

♪ *Mermaid Melody Pichi Pichi Pitch* ♪

By Cataquack Warrior

Version 4.2



We'll leave on a journey heading to the other side of the sun and wind... ♪

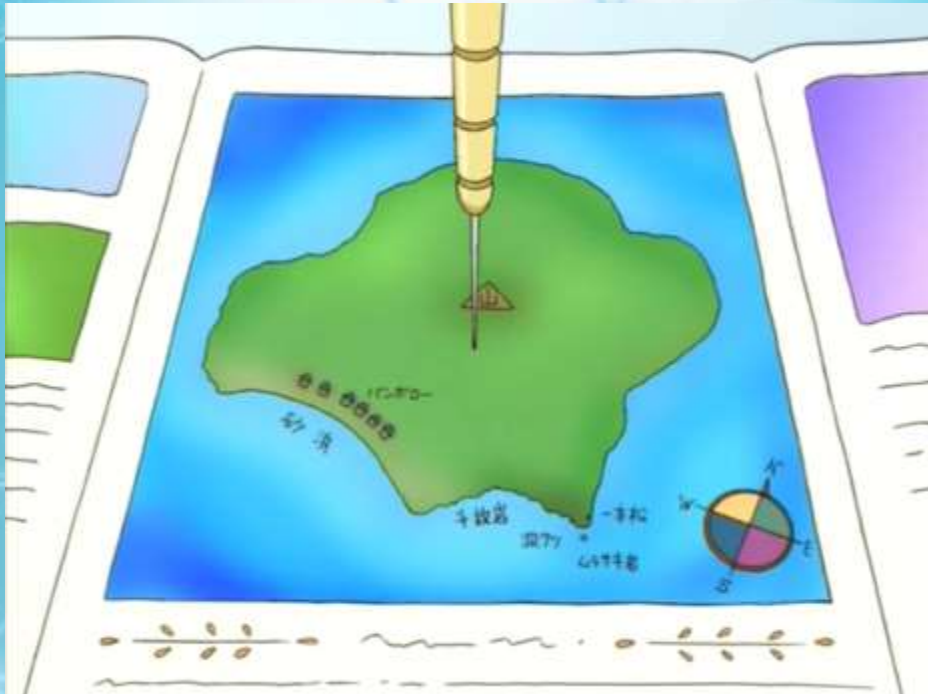
Welcome to the world of *Mermaid Melody*, where mermaid princesses search for love on land and fight evil both above and below the sea as magical [singing] girls. It has a loose connection to *The Little Mermaid*, if the tale was in Japan and involved magical girls and sea demons and high school comedy antics. But that love-touched legend is constantly tied to the future, so surely many dreams will come true in this adventure. So smile, and sing again. ♪

You receive 1000 Pichi Pearl Points (PPP) to start out. Now come to the blue sea, come on! Among the waves and blue sky, you will find us, live with us, and see. ♪

## ♪ *Table of Contents* ♪

<u>Song 1: Location</u> .....	3
<u>Song 2: Background</u> .....	5
<u>Song 3: Perks</u> .....	8
<u>Song 4: Items</u> .....	22
<u>Song 5: Companions</u> .....	42
<u>Song 6: Drawbacks</u> .....	45
<u>Song 7: Curtain Call</u> .....	55
<u>Song 8: Notes</u> .....	57
<u>Song 9: Credits</u> .....	60

## ♪ Song 1 ~ Location ♪



First, let's see where your journey will begin. Of course, the seas are vast, so feel free to explore other parts of the oceans as you wish. Roll a 1d8 to determine which ocean you start in; pay 50 PPP to choose.

**1. North Pacific Ocean-** The calmest of the oceans, with the respective mermaid kingdom yet to face the encroaching darkness of Panthalassa. The princess has recently gone ashore on a mission, and can be found in Japan at the Pearl Piari hotel.

**2. South Pacific Ocean-** One of the first kingdoms to have fallen to Panthalassa's darkness, with the princess presumed captured.

**3. North Atlantic Ocean-** The kingdom has recently fallen to Panthalassa.

**4. South Atlantic Ocean-** Like the other kingdoms, this ocean has recently been overpowered by darkness. However, a number of the mermaids have managed to escape and regroup.

**5. Antarctic Ocean-** Though the southernmost kingdom has yet to fall to the darkness, its princess has left to save her twin sister.

**6. Arctic Ocean-** This frigid ocean has remained relatively safe from attack, but the princess was captured while assisting the North Atlantic kingdom.

**7. Indian Ocean-** Although this kingdom has not been attacked by Panthalassa, it is still recovering from a terrible disaster eight years ago, when the kingdom was wrecked in a storm and the princess vanished.

#### **8. Free Choice**

Drop-In Humans wash ashore on some piece of land connected to the respective ocean, while Local Humans live on a coast bordering that ocean. The tail and hair colors of mermaids vary depending on their home ocean.\* For Sea Creatures and Air Spirits, select an animal indigenous to your region for the basis of your form.

♪ Song 2 ~ Background ♪



Let's see, then: who exactly are you? There are a number of different possibilities in this world, so choose whichever you like from the options below.

Pay 50 PPP to select your gender and age. Otherwise, go with the same gender from your last jump; however, mermaids are all female, making you automatically a girl. For your age, roll a 1d8+10.

**Human-** You can either start as a native (Local) of this world (roll a 1d12+8 for age) or come as you are without any past history here (Drop-In). You may be more bound to the land than other races, but there is always a song to be heard past the shore, calling you to new discoveries.



**Mermaid-** One of the most graceful beings in the ocean, the mermaid is known for her beautiful voice (and the princesses' are even more wondrous). The mermaid

kingdoms rule the seven seas, with a princess ruling each ocean. Unfortunately, between the recent devastation of the Indian Ocean kingdom (along with the disappearance of the princess) and the attacks by the revived Panthalassa kingdom, things aren't all good under the sea for you. Although a mermaid can turn into human on land, it is said that she will turn to foam if she reveals her identity to a human; however, it doesn't count if the human finds out on his or her own. In any case, you can transform into a human form whenever you are on land; however, as soon as you touch water, you turn back into a mermaid. And no, there are no males, so consider this an automatic female option.



**Sea Creature-** Mermaids are not the only fish in the sea. Much of the marine life across the world is intelligent, from coral to stingrays to penguins to dolphins, and can often assume humanoid forms. Unlike mermaids, who become fully human in appearance, sea creatures usually retain some physical trait of their true self, such as gills on your face or fins on your back; even so, in most cases these tells can be covered up. Many of the sea's inhabitants remain loyal to the mermaid kingdoms, but others have sworn service to Panthalassa.



**Panthalassa-** You are one of the few remaining heirs to the lost Kingdom of Panthalassa. Having human forms yet able to live in and manipulate water, the Panthalassa once ruled an empire that stretched across the world. Sadly, the race

had a cursed fate and sought power through darkness, until Aqua Regina destroyed the kingdom and sealed its last king away. Perhaps you are seeking to revive the dark kingdom, or maybe you are just trying to live your own life somewhere on land. Panthalassa also have enhanced regenerative abilities, helping you recover from injuries and illnesses quicker.



**Air Spirit-** You are some sort of flying, humanoid being – perhaps a bat, a butterfly, or an angel – created to serve the Ancient Ones, who preceded even Panthalassa. The Ancient Ones have been lost for ages, but soon it may be your time to rise once more and reclaim the planet from these lesser descendants.



### ♪ Song 3 ~ Perks ♪



It is with great strength that you know that one day you'll see the seas shining beyond the horizon. ♪ Your heart itself is a precious treasure that gives you power, but here are a few more to buy. All discounts are 50% off.

**Call of the Sea** (50 PPP)- You gain the ability to communicate with all forms of marine wildlife; they will understand your own language when you speak to them, and you can understand their languages when they speak. You can still learn to talk with them in the jump without the perk, but you need the perk for it to work in later jumps.



**Champ** (100 PPP, Free Human)- You are skilled in a variety of sports, especially a specific one of your choice (surfing, boxing, soccer, etc.). As a result, you have a cool persona that attracts many fans and crushes. Plus, your experience in sports

makes you more athletic and hardier, which may come in handy in battle. Can be purchased multiple times, but after the first time for humans it becomes discounted instead of free.



**Knew All Along** (200 PPP, Discount Human)- When you put your mind to it, you can connect the different identities of an individual and realize that they are the same person. Furthermore, you can hide that you know until you wish to reveal it. You can eventually expand this skill to unlock other secrets that people are hiding.



