

What is *Silver Blades, Stellar Knights*?

Welcome to the world of *Silver Blades, Stellar Knights*.

This is a game portraying an ensemble drama about heroes fighting to protect the world, set in a vast layered city-world.

Now, let's first explain the most important details.

A Book, Yet a Game?

Silver Blades, Stellar Knights belongs to a genre called Table-Talk Role-Playing Games (abbreviated as TRPG!).

▼ Table, Talk?

In *Silver Blades, Stellar Knights*, everyone sits around a table, enjoying the game through conversation.

All you'll need is this rulebook, a handful of dice (which are called 'saikoro' in Japanese!), writing tools, Stellar Knight sheets, Self-introduction cards, and a copy of the Arena of Wishes map.

No smartphone, handheld consoles, or spare batteries required!

▼ What Does Role-Playing Mean?

If you look up 'roleplay' in a dictionary, it says something like "acting out a role."

To put it very simply, *Silver Blades, Stellar Knights* is a game where everyone creates the most thrilling story together.

You yourself become an actor, effortlessly crafting a masterpiece story that rivals any movie or novel!

Set in a Layered City?

Silver Blades, Stellar Knights takes place in the layered city of Airceltrai.

Airceltrai is a city formed by the layering of multiple different worlds. The primary setting for the stories is the city's topmost layer, home to six vast academies.

▼ Wait, Different Worlds?!

Indeed, different worlds.

Airceltrai collects parallel worlds, alternate realities Earth could have become, into one layered city.

As a result, people from many diverse worlds now live together in Airceltrai. Examples include worlds where "the Fourth World War occurred," "worlds of fantasy that should only exist in stories," "worlds with highly advanced science," and "worlds where beast-people coexist alongside humans."

A Battle to Protect the World?

Silver Blades, Stellar Knights is a TRPG depicting the drama of Stellar Knights, warriors who confront the invading force from another world, Roaterra.

Roaterra, a dragon-like monster powerful enough to have shattered Earth into fragments, was sealed away about a hundred years ago. But even now, it continues to secretly manipulate people, attempting to break its seal.

The role of *Stellar Knights* is to battle those controlled by Roaterra, freeing them from its influence and ultimately to secure victory in the inevitable final battle against Roaterra itself.

▼ A Reward for Fighting, Fighting for a Wish

Stellar Knights don't fight without compensation. Their reward is the fulfillment of their wishes.

By fighting as knights who defend the world, they're given the opportunity to realize their deepest desires.

Yet fulfilling a wish is not easy.

Only those prepared to stake the world's fate upon their dreams awaken as Stellar Knights.

Stellar Knights?

Those who bear radiant hope, with powerful brightness in their hearts.

— They are Radiant Stellar Knights.

Those steeped deeply in despair, with profound darkness in their hearts.

— They are Dark Stellar Knights.

The Maidens of Radiance and Darkness, the overseers of this world akin to gods, awaken individuals with powerful desires, granting them the mantle of Stellar Knights.

However, alone, a Stellar Knight possesses no strength.

Only when two Knights come together, one embodying hope, the other embodying despair, do they wield the power to rewrite the world.

This is why the title of this book, *Silver Blades, Stellar Knights*, is plural: because Stellar Knights are two halves of a single whole.

▼ Two as One?

The essence of an extraordinary story is built on relationships between characters.

As previously explained, *Silver Blades, Stellar Knights* centers on pairs composed of a "Radiant Knight" carrying "hope," and a "Dark Knight" holding "despair," advancing the story together.

Whether deepening bonds of friendship, enjoying playful rivalries, secretly harboring mutual admiration, or openly nurturing love—there will be as many stories as there are pairs.

An Ensemble Drama?

In *Silver Blades, Stellar Knights*, players don't chase a single shared narrative. Instead, each pair will ask:

- **What relationship binds the two Knights?**
- **What feelings do they have towards each other?**
- **How do they spend their daily lives?**
- **What wish drove each of them to become Stellar Knights?**
- **For what wish do they now battle?**

and weave such splendid stories on their own.

To simplify even more?

Playing *Silver Blades, Stellar Knights* even once allows you to experience multiple "treasured relationships" all at once. Truly the ultimate game!!!

And One Important Rule

Silver Blades, Stellar Knights is a cooperative game, crafted and enjoyed by all players together. Characters might become rivals or opponents in the story itself, but their Directors and Actors are never in conflict! Work together and create a truly wonderful experience for everyone!

