

Mechanics

General Game Rules

Puzzle bobble base mechanics with three orb colors (up to five with certain spell cards in play). you only queue up orbs of colors that are on the field. Orbs pop when a fired orb creates a chain of at least 3. Field can hold 11 rows of alternating 9 and 10 orbs.

Popping a chain of length 5 or higher will start rhythm mode immediately if there is at least one marked beat within a number of quarter-notes equal to the chain length, not counting the first four quarter-notes, and it will start delayed by 1 quarter-note if it was 1 off. During rhythm mode, one orb pops per quarter-note until all marked beats have been passed, and pressing fire in time with the marked beats gives you points and sends extra garbage. Marked beats cannot appear within the first 4 quarter-notes of rhythm mode, but otherwise occur according to the notechart scrolling along the left and right sides of the screen. Because marked beats occur with different frequencies at different times, and some parts of each song have rainbow beats that are worth extra, the same chain may be stronger or weaker depending on when in the song it is popped.

Press right button to fire, bottom button to swap current and next orb, top button to scroll your field down by one row, and left button to activate your spell card (if it is off cooldown).

The BPM of the song affects not only the rhythm sections but all aspect of play except spell card cooldowns and the speed of aiming the orb cannon; your fire rate, the rate you can scroll your field, maximum time to hold an orb, awakening/revival duration, and even the speed of fired orbs are all tied to the BPM.

Garbage and Points

Popping orbs sends 4 garbage to the opponent. Popping larger chains does not add to this number, but it does increase the duration of the rhythm mode; in rhythm mode, pressing fire in time with a marked beat sends 7 additional garbage (9 for rainbow notes), and marked beats will not show up within the first 4 popped orbs in rhythm mode. If garbage is queued to be sent to you, any garbage you send will first be used to offset garbage on a 1-to-1 basis before it is sent to the opponent; sending an equal amount as is in the queue will cause no garbage to be sent. Garbage is distributed in even rows being added to the lowest available point on that row, in random slots if a full row cannot be dropped. Orbs destroyed by spell cards, the effects of special orbs, or by becoming detached and falling off the field do not count for garbage sent.

If the field has not been scrolled after 3 shots, it automatically scrolls down 1 row. If any orb goes under the field downline, by scrolling or by garbage accumulation, it is a KO and the KO'd

player's opponent gains points equal to the orbs on the field. You also gain 1 point every time you hit a marked beat in rhythm mode. When the song is over, all field effects and all currently queued garbage hit the field, and if this causes a KO, the score is recalculated. Then, the winner is whoever has the most points.

Spell Cards and Passive Abilities

Each character has 3 spell cards and can choose 1 to use per match, which can be invoked for drastic effects such as transforming or destroying orbs on your field to make them easier to work with, transforming or otherwise affecting orbs on the enemy field to make it harder for them, or temporarily changing some aspect of how the game is played to your benefit.

Each spell card has a cooldown of between 50 and 100 seconds, generally scaling with how powerful the effect of the spell card is. The match begins with spell cards on cooldown.

You can only use a spell card on the opponent while they are in aim mode, otherwise your spell will be delayed until they finish, signified by your character posing as they ready the effect. You can cancel this and return to aim mode (perhaps because they just broke a long chain and you have other things to do before they're done with that rhythm mode) by pressing the bottom button.

Each character also has a passive ability that affects the game rules slightly or gives them extra orbs of certain types to work with. This ability is the same regardless of which spell card they pick.

Details on spell cards and abilities are further down.

Special Orbs

Sometimes, special orbs will appear in the lineup that have special effects when struck by an orb from the cannon:

Horizontal thunder orbs destroy all orbs on the row they're in.

Vertical thunder orbs destroy all orbs on the column they're in.

Spinning thunder orbs rotate 60 degrees every quarter note while in aim mode, and destroy all orbs along the line they're currently pointing through.

Burst thunder orbs destroy all orbs within a radius of 2 slots.

Color line orbs rotate 60 degrees every quarter note while in aim mode, and turn all orbs along the line they're currently facing into their color.

Color burst orbs turn all orbs within a radius of 2 slots into their color.

Other kinds of special orbs may be added to your field by the effects of spell cards.