**Rainbow Notes** (300 PPP, Discount Human)- While mermaids are superior singers, humans invented the art of song to begin with. You are now gifted in the art of music composition, and can creatively piece together the notes and lyrics for new songs effortlessly. In fact, your songs are good enough such that, when sung or played by a magical being such as a mermaid, or someone with magical music like a fantasy bard, they have magical powers of their own. And the greatest thing about music is that it is a treasure that can be shared with anyone. You can teach your songs, even magical ones, to companions and other pupils willing to learn. Please also note that the perk also applies to other musical forms outside of singing, such as the piano, as well as other things such as dancing, prayers, and spell chants.



**Temperature of Love** (400 PPP, Discount Human)- Compared to the other races, it may seem like humans can't do much, but don't worry – this isn't a world made up of just strong people, so listen to the love in your heart and find your real strength there. Love can burn like the sun, and drive out the worst of darkness. You can resist and snap out of mind control effects, whether magical, psionic, technological, or mundane, whenever someone you care about is in danger. Furthermore, by launching just a single physical attack on the source of the mind control, you can dispel all effects of said source on its victims. The perk also strengthens your willpower to endure incredible pain to defend your loved ones.



**Jumper, Jumper, and Jumper** (600 PPP, Discount Drop-In Human)- There was once a rumor about *Pichi Pichi Pitch's* writer Michiko Yokote that her name was in fact a pen name for a group of several individual writers working in collaboration; it was in fact a fabrication she invented herself. You can now split yourself into three separate copies. Although most of your powers are divided evenly, each of you retains your full intellect, including intelligence-associated perks, and can function independently. When you are finished, you can merge your three selves back together, with the knowledge of each combining into your memories. On the flipside, when you are a single person, you can create up to

three separate identities to yourself that people, even if you use the same name for each identity, will become convinced are separate individuals.

**Almost Human** (600 PPP, Discount Local Human)- A lot of the humans in the setting, at least the main characters, turn out in the end to be not entirely human – or not at all – by the end of the story. Whenever you have a nonhuman body form, you can shift to an alternate human form that embodies characteristics of that nonhuman form. While you will have the appearance of a human, and physical and magical scans will identify you as human, you retain special attributes and abilities of that nonhuman species, with up to 75% of the power level normally accessible to that species. For instance, a Pokémon’s human form would be considered human and immune to ball capture, but you could access Pokémon attacks even if they could normally only work with a Pokémon body. Also, within this jump only, you can choose to start out as actually another background species of your choice who is taking the form of a human form for the duration of the jump; you will not get discounts for that second background, but you can access a fair degree of the special abilities that that background normally has.

**Hidden Treasure Box** (100 PPP, Free Mermaid)- What is the greatest treasure that a mermaid hides when on land? Her true identity, for it could spell her doom. Now, as long as you will it, nobody will be able to connect your different forms with each other and realize that they’re all the same person. Even if your mermaid or Pearl Voice forms suspiciously resemble your human form, even enemies who have fought you up close will never realize the truth. However, you can toggle with the degree of secrecy, as there may be some people who you want to open the treasure box and discover your secret.



**Jump Pearl Voice** (200 PPP, Discount Mermaid)- Deep inside of you, there is a melody calling out in your heart, a fantastic poetry that needs you to bring it to life! 🎵 There are only supposed to be seven princesses, but Jump-chan decided to make an exception. By activating your pearl with the catchphrase, “Jump Pearl Voice,”

your pearl turns into a microphone and you undergo a transformation into a human, magical girl. You can maintain this form even underwater. Now your songs are truly magical – and I mean literally! Evil people and those devoted to darkness will find your songs incredibly painful, and take damage as if you were directly attacking them. The songs also have the effect of dispelling hypnotic effects on victims, creating a protective shield of sorts around the singers, and other special abilities. If enough passion and power is put into the songs, there is even enough power to summon or dispel tsunamis. However, if you take enough damage or use up enough of your energy, the transformation ceases and you return to your normal self. In addition, while you can sing songs you already know, the perk does not come with the ability to invent songs; mermaids instinctually know certain songs, but others you will have to be taught by someone. If the perk is used by a species that is not a mermaid and lacks a pearl, you manifest your microphone in some other manner, such as from a part of your body.



**Would You Like An Encore?** (300 PPP, Discount Mermaid)- Whenever your first attack (or song) finishes and successfully hits and damages its target(s), you can immediately jump into an encore – a second full attack of your choice. Your opponent will be unable to defend against the follow-up, even if the first attack was partially resisted. Also lets you perform encores to songs, dances, and other spectacles if your first number was a hit. Plus, by shouting “Love Shower Pitch!” at the end of the song, you launch a heart-shaped blast guaranteed to hit the target.



**Kizuna ~ Bonds** (400 PPP, Discount Mermaid)- If miracles overlap, they have the potential to change fate. Your song on its own is powerful, but sometimes more than one voice is needed to push back the darkness. With this perk, you can combine your own singing with that of close friends and family, and sing as if you were one. The mix of your individual voices as one strengthens each singer's powers into a single, multiplied force. Also, the singers do not need to be in close range for the song to work; one singer could be trapped in a separate dimension, and her song would still reach her companions, with the full song reverberating everywhere the individual singers are. The skill is meant for singing-based powers, but can also be applied to other powers for attack combos; however, these non-song powers will require you and your companions to be in close proximity to each other. Furthermore, with enough pure friendship and will by all parties involved, you can summon up to seven individuals to your location, even if mystical barriers and the like would normally interfere; you essentially "call out" to them, and if they wish to help you in-person they will use the perk to push forward to where you are – in the case that you are reaching out to multiple individuals, all of them must succeed together or they will all fail.



**Kodou ~Perfect Harmony** (600 PPP, Discount Mermaid)- When the seven Mermaid Princesses sing in harmony, with one heartbeat, they have the power to summon Aqua Regina, the queen and guardian all the oceans. She is incredibly powerful, able to bless her children with new magical abilities, seal away ancient kingdoms such as Panthalassa, and even reincarnate the recently dead as babies. However, she can only be summoned for a short time and generally can only be asked to perform one major task before her spirit fades away again, until the seven sing once more. Now, by combining your powers with six partners and singing in unison with full faith and passion, you can summon Aqua Regina. Even without summoning her, your unified powers become incredibly powerful, enough to overcome otherwise unstoppable foes.



**Until Next Time...** (100 PPP, Free Sea Creature)- Given that you are actually a sea creature magically in the form of a human, your body is more of a manifestation than a physical form, even though you can interact physically with things. Due to this, you have an innate teleportation ability. Whenever you wish, you can make yourself instantly vanish and reappear somewhere you have designated as a safe zone (this must be in the dimension you are currently in, and cannot be the Warehouse). You can also teleport people you are physically touching to the same location when you make the jump. You can only determine one safe spot to teleport to at the beginning of each jump. However, you need to remember to activate it, which you might forget in the heat of battle.



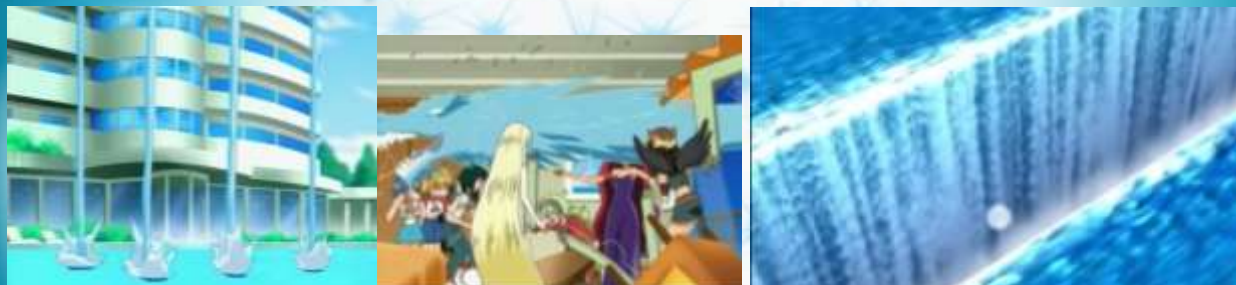
**Fortune Telling** (200 PPP, Discount Sea Creature)- You can tell fortunes and foresee the future of individuals. This is most often done through “mermaid uranai” by drawing cards, which somehow feature the images of friends and allies. The date of your birth determines the kind of mermaid you are, with different fortunes accordingly. It can be done in other ways as well, though, from throwing darts to

gazing into crystal balls. Can be used for many things, from major predictions to checking for love compatibility.



**Right Place, Right Time** (300 PPP, Discount Sea Creature)- Even heroines in disguise like to have fun on the town now and then, giving you the ideal chance to strike at them – if you can find them, that is. This perk, a mix of coincidental luck and innate insight, allows you to track down targets to events they are involved in, ranging from play performances to summer festivals to bikini contests. Whenever you draw on the perk's power, you are guaranteed to end up in the vicinity of your quarry. Even so, the ability only brings you into their general area, so you'll have to figure out a way to draw them out of the crowd.

