red as in 1, in the back, and yellow or orange as in 2, 3 or 5, in the front, or vice versa, red in the front, and yellow\orange in the back. There can be just one color too. Hairstyle is short in the manner of Seth or Hyde, or some other interesting short haircut. But I do not want Saiko to look too much manly - a mixture of courage, resoluteness, action nature, everything else similar, but, nevertheless, a girl, and she is... beautiful, though tomboyish. Badass girl.

Saiko looks older than Lady Yvetta, but she is still a grown girl, not a woman. Something like 24-27. She looks serious and experienced, the impression of "real deal", but it really must look like this, and not as if she is makes up someone from herself who she is really not. When looking at Saiko, the observer should immediately be imbued by her serious and badass nature.

Headdress is not needed.

The cape in the manner of Clint Eastwood's poncho in the series of westerns with his participation, on the same side as in the reference (7 Poncho), that is, to the left, and sits on

Saiko in the same way, that is, to the side. The color of the cape can be either like a Yuzuriha's kimono, that is, a lighter shade of green than that of overall clothing, or Saiko's hair color, or, as always allowed, something of your taste.

Breast size is approximately 2.5-3 (B-C). Saiko is not "flat", but it is not something like Yuzuriha's - something in between. I strive for realism, and a big chest will interfere with her activities, as well as fan service is of little interest to me. For example: Phonon's and Wagner's bust is too small, while Orie's is definitely too big. I think that Eltnum is the closest example needed, but also, of course, proceed from the general character's image, that is, how art will look, what size and shape will look better. However, under the coat, the chest is unlikely to be very visible. See the "Bust" folder.

Bow - hankyū, about half as long as traditional Japanese bow, yūmi, whose length exceeds more than two meters. The length of the hankyū is about 1-1.25 meters. The proportions applicable to the Saiko's height can be estimated by photos in the Weapons and [by this video](#). In the video, there are two variants of the hankyū, the first one is shorter (the timestop in the link above is just at the moment of its showing), and the display of the second one starts at [3:25](#). I see the length of our bow as in the second, longer version, but in relation to Saiko's height as in the first (the height of a man in the video seems to be below 180 cm). That is, the point is that the bow itself should not be too short, but it should not be too large in relation to Saiko. Of course, it should be decorated, being unusual, but not excessively. Below you will read about the hawkish design of tanto and throwing knives, but you don't need to apply it to the bow, there must be something else - I don't want Saiko to look like a hunter, for bladed weapons it's just an elegant detail that complements character's image, but not the basis of the latter.

You can try adding archer's gloves on her both hands to protect her fingers (refer to Grip and glove in Pictures; on both hands since Saiko is ambidexter and can shoot with any hand). Bracers on both hands are hardly needed, but you can try them too.

Open back quiver, 24 arrows one of which is special that should stand out from the rest (if possible), with the full name of Saiko and the title "The Best Archer of Yumehana" (It is unlikely that the name and title will be visible on the artwork, but this is just an explanation of why it is special). The quiver needs to be stylized within Saiko's overall image, and it is also worth making a separate picture with its design, since it is hardly noticeable on the main art. The plumage of arrows is made of a green pheasant feathers.

Tanto is tucked in the belt in front, on left thigh, with a blade looking forward, that is, from Saiko. The belt design is arbitrary, perhaps like Seth's (I would really like you to come up with different design), but with the image on the buckle related to the image of Saiko (forest\nature\art of archery\hawks - something one). Symbolism at the buckle also may be completely absent, if it does not work out. Regarding the appearance of the handle and the blade, I really like the examples of Tanto 1-5, but since Saiko's weapons are called "Takagari", then the design should be made in connection with the hawks - here is an interesting example named "Tanto handle design". I do not like how tanto looks like in examples of Tanto 1-4 being sheathed, that is, it looks like a flat club there. I want Saiko's weapons to look slightly European

and not so flat - for that, Tanto sheath 1-2 are good examples. **Approximate measurements:** total length - 30 cm; handle length - 11 cm; blade length - 19 cm, blade width - 2.5 cm. On the artworks of Saiko, the tanto will be visible only in sheath, but it would be interesting to make a separate image of tanto without it, that is, think over the design of the blade - this may take considerable time and effort, so it is not necessary to do, but maybe there can be at least a sketch. Also remember that her weapon is double-edged and has aikuchi mounting, that is, without tsuba.

Throwing knives will be located below both hips to the side of each, on a special belt (see Belt 1-2). We can try to stand by just one hip, left or right, but I think two will look much cooler. Regarding the design, the Throwing knives 1 example attracts me the most of all, but you need to change the handle, and since these knives share the name with tanto, "Takagari", their design should also correspond to hawkish theme. Here it is definitely worth making a separate image specifically with the design of the knives, since they are partially visible on the artwork, as well as they will be used in Saiko's attacks.