Awakening

Any orb that is popped, falls off your field, or is otherwise destroyed adds to your awakening meter (the circle gauge around the cannon). When it is full, you enter awakening, and your board is removed and replaced with a special one featuring a very large chain of orbs of one color, along with some extra orbs and special orbs that can be activated with careful aim or timing to further increase the board value. This field cannot be scrolled down. Garbage that is sent to you will stay in the queue and not affect you while you are in awakening mode. After all orbs are gone on the awakening board, a certain amount of time passes, or an orb sticks under the down line, you go back to normal and gain a fresh board.

Upon being KO'd, you lose a third of your awakening meter and enter revival mode. It has identical rules to awakening mode, but instead of a specific combo-centric board, you receive one with several somewhat large chains to get you back on the game, as well as many rock orbs that do nothing but get in your way.

Entering Awakening will clear away all negative effects that are placed upon you, and you cannot have negative spell cards used against you while you are in Awakening.

Getting a "combo" of 5 shot orbs in a row that pop chains or hit special orbs will spawn an awakening orb on your field, a special orb that when struck gives you extra awakening meter.

Spell Cards and Abilities

Reimu

Passive: Makes it easier to hit the beat

SC1: Dream Sign "Wild Exorcism Dance" (夢符「退魔符乱舞」)

90s cd. Transforms orbs in an ∇ shape in the center of the first 6 rows of your field, and in a larger V shape across the field that originates below your field, into yellow orbs.

SC2: Treasure Sign - Yin-Yang Jewel (宝符「陰陽宝玉」)

70s cd. Transforms an orb on the bottom row of your field into a yin-yang orb. After every shot you make, it transforms surrounding orbs into red orbs. The radius of the transformation starts at 1 and increases every shot.

SC3: Spirit Sign - Fantasy Seal (霊符「夢想封印」)

60s cd. Transforms orbs on the 3rd and 4th rows of the enemy field into all five colors of orb.

Marisa

Passive: Periodically transforms an orb into a horizontal thunder orb

SC1: Love Sign - "Master Spark" (恋符「マスタースパーク」)

70s cd. A massive beam destroys the middle 4 columns of your field.

SC2: Magic Sign "Illusion Star" (魔符「イリュージョンスター」)

80s cd. Significantly powers up your next shot.

SC3: Star Sign “Asteroid Belt Nightmare” (星符「アステロイドベルトナイトメア」)
50s cd. Transforms scattered orbs in pairs of 2 on the enemy field into purple orbs.

Cirno

Passive: Getting a 5-combo gives enemy a freeze orb instead of giving self an awakening orb (on hit, freezes orbs in a radius of 2) (Frozen orbs can't be interacted with for 3 turns.)

SC1: Freeze Sign “Perfect Freeze” (凍符「パーフェクトフリーズ」)

60s cd. Freezes scattered orbs across the enemy field.

SC2: Ice Cube “Great Crusher” (氷塊「グレートクラッシャー」)

60s cd. Destroys the bottom-most 30 orbs on your field.

SC3: Frost Sign “Frost Columns” (霜符「フロストコラムス」)

50s cd. For 10 enemy shots, orbs that scroll onto your enemy field spawn in frozen.

Patchouli

Passive: Periodically transforms many orbs into blue orbs

SC1: Fire Water Wood Metal Earth Sign “Philosopher’s Stone” (火水木金土符「賢者の石」)

80s cd. Transforms orbs in a crescent shape near the base of the enemy field to put all five colors of orbs on their field.

SC2: Sun Sign “Royal Flare” (日符「ロイヤルフレア」)

60s cd. Burns up to seven pairs of two orbs on the enemy field (hitting lines 1, 3, 5, 7, 9) in a hex shape with a centerpoint. (Burning orbs are indirectly interactable but touching them with a shot destroys that shot before effect. after 3 shots, a burning orb turns into a rock.)

SC3: Moon Sign “Silent Selene” (月符「サイレントセレナ」)

60s cd. Freezes all orbs of a single color on the enemy field. (Frozen orbs can't be interacted with for 3 turns.)

Sakuya

Passive: Periodically transforms an orb into a color line orb

SC1: Illusion Phantom “Jack the Ludo Bile” (幻幽「ジャック・ザ・ルドビレ」)

60s cd. Transforms 8 orbs on the enemy field into knife orbs. Knife orbs spin, and when struck, all color orbs on either side of them in the direction they're facing become garbage orbs.