**Water Master** (400 PPP, Discount Sea Creature)- Unlike Mermaids, which depend on song for their powers, your control over water is more innate, and does not require song or magical reserves to be activated. You can summon typhoons by spinning in place, manifest water dragons that spout like geysers, or shoot ice from your hands, among other possibilities. You generally start with a specific specialty of your choice and can only extend to other types of water magic in time, but your magic is still rather versatile and can be activated and manipulated at your own will. With enough power, you can even call forth tsunami-level tidal waves, or split the ocean in half to create waterfalls.



**Sacred Guardian Beast ~ Hippocampus** (600 PPP, Discount Sea Creature)-

Though you may take the form of a lesser sea denizen, such as a penguin, your truest form is that of the legendary Hippocampus, noble guardian for the sea. You are given greater access to nature-based and divine magic in this form, while also gaining greater strength and agility in both the sea and sky. The Hippocampus exists as the gatekeeper for important seals, and thus you gain increased magical power, particularly in breaking or reinforcing magical seals.



**Prideful Lord** (100 PPP, Free Panthalassa)- You have a very suave and elegant demeanor no matter the situation. This makes it easier to attract followers and lure targets into traps, but more than that, you have a sense of resolve that never diminishes. Even should your end draw near and you realize that defeat is inevitable, you will not lose your composure. On the contrary, you will face your fate with a king's determination, and perhaps that in itself is enough to turn the tide back in your favor.



**Royal Light** (200 PPP, Discount Panthalassa)- Though the Kingdom of Panthalassa has fallen into darkness, they were once the greatest heroes of the world, and a fragment of their light remains in their descendants. By activating a sigil of the royal crest on your forehead, you can summon a powerful light that attempts to repel and attack anything threatening you, though it can be overpowered by enough force. With enough work, the light can also shield

companions nearby. However, at first you can only activate your defense unconsciously, and at the cost of potentially paralyzing headaches, so you'll have to work to master your race's power. Moreover, the light comes from your soul and thereby significantly drains your energy reserves. As a result, it is difficult to maintain the light for extended durations without severely draining your internal energy reserves, at least initially. Also, its defensive properties generally apply only to magical powers, though physical or elemental attacks powered by magic also qualify.



**Blessing to the Deep\*** (300 PPP, Discount Panthalassa)- With so little of the kingdom left, you have to find alternate means for acquiring servants and the like. In exchange for its loyalty to you, you can bless any aquatic animal (as long as it is the size of a dolphin or smaller) with magic. Through this gift, they gain a humanoid form akin to that of the Sea Creature background, and generally some unique magical ability. However, this boon is a gift from you, and can be withdrawn. Either by your own will, by the servants voluntarily giving their life energy to you to restore your strength, or by having your powers sealed, the blessing can be retracted, causing the beings to return to their mundane forms. Generally, with a moderate capacity for magic, you can bless 3 to 7 water creatures at a time. In time, you may be able to find ways past these limitations. As most sea life in this world is already intelligent, you do not need to worry about boosting their intellect, but in worlds where the sea creatures lack sentience, you will need to put a little extra oomph into your boons; however, the intelligence boost remains permanent even if the rest of the blessing vanishes.



**Ruler of the Castle** (400 PPP, Discount Panthalassa)- Once you claim a territory (you are limited to the approximate area of a large castle) as your domain, you gain a degree of control over the very reality of your home, and can impose your rules on those who enter. For instance, you could insist that all “guests” wear attire appropriate for a ball and lose all fighting/transformation abilities, and anyone who entered your territory would have to obey the rules. You can also selectively control who is affected by the rules, such that your own servants do not suffer from the same restrictions; on the contrary, you can make it so that you and your minions’ powers are enhanced as long as you fight within the palace. Even so, individuals with strong willpower can refuse to play by your rules and free themselves from your restrictions. With sufficient magic, particularly through holy or divine magic, it is possible to completely shatter your absolute command over your kingdom. Once your spell over the territory has been broken, you will have to wait a while before you can build up enough energy to try to reclaim it. Also, you can only claim a single area as your domain at a time.



**Beyond the Eternal Seal** (600 PPP, Discount Panthalassa)- Even if you are sealed away within an inescapable prison, with magic barriers impossible to break and

your own powers drained away, a tiny spark of your full might endures, enough to briefly push past your seals. Your physical body may be trapped, but your spirit can still project itself outside the barriers, and even manifest itself physically. That said, you need something to anchor yourself to on the other side, so the ability works best if you have a bond with someone, whether by family or friendship to someone outside your prison. You can communicate to your companion via dreams, and even temporarily strengthen him or her with the powers you yourself have lost. Although you cannot use the perk to escape from the seal, once per year you can send someone else from within the same prison out to freedom.



**Fragments of Wind** (100 PPP, Free Air Spirit)- Just as the air can split into multiple gusts, and as flying things often travel in flocks, you can divide yourself up into multiple copies. These copies are tinier (chibi) versions of you, with weakened powers. However, combined together, you can still overpower opponents; in addition, having multiple versions of yourself offers the opportunity for interesting combos. You can also take things a step further and at will turn into a swarm of whatever flying thing you embody, and likewise reform at will.



**Wings of Darkness** (200 PPP, Discount Air Spirit)- Like mermaids, you have magical songs of your own. However, unlike the sweet songs of the ocean, your songs are tainted with darkness and corruption. Good-aligned victims who hear

the song suffer incredible pain. In addition, the songs may have other effects, such as drawing listeners into a hypnotized trance or making them dance uncontrollably.



**Heart Spheres** (300 PPP, Discount Air Spirit)- You can pull off pieces of your life force into energy spheres and give them to your companions. The spheres contain a piece of your power, and strengthen the abilities of those who use them. It can be used in a variety of ways, such as enhancing the user's existing abilities, granting new abilities like creating a sealed pocket dimension for battle, summoning a samurai castle, or even restoring someone on the verge of death to full health. However, these orbs only have limited power to draw on, so use them wisely. If you have the *Embraced in Wings* perk, you can also use the energy of people you have absorbed instead of your own energy.



**Child of the Air** (400 PPP, Discount Air Spirit)- The Ancient Ones became extinct as the planet's environments changed to one suitable for humans, but they found a way to live on as spirits of love, carried by the air into the hearts of all living things. You can emit part of your lifeforce as a gas that mixes with regular air. Whenever someone breathes in your essence, you can connect with their heart and bring out positive emotions and ideals (or the opposite, if you are so inclined). However, the

more you spread yourself out among the hearts of others, the more you are drained, as you are being pulled in countless directions like a dissipating cloud.



**Embraced in Wings** (600 PPP, Discount Air Spirit)- You can extend your wings suddenly as energy bursts to absorb targets into yourself. If you are successful, each captured soul strengthens your power, and becomes an extra wing on your body. However, captured souls with strong determination may still be able to assert themselves inside your body and interact with your soul. Whenever you take enough damage, it is possible for small fragments of particularly stubborn souls to escape; if these pieces are reassembled together, in time it may be possible for the whole soul to break free and return to normal. You can also drain energy from targets on a lesser level, sapping their health or their memories, but you gain less energy this way.



## ♪ Song 4 ~ Items ♪



Even though you can't see it, the real treasure is always in your heart. ♪ That said, feel free to buy some additional souvenirs for your travels here. All discounts are 50% off. If one of your purchased items breaks or is lost, it will be restored inside your Warehouse after a week.

**Character Song** (50/100 PPP)- You get your own special song! For 50 PPP, you just get an instrumental tune, but for 100 PPP you also get a full-length, vocal song that reflects your inner passions and dreams. In either case, you can make the song play around you whenever you wish; you can choose whether or not other people can hear it. This purchase may mix with other perks and the like; for instance, you could use your theme as a song for *Jumper Pearl Voice*, and your own song will be included in an AMV featuring clips of you for the *Multimedia Set*.

**Manga** (50 PPP)- A collection of all the manga volumes, along with the original publishing in the Nakayoshi magazine, translated to any language(s) of your choice.

**Memorabilia** (50 PPP)- A collection of all sorts of items dedicated to the series, ranging from posters to necklaces to figurines.

**Surfboard** (50 PPP, Free Drop-In Human)- A sturdy surfboard for you to ride. It is exceptionally durable and quick in the water, yet you will never fall off it.



**Motorcycle** (50 PPP, Free Local Human)- A motorcycle with enough room for two. Comes with helmets and drives smoother than any other cycle. Also, if a couple rides on the motorcycle together, their bond will strengthen.



**Multimedia Set** (100 PPP, Discount Human)- A fabulous, brand new plasma TV. Plasma TVs are a big thing in this world, and people will envy your luck in obtaining such a high quality item. Includes a collection of all the *Mermaid Melody Pichi Pichi Pitch* and *Pure* episodes - a whopping 91 episodes in total – with subtitle and dub features for any languages of your choice. The TV also comes with videos for some of the popular shows in this world, such as music videos by pop idol singer Jennifer, the “East and West Laughing Together” comedy show, and modeling contests. Plus, there’s a special AMV channel that plays music videos featuring songs from the show nonstop. The TV and its channels function even without electricity, cable/satellite, or other things that a normal television would need to work.



