

Up next we have "Fall" Dark chose this one and it makes perfect sense, I mean it's very Autumn-y right now I suppose so I can't fault anyone here. Slight problem though, I already did the Aki sisters, I already did Okina and I literally just did Nemuno, so basically the 3 de facto Autumn associates are out of the picture. This leaves me with very little to work with. I was able to come up with only 2 candidates, first was Sanae thanks to her Divine Virtue "Bumper Crop Rice Shower"... That is all, that is the extent of that justification leaving this week's target as my second choice, Ringo. Ringo has Moon-Viewing "September Full Moon" and Moon-Viewing Sake "Lunatic September" 1 more suitable spell over Sanae and since Ringo only has a few spells, it's a larger percentage of her spells fitting the theme so I figured I'd go with her, because I literally couldn't think of anyone else.

No real house cleaning matters to consider this week, just a very straight forward stage 2 boss cap. Ringo's final spell is distributed E/N/H for Moon-Viewing "September Full Moon" and Moon-Viewing Sake "Lunatic September" only appears on Lunatic, so we finally get some more hard gameplay. Some of the spells have practically no editing done since they're so incredibly simple to the point where there's nothing to explain.

Alright, I'm on a seriously good speedrun pace right now, so let's get this done! 8 spells across 2 games. Let's do this!

[Rabbit Sign "Strawberry Dango"](#)

So, nobody would blame me for hitting a wall at LoLK. I think any normal person would, considering the step up from literally anything else. I went into the game with Reisen and I went straight into Pointdevice, wanting to see what the fuss was surrounding it and was pleasantly surprised to see what was effectively the ultimate practice mode, that's what PD is to me, a glorified super practice mode for the entire game. Too bad it cost us spell practice which probably would have been a welcome feature for say... someone who wanted to Master PDH or something. Anyway Ringo. PD did screw up my usual learning curve giving me the option to just ram my face into a boss until they went away, followed by promptly forgetting them. Ringo was just that, I rammed my face against her nons mainly and then I moved on, her spells were and still are pretty damn up my ally. It's that slow spot dodging that I can do well when my reactions have the time to do their work. I rely 90% on reactions when playing Touhou, I don't think and I barely remember, I just go so these sort of spells weren't too hard for me.

[Rabbit Sign "Berry Berry Dango"](#)

Now this one was. I'm actually annoyed at LoLK primarily though, they changed the menu order from previous games and now had quit out as the second option instead of the bottom option so when I capped this, I clicked down once to save replay since that's a part of my muscle memory at this point only to quit out, so I had to cap this again and based on my history, this is the spell I struggled with the most, though I certainly don't think it's the hardest. I don't know if it's truly static, the white bullets, but the initial cluster pattern is definitely the same and that was enough for me to get somewhat consistent at starting the spell, from there it was just a matter of keeping up and dealing with the RNG. I'm eternally

rusty since I don't play Touhou for fun anymore so it took a little bit to shake off the rust, that history is probably pretty damn representative of my skill right now.

[Rabbit Sign "Dango Influence"](#)

Ohhhh Ringo, once I really got started on doing Legacy runs, Ringo became my absolute favourite part of any run, not out of love for the fight, though I do like it, but because Ringo is an absolutely perfect graze farm. Her bullets are slow and there are A LOT of them, that's all it takes to turn every attack into a life piece and as soon as I got good at Ringo, that was it, I was leaving stage 2 with full or near full lives which was great fun. Of course it all fell apart later down the line, but hey! Gotta start strong in a game this hard. This spell in particular epitomises this with that huge satisfying crunch of graze all at once.

The Lunatic version of the spell is pretty much exactly the same as on normal, just more bullet. For a spell like this, I can't really expect it to change too much since the central premise is already gimmicky, with the whole wall getting opened up followed by bullets from all sides, the fact that Normal and Lunatic are the same is excusable thanks to this. Lunatic looked like it was gonna kick my ass, all of my misses here were the exact same thing, I instantly got caught by the purple bullets and literally the first time I moved down with the white wall, I capped the spell so I think it's safe to say that what I did was pretty effective.

