Shoujo Kageki Revue Starlight

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Version 1.1

A legend, passed down in a small village in a small country, through their summer star festival.

Before the downpour of shooting stars that returns every year,

“I met Flora,” “I met Claire,”

For our fated encounter.

“It seems we’ve been together for a long time.

Let’s meet here again, next year.

On this Star Festival night.”

Guided by starlight, a story of fate.

Hello to you, and be welcome in Seisho Music Academy! An all-female Takarazuka-esque establishment, it is a wonderful place of education, where children learn of all things theater – from organization and setting the stage to acting itself.

The Academy has a long and storied history. At this very moment, the 99th graduating class is rehearsing for their annual production of a certain theatrical play – “Starlight”. But even as auditions are in full swing, something quite strange is happening. Apparently, in order to land the first role and become a Top Star, aspiring Stage Girls also participate in peculiar Revues – performances of song, dance and… Battle, set up and overseen by a talking giraffe?

It appears that in these duels, one’s strength of will and theatrical prowess directly translate into skill and strength of arms, and the one to remove the cloak off of their opponent’s shoulders is propelled through the ranks, with the first place Stage Girl becoming a Top Star and achieving her place at her Fated Stage by the end of auditions. But even with strange mysticism overflowing in the school, things even more surprising hide in the shadows of starlight.

How interesting. Would you like to enroll?

...I understand. Very well then.

While normally our story would begin at May 14th, yours starts at April 9th, just as the third school year begins. Consider it a grace period.

And it shall be bestowed upon you, the Star which you have longed for.

Origins:

For things to proceed, I suggest your gender be female as per the school regulations. My apologies for any inconvenience, should this require a switch (free of charge, of course). Of course, you do have an option of being male for 50 CP if already female, but one has to wonder – why would a boy masquerade as a female for several years in an all-female school? Proceed with caution.

Now, select your path of education:

Class A

Stage Girls – the stars of the show, those alight with the Shine of their souls, burning in those blessed instants of theatrical performance!

Class A consists of those learning the arts of acting – the traditional crafts of dancing, singing, poetry, speechcraft and others. To last in the Academy for several years, or to be enrolled in there in the first place – you, without a doubt, don't lack in skill or knowledge required to wow the audience. Alas, previous years didn't quite go great for you and you never got to participate in the Starlight showings. But for your last year in the Academy, you have a good feeling about your chances!

Class B

Even as Stage Girls burn like stars with no assistance, they do need a stage to stand upon, and a script to follow. Mayhaps lacking in shine of their own, the hardworking students of Class B are the giants on whose shoulders the Fated Stage is built. Theater begins with a cloakroom, after all.

Where Class A is the domain of Stage Girls, Class B is where one is taught quite literally everything else – prop creation, tailoring, script writing, music, history… One could rightfully say that the education of those studying here is much more comprehensive, difficult and taxing on the mind than one of simply acting. To enroll into a path so demanding, and resign yourself to never appearing on a stage you created – are you that selfless, or is there something else in your heart? Well, it doesn't really matter much, as the entire B half of the Academy is already abuzz with plans for a new, better stage to surpass the one before it. New, better Starlight. What's your role?

...I understand.

Perks:

Perks priced at 100 are free, with others at discount, to their respective origins.

Class A

- 100 — The Shine

A Stage Girl's heart is one of light and sincere effort.

A Stage Girl without purpose is doomed to obscurity. But that's not something you would ever tolerate, is it now? Be it a childlike sense of wonder, steadfast desire for happiness or fierce expression of determination – whatever reason drives you, its intensity shall amaze people wherever you go, as you throw yourself fully into everything you do, marking your visage with splendor. Shine on, you glorious girl.

- 100 — The Essence of a Stage Girl

A Stage Girl's core is one of study and unending training.

Acting is a drain on one's body, mind and some would even say soul. But this just means that if you do dive into that world, then you might as well go in head first and never gasp for air – a lesson you figured out quite early on, before immersing yourself in drills. As years went by, you found yourself with self-discipline many would find unhealthy, but necessary in your craft – enough to combine study and training in every single topic a Stage Girl would be expected to master, with even a fair bit of happy careless life on top of that in the afterhours. Achieving so much, without burning out… You seem to have reached the true balance. Spectacular.