**Wardrobe** (100 PPP, Discount Human)- A vast collection of all the different outfits worn throughout the series, everything from day clothes to school uniforms to festival attire to swimsuits (even for the mermaids). None of them have magical properties, though.



**Leopard Print Bridal Dress** (200 PPP, Discount Human)- A tiger skin outfit, complete with paw mittens, a cat-ears headband, and a tail. Despite its appearance, you can wear it to any wedding – even as the bride – without negative consequences. Jump-chan has further enhanced the “dress” so that it gives the wearer enhanced, animalistic abilities, such as increased agility and clawing power.



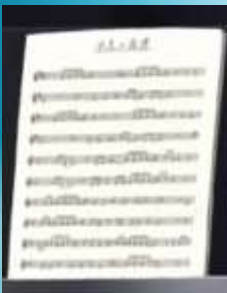
**Friendship Rings** (300 PPP, Discount Human)- A kit for making home-crafted rings that you can give to friends. The rings embody your friendship, and they strengthen the friends' powers when they are in close range of each other.



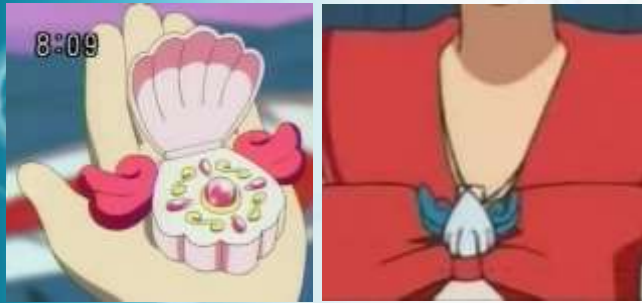
**Beach House** (400 PPP, Discount Human)- A decently-sized beach house and restaurant that appears in all following jumps. It's not too fancy, but has a bright, cheerful flair to it. You will always find local teens ready to hire, and some of them are always guaranteed have larger roles in the plot than it first appears. Comes with roller skates for the waiting staff to use for quick service.



**Unfinished Symphonies** (600 PPP, Discount Human)- A collection of a dozen musical compositions, that in the right hands could be modified into magical songs that anyone can learn.



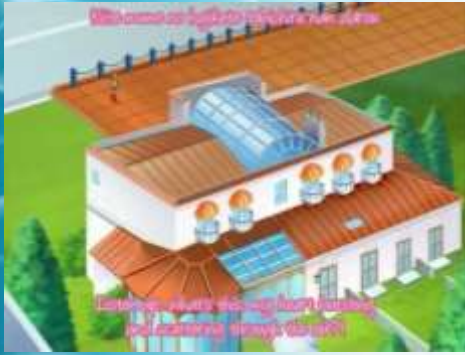
**Pearl Tear** (300 PPP, Free Mermaid)- Each mermaid has a special pearl of her own. The item comes with a seashell holder that you can wear around your neck like a necklace, but the pearl is the important part. It is the source of your powers as a mermaid, and without it, your maximum energy level is lowered sharply, along with your ability to sing well. However, by giving the pearl to someone else, you can restore their health or enhance their magic, particularly in regard to singing.



**Bubble Maker** (100 PPP, Discount Mermaid)- A common bath toy for mermaids, this portable faucet spews out as many bubbles as you wish when you crank on the handle, providing the perfect bubble bath.



**Pearl Piari** (200 PPP, Discount Mermaid)- A copy of the Pearl Piari, a cozy little seaside hotel. It only has about a dozen rooms for guests, tops, so business won't be the greatest, but it makes a great home for you and your friends. In fact, the hotel will remain in business even if you don't get actual customers for months. Also, the resort has good luck in attracting unusual people to the hotel, whether oblivious enemies wanting a vacation or pop idols in disguise.



**Music Box** (200 PPP, Discount Mermaid)- Each mermaid kingdom has its own music box as a royal treasure; for instance, the South Atlantic kingdom's is called the Morning Moon. Its musical tone can only be heard by mermaids of that kingdom, and you can use the box to find the location of other mermaids from that kingdom. If you are a mermaid, the box is a copy of your respective kingdom's treasure, or otherwise you can take your pick. However, as this is Jump-chan's version of the music box, its melody in fact resonates with you and all those you consider companions and family, allowing you to find them in a similar fashion. It will also play gentle background tunes at your command, as well as background versions of all songs and soundtracks from the anime.



**Pearl Radar** (300 PPP, Discount Mermaid)- A waterproof device that can track the location of pearls, particularly magical ones like those of mermaids. Can be used for locating other magical things and beings if you fiddle with it a little.



**Love Candle** (300 PPP, Discount Mermaid)- A candle blessed from a legendary cave. It is said that a mermaid saved the sailor she loved by leading him via candle to shelter in a cave; since then, when people write the name of their desired lover and light the candle in the cave on the anniversary of that day, as long as the flame does not die prematurely, the mermaid will hear your prayers and your love will be returned. Jump-chan has blessed your candle so it can be used anytime, anywhere to gain a blessing for a love you currently seek. Also, just as the candle's flame boosts your love, the magic of love, whether through your emotions or through song, amplify the candle, such that it could potentially unleash a blinding light on opponents.



**Mermaid Beads** (400 PPP, Discount Mermaid/Human)- A set of blue spheres linked into a bracelet. If you wear the charm and touch someone you are sincerely in love with, a miracle of love will take place. This is not simply a way of creating romantic scenarios, though – the bracelet also allows the wearer to perform miracles for the sake of his or her love, such as saving the lover from an incurable disease. However, the user's love must be genuine to work. Furthermore, miracles can only do so much on their own; unless you show the courage to step forward, reveal your love, and take advantage of the opportunity, life will go on, and the potential for love will not endure past the miracle.



**Spiral of the Heart** (500 PPP, Discount Mermaid)- An ancient, spiraled shell that is one of the royal treasures of the Indian Ocean mermaid kingdom. It serves as a tap for excess emotions, allowing the princess to maintain a serene demeanor by storing unneeded emotions in the shell, whether negative or positive feelings. However, if the source of the user's tumultuous feelings is not addressed, the mermaid will eventually reach a breaking point even with the output into the shell. More importantly, the spiraled fossil retains the dark and light emotions within, making it into a powerful repository for magic. By drawing on the negative emotions stored inside, the user's dark magic is enhanced, and vice versa, by accessing the positive emotions, holy magic is enhanced and darkness is dispelled.



**Mermaid Castle** (600 PPP, Discount Mermaid)- A replica of one of the royal mermaid palaces (specifically for the ocean you chose as your starting location). Even when submerged in water, beings who normally need air to breathe can still breathe normally and move normally while in the palace. The castle is linked to your Warehouse and can be summoned in any large body of water in a jump.



**Mermaid's Heart** (100 PPP, Free Sea Creature)- Not really a mermaid's heart, but in fact a very small black pearl that has potent magical and medicinal properties. Might be interesting to see how it mixes with other magic ingredient for potions and the like.



**Emotion Pearl** (100 PPP, Discount Sea Creature)- A greenish pearl used as a chastity charm for mermaids. As long as the user accepts ownership of the charm, the powers of the pearl affect you as long as you are relatively close by, even if you set it down. When your emotions are too high, the pearl turns blue and cools your passion down. On the flipside, when the user becomes depressed, the gem turns red and makes him or her feel more upbeat. However, if the pearl is close to the opposite element of its current process (such as fire when it's blue or water when it's red), the user's emotions become chaotic and uncontrollable. Furthermore, if the crystal becomes too overloaded and shatters, all of the concentrated, magically-enhanced emotions splash out onto the user and make him or her go berserk with passions. Fortunately, once the emotions are used up, the user will fall unconscious and gradually recover.



**Napoleon's Cinderella Bed** (100 PPP, Discount Sea Creature)- An ice-coated bed that is especially comfortable for penguins, such that they will lay there for hours and ignore all dangers around them. Perfect if you want to capture a pesky penguin or other ice-affiliated creatures (the latter are able to resist more, though) for some reason.



**Squid Powder** (200 PPP, Discount Sea Creature)- A small pillbox containing a chalky substance produced by the ruler of the peaceful Squid Kingdom. If you are exposed to the powder on dry land, it only has the effect of temporarily making your hair go white. However, in the water, the true potency is unleashed. The powder acts as a catalyst for making cells mature at a rapid pace, leading to sudden aging and a significantly-weakened vitality. On the other hand, if the process is controlled carefully and not abused, minute exposure to the substance increases the subject's life force and power. The aging or power upgrade can be reversed by exposure to squid ink and light.