[Moon-Viewing "September Full Moon"](#)

And here it is, spot dodging heaven. There's no bullets from behind, it's just a massive wave of slow moving small bullets. Absolute heaven for someone who just wants to feel good without actually being good. Yeah this spell is piss easy for anyone with good bullet perception, as long as you can see what's gonna hit you clearly, you can dodge it at this speed. This spell is the main reason I loved this fight back in the day, I needed something to feel good after bashing my head against Clownpiss time and time again and while it's completely pathetic to derive such satisfaction from something so easy in an attempt to make yourself feel better about your lacking skills, I needed it to keep going. This was where the deadline "all shotting all the games in 7 months" was starting to get close and I spent over 8 hours grinding LoLK in a single day and one of the reasons I was able to keep going was because of spells like this, that just stroke the shit out of your ego.

[Moon-Viewing Sake "Lunatic September"](#)

I was very excited to fight this spell, given how much I enjoy the Normal version. I've heard people talk about this before so I assumed it would be something special and I guess it kinda was. It didn't take me long to finish it, for the first couple misses it was just me being in awe at the scope of the spell, but as soon as I got into actually moving around inside of it, I capped it pretty damn fast. Am I disappointed? No, she's a stage 2 boss even if she's in LoLK, I shouldn't expect all the difficulty in the world. As soon as I figured out what to do against Kogasa, it just clicked and I clearly did the wrong method last week against Nemuno so it's not like my history was representative of how I would do playing it the normal way.

This spell is my specialty, tight but slow micro dodging on the spot. Spot dodging. I very much enjoyed this spell.

[Rabbit Sign "Strawberry Big Dango"](#)

Rumia would like to have a chat about who *really* has the easiest stage 1 boss spell.

[Rabbit Sign "Three Dango Sisters"](#)

Aww cute! They're little dango skewers! That's a nice touch ZUN.

[Dango "Dango Flower"](#)

It took me a few runs to actually decide how I wanted to take this one on. There's not an abundance of methods to do it, but I imagine you can choose your path through the burst in at least a couple of ways. I chose to simplify things as much as possible and just tap my way through it. The pattern is consistent and as soon as I established some form of rhythm, it was easy. The camera shot was up in the air, you can spam for a quicker clear or hold it for the burst to basically delete most of it while getting a much better score. Nice to see VD outside of the nightmare week, but the first week is too boring for my skill level. I think the wrong week is where it's at even if that's still too easy, it's just better than the nightmare week in terms of quality.

So here we have the queen of Stage 2 bosses. I'm happy to hop back into the lower end of LoLK, I was expecting this to be Kogasa levels of hard on me and I'm glad to say that it wasn't, but I assume the real challenge of Ringo comes from her non spells as well. I was punished pretty hard by Rabbit Sign "Berry Berry Dango" but besides that, everything else went damn smoothly. Ringo's style of attacks all focus around slow moving but very high density patterns which is where I tend to shine, that sort of spot dodging with Berry Berry throwing a wrench since that spell cranks up the bullet speed a little bit too much for me to easily track.

Violet Detector... Well she is the first stage boss but seriously, those spells were Rumia on normal difficulty, I like the characterisation behind the whole 3 bullet dango composition on Three Dango Sisters and Dango Flower, and I shouldn't expect difficulty from the very start of the game so all things considered, I don't really have much of anything else to say on the matter.

Cut-ins are still a thing, though here there wasn't really much need to use them, even in the 2 instances I used them, they didn't really contribute much. They excel at slowing down fast paced action so you can see the close moments clearly, but Ringo's attacks are more than slow enough to keep track of.

Now as I said, this is a speed run and I don't want to keep DIO up too late waiting for me so I can post this, so I'll cut things short and say. I await next week.

P.S Danmaku Dodging Highlights coming soon.

Sourcing:

[Intro art](#), [Ending art](#). 10 Artworks total, Thumbnail portrait from LoLK.

Music:

[September Pumpkin](#)