

Len'en Contest 01

Kill Two Birds With One Stone

[Countdown to Deadline](#)

Summertime in Mugenri, and what's a better way to have fun under the sun than to murder each other with bullets in all shapes and colors? But playing alone is dull, so the denizens of Mugenri decide to team up instead.

RULES:

- You must create a script featuring **two bosses** in the style of *Reactivate Majestical Imperial's* fourth stage.
 - This means that each script will have **at least one nonspell and one spell for each boss**, plus **at least one shared nonspell and spell**, making the total minimum requirement **three nonspells and three spells**.
 - The maximum amount of patterns is **two nons, two spells for each boss and two shared nonspells and spells**, putting the total limit for the script at **six nonspells and six spells**.
 - Each pattern may not have a time limit greater than 70 seconds.
 - You may not use any of the original pairings, which means Yabusame & Tsubakura, Yaorochi & Sukune and Kuroji & Saragimaru are *prohibited* and will result in *disqualification*. Please note that the individual characters themselves are not prohibited, just these specific combinations.
 - Len'en characters only. Though, because we've barely seen anything of them, Jinbei would count as an OC and is therefore *prohibited*.
- Please include a player that is confirmed to flawlessly work with your script (i. e. it shouldn't be too strong, neither too weak). A Len'en-themed player would be appreciated given the theme, but is not required. The player will not be taken into account for judging, unless it has major flaws impacting gameplay.
- Stages are allowed. If you plan on making a midboss, it is not necessary for it to be a dual boss. Maximum midboss length is **three patterns** of any kind.
- You are allowed to make, at most, one survival spell.
- Last Spells and Last Words (those being spells that end as soon as you get hit), as well as any spells exceeding the maximum limits will be ignored in scoring.
- You may use a game engine other than Touhou Danmakufu ph3, although it is the recommended one.
- You are allowed to work with a partner, but no more than teams of two.

JUDGEMENT CRITERIA:

- Creativity, challenge and fun factor of the script will obviously be the main points of judging.
- Aesthetic appeal will be a minor factor, as good danmaku without effects will win out over poor danmaku with eye-dazzling effects.
- Quality over quantity! Do not create any more patterns than the minimum requirement if you can't think of any good ones, as it may damage your score.
- Game-breaking bugs will result in an instant zero, so please, have another person or two test your script before the deadline.
- A criterion specific to this contest is how well the characters and their abilities compliment each other. A team spell that just has both characters shooting danmaku at the player will likely be graded worse than a team spell that combines both of their abilities and has them interact in some way.

JUDGES:

- Python
- Tres
- ???

RESOURCES FOR BEGINNERS:

- [Danmakufu Wiki](#)
- Helepolis' video tutorials ([0.12m tutorials](#)) ([ph3 tutorials](#))
- [Sparen's ph3 tutorials](#)
- [English Len'en Wiki](#)
- [Len'en Game Rips \(EE ~ BPoHC demo\)](#)
- [BPoHC Full Version Rip](#)

Credits to AJS for the Google Doc format.