**Anti-Mermaid Sound System** (300 PPP, Discount Sea Creature)- A complicated, high-volume speaker that shoots out loud noise. As a result, it counters the magical effects of all songs when it is active. You can also adjust the frequency so that it only hurts magical beings such as mermaids, while the user and regular humans are immune to the effects.



**Spirit Jar** (400 PPP, Discount Sea Creature)- One of the most popular items in Banparasu,\* this ornate urn with sea shells lining the base can absorb and contain all kinds of magic, even the magic from songs. However, the jar has a limited storage capacity; if magic is continually funneled inside without being emptied, the jar begins to expand like an overloaded water balloon until it explodes.



**Fimbulvetr Bible\*** (500 PPP, Discount Sea Creature)- A magic spell book focused on ice magic. By invoking chants to the ice spirits while holding the book in your hands, you can unleash the might of the cold; with enough control, you can blanket an entire town in an endless blizzard up to the rooftops. Case in point: see that girl wading through the snow? Well, she's about to trip on a weather vane – still on the roof of a building! The book has a vast store of magic that gradually regenerates over time, so that you do not lose energy while drawing on the book's powers, and your own magic will only help strengthen the spells. However, the spells only work when you are holding the book. Also, be careful that you aim

your attacks right, or you might accidentally get caught in the crossfire; for instance, you don't want to have a command to turn your enemies into "snowmen" result in a bunch of snowmen falling down and nearly squashing you.



**Sealing Key** (600 PPP, Discount Sea Creature)- A key resembling a seahorse with a coin around its head. When activated, it becomes a powerful staff that can smash and cut through many otherwise unbreakable things by nullifying enchantments that strengthen the obstacle's durability; even so, it is not able to overpower incredibly strong enhancements. First and foremost, though, this is a key, designed to either lock or unlock seals, even strong, magical ones.



**Concert Hall** (100 PPP, Free Panthalassa)- A large, high-class concert hall perfect for both modern and classical performances. Wherever the hall is located, you have a talent for bringing in top acts from all over the place – and of course, the concert staff will be more than happy to host performances for yourself and friends of yours.



**Holding Tubes** (100 PPP, Discount Panthalassa)- Large cylinders that are designed to each hold a single captive in indefinite stasis. It is impossible to break out from inside, but enough physical force on the outside can shatter it. You receive seven tubes.



**Staff of Panthalassa** (200 PPP, Discount Panthalassa)- The replica of a legendary weapon used by the clan. It grants the user enhanced physical strength and helps balance the flow of magic in his body. You can also use it to fire bursts of energy or create shields around you and companions.



**Crown of Power** (300 PPP, Discount Panthalassa)- A copy of the crown used by King Gaito himself. While the crown itself has no magical powers, its seven tips each contain a slot in which a small object such as a pearl can be inserted. Whenever a magical item is thus inserted, the wearer can access the powers of that treasure, even if he or she could not normally utilize them normally. Furthermore, as up to seven items can be attached onto the crown, you can access any of the focal items' powers, or combine them together.



**Throne of Doubt** (300 PPP, Discount Panthalassa)- A mighty, beautifully-adorned throne created for the Panthalassa's royal coronations. However, its true purpose was to set the new heirs on a path to darkness. If a subject is placed on the throne, thorny vines will construct him or her, and the victim will fall into a dark trance. You can communicate telepathically with the victim, and spread doubts in his or her convictions while the throne slowly but surely amplifies the subject's innate powers. Over time (a week at least), you can also make the victim lose memories that are deemed to be interfering with your desired path for the person. Given enough time, the "heir" will accept the dark power and be allowed to take rule. However, with enough willpower, it is possible to break free of the constraints, with the amplification of your powers putting you at full strength.



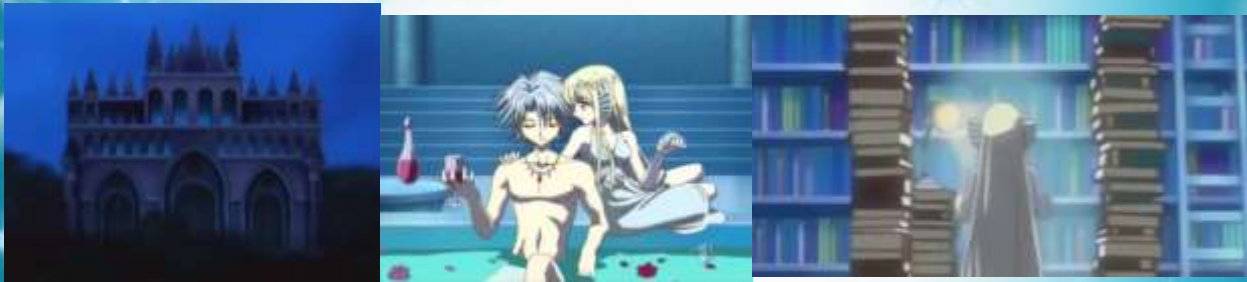
**Mirror Prison** (400 PPP, Discount Panthalassa)- A strange, otherworldly prison that you can attach to any building in your possession (but it cannot be used inside your Warehouse. On the outside, the prison looks like a globe of interlinked, icy mirrors. Inside, victims are placed in the individual mirror cells. While you can travel through the mirrors at will, for others they will be hard as steel, resisting physical and magical force. However, intense power (such as with the combine efforts of a half-dozen individuals) can overload and shatter the prison. Plus, while the prison blocks people from exiting via teleportation, it has no such restriction on people entering.



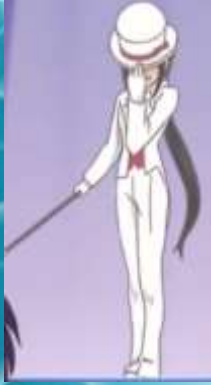
**Rose of Darkness** (500 PPP, Discount Panthalassa)- A replica of the royal family's scepter, which has a large rose at the tip. It can change into the form of a normal rose at your command, and when you bid it resume its true form. The rod embodies the darkness of the clan, and grants the user enhanced dark magic. Furthermore, if the rod were to be used at the right moment, it can counter any seal forced on the wielder, perhaps even the sacred seal of Aqua Regina; however, the weapon must be consciously called upon just as the seal is being placed.



**Panthalassa Castle** (600 PPP, Discount Panthalassa)- A replica of Panthalassa's mansion-like castle. It can travel freely through the ocean, and can vanish into shadows to escape pursuit. The interior is naturally flooded with water, but is enchanted such that air-breathers such as humans can safely live inside; in fact, while you can freely swim about if you wish, it is simultaneously and selectively free of water's negative effects, to the point that you can eat at a table, bathe in a spa, or even read books in the included library. It can also come to the surface when necessary.



**Magician Outfit** (100 PPP, Free Air Spirit)- A snappy, androgynous magician's costume, perfect for any performance. It helps enhance your magic and presentation abilities. Wearing it also gives you basic knowledge of stage tricks such as pulling things out of hats and making fire dance in the air (and actually making those tricks magical to a minor degree).



**Pop Idol Contract** (100 PPP, Discount Air Spirit)- In this world and any following jump, you can secure an exclusive contract as a pop idol, ensuring that you have a large audience for your performance; even if strange things happen at your performances, people will be eager to have you sing for them again. How you choose to use that opportunity is up to you.



**Karaoke Parlor** (200 PPP, Discount Air Spirit)- A karaoke establishment with a vast of different songs for customers to try out – any song you have heard before. Each room even has a background screen that can play images to complement your song (even personal scenes that don't make sense to be there). It is bound to be a hit wherever you set it up, but there is something else to it as well. Each karaoke booth has a machine to give you a score after each song. For normal, non-magical people, the machine works fine, but when magical beings visit, things are much different. No matter how their singing is, as long as no magic was used, the meter will give a very low score. The singers will become increasingly frustrated and determined to get a high score at any cost, even if it means using magic or transforming right there. As soon as magic is detected in the vicinity, an alarm goes off in your private office, and you can use the security cameras to locate your quarry.



**Medium Kit** (200 PPP, Discount Air Spirit)- The perfect kit for becoming a fortune teller, or so it seems. The outfit and crystal ball will fool people into thinking you are a fortune teller, but it grants you no actual abilities as a seer. However, you can use your crystal ball to imprint single suggestions into individuals seeking advice, such as telling them to throw their most prized possession into the ocean. After the victim follows the action, he or she will regain control of herself, and may very well change her mind.