For first-time TRPG players

"I'm interested in TRPGs, but they seem difficult."

Many people currently enjoying TRPGs likely had the same thought at first.

Yet, the reason they're still playing now is undoubtedly because it's an incredibly enjoyable experience.

Silver Blades, Stellar Knights was specifically created to invite wonderful people like yourself into the immensely fun world of TRPGs.

Now, let me share some advice as you step into the world of TRPGs.

The charm of *Silver Blades, Stellar Knights*

Silver Blades, Stellar Knights is designed so that even someone completely new—someone exactly like you—can swiftly and effortlessly taste the delectable joy of crafting a unique and ultimate masterpiece of a story, one of TRPG's greatest pleasures.

Choosing this game as your TRPG debut was absolutely the right decision!

Still totally confused?

This book was created specifically to support you. A rulebook is your ultimate weapon for diving into the exciting and intense world of TRPGs.

Whenever you're unsure, this book will patiently explain things to you—again and again, as many times as you need!

Afraid to make mistakes?

It's completely fine to make mistakes.

There are no absolute "right answers" in TRPGs.

The only true goal is "ensuring everyone has the most enjoyable time possible."

We'd be delighted if you follow the rules provided here, but if everyone agrees, you're welcome to change or even create new rules.

Not sure who to play with...?!

TRPGs are meant to be played with multiple people.

But what if there's nobody around you playing...?

Don't worry, you're not alone.

There are numerous groups that play TRPGs regularly, and many more people play online.

However, the best option is always gathering your own friends.

Try approaching someone who shares your interests by saying, "There's this amazing game called Silver Blades, Stellar Knights, where you get to obsess over your favorite character dynamics, and show off your finest chemistry to make everyone swoon—wanna play?"

If you spot someone recruiting players, summon your courage and speak up!

Armed with this book, you're invincible.

No place to play?!!

TRPGs do require some time to play.

Depending on how many players there are, a good session might take around 2 to 5 hours.

Two to five hours... a place with a table... somewhere you can speak freely... drinks readily available since you'll be talking... it'd be great if there were strawberry parfaits and heaps of fries, too...

Indeed, karaoke booths are an excellent recommendation. Otherwise, some groups regularly rent at community centers, or, if you're a college student, try a club room.

Of course, you could always play at your or a friend's house.

Whichever place you choose, always make sure to tidy up afterward.

TRPGs are the pastime of true ladies and gentlemen after all.

For Experienced TRPG Players

As previously mentioned, this book was primarily created to offer those playing a TRPG for the first time an optimal environment to fully enjoy role-playing.

Thus, some familiar technical terms have been replaced with alternative expressions.

Once you're more comfortable, or if you're already experienced, and prefer using familiar terminology, feel free to revert to those terms, provided all participants agree.

Director → Game Master, etc.

Actor → Player, etc.

What are Stellar Knights?

Stellar Knights

Stellar Knights are duelists chosen by two goddesses because of their unwavering desires.

They are knights who always fight as pairs with a destined partner.

A Stellar Knight pair always consists of one who carries hope and another who harbors despair, together fighting to protect the world.

Destined Partners

There are two conditions to becoming a Stellar Knight:

Having a "destined partner who shares the same wish."

Then "vowing to become a Stellar Knight."

In exchange for their duty to protect Airceltraí, Stellar Knights are granted a chance to fulfill any wish.

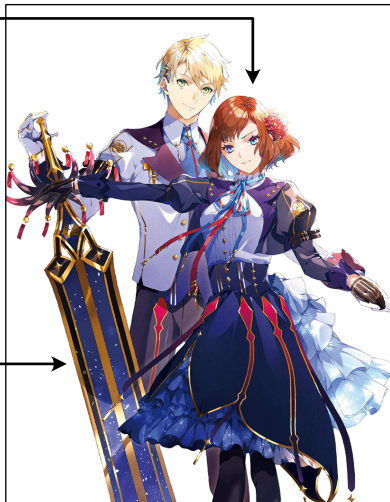
Bringers, those who draw out a blade to fight

The warrior who stands in the arena, carries the sword, and battles gracefully.

The one who fights faster, stronger, and more passionately than anyone else, driven by their wish.

