



シャドウライバル

# Shadow Rivals

怪盗対決

# Shadow シャドウライバル Rivals 怪盗対決

## Introduction

"Dear Mr. Graze, We hear you are burdened by your vast collection of exorbitant antiques. We do hereby gladly inform you that we shall be dropping by your manor later this evening to relieve you of this terrible burden, free of charge. Please set aside your nicest pieces."

Graze crossed his arms as he glared at the rose petal-covered letter on his tea table. He shifted his furious eyes to examine the postcard beside it:

**"Sir Graze: Tonight. Jewels. Mine."**

Graze frowned as his waggish maid passed yet another rose-scented envelope to him:

"Hey Grazey! How you doing? Thanks for donating all your paintings to my charity of me. Be stopping by later tonight for them. See ya!"

Graze hurled the rose-scented letter into the fireplace. The aroma of roses filled the chamber. Infuriated, Graze lept from his leather armchair cursing up a storm. His foul words pierced the ears of the local police constable over his ornate wooden telephone. Graze often pays her to look the other way. He felt it time for her to finally put more of an effort into this matter.

Within minutes, the doorbell rang. Graze swung open the heavy front cherry wood door and screamed. The police constable was standing behind a massive vase filled with roses; they were left on his doorstep. Graze's eyes boiled red as he grumbled to the constable about this debacle of audacious thieves running loose around the neighborhood.

The constable calmed Graze down, and together they inspected every valuable item within the mansion. Graze never noticed the sly grin on the constable's face as she left or the duplicitous wink she gave the maid.

In Shadow Rivals, you will be leading a team of 8 uniquely skilled thieves and pilfering the riches from extravagant parties. It's your last score--more than enough to retire. Alas! Rival teams are infiltrating your turf, so you will need all your wits to gain the upper hand and make sure you get the biggest slice of the pie.

You have heard the chimes at midnight. It's time to don your cloak and gather your crew outside Graze's luxurious mansion. Show those pesky rivals who the most notorious thieves in town are while laughing all the way to the Carribean beach that awaits you and your retirement.

We can't keep Mr. Graze waiting all night, can we?

Players: 2-5 Time: 25-40 min Designer: Halifa

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## Game Components



40 x Basic Member Cards (8 each in 5 colors)



24 x Advanced Member Cards (8 each in 3 colors)



18 x Mansion Cards



20 x Influence Tiles (4 each in 5 colors)



36 x Loot Tiles (12 each in 3 types)



10 x Ownership Markers (2 each in 5 colors)



A Surplus of RP Cards



10 x Presence Tiles



1 x Rulebook



10 x Player Aid Cards (2 each in 5 colors)

# Introduction of Components

## Basic Member Cards

Each player will have a set of the same 8 basic member cards.



(Front)



(Back)

## Advanced Member Cards

Players can obtain powered-up versions of their members during the game. Advanced Member Cards do not have colors, so players need to put their Ownership Markers on them to show ownership.



1. **Presence:** Used to determine when the mansion is full and resolves. Each icon is regarded as 1 Presence.
2. **Influence:** Amount of influence this member will provide in mansions.
3. **Name:** Name of the member.
4. **Illustration:** Illustration of the member.
5. **Skill:** Each type of member will have a different skill. Please refer to P. 15 for details.
6. **Color:** Shows which player this card belongs to.
7. **Card Index Number:** Helps players find the exact rules explanation for this particular card.

## Mansion Cards

Players will be sending their members to mansions and using their influence to earn Rose Points.



(Front)



Large Mansion (Gold)

(Back)



Small Mansion (Silver)

- Occupancy Limit:** When the total presence within this mansion reaches this limit, the mansion will resolve and give out RP.
- Rose Points:** RP given to the players that rank 1st/2nd/3rd in the amount of influence in this mansion when it resolves.
- Illustration:** Illustration of the mansion.

## Loot Tiles

Players can gain loot tiles from mansions. There are 3 kinds of loot—each provides RP in a different way.



(Front)

(Back)

- Rose Points:** RP given at the end of the game.
- Loot Illustration:** There are 3 different kinds of loot—antiques, jewelry, and paintings.

## Rose Point Cards

Players will receive these RP cards when resolving mansions. These represent the reputation each team has accumulated. There are 3 denominations: 1, 2, 5. Players may make change when necessary.



## Influence Tiles



Use your members' skills to place this in a mansion. Each tile will provide 2 influence of your color in the mansion. Note that this does not affect member card order within the mansion.

## Presence Tiles



Use your members' skills to place this in a mansion. Each tile will add 1 presence to the mansion and may trigger mansion resolution.

