

Mina Majikina

Holy Archer

Body Points: 11 Height: 4
Tactics Points: 15 Attacks: 1



Move Name		Page	X	Mod	+
Kicks	Heavy	O	28	56	+1
	High	R	10	56	0
	Low	B	2	56	0
Thrust Bow	High	R	32	56	0
	Low	B	14	56	0
Swing Bow	Low	B	42	56	-1
	High	R	12	56	-1
Single Shot	Snapshot	R	22	60	0
	Sniping	B	38	60	0
Multi Shot	Heavenly Bow-Heart	O	44	64	0
	Nirai Kanai's Bind	R	48	54	0
	Squat Fire	B	6	58	0
Special	Umichimun's Rage	B	34	56	+2
	Wild Swing	Y	40	56	+1
	Dislodge Weapon	B	30	56	-3
	Retrieve Weapon	G	46	52	-6
Sungan's Lure	High	G	26	56	-2
	Low	G	4	56	-2
Jump	Up	G	18	52	-6
	Dodge	Y	8	52	-6
	Duck	G	20	52	-6
	Away	Y	16	62	-6
Extended Range	Shinabi's Grief	W	50		+2
	Heavenly Bow-Heart	K	64		+2
	Squat Fire	K	58		+2
	Nirai Kanai's Bind	W	54		+4
	Mitonchi's Judgement	W	60		+2
	Block and Close	N	56		0
	Dodge	N	52		-6
	Change to Stuffed Girl	N	62		-6

Color Key: Orange, Red, Blue, Green, Yellow, White, black, brown

Mina Majikina

Holy Archer

Gear: Bow named "The Suppressing Holy Bow of 8 Purifications", 3 General Items

Quiver of Replenishment: Mina never runs out of arrows.

Blank Move Entries: Mina's character card has two less move lines than a standard *Lost Worlds* character card. The missing moves are the ones that are typically in the first two lines. Ignore the two blank lines if you are using the older character advancement rules.

Bow Attacks: All attacks except Kicks, Special Retrieve Weapon, and Jumps are Bow Attacks. (At Extended Range all except Brown.)

Character Design: Mina Majikina is from the *Samurai Spirits/Samurai Shodown* series.

Gear: The Gear list comes from the translation.

Mina Majikina

Restrictions

- 01 **Jumping Away:** "Add +1 if you score next turn. (P)"
- 03 **Swinging Bow:** "Do no Thrusts or Red next turn."
- 05 **Squat Fire:** "If unmodified Score is 0 or more, go to page 35 and tell me to ignore my current page and go to page 49. Otherwise, no restrictions next turn."
- 07 **Dazed:** "Do only Jumps next turn.
If scoring 11 or more, then include Critical restriction.
CRITICAL: Do no Orange for the rest of the combat."
- 09 **Thrusting Bow:** "Do no Swing Bow next turn."
- 11 **Single Shot:** "Do no Side Swings or Red next turn."
- 13 **Leg Wound:** "Do no Red or Orange next turn.
If scoring 8 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 15 **Extended Range Nirai Kanai's Bind:** "Do only Extended Range except Shinabi's Grief next turn."
- 17 **Sungan's Lure:** "Add +2 to any Bow shot that scores next turn."
- 19 **Off Balance:** "Do only Green or Yellow next turn."
- 21 **Turned Around:** "Do only Yellow next turn."
- 23 **Behind You:** "No restrictions next turn. (P*)"
- 25 **Umishimun's Rage:** "Do no Blue or Yellow next turn."
- 27 **Weapon Dislodged:** "Do only Kicks, Special Retrieve Weapon, or Jumps (at Extended Range do only Brown) until your Bow has been retrieved."
- 29 **Ducking:** "Do no Orange next turn, but add +2 to any Squat Fire that scores next turn. (P*)"
- 31 **Arm Wound:** "Do no Red or Orange next turn.
If scoring 6 or more, then include Critical restriction.
CRITICAL: Do no Multi Shot for the rest of the combat."
- 33 **Dodging:** "Add +2 to any Single Shot that scores next turn."
- 35 **Extended Range Body Wound:** "Do only Brown next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 37 **Jumping Up:** "Do no Blue next turn, but add +2 if Heavenly Bow-Heart scores next turn."
- 39 **Shinabi's Grief:** "Do no Green or Yellow next turn."
- 41 **Knocked Down:** "Do only Jumps next turn.
If scoring 4 or more, then include Critical restriction.
CRITICAL: Do no Blue for the rest of the combat."
- 43 **Retrieving Weapons:** "May use weapon again.
No restrictions next turn."
- 45 **Parrying:** "No restrictions next turn."
- 47 **Nirai Kanai's Bind:** "If unmodified Score is 0 or more, go to page 35 and tell me to go to page 15. Otherwise, no restrictions next turn."
- 49 **Extended Range Squat Fire:** "Do only Extended Range except Shinabi's Grief next turn."
- 51 **Extended Range Heavenly Bow-Heart:** "Do only Extended Range except Shinabi's Grief next turn."
- 53 **Body Wound:** "Do only Green or Yellow next turn.
If scoring 9 or more, then include Critical restriction.
CRITICAL: Do no Red for the rest of the combat."
- 55 **Change to Stuffed Girl:** "Do only Extended Range next turn.
Regain one Body Point if any have been lost."
- 57 **Extended Range Blocking:** "Do only Extended Range next turn. (P)"
- 59 **Extended Range Mitonchi's Judgement:** "Do only Extended Range next turn."
- 61 **Extended Range Dodging:** "Do only Extended Range next turn, but add +1 if you score next turn. (P*)"
- 63 **Heavenly Bow-Heart:** "If unmodified Score is 0 or more, go to page 35 and tell me to go to page 51. Otherwise, no restrictions next turn."



Mina Majikina Credits

Artist:

Publisher: HobbyJAPAN Co., Ltd.

Lost Worlds Series Creator: Alfred Leonardi

Lost Worlds Publisher: Flying Buffalo Inc.

Translation: Haruka Tomose

PDF Editing and Layout: Michael Miller

Mina Majikina is ©2009 HobbyJAPAN Co., Ltd. Lost Worlds is a trademark of Flying Buffalo Inc.

This document is ©2010 Michael Miller. Permission is granted to download, store locally, and print copies for use with the Mina Majikina book. Redistribution is not permitted without prior consent.

For updates visit ESGLabs.com.

<http://queensblade.net/>

<http://www.lostworlds.com/>

<http://www2s.biglobe.ne.jp/~tomose/>

<http://www.esglabs.com/othergames/>

Version 1.0.0