Kogatana, a knife for utility purposes. I don't know where it can be depicted on an artwork - maybe also somewhere on a belt, or somewhere in a pocket of clothes, or not visible at all. This is a rather small knife compared to tanto, and is not a weapon. Kogatana 1-5 designs are great, but I can't offer any special themes. **Approximate measurements:** total length - 23 cm, blade length - 13.3 cm, width - 1.5 cm. As with tanto, you can make a separate image without a sheath.

Main art: self-confident posture, on the one hand relaxed, but at the same time somewhat tense; the right hand lies on the thigh clenched into a fist; the left holds the bow and lies on the left leg; left leg is exposed slightly forward and to the side, Saiko rests mainly on her right leg, slightly putting right thigh to the side.

Face is a little smug and slightly defiant, grinning, but serious, evaluating; the point is that Saiko is both self-confident and seemingly relaxed, but suspicious and focused on a stranger;

Art before the start of the battle: serious, smirks; the right hand pulls the string with the index+middle finger, holding the arrow (refer to Grip and glove); the left one holds the bow vertically, pointing it in the direction of the opponent, and the hand holding it points to the opponent, again, with the index+middle finger; right leg behind; posture of readiness (half-sitting?);

Art after the battle: half-sitting posture, still grinning, even joyful, because she enjoyed active combat; the left hand holds a bow, the right one holds a stretched string and an arrow, the bow is located horizontally and in a somewhat diagonal way with the right part of the handle up, the bow is pointing forward and looks at the ground at a slight angle.

Saiko is the "[Wake-Up Call Boss](#)". On Easy and Normal, the fight is moderately difficult, which is explained by the plot, since Saiko does not fight seriously, but it is still the first truly combative opponent. On Hard and Insane, difficulty will increase very significantly, in result being approximately the same as difficulty of the subsequent bosses, that is, penultimate and final, despite the fact that she is only the third boss, because this is how she fights seriously, and based on the profile of Saiko, it's obvious that she's a very strong character.

Common attacks

- Saiko actively moves.
- Projectiles in the form of leaves and wind, throwing knives with different properties.

Spirit Arts

Icons: arrows.

1.

Saiko actively moves.

The Arrow Hits the Target "Totèki" (Easy)

The first level is to hit. Doesn't matter how.

The Arrow Pierces the Target "Kantèki" (Normal-Hard)

The second level is to pierce the enemy time after time, knowing the correct technique and having harmony in the soul.

The Arrow Exists in the Target "Zaitèki" (Insane)

The third level is when the body, mind and bow are one, when the arrow hits the target long before the shot. There is no distance between the archer and the target, there is no distance between the shooter and the universe.

Easy - 3 quick shots right at the player's character, along with the appearance of some small projectiles that prevent player from moving freely, the cycle repeats after a pause. Perhaps a visual indicator is needed here, something like in laser attacks of [this](#) boss, say, an arrow over a player's character, maybe. In general, I Wanna Be the Justice Guy has many different visual indicators, [almost all bosses have them](#), and be this game design of Saiko-boss can be inspired, since her attacks are very fast, we can try to use it in many attacks, including common ones.

Normal-Hard - is the same, but 4(N)-5(H) shots and the last one is especially accelerated.

Insane - 6 shots, the last two are especially accelerated, and there are also self-guided arrows that lead to the character from the sides and behind, in some sense "dancing" in the air.

2.

Saiko actively moves.

Whistling Arrows "Kaburà-ya" (Easy-Normal)

Given the possible rate of Saiko's shooting, the psychological effect of such arrows may exceed all expectations.

Flaming Arrows "Hiya" (Hard)

Oddly enough, there has never been a fire in the Chirring Forest.

Explosive Arrows "Bò-hiya" (Insane)

No matter how impressive and spectacular the explosions might be, lose of arrows in exactly such a way Saiko treats with sadness.

A single shot takes off many arrows at once, not only specifically aimed at the player, but generally horizontally. Flaming arrows leave a fire trail in the path of their flight and scatter sparks, behind them, in front of them and on the sides (the corresponding dangerous projectiles are created), and exploding, respectively, showily explode, also scattering dangerous projectiles and sparks around themselves.

3.

Saiko actively moves.

Tòshiya "Hyàku-i" (Easy)

You can hit one target 100 times out of 100, but why not to hit just the center the same times?

Toshiya "Sèn-i" (Normal)

One could act on the same principle as before, only by shooting 10 times more, but it is much more fun to make from a target a hedgehog.

Toshiya "Hiyàkazu" (Hard)

So that you have a chance, Saiko shoots with the strength of an ordinary human, but we will not wait all 12 hours...