## Player Aid Cards



- |   |   |
|---|---|
| 1 Choose one of your member card in this mansion. Flip it to the back side.   | 17 Choose another member card in this mansion, and flip it to the front side. |
| 5 Place one of your influence tile in another mansion.  | 21 Place 2 loot tiles on this member card.                                    |
| 9 Move one member card from this mansion to another mansion. At the same time, move one member card from another mansion to this mansion. | 25 When this mansion resolves, you win this for influence.                    |
| 13 Steal all loot tiles from this mansion.  | 29 Place a presence tile in another mansion.                                  |

Knowing the iconography is crucial to master the 32 unique card powers in the game. The Player Aids are designed to help new players grasp the basics of the iconography quickly and intuitively.

# Game Setup

1. Shuffle the 2 types of mansion cards separately. Place each deck face down in their own pile in the center of the table. Both decks should be within easy reach of all players.  
In 2-player games, the large mansion cards are not used.
  2. According to the number of players, flip over the corresponding number of mansion cards. See the table below:
- |                      | Small Mansion | Large Mansion |
|----------------------|---------------|---------------|
| <b>2 Player Game</b> | <b>3</b>      | <b>0</b>      |
| <b>3 Player Game</b> | <b>2</b>      | <b>1</b>      |
| <b>4 Player Game</b> | <b>1</b>      | <b>2</b>      |
| <b>5 Player Game</b> | <b>2</b>      | <b>2</b>      |
3. Separately shuffle the 8 types of advanced member cards. Place each deck face down in their own pile to the side of the revealed face-up mansion cards.
  4. Flip all loot tiles face down and shuffle them. Place the loot tiles, presence tiles, and RP cards, to the side of the table as the general supply.
  5. Each player chooses a color and then takes a set of 8 basic member cards, 4 influence tiles, and 2 ownership markers in their color.
  6. Each player shuffles their own deck of member cards and places their deck face down in front of them. Then all players draw 3 cards from the top of their deck as their starting hands.
  7. The player who most recently wore a mask is the start player.
  8. You are now ready to play Shadow Rivals!

## 4-Player Setup



# Goal of Game

Over the course of the game, players will send their team of thieves to various mansions to gain loot tiles. Players earn RP by having more influence in a mansion than their opponents. When a mansion is full (the amount of presence reaches or exceeds the Occupancy Limit), the mansion will be resolved.

Players with the most influence gain RP, and the players toward the front of the line will gain loot tiles. First come, first served!

Each time a mansion is resolved, players can also choose to upgrade (or advance) one of their Basic Member Cards inside the resolved mansion. Advanced Member Cards are incredibly powerful, especially when played cleverly.

The game ends after the 7th mansion is resolved. Each player adds up their total RP from their loot tiles and RP cards. The player with the highest RP wins.

## Turn Overview

Starting from the start player, players take their turns in clockwise order. Each turn consists of 3 phases:

- 1. Action Phase: Play one member card to one mansion.**
- 2. Resolution Phase: Check if any mansions need to be resolved.**
- 3. End Phase: Draw cards and check for end game condition.**

Once a player's turn is finished, the next player to the left takes their turn.

## Definitions

**Steal Loot:** Face-down Loot Tiles are randomly chosen from the general supply and placed on top of a member card or cards.

**Gain Loot:** Face-down Loot Tiles are randomly chosen from the general supply and placed face down in a player's personal supply, or Loot Tiles on a member card are placed face down in a player's personal supply.

**Lose Loot:** Loot Tiles are returned to the general supply. Be sure to shuffle the Loot Tiles face down to ensure random drawing of tiles.

### 1. Action Phase

During the action phase, you must play one card to one of the mansions available. There are 3 ways to play a card for this phase:

- Play Basic Member Card Face Up
- Play Advanced Member Card Face Up
- Play Member Card (Basic or Advanced) Face Down

Member cards will be added below the mansion cards. Newly played cards should be placed below all previously played cards in that mansion. Thus, the first card played will be the closest card to the mansion card. Whenever a member card leaves the mansion card where it's currently located, the member cards below it should be shifted up to replace its position immediately.

### A. Play Basic Member Card Face Up

*Your member attends the party to use her skill and spread more influence.*

Choose one Basic Member Card from your hand and place it face up below one of the mansion cards. Then the card's skill is activated, and you must resolve it as much as you can.