- 200 — Shining Eyes

Even beyond skill or beauty, there is something to be said about a Stage Girl whose dream, whose emotions, are clear and unburdened. Is it not success, if starstruck people return to a theater once again just to be in awe of her Shine?

How cute. You are quite adept at capturing the hearts of people around you with your innocent charm and earnest smile. In the face of your attempts to win over the friendship of everyone around you even the most standoffish person will soon smile back and accept a hug. And should you strive for something beyond friendship? You will find your intended target to be quite receptive to your advances, as long as you are honest about your intentions. Plan for something nefarious, and poof – the magic is gone.

- 200 — All the Right Qualities

For all the cries and accusations of discrimination, does theater not have an obligation to look for a certain… Je ne sais quoi, in its actresses? Even when it might seem like genes and a touch of blush is all it takes.

Your sincerity when on stage may be subjective, and your acting skills could perhaps be better – but your looks are beyond question. So beyond question, in fact, that enchanted by your appearance? People who see you for the first time just might quite literally forget to breathe for a moment. The effect does tend to decrease as someone gets acquainted with the “you” beyond the pretty face, but someone watching from afar, only witnessing your image when you step onto the stage? I dare say every time will be just like the first. Have fun making impressions.

- 400 — I Am Reborn!

One only truly loses their Shine the moment they give up. Someone who keeps on trying will always have an audience, after all.

As far as you are concerned, no situation is ever hopeless if one relies on their friends. Quite literally, too, as now every single relationship you have empowers your every action – depending on what the relationship is, its intensity and how mutual it is. A friendly acquaintance might be enough for a surge of confidence or a mild strength bump in that tiny fist of yours, but support from the true love of your life could make your attacks legendary in their effectiveness; your charms, as irresistible as your lover’s teasing. And while worldly popularity and worship might, in fact, count… Are you sure you can reciprocate all these feelings?

- 400 — Position, Zero!

The position of the Top Star is one of isolation. It’s lonely at the top, after all. But as you stand at the center of the stage as you rightfully deserve, none shall move you.

Victory is a matter of establishing dominance as you prove your power, skill and will to succeed and rise above your opponent. And when another straggler moans below you, those things you shall take from them. Whenever you defeat another person in a competition of any kind, from that point onward they will find it much harder to win against you in the future. Why? Simple – whatever training they will happen to put in since your last bout, you will rapidly understand and gain on even as their attempt at revanche is going on. From there, all it will take you is just a bit of personal growth, before you will stand in that coveted center once again.

- 600 — We are All Starlight!

Magnificent! The sheer gall and self-sacrifice it would take for a Stage Girl to try and rewrite a story’s ending! Now, I understand!

Who cares about reaching for the stars that shine so bright above us? You have your star right here. And so does everybody else. The realization grants you a very special ability to not leave anyone behind, as the results of your efforts in any conceivable undertaking can be freely shared among however many people you wish. Training, self-reflection, even dietary concerns – any positive growth you gain, you can evenly split between yourself and those you think deserving. Even obtained knowledge, while not lost to you, will be much easier for them to understand, although not to the same extent as you. And if you’re afraid to *be* the one left

behind – people who benefit from this perk have an option to also share their *own* successes with everyone involved. But as things proceed, with everyone in steady movement… Don't lose yourself in the crowd, okay?

- 600 — Overwhelming Brilliance

I understand. The Top Star, standing at the summit, cares not whence her Shine comes. For a Stage Girl to try and reach for the stars above all else – it's only natural.

The pinnacle of a Stage Girl, you are *the* image of excellence at all crafts you take up. Your every action baffles and bedazzles all who see you, as the more enamoured with you a person gets, the more effect you will have on them in any of your efforts – be they words, attacks or something more… Subtle. Someone stunned by the brightness of your Shine would likely be rendered helpless before you, and things you'd be able to do for someone in genuine adoration for you… Incredible. This ability is only amplified further should you have other people of exceptional stature assisting you, as your star shines even brighter on their behalf. Or perhaps, at their expense?

Class B

- 100 — Keen Eye

Reasons for why one would enroll into Class B are colourful and varied, but a set of essential talents remains constant for all who dedicate themselves to building the Fated Stage.