Toshiya "Oyakàzu" (Insane)

How to understand that 24 hours had passed, if arrows obscure both sunset and dawn?

Easy and Normal is a barrage fire, and Hard-Insane is a natural rain of arrows. We can try indicators like in rocket rain [here](#).

4.

Saiko actively moves, but stops at the moment of the shot.

Fan in the Sea "Shot of Nasu no Yoichi" (Easy-Normal)

Just like an apple on the head. Almost.

Saiko is interpreted as Nasu no Yoichi, and the main character as a fan. On the sides of Saiko are projectiles representing the "coast", and the player is among the projectiles representing a waving "sea", plus among the projectiles representing the "ship", and all of this limits the vertical and horizontal mobility. Of course, Saiko at this time is trying to shoot our hero. As already mentioned, the "sea" is waving, and the "ship" is waving along with it.

Horrible Centipede "Three Shots of Tawàra Tòda" (Hard)

Two arrows to extinguish light, one - to extinguish life.

Story of this tale (note above) can be reflected in this Spirit Art.

Death of God and Pheasant "Shot of Àme no wakahiko" (Insane)

While creating the feathering of Saiko's arrows no green pheasant was hurt.

A sharp, extremely fast arrow shot at a character (with an indicator), which after a while returns again at the same speed from the same point on the screen where it first disappeared, but aimed directly at the player's character (we need an indicator at the place of return, several seconds before that). Next, a new shot with the same property. Obviously, there should be something else, some small projectiles and so on, so as not to be too easy.

Dialogues

(Yu) - Yuriko

(S) - Saiko

Start of the level

(Yu) - (Waltz? Hmm... "waltz" - is the name of the dance?) (slight confusion)

(This forest... it looks so much alike.) (inspiration)

Meeting the boss

(Yu) - (Hooray! That is the road to the temple! White and... oh... black lanterns... W-well yes, s-symbolic...) (fearfulness)

(...I'm being watched.) **(suspicion)**

- Come out! I do not wish evil to anyone! **(sincerity)**

(S) - You bet. While I am here, to wish that will cost one dear.

I am Sàiko Sòkudo, the best archer of Yumehana and keeper of order in this region. Who are you
- a new youkai or a new... human? **(Saiko's sprite "floats" from behind a tree that stands to the right from the middle of the screen, and stops, again, in the middle of the screen; the main art, name+surname and title of the color of green chartreuse)**

(Yu) - Greetings, my name is Yuriko Toriime, I am... human, a disciple of the Goddess of Dreams and Wishes heading to her temple. **(main art)**

(S) - That's how. For centuries, it was a land only for youkai, and now I meet the second human... **(looks serious, close thoughtfulness)**

Well, not for me to decide. I trust *them*. **(stares at Yuriko)**

(Yu) - ... **(surprised, suspicious)**

(S) - Ha, of course I would have let you go, but that would've be too easy and... **(main art)**

...boring! **(snide, smug)**

Since you are a follower of a mistress Yumeko, you know what the Spirit Arts are and can show me something - isn't it? **(main art)**

After all, *he* could. **(stares at Yuriko)**

(Yu) - Oh-h... **(slight confusion)**

I woke up only recently, but my sleep was good, and I remember part of my strength - if it is necessary, I will prepare a barrier and we can start. **(main art)**

(S) - Good. Hope your barrier is strong enough. You can withstand my attacks - that's sufficient. I will not be too zealous, but... I advise you not to blink. **(art before the start of the battle)**

Battle

Speech balloon

- There's one. **(after the first Spirit Art)**

- Second! **(after the second Spirit Art)**

- Third... **(after the third Spirit Art)**

- Hm! **(after the fourth Spirit Art)**

Dialogue box

- You are not in one of those categories to whom I do not give one more chance. *So far. (after the first defeat)*
- You think my arrows won't be able to hit the same place twice? *(after using the first Continuation)*
- I'm still not impressed. *(after the second defeat)*
- In a battle with me there is no time to soar in the clouds. **(and now remember the title and abilities of Yuriko :))** *(After the third defeat)*
- Are you serious? I can't go *more* easy. *(After the third defeat on Easy difficulty)*

After the battle

(S) - Phew, okay, that was fun. Good workout. **(art after the battle)**

I'll give you your due: you know what you're doing.

(I didn't try much, but hell!)

(Yu) - Thank you. Mutually. Mistress Yumeko taught me well. **(main art)**

This second human, who is he?

(S) - Soon you will see for yourself, I will not spoil the surprise, hm. Go, but remember: I prefer to start a relationship on the edge of an arrow - end it the same. I'll be seeing you. **(main art)**

(Saiko's art disappears)

(Yu) - ...