**Note: Card skills should always override the basic rules.**

#### Example 1-A:

*Ana plays a "Lady Lupin" card from her hand and places it below the left mansion card. Then she activates the card's skill: Steal 3 loot tiles and place them on this card.*



*Ana steals 3 loot tiles from the general supply.*



## B. Play Member Card Face Down

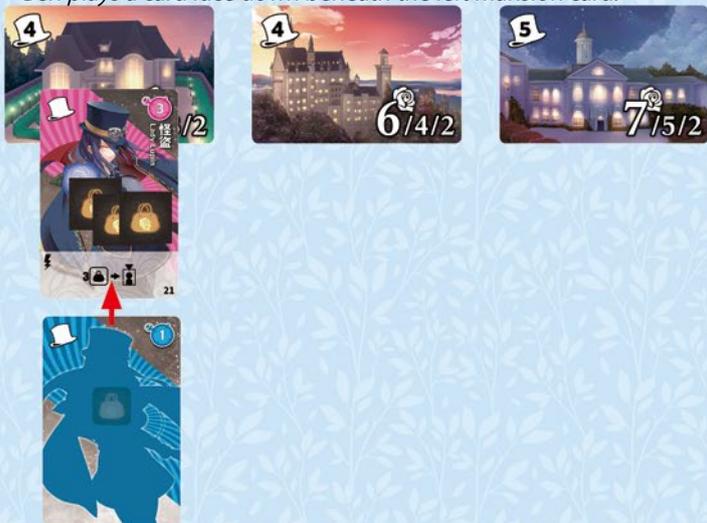
Your member sneaks around the mansion discreetly and tries to grab some loot.

Choose one Member Card from your hand and place it face down beneath one of the mansion cards. Steal ONE loot tile from the general supply and place it face down on the member card you just played. Note: If there are not enough loot tiles left in the general supply, steal as many as you are able to.

Note: If there are not enough loot tiles left in the general supply, steal as many as you are able to.

Example 1-B:

Ben plays a card face down beneath the left mansion card.



Ben randomly takes a loot tile from the general supply and places it on the card as the member's loot.



## C. Play Advanced Member Face Up

This member has gained experience from earlier mansion heists and can use an even more focused and powerful skill.

Choose one Advanced Member Card in front of you and play it face up below one of the mansion cards. Now, place your Ownership Marker on top of the Advanced Member Card you just played. This member card's skill immediately activates, and you must resolve it as much as you can.

Note: You can only have 2 advanced member cards at any given time.

Example 1-C:

Carl plays a "Crafty Chat Noir" face up below the right mansion card. Then he activates the card's skill: Place 2 influence tiles on top of 2 other mansion cards.



Carl takes 2 influence tiles of his color and places 1 on the left mansion card and the other on the middle mansion card.



## 2. Resolution Phase

During the resolution phase, check if any of the mansions have reached their Occupancy Limit. Add the total amount of presence provided by cards & tokens in each mansion. If it is equal to or greater than the Occupancy Limit of the mansion card, then the mansion must be resolved following these steps in order:

1. Activate Skill
2. Gain Loot
3. Award Reputation
4. Return Advanced Member Card
5. Upgrade Basic Member Card
6. Clear & Reset Mansion

If more than one room needs to be resolved, the active player decides the order.

If no mansion has reached their Occupancy Limit, skip this phase and proceed to End Phase.

### 2.1 Activate Skill

Some thief cards have skills that only activate when the mansion it is in resolves. This is represented by this icon. 

These thief cards will be activated starting from the card closest to the mansion card to the card farthest away.

#### Example 2.1 :

When this mansion resolves, these skills will activate in this order:  
*Ben's Constable: Remove all loot tiles on all opponents' member cards within this mansion.*

*Carl's Advanced Crafty Constable: If there are loot tiles on any opponent's member cards, remove these member cards from this mansion.*

*Any loot on top of the removed member cards is lost. Ben's Advanced Mystic Lady Lupin: Gain 3 loot tiles immediately and place them in front of you.*

1. First, Ben activates the Constable's skill. He removes all loot tiles from his opponents' member cards within this mansion and returns them face down to the general supply.



2. Then Carl activates *Crafty Constable's* skill; however, there are no member cards that have loot on them, so no cards are removed.



3. Finally, Ben activates his *Mystic Lady Lupin's* skill. He gains 3 random loot tiles from the general supply and places them face down in front of himself--the player not the card.



## 2.2 Gain Loot

All players gain the loot tiles on their member cards in the resolving mansion and place them face down in front of them. Players may inspect their own loot tiles at any time.

## 2.3 Award Reputation

Each player adds up their total influence within the resolving mansion and gains the RP listed on the mansion card according to their influence ranking. In case of a tie, the player whose member card is closer to the mansion (played earlier) wins the tie.

**Note:** Players that have NO influence in the resolving mansion are NOT ranked and WILL NOT receive any RP.

### Example 2.3:

These cards are in the mansion when it resolves:

Ana's face-down member: 1 influence.

Ben's face-down member: 1 influence.

Ben's Constable: 2 influence.