There is no critic more cruel than the audience. Sooner, later – every shoddy detail, every flaw will be noticed and put on a pedestal. Which is why you *have* to be better. With every play finished, you found yourself quite skilled at finding and scouring every detail related to your current project. The talents of applicants, the troubles of participants, the worn out props, the plot holes in the text… God forbid *those* occur. Under your watch, every avoidable problem will be seen coming. And if you are good enough, you just might pull off something you'd think a perfection.

- 100 — I Understand

I understand.

"I understand." Is something you'll be saying quite a bit, for your insight into the happenings around you is positively exemplary. As life goes on, you will find that various random events, plots and other interesting situations you'd otherwise miss become clear as day for you to involve yourself in at your leisure. Then again – those adorable teenage love stories, the dramas of soul-searching, the tragedies of loss… Wouldn't you rather just sit back, watch and enjoy the spectacle in all of its purity?

- 200 — Big Banana

Sweet, tender, and "nourish" the people around you! Just like a banana!

Ah, such a caring soul. What is it about you that makes you so calming for others? Regardless, the way you slip into the role of den mother is frankly ridiculous, as people around you find themselves coming to you over and over again for some stability and caring affection in their lives. Your cooking is also out of this world, bringing together even those who should, by all rights, despise each other's existence. Wait, is *that* why people hang around you? No, surely not.

- 200 — Giraffe?!

Appearance is something valued only in Stage Girls. After all, what does the audience care for faces they don't see?

How curious. Somehow, regardless of how amazing or outrageous you may look, you are also quite adept at keeping your head down and looking nondescript. People tend to just… Overlook, the more particular of your features. It helps an awful lot with going down the street when you are simply too fabulous for those around you. And should you be wearing your everyday

average? Most folk would probably have trouble even remembering you, even if you happened to be a known actress. Hey – Marilyn Monroe could do it, and you are probably not *that* famous.

- 400 — Best Girl Tactics

While not entirely lacking in Shine of their own, those of Class B are, nonetheless, well aware of the sheer difference in scale between them and performing Stage Girls. As such, they have to resort to other means of… Ahem, establishing dominance.

Sometimes, you just don't have the charisma. What for? Anything, really. But hey – that's where the grand art of word craft comes into play, as your deft tongue could probably talk a skirt off a guy. After talking him *into* it, mind you. That brilliant mind of yours that feeds enchanting lines into the mouths of Stage Girls lends itself well to any and all pursuits of writing and speaking. Write a book, help out a music group, start a religion! I hear those have a lot of words involved. Never forget – it's *you* talking on the stage, even if with another's voice.

- 400 — Ninth Day

Show must go on. Even though changing the script is not something one simply does, being able to account for unexpected is a valuable skill to have.

The best plans aren't those that have the predicted outcome, but those that pleasantly surprise you. It is in recognition of that fact that you have learned the subtle art of setting the stage for any circumstance. Rather than guiding the events to turn out the way you want, the way you do things simply tends to turn out alright for any and all goals you may have in mind. You may not necessarily achieve what you had in mind, but perhaps you'll get something else, or even something you never knew you wanted. Foundation is key, and improvisation is the name of the game.

- 600 — Golden Light

So bright, so blinding… The Shine of your determination is as amazing as it is terrific, in all sorts of meanings to the word.

You, my dear, have a secret – you don't let go. Ever. Every gift, every success, every memory is irreplaceable, and therefore priceless. And so, every time should something try and take something of yours away, it will find the process to be quite difficult, as your entire being rebels against loss and finds power and luck in the fact of possession, directly scaling to the importance of that thing to you. A misplaced trinket of no significance would likely find its way back to you eventually just by the merit of being yours, or make you just a bit more stubborn in regaining it, whereas something you obsess or think worth sacrificing your life over will see you outskilling opponents you should have no logical right standing against and defying common sense, logic and destiny itself in order to protect what is yours. And while this quality won't give you strength in most competitions – you can't lose a victory you don't yet have, after all – defense of a prized title, a victory streak or an important bet will see you quite determined

indeed. This ability doesn't really apply where your own wellbeing is concerned – you don't exactly *own* your health or life – but works especially well with relationships, as the stronger the bond is, the more unbreakable it becomes, no matter the strain or distance, and the more stubborn, lucky and incredible your efforts at retaining it will get. Yet remember – success is never guaranteed, no matter how tightly you grasp at your dearest possessions. Not to mention, one often has to give something away to obtain something of greater value… Take care, and know when to let go.