(Yuriko's art disappears)

(S) - (Human, huh? And she's too, heh... Though what surprises me, if I am a human youkai myself...) **(without art)**

About the music theme

Let's dwell on this, that in this game Saiko will be shown as a pure badass, maybe with hints of sentimentality, some "mental insecurity" and even the fact that she is a rather creative person in her soul (this can be seen in her Profile regarding Mitomo; regarding the fact that she does not use his help in battle, because she does not want him to be harmed, as she has notions of honor and 1x1 dueling; in Dialogue with her; how she named parts of her equipment; in her Spirit Arts, also created and named by her; according to the commentary on the Spirit Art with explosive arrows and also, khe-khe, spoiler, to the commentary on the second Spirit Art of both

final bosses), more lightness and gentleness of her character will be shown in the following games, as in the new music theme. My characters have great emotional potential, and I hope that I will develop this universe further, and many characters will have more musical themes.

In that case, the theme of Saiko is intense, energetic, heroic, combative, badass, but these features should not sound light and frivolously cheerful, but very concentrated and serious. Although from the point of view of the plot Saiko doesn't fight the main characters really seriously (more like on Easy-Normal mode), but the gameplay shows a lot of her abilities (especially on Hard and Insane) - I want her theme to be not only combative, but reflecting Saiko's overall personality too, but, again, mostly from the intensive and badass side.

! The perfect example of the mood I need is in composition from [LENK64 - Broken Hero Sword](#). ! However, her theme should be *even more* intense.

It *may be* worth adding some sentimental elements, as well as "eastern" instruments, such as a flute, taking into account the many elements of Japanese culture in aspects of the image of Saiko. Maybe something like in [Rokumon](#)? However, not too much, or perhaps nothing at all - Saiko, nevertheless, is a hugely Europeanized character, and the eastern theme, as well as the sentimental elements, will be very apparent in the fourth-level boss' theme.

I wonder if she really needs an electric guitar... Badass!

If you want to tell me that a character with the name "Yumeko" already exists in Touhou, then I already know this and it does not bother me.

Here is an excerpt from her profile, in particular, a comment on the name:

"Dream Child" (夢子).

It may seem that "Yumeko" is a very simple name, but this is exactly what the latter wants, just as the meaning of "dream child" perfectly responds to the fact, that she was born from the dreams and wishes of humanity.

And yet, that would be too simple, wouldn't it?..

In addition, on this subject there are two spoilers - if you want, read about them on the last page.

Musical inspiration

Here are some musical compositions for you to get inspired by a character more, that is, a small part of the list of those that I find appropriate to his image in various situations and moods:

Do not be surprised by the change of the mood. Basically, in this game, Saiko is represented as a badass and very serious character, but she has a lighter, more cheerful side too. To be honest, Saiko was more easygoing before becoming the winner of the Grand Spirit Competition, since her “reward” was pretty dark and made Saiko become much more responsible, plus the latter experienced an emotional shock. I like to imagine Saiko in two separate periods: before and after becoming the champion, were in the first case she is “more young and carefree”, and in the second one “more older and serious”.

Here and in the other Concepts, they are not meant as sources of inspiration specifically for the musical themes of the characters (again, they serve as additional inspiration for their overall image), since I write those separately. However, if the composer will be even more and qualitatively inspired, I'm up for it, and it is definitely very useful for character artist too.

[LENK64 - Broken Hero Sword](#) (perfect personification of Saiko's badass, heroic side, and main inspiration for her boss music theme);

[Phyrnna - Weshdoor Concert](#) (main inspiration for Saiko's level theme);

[Sonic Generations OST - Big Arms](#) (the most awesome and suitable here is 1:35-2:46, as well as the whole song is the perfect personification of Saiko's daring and adventurous side; perfect as the main inspiration for Saiko's alternative, more lively musical theme, but not this time - this time Saiko is very serious);

[Thunder Force IV OST - Lightning Strikes Again - Metal Squad Metal Cover](#) (perfect personification of her badass and daring side);

[Yakuza Kiwami 2 OST - Update With Gunfire](#) (ultimate badass);

[Fallout 2 OST - My Chrysalis Highwayman](#);

[No More Heroes OST - We Are Finally Cowboys](#);

[Thunder Force V OST - Steel of Destiny -Original Sound Long Version-](#);

Under Night In-Birth OST - [Monochrome Memory](#) + [Scraper Sky High](#);

[Guilty Gear Xrd Rev 2 OST - Rokumon](#);

[Gensou Shoujo Taisen Kou OST - Lightsword Flash](#) (“temple notes” are not very suitable for her, but the rest is very good);

Gensou Shoujo Taisen You OST - [Aya battle \(enemy\)](#) + [Be a Shooting Star](#);

[Tobiko Takatou's Theme - The Tobi Katou of Wind and Thunder](#);

1) This is not her real name;

2) She has a surname.