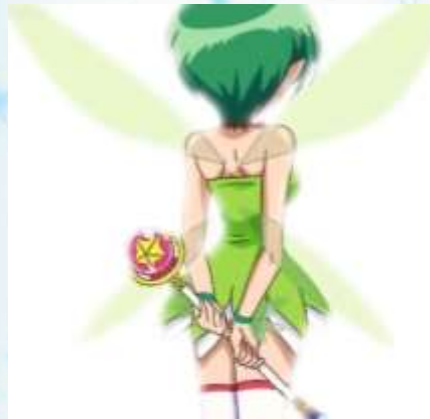


**Butterfly Fan** (300 PPP, Discount Air Spirit)- A Chinese-style fan that, when waved, sprays magic flower petals. The cursed petals make victims pose according to your will, and can also solidify into a cage. The fan can summon ice as well.



**Star Mero Mero Heart** (400 PPP, Discount Air Spirit)- A gaudy, magical girl-like wand that consist of a white rod that has a small blue orb at the bottom and a pink

orb on a golden handle at the top (with a yellow star inside the sphere). It can also retract into a small, microphone-like item. When you wave the wand, cartoonish stars will come out and home in on enemies. Anyone hit by the stars will freeze and start to succumb to visions of dreams that drain away your sorrow and memories; get hit by enough stars at once, and you might slip into an eternal dream and never wake up. The wand also enhances your cuteness appeal – to the point that people with low magic resistance will adore you as a pop idol – and the wand will start glittering when it detects magical beings in the vicinity (excluding yourself, of course). Plus, it lets you set things on fire.

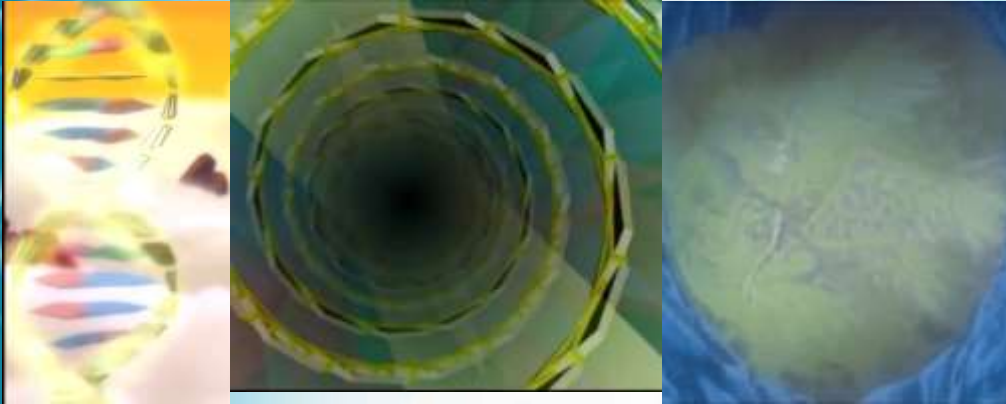


**Flute of the Ancients** (500 PPP, Discount Air Spirit)- An ornate flute with mystical powers. You can imbed words within the music you play to put victims into a trance. The flute can also change into (multiple) whips or a bow with arrows. The flute (and its other weapon forms) is enchanted with the holy magic of the Ancient Ones, further strengthening their power.



**Fossil DNA** (600 PPP, Discount Air Spirit)- A giant (as in as big as a skyscraper) DNA strand spliced from and stretching down to a large boulder containing the

fossilized remains of the Ancient Ones buried in Antarctica. And it's actually safe to use now. By injecting the DNA into living subjects, those individuals will begin to gradually acquire the special powers that the Ancient Ones held during their golden age.



**Dream Stone** (300 PPP)- An orange, oddly shaped, glass-like crystal. Whenever you sleep with the stone next to your pillow, the crystal enchants your dreams with premonitions. The dreams can range from direct visions of looming events to very vague and strange sequences; for instance, if you dreamt that a friend of yours appeared as the “lady of the lake” and gave you an autographed pair of sneakers, said friend the next day will turn up and give you that very thing. Other times, you might see exactly what is going to happen soon. The stone does not so much make the dreams come true, but rather foretells things destined to occur. However, the dreams can be difficult to predict, and in context may not be what you expected.



**Encyclopedia of Paranormal Phenomena** (600 PPP)- An expansive tome of mystical lore compiled by mermaids over the centuries. Covers everything from special magic rituals to enchanted artifacts, many of which you may never learn about otherwise. Naturally, the book is waterproof. The book updates with new information in new jumps, either with knowledge held by mermaids in the jump or,

in the absence of mermaids or other intelligent sea creatures, general secrets found in the oceans.



## ♪ Song 5 ~ Companions ♪



It's always great to have friends with you. Because whenever you have people standing and singing beside you, your heartbeats layered on each other, you can surely make miracles happen. ♪

**Friends** (100/400 PPP)- For 100 PPP apiece or 400 for all of them, you can import or create up to 8 companions. Each gets a free background of your choice and 500 PPP to spend on jump purchases.

**A Mermaid's Yearning** (400 PPP, Discount Human/Mermaid)- When you arrived in this world, you were saved from drowning/exhaustion from a storm by a mermaid. She has taken a liking to you, and will follow you onto land, albeit in the guise of a human. Comes with 500 PPP to spend on purchases.

**Senpai** (300 PPP, Discount Sea Creature)- It is tradition under the sea for sea beings to apprentice themselves to teachers when they wish to learn specific professions, whether craftsmanship, fortunetelling, or medicine. You have a close

bond with a mentor who offers his or her ample knowledge to help you grow. The relationship can range from that of a close older sibling to a cranky yet caring old-timer. It can be general guidance, or your senpai can specialize in a specific trade that you can learn from him or her. Can be of the Mermaid or Sea Creature backgrounds and comes with 300 PPP to spend on purchases.

**Twin** (400 PPP, Discount Panthalassa)- You have a sibling that you were separated from at birth. Though the two of you may have lived very different lives, there is the chance to reforge the familial bond. Your twin has the same background as you and comes with 500 PPP to spend on purchases.

**Angel of Music** (500 PPP, Discount Air Spirit)- For some reason, the Ancient Mikeru was not the only one to form a psychic link with a special host. You now have a spiritual link with someone who can have up to two backgrounds of your choice. Your life forces are tied together, and can be used parasitically or in a more symbiotic manner; in the case of the former, he or she may resist if you become too demanding. Your partner will initially be unaware of your existence, and you can choose how best to reveal yourself. He or she comes with 300 PPP for purchases and qualifies for discounts for the backgrounds you chose.

**Pura-chan** (50 PPP)- A small, pink jellyfish (not poisonous, don't worry!). Very friendly and affectionate. It is considered a pet, so it does not count against companion restrictions under normal circumstances.



**Ice Fairy** (150 PPP)- A tiny fairy, normally native to the Arctic Ocean, that you saved from an evil person enslaving her. She is very grateful for your help and is willing to come with you. Despite her normal size being smaller than your hand, she can transform into a larger, more monstrous form as she wishes. She specializes in ice magic, and can swim and breathe underwater just as easily as she can fly.



**Love** (600 PPP)- Even if the sea is stormy and the harsh sea pushes me wildly, I look into my Love's eyes, and it's an incandescent light that gives me the strength to fight for you. ♪ You can select someone in this world to be your destined love. The two of you will face many challenges, but in the end you will find true happiness together. Your love can be of any background, and comes with 700 PPP for purchases. Can only be purchased once.



## ♪ Song 6 ~ Drawbacks ♪



The darkest hell is before daybreak, you know? ♪ You can take up to +600 drawback points, with the exception of *Baroque of Darkness*; the rest just add extra tunes to the melody.

**Pirates!** (+0 PPP)- Yo ho, yo ho, a pirate's life for me! ♪ Wait, are we in the right story? When the manga was being designed, it was initially going to place the story in a piratical setting. Now the overall plot of the series has been converted into a tale of pirates. Things are going to get confusing...

**Rails Through the Sea and Sky** (+0 PPP)- You can never escape fate. Even though the plot embodies the sea, ever-flowing and free, it now seems stuck on the rails of canon. Try as you might, the plot will follow the pattern of the canon version, through both triumphs and tragedies. You get to select whether the plot is bound to the manga's canon or the anime's canon. Cannot be taken with *Baroque of Darkness*.

**Konami Cross** (+0 PPP, *Must Take Got the Beat* or *Let's Party!*)- Incidentally, all of the video games for *Mermaid Melody* were produced by Konami, a company noted for their tendency to cross over series now and then. Characters from other Konami games such as *Castlevania* and *Metal Gear Solid* will start popping up here and there, and, if you have taken a jump where said characters were featured, they will remember you.

**Italian Mermaids** (+0 PPP)- It's strange, but it's a true story: *Mermaid Melody's* anime never made it to America, but it was a hit in Europe, especially Italy. You are now in the Italian dub of *Mermaid Melody*. Assuming you didn't take *No Dub*, you can still understand the language, but everyone will be speaking Italian instead of Japanese, and there will be entirely different – but still awesome – songs, like *Battito D'Amore*, *Stella Preziosa*, and *Assoluto Amore*.