Carl's Crafty Chat Noir: 4 influence.

Ana's Mystic Maid: 3 influence.

Both Ana and Carl's influence is 4, but Ana's member card is closer to the front, so Ana is considered the player with higher influence. Ana ranks 1st, Carl 2nd, and Ben 3rd.

Thus Ana gains 7 RP, Carl gains 4 RP, and Ben gains 2 RP.



Ana



Ben



Carl



1 influence



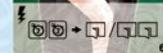
1 influence



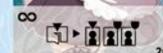
2 influence



4 influence



3 influence

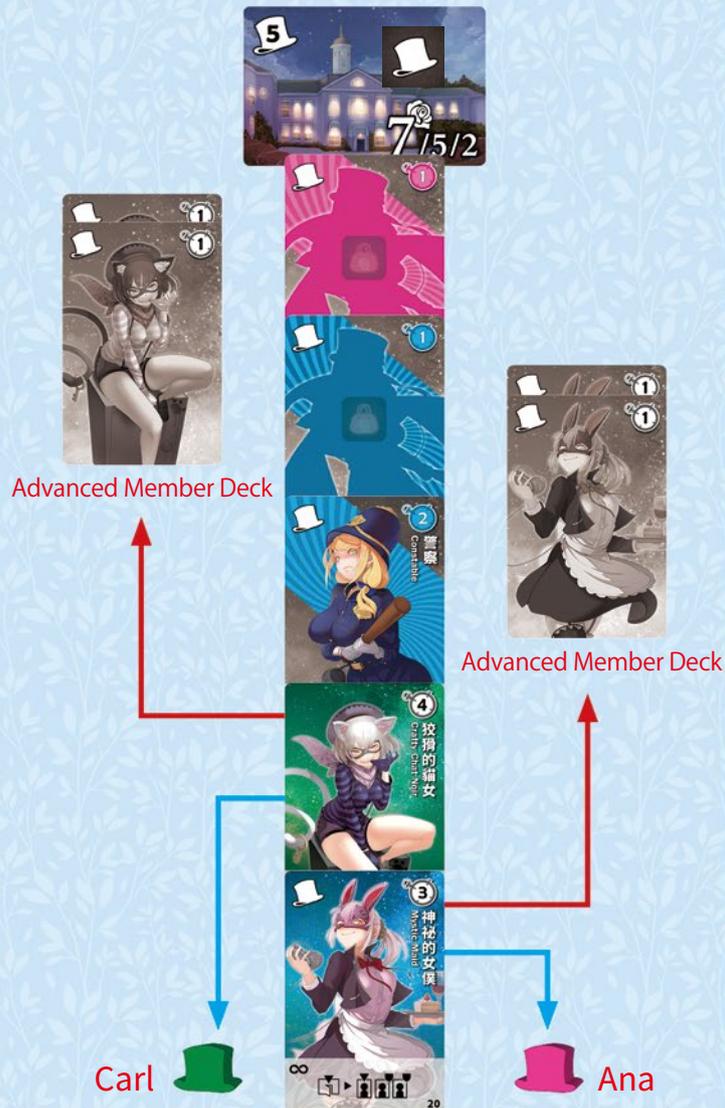


## 2.4 Return Advanced Members

Starting from the top of the mansion, return all advanced member cards in this mansion face down to the bottom of their decks in the general supply. All players take back their ownership markers on these cards.

### Example 2.4:

Following the previous example, after gaining RPs from the mansion, Ana & Carl returns their Crafty Chat Noir and Mystic Maid back to the bottom of the respective advanced member decks, and take back their ownership markers.



## 2.5 Upgrade Basic Members

Starting from the active player and in clockwise order, each player decides if they want to draw the advanced version of one of their basic member cards that were in the resolving mansion. You can only draw ONE advanced member card per mansion. If a pile is empty, then you can't upgrade that basic member card.

**Note:** Your basic member is not removed from the game. It will go into your personal discard pile in the next step.

When you gain an advanced member card, place it face down in front of you and put your ownership marker on it. If you run out of ownership markers, then you can return another advanced card in front of you to the bottom of its deck in the supply in order to free the ownership marker.