SC2: Conjuring “Misdirection” (奇術「ミスディレクション」)

50s cd. For 8 enemy shots, their view of rows 2 through 6 is blocked.

SC3: Illusion Image “Luna Clock” (幻象「ルナクロック」)

70s cd. For 3 enemy shots, all enemy actions are drastically slowed down.

Remilia

Passive: Mixes color burst orbs into received garbage

SC1: Scarlet Bat “Vampirish Night” (紅蝙蝠「ヴァンピリッシュナイト」)

60s cd. Transforms 5 orbs on the enemy field into bat orbs. Until struck, bat orbs drain 1 point of the enemy awakening meter per shot they make.

SC2: Destiny “Miserable Fate” (運命「ミゼラブルフェイト」)

50s cd. For 9 enemy shots, all orbs that would scroll onto the enemy field from the top are replaced with garbage orbs.

SC3: "Scarlet Gensokyo" (「紅色の幻想郷」)

100s cd. Transforms all yellow orbs on your field into red orbs.

Flandre

Passive: Periodically transforms an orb into a burst thunder orb

SC1: Taboo "Forbidden Fruit" (禁忌「フォービドウンフルーツ」)

60s cd. transforms 4 orbs on your field into a great red burst orb (on hit transform standard orbs in a radius of 3 into red orbs)

SC2: Taboo "Forbidden Play" (禁忌「禁じられた遊び」)

60s cd. Removes all orbs of a random color from the enemy field; YOU gain awakening per orb removed.

SC3: Taboo "Lævateinn" (禁忌「レーヴァテイン」)

70s cd: Creates a spike of burning garbage orbs in the center of the enemy field from the 1st row down to the 6th, as well as 2 more burning garbage orb on the far left and right of the 3rd and 4th rows. (Burning orbs are indirectly interactable but touching them with a shot destroys that shot before effect. after 3 shots, a burning orb turns into a rock.)

Alice

Passive: Periodically transforms an orb into a color burst orb

SC1: Puppeteer Sign "Maiden's Bunraku" (操符「乙女文楽」)

60s cd. For five enemy shots, your dolls will pull randomly at the enemy targeting line and make it difficult to aim.

SC2: Malediction "Hourai Doll" (咒詛「蓬莱人形」)

60s cd. Transforms 7 orbs on the enemy field into doll orbs, which hang independent of gravity and don't disappear until being hit.

SC3: First Sign "Artful Chanter" (符の壺「アーティフルチャンター」)

60 cd. For 7 enemy shots, after each shot the enemy makes, all orbs in their 5th row are turned into random colors.

Youmu

Passive: Only 4 beats required to gain an awakening orb

SC1: Hell Realm Sword "Two Hundred Yojana in One Slash" (獄界剣「二百由旬の一閃」)

80s cd. Cuts the fifth row of your field, destroying all orbs on it and dropping all orbs underneath it.

SC2: Voidness Sword "Slash Clearing the Six Senses" (空観剣「六根清浄斬」)

80s cd. Transforms orbs on your field in a triangle pattern into sets of the three main color orbs.

SC3: Animal Realm Sword "Karmic Punishment of the Idle and Unfocused" (畜趣剣「無為無策の冥罰」)

60s cd. For 5 enemy shots, the enemy awakening meter will not go up.

Yuyuko

Passive: Slows rate of field autoscroll to once per 5 shots from once per 3 shots

SC1: Spirit Butterfly "A Butterfly's Wingbeats, Brief in Life" (霊蝶「蝶の羽風生に暫く」)

60s cd. Sets 8 spirit butterflies on enemy orbs. They go away when struck. After each shot the enemy makes, color orbs with butterflies on them become garbage orbs; then the butterflies move.

SC2: Ghostly Butterfly "Ghost Spot - Cherry Blossoms -" (幽蝶「ゴーストスポット - 桜花 -」)

80s cd. Turns 2 vertical coils of orbs on the left and right of your field into blue orbs.

SC3: Lost Again "Gensokyo's Rise from Yomi" (再迷「幻想郷の黄泉還り」)

100s cd. Pushes your field up nine rows, banishing all orbs that go off the top. Then, if you don't still have anything in your second row, scrolls your field until you do.