**No Dub\*** (+100 PPP)- Some anime gets great dubs in the States, some get mediocre dubs, and some get nothing at all. All translation abilities, including those that would have been provided by the jump, fail. Even if you have learned Japanese on your own, at most you will get a very rough and often incorrect translation.

**Got the Beat** (+100 PPP)- You now in one of the Gameboy Advance games based on the series, with a rhythm-based style of play. You'll be stuck doing various rhythm games to sing and perform other key actions, and any result under about 99% success will result in critical fumbles – and awful singing! It also means that the graphics will be more pixelated than normal. Well, at least you'll get the games afterwards as a reward for putting up with it.

**Let's Party!** (+100 PPP)- You are now in *Pichi Pichi Party*, another GBA game that has a *Mario Party* style of gameplay (think of playing a board game). The entire world is now a giant board game, and you'll have to play various mini-games to get anything done from shopping to fighting enemies. Well, at least you'll get the games afterwards as a reward for putting up with it.

**Black and White (+100 PPP)**- Like the illustrations in the manga, everything in the world has been converted into various shades of black and white. Too bad; it's such a colorful world usually.

**Nobody Important (+100 PPP)**- No matter what your powers are, fate has a way of relegating you to the sidelines of the larger story. At most, you might make a big impact in one episode (approximately 1 to 3 days), but afterwards you will be pushed back to being an especially minor character, and people will seem to forget that you even exist.

**Soda Silly (+100 PPP)**- Oh, didn't you know? For mermaids and other sea creatures, cola, soda, and other soft drinks are like what alcohol is to humans, and having just a little will get them drunk. Even if you are a mermaid yourself, your status as a jumper would make you immune to this, but that is no longer the case. Expect to get incredibly drunk whenever you try a soft drink.

**Clumsy (+100 PPP)**- You are constantly tripping and fumbling with things, leading to awkward and comedic (for viewers) incidents. The likelihood of you getting into an embarrassing situation under the drawback decreases during actual combat, though.

**One-Track Choo-Choo (+100 PPP)**- You have a one-track mind. Whether it's love or fashion, when you get locked onto something it's full steam ahead, and it is very difficult to persuade you to go in a different direction.

**Senseless Gratuitousness (+100 PPP)**- What's with this running gag of constantly having your shirt off? Don't you have some decency? You have a habit of taking off your shirt or top on a regular basis, and whenever you do so you tend to be seen by other people.

**Where is Everyone? (+100 PPP)**- You have no sense of direction and easily get lost. Even when you are in a group, you can easily lose track of them and

mistakenly follow other people who vaguely resemble them. In addition, if people are trying to find you while you're lost, both they and you will keep missing each other by the slightest coincidences, such as them dashing right by a restaurant just moments before you come out the doors.

**Back to Square One** (+100 PPP)- Your love life never seems to go anywhere. It will take an incredibly long time to get as far as holding hands, much less kissing. Whenever it seems like you are making significant progress, something, even amnesia, will force you to start over from scratch.

**Comic Relief** (+100 PPP)- Slapstick comedy always gets people laughing, and someone needs to be at the bruised end of the joke. You have an unfortunate tendency to make comments and do things that severely aggravate people around you, such that they will proceed to comically beat you up. You won't get seriously hurt, and this won't occur when you are in actual danger, but it's not exactly pleasant either.

**Headache** (+100 PPP)- A lot of this world seems to run on stupidity to some degree, and there are a lot of cliché or simply silly things that people get into. You have a low tolerance for the ridiculousness, and whenever you encounter one of those things your expression will become weird, exaggerated sweat drops will appear on your face, and you'll literally face fault at the idiocy. And since those reactions are kind of cliché, too, it will only make your headache worse.

**Trackless Choo-Choo** (+200 PPP)- You are like a train at full speed with no track. On the one hand, you throw yourself fully into whatever has your interest, but on the other hand, you are prone to change your mind at the slightest provocation. As a result, you are very chaotic and have difficulty focusing on one thing for long. In fact, you may very well forget a hoax that you invented yourself just a bit earlier, and be fooled by it yourself.

**Loner** (+200 PPP)- You have trouble befriending people, and you prefer to work alone, even if it means taking on all the dangers on your own.

**Never First** (+200 PPP)- Whenever you enter battle, your opponents always get to launch their attacks first. Furthermore, while you can still dodge and defend yourself, you are unable to counter their attack and take the offensive until they completely finish with the first attack.

**Oblivious** (+200 PPP)- You have a difficult time recognizing your enemies outside of battle, and they may be right under your noses – or in front of them, as you ask for a room at their hotel.

**Did I Forget to Mention That?** (+200 PPP)- You know, it would have been nice if you told me about the problems with that magic item before I tried to use it. People have a tendency of forgetting to mention important aspects of magic items and occurrences until it is too late to avoid them.

**Frail** (+200 PPP)- You have a very weak constitution, often fainting and falling unconscious for brief to extended interims whenever you overexert your body or become emotionally distressed.

**It's a Trap!** (+200 PPP)- You tend to fall for pretty obvious traps set by your enemies. Fortunately for you, just because you fall for traps easily doesn't mean you can't turn the tables once caught in the trap, or that the trap accounts for reinforcements arriving in your favor.

**Nightmares** (+200 PPP)- Every night when you dream, you will fall into bizarre dream sequences. They'll start out normal enough with you having a lovely dream and waking up. Only you "wake up" into another dream that starts out fun but gradually turns bad. Then things will start to go crazy with pirates, cavemen, aliens, and other things after you, and just as it looks like you're all about to die you'll wake up for real. The dreams won't harm you, but they will make you very groggy and miserable each morning.

**Head Spin (+200/300 PPP)**- Your consciousness is split into two separate personas that you often shift between randomly without control (you also tend to switch personalities when your body spins around). The first is very cheerful and go-lucky, while the second is angry and violent. For +100 PPP extra, you now have a third personality that is notably wise and discerning; unfortunately, this comes at the price of taking away intelligence from your other personas, making them more goofy and dimwitted, and you only rarely shift to your third persona (and never for more than a minute at a time).

**The “T” in Teamwork is Trouble (+300 PPP)**- Harmony is nothing but an illusion. In this world, cooperation is vital in overcoming challenges, but this will be a little hard for you and people you are working with. You and your teammates have the tendency to snap at each other for minor reasons and get overly competitive, leading to arguments that may lead to anything from refusal to interact with each other to all-out brawls. With enough work you can overcome your disagreements and make up, but you’ll find another reason to fight before long.

**So Much for a Vacation... (+300 PPP)**- Enemies become increasingly likely to attack when you are enjoying recreational activities, whether it’s competing in a surfing contest, orchestrating a concert, or taking some time off for karaoke, an amusement park, or even a tropical getaway. Fortunately, the strength of the enemies doesn’t change, and they won’t change their tactics (meaning that they probably won’t ambush you).

**Song Stress (+300 PPP)**- Your singing is terrible, and lacks a good tempo. It also means that any song magic, whether embodying positive or negative emotions, will not work for you during the jump.

**Slow Start (+300 PPP)**- You have a slow transformation or action sequence before every battle. Even if you are a regular human, you do a fancy action formation before launching even a single attack. Also, the sequences happen in real time, and can be interrupted by the “audience.”

**Stolen Memories** (+300 PPP)- You wash ashore at the beginning of the jump having lost all of your memories of your lives before this jump. With enough work, though, you might be able to gradually regain them.

**Trouble at Sea** (+300 PPP)- Whenever you are traveling across oceans and other large bodies of water, it becomes increasingly likely that something bad will happen, whether it's enemies ambushing you or you getting caught in a terrible storm.

**Powerless** (+300/500 PPP)- You cannot access any of your powers from previous jumps during the course of the jump. For an additional bonus, your in-jump powers are sapped to minimal levels at the beginning of the jump, and it will take a lot of time and effort to raise them up significantly.

**Impossible is Not in My Dictionary!** (+400 PPP)- You are like a miniature Napoleon, with all of his eccentricities and none of his brains. You are highly egoistical and think of yourself as an unmatched tactician. In fact, your plans are crazy and bizarre and are guaranteed to end in disaster. Once in a while you actually come up with good, innovative ideas, but even then you tend to forget about important details along the way. Maybe you should add impossible to your dictionary.

**Malleable Mind** (+400 PPP)- You are highly vulnerable to mind control powers.

**Got Smart** (+400 PPP)- In general, the different enemies you're likely to face in this world, despite having some interesting powers, are pretty dumb more often than not. They'll miss things right under their nose, use simplistic attack patterns, and fail to exploit/follow up on holes in your defenses. But not anymore. Now all enemies you end up fighting are much more likely to use serious tactics and fight with intent to kill.