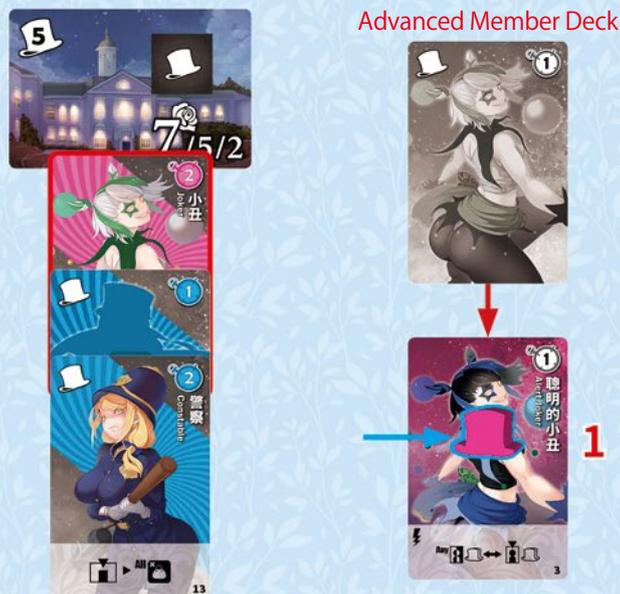
**Note:** You can only have 2 advanced member cards at any given time. If both of them are currently in mansions, you CANNOT discard them to recover your ownership markers.

### Example 2.5:

Following the previous example, after each player returns their advanced members, the remaining basic member cards in the mansion are Ana's face-down card, Bens' face-down card, and Ben's Constable.

Since this is Ana's turn, she upgrades first, then Ben, and then Carl (in clockwise order).

1. Joker is the only basic member card Ana played in this mansion. Ana draws an advanced member card from the Joker's deck and places the new card face down in front of herself. Then she places one of her ownership markers on this card.



- Ben's members are Chat Noir and Constable. He may choose one of these two basic members to upgrade. Ben decides to upgrade the Chat Noir. He draws an advanced member card from the Chat Noir deck and places it face down in front of himself.
- However, Ben already has 2 advanced members: Crafty Madam in another mansion and a Mystic Detective in front of himself. He decides to return the Mystic Detective and recover his ownership marker.
- Ben returns his Mystic Detective to the bottom of its deck and places his ownership marker on the newly acquired Chat Noir card.



Reminder: Players can look at the face-down Advanced Member Cards in front of them at any time.

## 2.6. Clear & Reset Mansion

All basic member cards in this mansion are placed face up on top of their player's personal discard pile. All presence tokens in this mansion are returned to the general supply. All influence tokens in this mansion are returned to their player's personal supply.

The mansion card is removed and placed near the general supply to track how many mansion cards have been resolved through the course of the game. Reveal a mansion card of the same size to replace the previous mansion card.

Example 2.6:

After upgrading basic member cards, the rest of the cards in the mansion are: Ana's Joker, Ben's Chat Noir, and Ben's Constable. Each player takes back their member cards and places them face up in their personal discard pile.



### 3. End Phase

If there are 7 or more mansions resolved after the resolution phase, then the game ends immediately.

If the game did not end, then you refill your hand up to 3 cards. Whenever you run out of cards in your member deck, shuffle your discard pile and refill your member deck. You may continue drawing from the top of the newly shuffled deck until you refill your hand up to 3 cards. You are NOT allowed to discard cards from your hand to cycle through your deck faster.

Finally, your turn ends. The next clockwise player to the left takes their turn.

Note: In the rare case that your deck and discard pile are both empty, then you don't draw any cards.

*Example 3:*

*Ana ends her turn, and there are no cards left in her member deck. She shuffles her discard pile to create a new member deck and then draws cards to refill her hand to 3 cards. Then, it's Ben's turn.*

Ana's discard pile



shuffle discard pile



draws cards



new member deck

## End of Game

The game ends immediately when there are 7 or more mansions resolved after the end of a resolution phase. Proceed to Scoring.

### Scoring

After the game ends, each player adds up all their RP from their loot tiles and RP cards. The player with the highest total wins the game.

In case of a tie, the player that has more points from loot tiles wins the game. If there is still a tie, all tied players share a combined victory.

### Loot Tile Scoring

All players reveal their face-down loot tiles and score RP accordingly:



**Jewel:**

For each set of 1/2/3 Jewel tiles, you get 2/5/10 RP.

Note: Each tile can only be part of one set.



**Antique:**

For each set of 1/2 Antique tiles, you get 2/6 RP.

Note: Each tile can only be part of one set.



**Painting:**

Each painting tile gives 2 RP. The player with the most painting tiles gets a bonus 5 RP. In case of a tie, nobody gets the bonus.

### Scoring Example:

After the game ends, each player's loot tiles are as below:

				Score			
Ana	3	10RP	2	4RP			14RP
Ben	2	5RP			2	6RP	11RP
Carl			3	11RP	1	2RP	13RP

			Score
Ana	33RP	14RP	47RP
Ben	38RP	11RP	49RP
Carl	28RP	13RP	41RP

Ben is the winner!

