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1 Argument: Masako/Masahiro wants Shiori/Shun to be careful in Shadow fights	2 Disaster: Sports riots Requires: total Empathy 2	3 Argument: Kazue/Kazuki wants Ayumi/Akito to come fight Shadows	4 Battle: Rin/Reizō's Shadow
8 Battle: Shiori/Shun's Shadow	9 Argument: Yumi/Yōji wants Chiyo/Daichi to come look for others in the Dark Hour	10 Disaster: Electronics mysteriously stop working Requires: total Knowledge 3	11 Argument: Rin/Reizō mocks Ayumi/Akito about running scared

<p>15</p> <p>Argument: Shiori/Shun wants Chiyo/Daichi to back her/him up in fights</p>	<p>16</p> <p>Battle: Ayumi/Akito's Shadow</p>	<p>17</p> <p>Argument: Rin/Reizō mocks Shiori/Shun for the futility of his battles</p>	<p>18</p> <p>Disaster: Explosions wreck buildings across campus</p> <p>Requires: total Courage 4</p>
<p>22</p> <p>Disaster: Professors violently attack and kill students</p> <p>Requires: total Courage 4</p>	<p>23</p> <p>Argument: Kazue/Kazuki calls Rin/Reizō a coward for avoiding Shadows</p>	<p>24</p> <p>Battle: Yumi/Yōji's Shadow</p>	<p>25</p> <p>Argument: Ayumi/Akito and Chiyo/Daichi argue about who abandoned the other</p>
<p>29</p> <p>Disaster: Rift opens across campus, causing buildings to collapse</p> <p>Requires: total Courage 4</p>	<p>30</p> <p>Disaster: Shadows in normal world attack people and cause panic</p> <p>Requires: total Empathy 5</p>	<p>31</p> <p>Now</p>	

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Argument:
Yumi/Yōji wants Shiori/Shun to help with a home base

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Disaster:
Fatal disease outbreak

Requires: total Knowledge 3

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Argument:
Masako/Masahiro wants Chiyo/Daichi to help with data gathering and analysis

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Battle:
Kazue/Kazuki's Shadow

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Argument:
Yumi/Yōji wants Masako/Masahiro to help build anti-Shadow barricades

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Disaster:
Drug ODs lead to hospitalizations and arrests

Requires: total Empathy 3

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.

<p>19</p> <p>Argument: Kazue/Kazuki and Yumi/Yōji argue about fault for the broken group</p>	<p>20</p> <p>Battle: Chiyo/Daichi's Shadow</p>	<p>21</p> <p>Argument: Masako/Masahiro and Rin/Reizō argue about what to focus on</p>
<p>26</p> <p>Disaster: Fire spreads, assisted by malfunctioning sprinklers</p> <p>Requires: total Knowledge 4</p>	<p>27</p> <p>Argument: Kazue/Kazuki wants Shiori/Shun to be more ambitious fighting Shadows</p>	<p>28</p> <p>Battle: Masako/Masahiro'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.