- 600 — Fated Stage Rebirth

Ah, that magnificent moment of everything you have labored for coming to a crescendo, as the Fated Stage is set and the actresses begin to move. You never did forget your first time, swearing to do so much more to experience it all over again. But merely repeating the past steps, reaching out for the same Star which you have longed for… That's not really the point, is it now? Another Stage, another Star on the horizon.

No performance is the same. Every repetition of the same play is better than the last, as actresses refine their skill, those behind the stage better their craft, and audience grows ever hungrier for bread and circuses. At some point, you managed to lean into the concept, and learn not merely a skill, but a brand new way of living. From now on, no action you take will be worse than the last time you tried it. Nay – every repetition, there will be improvement. Although quite small for your tastes, you can take solace in the fact that you will never grow stale, lose your edge or get bored, ever again. Take care, however – should anything impede your path, or make failure more likely? That will still impact your chances of success as it usually would. Getting better doesn't make perfection any closer.

Companions:

- 50 — Import

You, of course, are not expected to perform alone – solo performances are quite dreary for everyone involved. And at times, it does pay off in spades to have the entire troupe know each other close.

For merely 50 points, you can import or create a single companion into any of the two roles, with a 600 points stipend. For 200 points, you can do so for eight companions at once.

- 50 — Canon Companion

Takarazuka is a strange beast – it's an art form hard to remain in, but also one that doesn't let go easily. Of course, perhaps you have a better Stage to offer to our eventual alumni?

For an entirely too small price of, you guessed it, 50 points, you may choose one person to, provided their consent is not in question, take along with you on your journey. That said, surely you wouldn't stoop to *not* taking the entire troupe of nine? We could be convinced to let them go for but 300.

Items:

Items priced at 100 are free, with others at discount, to their respective origins.

Class A

- 100 — Fashion Accessory

A memory, of the days long past. A reminder, of a future you so desire.

A pretty token for your hair or clothes, one that serves as a symbol of… Well, you! Something to be worn and look nice, it will draw the eyes of the onlookers and stick in their memory, lending itself well to your appearance. Or, if you are terribly opposed to such things, you could just have yourself an adorable giant plushie or something. Whatever it is – just don't lose it, will you? You will make a certain someone very sad.

- 100 — Battle Regalia

I AM REBORN

Ah, the attire. RIght. The latest in the 'Royal Military' fashion, with a simple weapon of your choice included, this set of clothes has a curious benefit to it, aside from its wonderful, personalized design – your fighting abilities, as well as general physical capabilities, receive an upgrade scaling to your willpower, skill and prowess in all things theatrical. Curiously enough, it also seals all of your acting skills in a way that doesn't let you pretend to be a character, but forces you to act true to who you are. Can't have proper Revue Auditions without a real, true spectacle, you know. Speaking of, a note – accepting this comes with a place in the auditions for Starlight, and all that entails. Same thing applies to those people who decide to purchase the Regalia.

- 200 — Starlight Gatherer

The tower, the stars, and two people whose journey shall not be rewarded. Guided by fate, a tragedy of starlight.

This is a very special book. Inside, you will find a tale of a single life, ending in tragedy. A peculiar fate, following which will lead to sure ruin. *Your* fate. To elaborate – every time you arrive to a new world, a new book will be waiting for you, whose contents will be describing the most likely of the worst scenarios, according to which your ten year stay could proceed. The retelling won't be in too much detail, but will be detailed enough to make for an entertaining read. Or a decent guidance for what path to not take – since oftentimes, one's fate is not set in stone. At least, that's the hope.

- 200 — Crab and Shrimp

Not the most incredible, or luxurious of foods. But special nonetheless. As special as you make it.

How strange. This isn't crab, or shrimp. Or even a recipe for such. Instead, you are presented with a set of cooking utensils that never quite seem to run out. That said, their true value is this – by passing them around to a number of people and settling on a simple enough dish as a goal, you get the following guarantees: this dish will be successfully finished thanks to everyone's efforts; its taste will be well received by all; every participant of the process will find themselves growing closer together in friendship – or perhaps some other, deeper feeling. To stave off your concerns, participants do have to be willing to cook with you. They don't have to know about the other effects of the process, however. *Is* there anything supernatural to these tools, even, or do people just naturally become friends over something so wholesome? You be the judge.