## 2-player Rules

In a 2-player game, the following rule is changed:

### 2.3 Award Reputation

When giving out RP, the player with the higher influence gains RP listed for 1st rank on the mansion card, but the player with the lower influence gains RP listed for 3rd rank instead.

All other rules will remain unchanged.

## Member Skills List

There are 3 types of skills:



1. **Instant:** Instant Cards immediately activate when initially played face up to a mansion. If an Instant Card is moved to another mansion, its skill does NOT activate again. Most of the skills belong to this type.



2. **Permanent:** Permanent Cards (PC) immediately activate when initially played face up to a mansion. If a PC is moved to another mansion, its skill REMAINS activated. A face-up PC is always considered activated from initial placement until it's removed from its current mansion during Step 4 of the Resolution Phase.

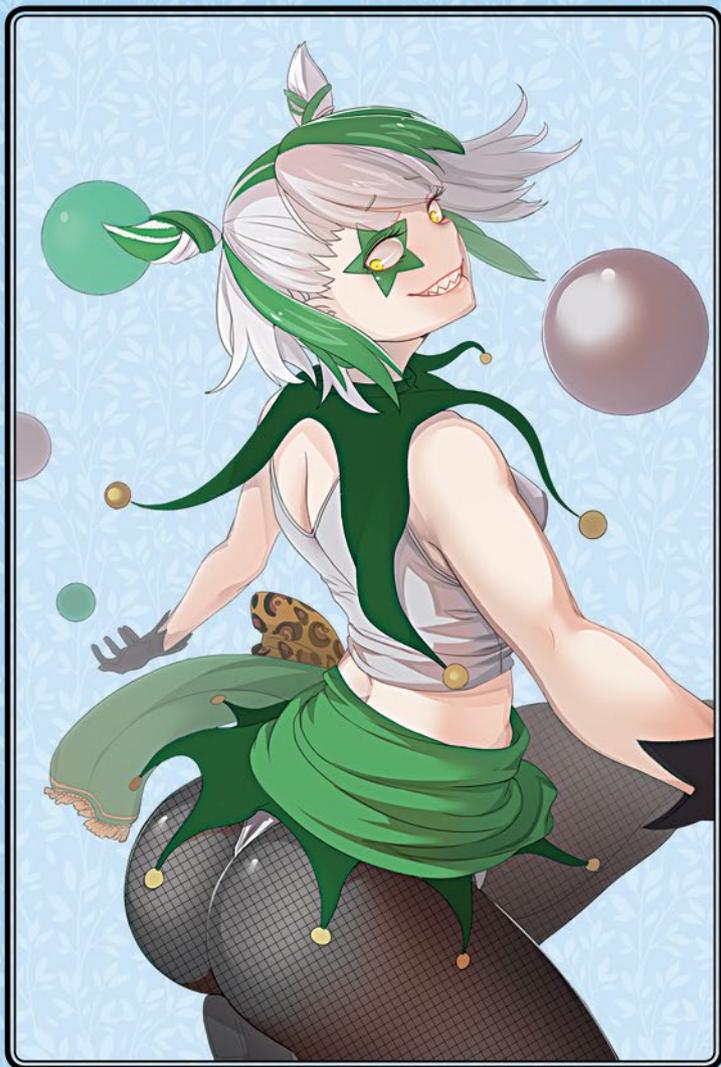


3. **When Resolving:** Resolution Cards are only activated during Step 1 of the Resolution Phase.

**Note:** All skills should always override the basic rules.

Please refer to the player aid cards to help decode the skills of each member.

If the region is not specified, then the skill can affect all mansion cards.



# 1 Joker

Flip one of your face-down member cards in this mansion to the front side (face-up) and activate its ability.

**Note:** Loot tiles will remain on the member card.



# 2 Crafty Joker

Exchange all influence tokens that belong to your opponents into influence tokens of your color.

**Note:** Your supply of influence tokens is limited. If you don't have enough, just resolve as much as you can.



# 3 Alert Joker

Exchange the ownership marker on this card with any other ownership marker.

**Note:** Players will switch ownership of the cards that exchanged ownership markers.



# 4 Mystic Joker

For each mansion, choose one of your member cards within and move it to the front of the mansion. ◦

**Note:** You may move Mystic Joker to the front.





## 5 Chat Noir

Place one of your influence tokens on one of the other mansion cards.

**Note:** Influence tokens will not affect the order during the Resolution Phase.



## 6 Crafty Chat Noir

Place 2 of your influence tokens on the other mansion card(s).

**Note:** You can place them on the same or different mansions.



## 7 Alert Chat Noir

No ability.

## 8 Mystic Chat Noir

When this mansion resolves, you gain 1 RP for every 2 influence points you have in this mansion.





9

## Detective

**Choose one:** Move any one member card from this mansion to another mansion, or move any one member card from another mansion to this mansion.

