

# December

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**Argument:**  
Masami wants  
Shigeri to be careful  
in Shadow fights

2

**Disaster:**  
Sports riots  
  
Requires: total Empathy 2

3

**Argument:**  
Kazumi wants  
Ayumu to come  
fight Shadows

4

**Battle:**  
Ren's Shadow

8

**Battle:**  
Shigeri's Shadow

9

**Argument:**  
Yuki wants Chiaki to  
come look for others  
in the Dark Hour

10

**Disaster:**  
Electronics  
mysteriously stop  
working  
  
Requires: total Knowledge 3

11

**Argument:**  
Ren mocks Ayumu  
about running scared

15	16	17	18
<p><b>Argument:</b> Shigeri wants Chiaki to back them up in fights</p>	<p><b>Battle:</b> Ayumu's Shadow</p>	<p><b>Argument:</b> Ren mocks Shigeri for the futility of his battles</p>	<p><b>Disaster:</b> Explosions wreck buildings across campus</p> <p>Requires: total Courage 4</p>
22	23	24	25
<p><b>Disaster:</b> Professors violently attack and kill students</p> <p>Requires: total Courage 4</p>	<p><b>Argument:</b> Kazumi calls Ren a coward for avoiding Shadows</p>	<p><b>Battle:</b> Yuki's Shadow</p>	<p><b>Argument:</b> Ayumu and Chiaki argue about who abandoned the other</p>
29	30	31	
<p><b>Disaster:</b> Rift opens across campus, causing buildings to collapse</p> <p>Requires: total Courage 4</p>	<p><b>Disaster:</b> Shadows in normal world attack people and cause panic</p> <p>Requires: total Empathy 5</p>	<p><b>Now</b></p>	

**Dot Colors****Blue** Decreased panic.**Purple** Increased panic.**Red** Saved multiple innocent lives.**Pink** Saved a particular individual.**Yellow** Decreased Shadow activity.**Black** Increased Shadow activity.**Green** ???**Lime** ???**Disasters**

- Exactly two people revisit.
- Your total stats must meet the calendar requirement.
- You may trade roles after reading the descriptions, but you can't change who went back in time.
- Each choose one option from your role card and remove the sticker. Make choices simultaneously. Some options have requirements.
- The effects of choices may depend on earlier events or on factors like your stats.
- If you added any dots that weren't purple or black, you each get an Experience card and a point of Knowledge.

**T****F****S**

5  <b>Argument:</b> Yuki wants Shigeri to help with a home base	6  <b>Disaster:</b> Fatal disease outbreak  Requires: total Knowledge 3	7  <b>Argument:</b> Masami wants Chiaki to help with data gathering and analysis
12  <b>Battle:</b> Kazumi's Shadow	13  <b>Argument:</b> Yuki wants Masami to help build anti-Shadow barricades	14  <b>Disaster:</b> Drug ODs lead to hospitalizations and arrests  Requires: total Empathy 3

19	20	21
<p><b>Argument:</b> Kazumi and Yuki argue about fault for the broken group</p>	<p><b>Battle:</b> Chiaki's Shadow</p>	<p><b>Argument:</b> Masami and Ren argue about what to focus on</p>
<p>26</p> <p><b>Disaster:</b> Fire spreads, assisted by malfunctioning sprinklers</p> <p>Requires: total Knowledge 4</p>	<p>27</p> <p><b>Argument:</b> Kazumi wants Shigeri to be more ambitious fighting Shadows</p>	<p>28</p> <p><b>Battle:</b> Masami's Shadow</p>

#### Arguments

- One Intervener plus the two arguers playing their past selves.
- To succeed, both arguers must agree on one of the two options.
- On agreement, arguers get a Social Link with each other and a point of Empathy, and the Intervener gets an Experience card.
- On no agreement, each arguer gets a Darkness card.

#### Battles

- Up to three people revisit, plus the relevant person playing their Shadow.
- The Shadow has a separate deck, **plus one Darkness card** for each black dot in excess of the number of yellow dots before this event.
- On party victory, add a yellow dot, and all party members not taken out get one Experience card and one Courage. Someone gets an Item; if you can't agree who, fight it out with your remaining cards.
- On Shadow victory, add a black dot and the Shadow's corresponding character gets two Darkness cards.