- 400 — Studio

A place of deliberate, methodic, focused effort. The one and only point in every artist's life, where failure costs naught. And for actors such as you? Training and practice is something truly special, for it is not to be undertaken alone.

A simple ballet studio, to be added to one of your properties or, if you so wish, to your warehouse. While an inconspicuous, almost empty room at a first glance, it is when people gather in it that this purchase truly shines, for any and all training undertaken inside will turn into an amplified group activity. Even the most offstandish of people will find themselves giving tips to their fellow learners and those who tend to concentrate on others will receive those precious moments of outside perspective, while beginners of the craft get so much more help from their betters, who in turn absorb from their juniors those nifty little tricks that professionals tend to never figure out on their own. As the amount of people in the room increases, so does the positive effect of the room, and its size does seem to be suspiciously… Malleable. Let the magic of collective education take form.

- 400 — A Single Actress' Stage

A story of The Phantom of the Stage, who lives only until the first round of applause. A story of Claire suffering alone in a snowy plain, shivering from cold ice inside and outside of herself. A story of Flora, in her search for her very own Star. All of them, alone on their stages. And yet, are these plays lesser for how few roles they have?

Finding *a* stage is not really that hard. Performance tends to accept no limits, and the most shameless of artists would settle for the middle of a street. For you, however, there is something special in store – a simple bell with a wooden handle. While seemingly mundane, it reverbs with a wonderful, clear note of A in C major when rung. As that happens, a curious mood will fall over the scene – everyone present will take notice of you, and will continue watching, enraptured, as you start your spectacular performance. After all, that's what the bell signifies – the beginning of an act. And while simply grabbing attention of everyone around you may seem

somewhat lackluster, the little thing may yet surprise you. After all, it works exactly as advertised – on *everyone* who sees or hears you ring the bell, *for as long as* your performance lasts.

Class B

- 100 — Phone

Memories aren't eternal. Pictures, however, are worth a thousand words – or just about one memory. May this little thing safeguard your heart forevermore.

An ordinary enough phone, with an eye searing color. *Out* of ordinary, however, is that camera it has. Excellent quality, on par with your own eyes, and virtually infinite storage will lend themselves well to filming those magical moments that will inevitably be lost in time. And should you rewatch those photos and recordings? The memories will return to your mind's eye in clarity so perfect, it will be as if you have experienced them all over again. Just – don't get too engrossed, okay? You might lose sight of people who made those memories of yours in the first place.

- 100 — Stage Props

Theater is a magical place. Except, there is nothing mystical about the hellish effort required to make that magic happen. One of the reasons why no Stage Girl worth her salt looks down on Class B.

In your travels, you will quite often find yourself with no inventory to set up an appropriate stage with. Such is life. Fortunately, you do have this convenient chest, full of everything you'd require to put on a show. Nothing functioning or precious – the most you're going to get is one of those muskets that blow smoke. Still, quite nifty. Wait, what do you mean, 'the chest is empty'? Ah, right. Before the props appear, you have to put the script inside, first. Works once a week – but hey, what kind of troupe doesn't run the play into the ground before rehearsing another?

- 200 — The 99th Play

Nostalgia – a golden memory of happy things. And yet, desperately holding on to ghosts of the past, as your future might be withering away… Is that the life to live? Ah, what am I saying. It obviously makes you happy, so pros and cons, I guess.

You feel like you've had this for a long time – an old, worn book about events that happened oh so long ago. Or did they? Doesn't really matter, because the words on these pages will seem different to any who peek at them. Whoever happens to open the book, will find that it contains an enthralling, textual recreation of the deepest, dearest and most important memory that they have ever lost. It happens to all of us once in a while – that one thing that changed your life, or gave you strength at the lowest of moments, or just seemed important… And you forgot it. A true pity that this little book can help you with, as a little trip down the memory lane might be just

what the doctor ordered to get your life back on track. A reminder, of a reason why you live. Something we all could use, for sometimes even people with perfect memory have things that they don't think about.