**Note:** The moved card will be placed below the mansion card in the bottommost spot. Loot tiles on moved cards will not be lost.



10

## Crafty Detective

Do the following twice:

Move any one member card from this mansion to another mansion or move any one member card from another mansion to this mansion.

**Note:** You do NOT need to repeat the same action twice. You may use both actions once each.



11

## Alert Detective

Choose one member type and one mansion. Move all (face up & face down) basic & advanced members of that type to that mansion. Moved cards are placed at the end of the line. You may decide the order of these moved member cards.

**Note:** Both the advanced and basic versions of a member card are considered to be of the same type.



12

## Mystic Detective

Exchange the location of 2 mansion cards.

**Note:** The presence and influence tiles will move with the mansion cards they are currently on.





## 13 Constable

When this mansion resolves, all loot tiles on all opponents' member cards in this mansion are lost.

**Note:** Lost loot tiles are returned face down to the general supply.



## 14 Crafty Constable

When this mansion resolves, if there are loot tiles on opponents' member cards, remove these member cards.

**Note:** When removing member cards, the loot tiles on them will also be removed.



## 15 Alert Constable

When this mansion resolves, remove all loot tiles on all opponent's member cards in this mansion. For each loot tile removed this way, you gain 1 RP.



## 16 Mystic Constable

Remove one loot tile each from all opponent's member cards in all rooms.

**Note:** This ability is activated immediately when you play this member card.





17

## Maid

Choose another member card in this mansion and flip it to the face-down side.

**Note:** You can't choose an already face-down member card. When the card is flipped, it will NOT steal loot tiles, but previously placed loot tiles will remain on the member card.



18

## Crafty Maid

Choose 2 member cards in this mansion, and flip them both to the face-down side.



19

## Alert Maid

Permanent. All Resolution Cards in this mansion (including yours) will NOT activate during the Resolution Phase. This does not affect Instant Cards.



20

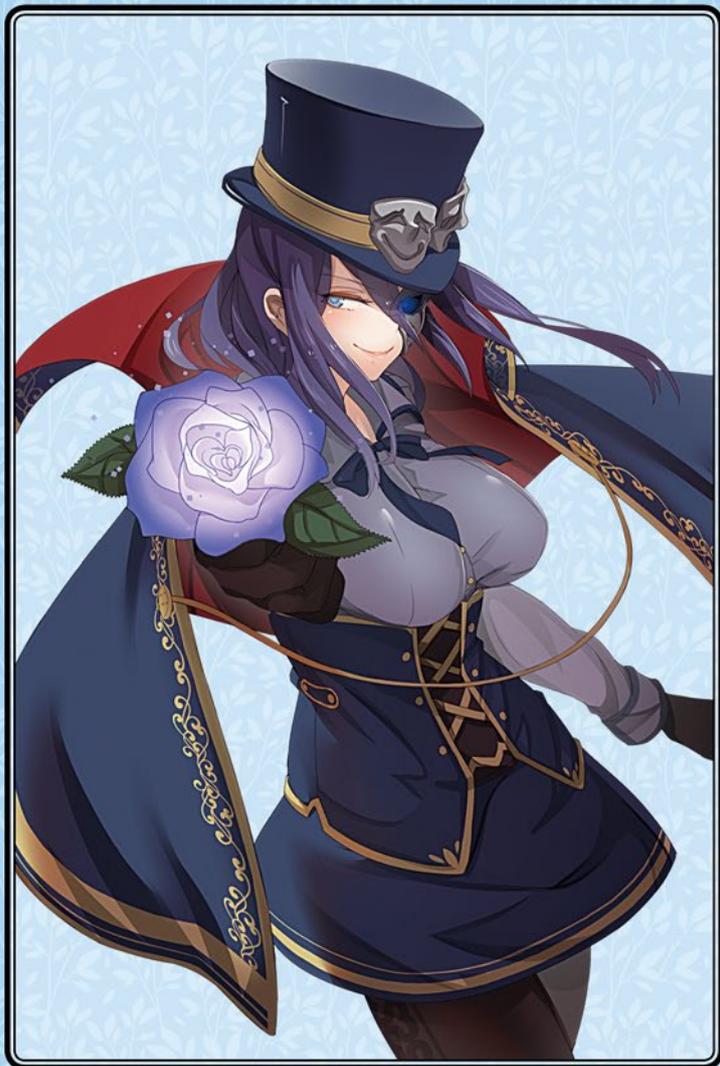
## Mystic Maid

Permanent. Excluding this card, all your members in this mansion are protected from being moved, flipped, or removed by opponents.