Yukari

Passive: Mixes horizontal thunder orbs into received garbage

SC1: Evil Spirit "Yukari Yakumo's Spiriting Away" (罔両「八雲紫の神隠し」)

60s cd. For 9 shots, opens a "gap" across the enemy field. All orbs that contact it, including those shot through it, fall into it.

SC2: Magic Eye "Laplace's Demon" (魔眼「ラプラスの魔」)

80s cd. Transforms all garbage orbs on your field into blue and yellow orbs.

SC3: Barrier "Boundary of Life and Death" (結界「生と死の境界」)

60s cd. Pushes up the enemy field, including the down line, by 2 lines. (This effect has no maximum duration and can only be dispelled by the enemy entering awakening or dying.)

Reisen

Passive: Getting a 5-combo gives enemy a reduction orb instead of giving self an awakening orb (on hit, drain enemy awakening meter)

SC1: Mad Dream "Dream World" (狂夢「風狂の夢(ドリームワールド)」)

60s cd. For 3 enemy shots, scrambles the color of all orbs on your enemy field between red, blue, yellow, and purple. Resets them on the 4th shot.

SC2: Lunar Eyes "Tele-Mesmerism" (月眼「月兔遠隔催眠術(テレメスメリズム)」)

60s cd. Creates columns of garbage on the left and right of the enemy field, stretching down to the ninth row.

SC3: "Stare of the Hazy Phantom Moon (Lunatic Red Eyes)" (「幻朧月睨(ルナティックレッドアイズ)」)

80s cd. For your next 4 shots, all incoming garbage orbs are received as red orbs.

Kaguya

Passive: Periodically transforms many orbs into yellow orbs

SC1: New Impossible Request "Seamless Ceiling of Kinkaku-ji" (新難題「金閣寺の一枚天井」)

100s cd. Transforms the top two rows into yellow orbs.

SC2: Divine Treasure "Brilliant Dragon Bullet" (神宝「ブリリアントドラゴンバレット」)

70s cd. Transforms an orb on the bottom row of your field into a brilliant dragon orb. When struck, it transforms all orbs of the color that hit it into another color on your field.

SC3: "Hourai Forest" (「蓬莱の樹海」)

60s cd. Transforms 7 enemy orbs into evil thought orbs. When struck, they transform all orbs of the color that hit it into garbage orbs.

Mokou

Passive: Periodically transforms many orbs into red orbs

SC1: Inextinguishable “Phoenix Tail” (不滅「フェニックスの尾」)

60s cd. Burns all enemy orbs of one color. (Burning orbs are indirectly interactable but touching them with a shot destroys that shot before effect. after 3 shots, a burning orb turns into a rock.)

SC2: “Phoenix Rebirth” (「フェニックス再誕」)

80s cd. Destroys all your garbage orbs.

SC3: Hourai “South Wind, Clear Sky - Fujiyama Volcano-” (蓬萊「凱風快晴 -フジヤマヴォルケイノ-」)

60s cd. Burns all orbs on the far left and right of the enemy field. Repeats this after every shot the opponent makes for 4 shots.

Aya

Passive: Mixes spinning thunder orbs into received garbage

SC1: Whirl Sign “Autumn Leaf Fan’s Wind” (旋符「紅葉扇風」)

60s cd. Transforms the middle 4 columns of your field into yellow orbs in the center and red orbs on the edges.

SC2: Wind God “Wind God’s Leaf-Veiling” (風神「風神木の葉隠れ」)

60s cd. Transforms 30 orbs on the enemy field into garbage orbs.

SC3: Wind God “Tengu’s Fall Wind” (風神「天狗風」)

50s cd: Transforms leftmost orbs on odd rows and rightmost orbs on even rows on your field into spinning yellow arrow orbs.

Nitori

Passive: Guideline shows exactly where orb will land

SC1: Kappa “Monster Cucumber” (河童「お化けキューカンバー」)

50s cd. Transforms scattered orbs in pairs of 2 on the enemy field into green orbs.

SC2: Kappa “Spin the Cephalic Plate” (河童「スピン・ザ・セファリックプレート」)

60s cd. Fires a special orb across your field, bouncing off walls and passing through orbs, transforming all orbs it hits into green orbs.