- 200 — Tailor's Assembly Line

Ah yes, apparel. Arguably, the most difficult prop to prepare – you need to personalize each item to the actor, spend so much effort to make them – and the most painful to set aside after the play is over and done with. However, that doesn't belittle the effort, does it now?

A huuuuuuge box. You're not entirely sure what exactly it does, what with all the burning, smashing and steaming sounds coming from the inside, but you do like the results – by putting a thing into a slot and whirling a crank, out of a slot on the opposite side shoots out a full set of clothing, themed after the item in question and made to the sizes of the item's owner. It will have the abilities of the Battle Regalia item, inherit any qualities of the parent item you may wish for it to and can even morph between the item and clothing forms! Impressive, right? Also – if a weapon is used as a parent, the clothing form will still have that weapon available for use.

- 400 — Revue Stage

The Stage of the Top Star – even as those who fail the auditions lose their Shine, this Stage is still no more cruel than the one you intend to spend your life on, and definitely no less magnificent.

A well hidden basement, located… Somewhere. While in its default state, it might resemble a set of incredibly large round stages surrounded by a wide circle of seats, everything changes when a Revue is announced to begin, and at least two people enter a stage – as the participants compete in a sport of their choice, the stage itself will change according to their wills and actions, enriching the spectacle and possibly helping or hindering those on it, as castles and towers rise and fall, and lights focus on those who Shine brighter or arrange themselves into peculiar pentagrams... Wait. Why would they-

- 400 — The Academy

"Stand! Bow! Sit!" Theater begins in a cloakroom. Or, in your case, with a roll call.

Well, okay. Maybe *this* is the true prize for you? Perhaps instead of indulging in the more mystical side of the theatre, you would prefer the foundation upon which one's Shine is first sparked? An academic institution dedicated to stage arts, it is easily the most famous in the country, with fair acknowledgement worldwide for its incredible alumni – Top Star material, each and every one of them, as those enrolled will all engage in their pursuits with full passion, embracing your teachings and material wholeheartedly. Especially if, say, said material happens to be something even more exciting than mere theatre. Artistic types *love* new horizons. Alas, none of that occurs right now. It is only after ten years, in future jumps, that you will find yourself

an owner, or perhaps a headmaster, of such academy, to be placed wherever you'd like with an established student pool on all years and attracting even more bright souls from all over.

Drawbacks

You are allowed to increase your CP count up to 600 points maximum.

- 100 — Meaningless Chore

I am Claire. The sin of the Star I committed shall blind me forevermore, as I fall down to the abyss.

What are you even doing here? Beyond committing oneself to studying, being skilled, or talented, or beautiful – having passion for the craft is *the* thing that will keep an actress going, at times. And you don't have that. Perhaps going to the Academy wasn't entirely your choice, or could be that you got disappointed in the field – but all things stage just don't feel any good anymore. Did they ever, even? Maybe you should look deep inside yourself for whatever the reason might be. You may yet regain your Shine.

- 100 — Miracle Pitch of Love

Hey, don't look away. Look only at me. Hey, if you weren't here, I'd be nothing. So I won't let you end this game.

It's… Lonely, isn't it? Feels like everybody around you is neatly paired up, and even though they are perfectly willing to call you their friend, there's still this… Spark, that you are missing. And you want that. You *want* that love that they have for each other. 'Otherwise, what is even the point?' Needless to say, that's a dangerous obsession you have there – quite yanhealthy for you and those around. Careful, for in your pursuit of true love that you likely won't even recognize properly you might lose the bonds you already have.

- 100 — Curtain Call

You are a ghost, I am a ghost. Once Hell opens its mouth, you will be wrapped in darkness which the spot light does not reach, and behind that big, old stage resonates a painful weeping.

Ah yes, method acting – refined by generations, the way for a person to completely immerse themselves into a role… Wait, isn't this a bit too much? Oh dear. It appears that whatever character you happen to be rehearsing or preparing for at the moment, you can never quite manage to shake it off during everyday life. I mean – depending on a role in question and your acting chops, the resulting sight can range from *actually* glorious to an embarrassment that would leave you blushing for years to come if you weren't so into the role. But it is bound to be entertaining regardless, no? At least you can relax yourself with that thought.

- 200 — Grasping for Starlight

If you grasp the small star, you will receive a small joy. If you grasp the great star, you will receive great wealth. If you grasp both of them, you will receive an eternal wish.