**Note:** This skill can't stop Alert Joker.

**Note:** You may use this skill to protect yourself from certain skills on your own member cards.





## 21 Lady Lupin

Place 3 loot tiles on this card.

**Note:** If there are not enough loot tiles left in the general supply, take as many as you are able to.

When the card is flipped face down, it will **NOT** steal loot tiles, but previously placed loot tiles will remain on the member card



## 22 Crafty Lady Lupin

Place 3 loot tiles on this card, then take all loot tiles from all opponents' member cards in this mansion, and place them on this card.



## 23 Alert Lady Lupin

Place 3 loot tiles on this card, and place 1 loot tile each on all of your member cards in all mansions.



## 24 Mystic Lady Lupin

When this mansion resolves, you take 3 loot tiles from the general supply and place them face down in front of yourself.

**Note:** Since there are no loot tiles on this card, it is not affected by the Constable's skill.





## 25

### Damsel

When this mansion resolves, you win ties for influence.



## 26

### Crafty Damsel

When this mansion resolves, all opponents that have a lower total influence than you, DO NOT gain RP from the mansion.

*Note: Specifically, the RP given in 2.3 Award Reputation.*



## 27

### Alert Damsel

When this mansion resolves, you get double RP from the mansion.

*Note: Specifically, the RP given in 2.3 Award Reputation.*



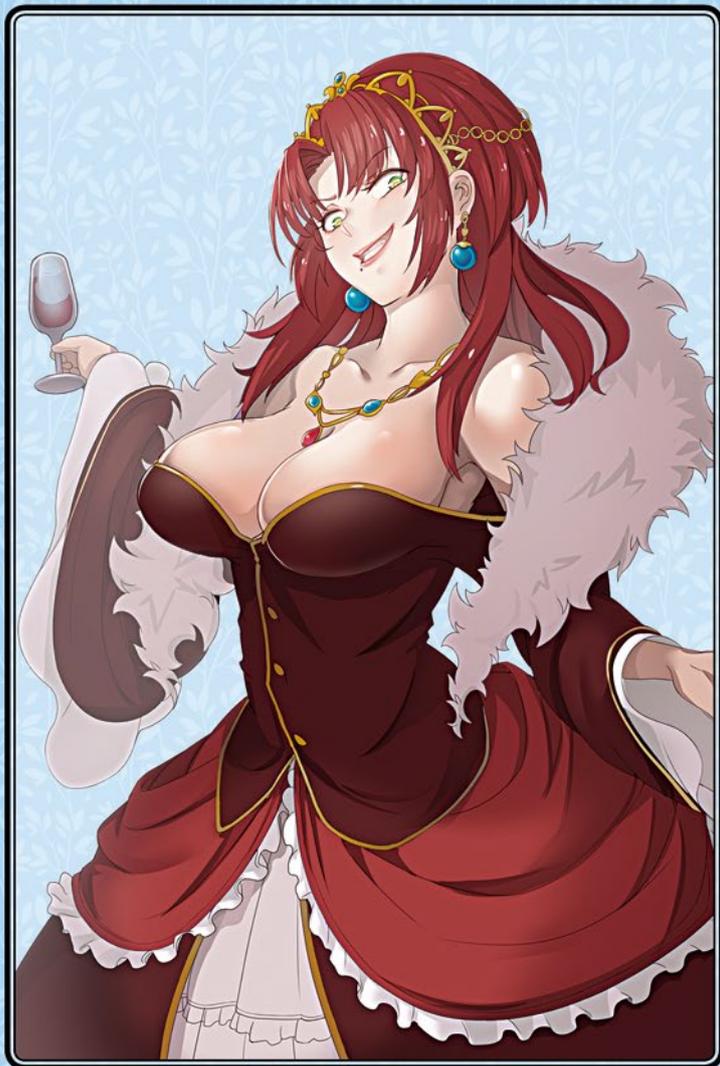
## 28

### Mystic Damsel

When this mansion resolves, you gain 2 RP for each influence tile or ownership marker in this mansion.

*Note: This includes your opponents' influence tiles.*





29

## Madam

Place a presence tile in another mansion.

Note: This could trigger mansion resolution afterward.



30

## Crafty Madam

Place 2 presences tile in other mansion(s).

Note: You can place on the same or different mansions.



31

## Alert Madam

No ability.

32

## Mystic Madam

When this mansion resolves, you gain 1 RP for each presence provided by your member cards.

Note: Presence tiles are colorless and do not belong to any player, so you will not gain RP from them.



# Shadow Rivals

シャドウライバル  
怪盜對決

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Publisher : Moaideas Game Design  
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Card UI Design : keykid  
Icon Diagrams : Frank Liu, Desnet Amane  
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## MADE IN TAIWAN