SC3: Drown “Trauma in the Glittering Depths” (漂溺「光り輝く水底のトラウマ」)

60s cd. Scrolls the enemy field until there is at least one orb on the 10th row.

Sanae

Passive: Mixes burst thunder orbs into received garbage

SC1: Snake Sign “Green Snake Come On” (蛇符「グリーンスネークカモン」)

70s cd. Places snake orbs on the 3rd and 6th rows of the enemy field which project snakes that block access to that row and further until the snake orb is hit.

SC2: Miracle “Daytime Guest Stars” (奇跡「白昼の客星」)

80s cd. Transforms the 20 non-blue orbs closest to you on your field into blue orbs.

SC3: Esoterica “Nine Syllable Stabs” (秘法「九字刺し」)

60s cd. Transforms orbs on the enemy field into garbage in a grid shape.

Satori

Passive: Mixes a lot of red orbs into received garbage

SC1: Brain Sign “Brain Fingerprint” (脳符「ブレインフィンガープリント」)

80s cd. Makes 9 rocks each on the far left and right sides of the enemy’s top 4 rows in a 2-2-3-2 pattern.

SC2: Heart Flower “Camera-Shy Rose” (心花「カメラシャイローズ」)

60s cd. Creates scattered pairs of 2 color burst orbs on your field.

SC3: Recollection “Terrifying Hypnotism” (想起「恐怖催眠術」)

60s cd. For 8 enemy shots, turns 5 color orbs into garbage orbs after every shot they make.

Koishi

Passive: Mixes a lot of yellow orbs into received garbage

SC1: Instinct “Release of the Id” (本能「イドの開放」)

80s cd. Powers up your next 4 shots.

SC2: “Subterranean Rose” (「サブタレイニアンローズ」)

80s cd. Transforms all orbs on rows 3, 6, and 9 into yellow orbs.

SC3: “Philosophy of the Despised” (「嫌われ者のフィロソフィ」)

80s cd. Creates 3 sets of 4 rocks in 1-2-1 patterns on the far left, center, and far right the opponent’s 2nd, 3rd, and 4th columns.

Tenshi

Passive: Getting a 5-combo gives enemy a descent orb instead of giving self an awakening orb (on hit, scrolls them 3 rows down)

SC1: “Sky of Scarlet Perception for All Humankind” (「全人類の緋想天」)

80s cd. Transforms 20 of your garbage orbs into red orbs.

SC2: Earthquake “Escarpment Evacuation Route” (地震「避難険路」)

80s cd. For 4 enemy shots, they autoscroll 1 row after every shot they make.

SC3: Keystone “Kaname Funnel” (要石「カナメファンネル」)

60s cd. Transforms 6 enemy orbs into mineralize orbs. On hit, they turn to stone, and turn the shot that hit them to stone.

Glossary of All Passives

Reimu: Makes it easier to hit the beat

Nitori: Guideline shows exactly where orb will land

Youmu: Only a 4-combo is required to gain an awakening orb

Yuyuko: Slows rate of field autoscroll to once per 5 shots from once per 3 shots

Marisa: Periodically transforms an orb into a horizontal thunder orb

Flandre: Periodically transforms an orb into a burst thunder orb

Alice: Periodically transforms an orb into a color burst orb
Sakuya: Periodically transforms an orb into a color line orb
Patchouli: Periodically transforms many orbs into blue orbs
Kaguya: Periodically transforms many orbs into yellow orbs
Mokou: Periodically transforms many orbs into red orbs

Yukari: Mixes horizontal thunder orbs into received garbage
Aya: Mixes spinning thunder orbs into received garbage
Sanae: Mixes burst thunder orbs into received garbage
Remilia: Mixes color burst orbs into received garbage
Satori: Mixes a lot of red orbs into received garbage
Koishi: Mixes a lot of yellow orbs into received garbage

Cirno: Getting a 5-combo gives enemy a freeze orb instead of giving self an awakening orb
Reisen: Getting a 5-combo gives enemy a reduction orb instead of giving self an awakening orb
Tenshi: Getting a 5-combo gives enemy a descent orb instead of giving self an awakening orb