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R I S e U P



s a v e T H e
W O R L D

NAIVE STAR 

CREDITS

Game DESIGN

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Naive STAR LOGO

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RISE UP, save THE WORLD

YOU DIED. AS YOUR SOUL FLOATED AWAY, A FAIRY SHOWED UP AND OFFERED YOU A SECOND CHANCE. A DEAL TO BRING YOU BACK TO LIFE. THE CATCH: YOU'D HAVE TO SAVE THE WORLD.

This is a Create-Your-Own-Story game that represents a *mahou shoujo* (Magical Girl) style anime. Each card drawn is an episode and, after every thirteen episodes, there is a season finale meant to be a cliffhanger or an escalation of the plot you're building.

The game is played through the four seasons of the year, creating stories for each "episode" and building each of your character's powers and personalities and finally fight the main antagonist in Winter. There are tables and examples for you to base your own game upon, but you are free, and encouraged, to replace them with your own ideas.

This game can be played solo, or with friends. You will need:

- ◆ a six-sided die (d6);
- ◆ a standard deck of playing cards;
- ◆ something to write with.

SETTING

The world is very much like our own, except magic hides in the shadows. Ghosts linger, demons cross into this realm, and magical creatures can be spotted on the corner of your eye, if you pay attention.

An ancient power has awoken and it's threatening the balance between their world and ours. Your character died **surrounded by mysterious circumstances** and was brought back by a deal with a fairy. They have gained insight into the conflicts ahead and it's up to find a way to prevent the end of the world.

PROTAGONIST(S)

Each player will roll 1d6 for their character or choose an **Archetype** from the list below:

1	Optimistic Air Head
2	Athletic Mom
3	Pretty Fashionista
4	Anti-social Goth
5	Academic Strategist
6	Mystical Guru

Roll 1d6 to decide where the Protagonist(s) **Powers** come from, you can decide as a group or roll for each character:

1	Our animal companions teach us about the world of magic
2	The Fairy Queen has shown us the world behind the veil
3	Our Music moves the heart and shapes the world around it
4	The Planets and Stars shower us with their power
5	Our Faith gives form to our wishes
6	We draw our power from our Legendary Heirloom Stones

ANTAGONIST

Roll 1d6 to determine the nature of the main antagonist, or choose the one most interesting to the players:

1	The Queen has come to take back her Lost Kingdom (♠Q)
2	Otherworlders are trying to invade our Home (♣K & ♣Q)
3	A Deity has awakened and you are in Its way (♦K & ♦Q)
4	The Balance of Magic has been disrupted (♥Q)
5	A King from the Void is trying to destroy the world through Entropy (♥K)
6	People's fears are materializing in our Plane (♠K)

SETTING UP

- ◆ Find your Antagonist's card(s) and set it aside;
- ◆ Shuffle the rest of the cards and separate three piles of 13;
- ◆ Place the Antagonist card(s) with the remaining cards;
- ◆ Shuffle each pile and reassemble the deck, making sure the one with the Antagonist is at the bottom;

PLAYING THE Game

The game is divided into seasons. The 1st season is Spring, followed by Summer, Autumn and Winter. Each season is 13 cards long.

Draw cards for the events of the game. **Each card represents one episode of the story.** Suits represent where the episode takes place. See the table for the guide.

Describe and / or write down how the events play out. Be as detailed as you want.

If playing with friends, take turns to draw cards.

PLACES

Diamond	School
Clubs	Park
Hearts	Trip
Spades	Downtown

EVENTS

Ace	You develop a new power based on your archetype, the suit of the card defines what kind of power it is: ♠: Offensive ♥: Healing ♣: Defensive ♦: Passive
2, 3 & 4	You spend time with people you care about and use your powers to solve mundane problems
5, 6 & 7	A person dear to you is put in harm's way by the antagonist's forces
8, 9 & 10	Something prevents you from using your powers
Jack	1st time: One of the antagonist's generals attacks 2nd time: The antagonist reluctantly fights you again 3rd time: You bump into them and they vent in anger or frustration, but leave without fighting 4th time: They join your side
Queen	If this is your Main Antagonist, you fight. This ends the game; Otherwise, a person with powers similar to yours suddenly appears in your town
King	If this is your Main Antagonist, you fight. This ends the game; Otherwise, you are attacked by one of the antagonist's generals

Season Finales

After every 13th card, it's a season finale. After the card is resolved, see what happens based on your Antagonist or come up with an event that fits the story you're telling:

Spring

♠Q	You discover that someone close to you has a relic of the Lost Kingdom that the Antagonist needs
♣K & ♣Q	You find a device that has glyphs written, but it's not a language you recognize
♦K & ♦Q	You noticed some of your friends have gone missing for a few hours
♥Q	The appearance of people around town have started to change in small ways, and no one but you seem to notice
♥K	People are going missing
♠K	Someone close to you won't wake up

summer

♠Q	The location of the Lost Kingdom is revealed
♣K & ♣Q	The device shows a map of your town, with a few glowing dots marking <i>something</i>
♦K & ♦Q	More people seem to be going missing and coming back, your friends start acting weird
♥Q	The physical changes people are going through get more prominent, some start leaking magic and causing accidents
♥K	You start noticing the weather is getting weird
♠K	People that don't wake up are becoming monsters

AUTUM

♠Q	The Queen has started the ritual to bring her kingdom back and it's causing earthquakes
♣K & ♣Q	You find the means the Otherworlders used to come to Earth
♦K & ♦Q	You seem to be the only one(s) not affected, everyone else seems to be enthralled by something
♥Q	Most people are no longer human, some have even devolved into animalistic beings
♥K	Earthquakes, storms and volcanic eruptions are happening almost daily, most people around town has vanished
♠K	Whatever is affecting people is infectious and spreads fast

Winter

♠Q	You find the path to the Queen's chamber and have a chance to stop the ritual
♣K & ♣Q	You are face to face with the Otherworlder's leaders
♦K & ♦Q	People start gathering and one of the deity's avatars manifests
♥Q	You find the source of the unbalance
♥K	You find a way to revert Entropy
♠K	You revert the transformations and stop the spread of monsters

THE FINALE

The game ends when you draw the card that represents your antagonist. Play through the **Winter Finale**.

Antagonists that are represented by more than one card are defeated when **either card** is drawn.

OPTIONAL RULES

- ◆ Include seasonal events between episodes, like Golden Week in mid-spring, Vacations in mid-summer, and winter break in mid-winter if you haven't fought the antagonist yet.
- ◆ For a shorter game, take out some of the cards. Remember to keep your antagonist's card in the deck.
 - To keep the idea of Seasons, take out all the cards of the same number.
 - You can ignore Season Finales or divide the total number of cards by 4 to see when they should happen.
- ◆ For more complex stories, each player can roll for their personal antagonist.