You know, maybe theater *is* a cut-throat place. Maybe your future *is* worth struggling for. But look at yourself, so driven and determined, willing to do so much… Up to, and including, sabotage. Indeed – in your desire to become the Top Star, you will crush any opponent and take every possible opportunity to rise over all others. Needless to say, such an attitude is not exactly productive to a group activity that is acting. When will you realize, that the best performance is the one that doesn't *have* a Top Star?

- 200 — Dead Stage Girl's Atonement

Gathering stars is forgiveness of sins. Gathering stars is a miracle of the night. The light of the star is the light of hope. Your light is the light of the star. Take it, the star you wish for.

Just how starry-eyed can you get? So naive and hopeful you are, in your ideals of friendship and altruism, that you would inconvenience yourself in a heartbeat if it meant helping someone. And while your fellow academy students and the world in general won't exactly be abusing that quality of yours, being late to lessons because you needed to get that cat off a tree won't do favours to your education in a strict academy such as this one, or that thing where you are convinced that Auditions don't have to be won at the expense of everyone else… Good luck defying fate and not losing everything, there.

- 200 — Fast Burning Candle

A promised protagonist role. Aside from the heart of a stage – the Position Zero – there was nowhere else that I belonged.

Now, now. I understand how it is – the adoration of onlookers, the spotlight, the culmination of your efforts… An incredible feeling, is it not? Alas, somewhere along the way your mind went in a circle of positive reinforcement, and whoops – now stagecraft is the *only* thing you really enjoy. And that's the word being used literally, mind you, because life whenever you're not doing something associated with the stage is going to feel pretty dang miserable. An existence hard to feel jealous about, no matter how happy you might occasionally feel once the pieces come together.

- 300 — Twilight Stage

The darkness forsakes reality. The Show Must Go On! The spirit which possesses me, is something I can not show backstage!

Something, is terribly wrong. And yet, so terribly correct. Instead of light, there is steel in all these girls. For their convictions, they fight in a Revue of Destiny, on a Twilight Stage, tearing each other's Radiance away – orchestrated by the very faculty of the Academy. There is no

mercy between these actresses, who never called each other friends – for they are nothing but rivals, on their path to becoming a Top Star. This, is the world where ideals are dead and friendship is simply chains, holding one back from their future, even as this one girl still manages to break rules and interfere through sheer chutzpah. What will you do, in a world where only talent is rewarded?

- 300 — Despair Called Starlight

As this despair of ours repeats, the light of the everdistant star will, one day, disappear forever. Our dream will never, ever come true.

Every night, you dream of being on top of a high tower. It's a wonderful sight, full of colour and shining radiance as the stars shine on from above. But then you are pushed forward, and fall. And fall, and fall. And every time you wake up, you know with terrifying certainty – your journey will end here, as a person moste dear to you betrays your trust and the hope of the stars turns into despair. Import eight of your companions – the nine (or however many possible, if less available) of you are now fighting in the Auditions. They will do their best to win, and unless you persevere, and crush their hopes and dreams during the upcoming nine days? Your chain is over. On this journey, there is no hope but what you make. "Starlight Gatherer" is a story of tragedy. However, yours doesn't have to be.

- 300 — 404 Golden Days

I will never let anyone interfere in this eternal play, made just for me! Change only brings about tragedy!

You remember how it all began. The second year was wonderful, and Class A put on an amazing Starlight. As the third year started, nobody transferred to the academy, Aijou Karen never regained her reason for fighting and Daiba Nana encountered no opposition to her obsessive desire for a world without change. And so you wake up, 404 days in the past, with only you and Nana retaining your memories. But even as you become a wild element in her life of one eternal play, you find yourself without any of the outside powers, rendering you unable to be victorious over the barely sane Stage Girl and simply snatch the wish away from her. In order to break the loop of repeating resets, you will have to strike at her willpower – by convincing her that repeating the happiest year of her life is not the right thing to do. As you might imagine, this is not an easy undertaking – and will likely require careful, slow persuasion over the course of a number of years. And even if Nana remains unconvinced for ten straight repetitions, and wins over and over again? That won't free you – you will remain locked in time with her, until the cycle is well and truly broken.

And it shall be bestowed upon you, the Star which you have longed for...