Sheaths, those who harbor a blade within

When a Bringer steps into battle, their partner, the Sheath, transforms their body into weapons, armor, and regalia—collectively known as Stellar Dress. The Sheath exists to protect the Bringer.



Playing Two Roles

In *Silver Blades*, *Stellar Knights*, you'll create two characters to participate in the story.

Each of your characters will form a pair with the participants seated beside you, weaving the story together.

The Embraced

Opponents to be defeated in *Silver Blades*, *Stellar Knights*.

The foe of Stellar Knights.

Citizens of Airceltraï whose minds have been taken over by Roaterra, transforming into its soldiers, are called the Embraced.

Within about 3 days of being Embraced, one develops power far beyond human and heads to the dueling arena to undo Roaterra's seal.

If you can defeat these Embraced, the victimized citizens can safely return to their everyday lives. However, failing even once signals the end of the story.

The Eclipsed

An Eclipsed is closely connected to Stellar Knights—it's what your Stellar Knight might someday become.

Although Stellar Knights resist Roaterra's mental control, the strain of their superhuman powers gradually accumulates "distortion," eventually transforming them into soldiers of Roaterra, similar to the Embraced.

Those transformed Stellar Knights are known as the Eclipsed.

An Eclipsed can also be freed from mind control if defeated, but with one crucial consequence:

They permanently lose their Stellar Knight powers.

What is Role-Playing?

In *Silver Blades, Stellar Knights*, role-playing means declaring, "My character would take this action or say these words."

Become as you Play

There's nothing embarrassing about immersing yourself in your character.

If you try, you'll find it's incredibly fun!

▼ What does immersing mean?

Imagine your partner asks:

"Would you like coffee or tea?"

How would your character answer?

Option 1: "I'd prefer coffee. Yours always tastes wonderful."

Option 2: "Hmm, let's see. I think my character would probably prefer coffee...?"

Option 3: "Oh no, I can't think of anything! Someone help!"

All these responses are correct.

Option 1 is a direct expression of your character's response.

Option 2 reflects the player's own thought about their character.

Option 3 wisely calls on others for assistance because you're uncertain.

Thinking about and stating your character's actions or speech in this way is roleplaying.

▼ If you're stuck, ask for help

When uncertain, asking others for help is always a good decision.

Silver Blades, Stellar Knights isn't a competitive game.

It's about creating the ultimate story together.

Your friends will surely offer great advice.

Likewise, if someone asks you for help, offer your best ideas.

But remember, advice should never be forced—always suggest, never impose.

▼ Rewards Await You

Social media has buttons for "likes," and various things.

On stage, people might throw money as appreciation, financially support their favorite idols, or send fan letters to beloved writers.

The real world offers many ways to openly express your love for what you enjoy.

Shouldn't TRPGs have similar rewards?

In *Silver Blades, Stellar Knights*, we offer a means to express your admiration when your heart flutters—a system known as "Bouquets."

When you craft a charming line, someone is sure to present you with a Bouquet.

Start with one thing, that first line of dialogue.

Once the conversation is going, role-playing naturally speeds up, and before you realize it, you'll have plenty of Bouquets at your fingertips.

The rules for Bouquets are explained on p.130.

Column: ~Let's Discuss!~

Before a scene begins, talk with your partner about the kind of roleplay or scenes you'd like to perform.

It's enjoyable to improvise scenes spontaneously, but discussing scenes beforehand greatly enhances your storytelling.

Here's a sample from a session:

A-san: "So, what kind of scene do you want?
Anything specific?"

B-chan: "Hmm... I'd like my character to be the 'biting-type puppy character who doesn't easily show affection.'"

A-san: "Oh, then maybe I'll play a 'gentle big brother' type who watches over you fondly?"

B-chan: "That's nice too... Oh! How about the first scene shows that dynamic, then we have a big fight in the second scene, things get tense, and then we make up in the intermission... What do you think?"

A-san: "You're a genius! Where should our first scene take place?"

B-chan: "Maybe my character is getting into a fight behind the school?"

A-san: "Perfect. My character sees it, scolds you gently, and then perhaps I patch up your wounds!!"

B-chan: "Wait, are we already getting Bouquets before the scene has even started?!"

Having conversations like this before starting the scene helps you smoothly engage in roleplay.

Oh, and audience members—feel free to toss Bouquets even during these planning discussions!



Introduction