**Slice of Life (+400 PPP)**- There are a lot of important things at stake, from dark kingdoms out to conquer and remake the world to the lost souls and memories of dear friends, so there's definitely no time to waste. Unless, of course, you're busy with school. Or shopping. Or playing volleyball. Oh, who am I kidding? You only get around to focusing on your serious objectives every now and then, and spend most of your time diverted with trivial things. At least you know to fight when you actually encounter your foes; hopefully they'll seek you out, so you have motivation to get things done.

**Wait! I'm Not Ready Yet! (+400 PPP)**- You have such great plans, and they'd work out great if you didn't keep getting interrupted midway. Your enemies have the good fortune of constantly stumbling on you as you are still getting your plan ready, whether it's spotting you trying to assemble a trap or hearing you outright discussing the plan with your comrades. Your plan to set up a trap could lead to you being the one ambushed.

**Unable to See Tomorrow (+400 PPP)**- You have fallen madly in love with someone in this jump. Sadly, too much love can be a bad thing. It causes you to neglect other responsibilities. Moreover, you cannot imagine a life without your lover. If he or she ever drifts away from you even slightly, you will break down into hysterics, and if he or she left you for good, who knows what you might do? And with your powers, your tantrum might wreck a whole kingdom.

**Farewell to Love (+500 PPP)**- There might not have been an eternity for the two of us, but I'm sure we can become happy somehow, right? Love is an ephemeral thing, happening in just an instant like a bubble, before popping as life goes on. Your greatest love in this world is not to be, and you will have to say goodbye, one way or another. You are destined to find romance in this jump, but that love will end with the two of you parting from each other permanently.

**Turn to Foam (+500/600 PPP)**- You cannot reveal your identity as a Jumper to any human during the course of the jump, or else you will turn to foam and die, thus ending your chain. And circumstances will align such that it is physically or emotionally difficult for you to keep your secret hidden. For extra points, you can expand this restriction to revealing the truth about you to anyone, human or not.

**Dreams of an Angel (+600 PPP)**- Some of the original Mikeru's DNA has been injected into you, making you an involuntary host for him. Whenever Mikeru wishes to manifest himself in the real world, he will cause you to collapse into unconsciousness, and you will remain asleep until Mikeru leaves. Mikeru can only use you to stay in the world for an hour every day, but whenever he does so he severely drains your lifeforce, leaving you weakened as a result. Furthermore, Mikeru can at times access your senses and be aware of things you are doing or witnessing, and if you are ever in an emotional crisis he can make himself appear by you, tempting you to come to him and fulfill your destiny as his host.

**Beautiful Wish (+600 PPP)**- Your greatest wish is to be free from this prison of feathers. Mikeru sensed your arrival and absorbed you before you could resist. You are still alive, but your soul is trapped inside the angel. Whenever he takes enough damage in a fight, part of your soul will escape, and eventually you might be able to be fully free; however, your powers are scattered between your soul pieces, and you can only access those that have been freed. Furthermore, as long as he has access to your soul shards, Mikeru can access your powers; fortunately, he's not exactly sure how to best use them. Hopefully someone will be able to save you before it is too late.

**Baroque of Darkness (+700 PPP)**- Now! Watch as the real show, a beautiful, magnificent show, starts, and the power of darkness echoes! Covered in roses, the sea will be painted red. You awake in a much darker world than you anticipated. Gaito has already captured all seven mermaid princesses, and is preparing to expand his kingdom further. Furthermore, Mikeru has arrived to return the planet to its primordial state, and his ailment has been cured for good. The blue sea is singing its swan song, and the last chance for the world rests with you. But even in ruins, flowers can bloom with new life and hope. Surely if you stay true to your heart, maybe the world will live on to see the coming dawn.

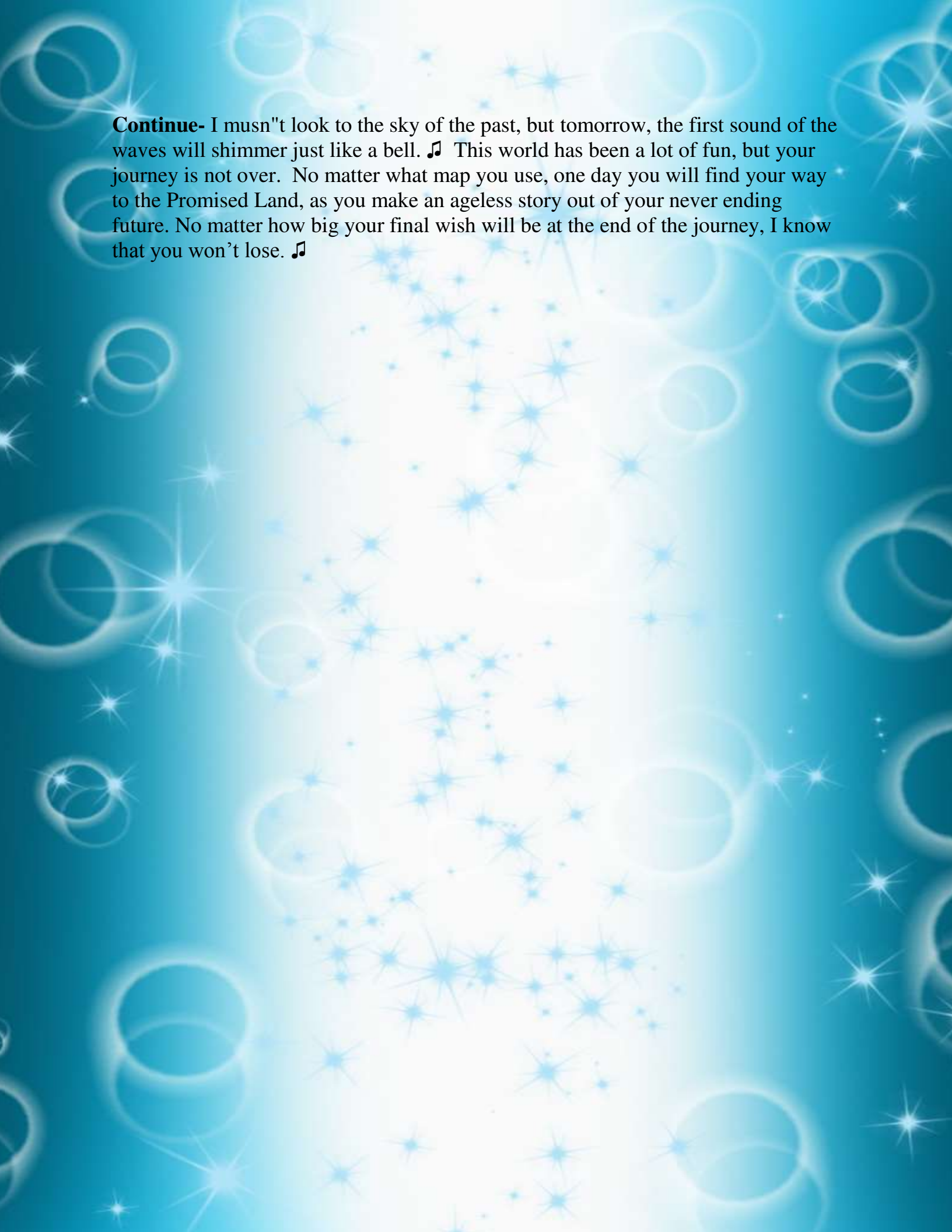
♪ Song 7 ~ Curtain Call ♪



Well, that was a most spectacular performance. See, the audience loved it! So, now that the last song of this jump has ended, where you wish to swim from here?

**Go Home-** What lies after the dream, I wonder...? Well, in any case, the sound of the waves in my heart won't vanish, because that's a place where only my memories are now. ♪ You choose to return to your original reality, taking your powers, items, and companions but never returning to the worlds you traveled through. Even so, you will not forget. ♪

**Stay-** I'm back in the bluest ocean, among the memories I love the most! ♪ From the reefs in the summer to the birds flying above the cape, you love everything about this precious planet, and cannot bear to leave it. You will stay in this world of beautiful seas and love, finding comfort in nature's lullaby, a symphony with a mother's love. ♪ Although you may never return to your original home again, you have access to all of your powers, items, and companions.



**Continue-** I musn't look to the sky of the past, but tomorrow, the first sound of the waves will shimmer just like a bell. 🎵 This world has been a lot of fun, but your journey is not over. No matter what map you use, one day you will find your way to the Promised Land, as you make an ageless story out of your never ending future. No matter how big your final wish will be at the end of the journey, I know that you won't lose. 🎵

## ♪ Song 8 ~ Notes ♪



Confused about something? Don't worry; we have the answers to some of your questions here.

**Turning to Foam-** It isn't actually that clear how much this is fact or fiction. Certainly, that is the driving issue throughout the series, but does it actually happen, and what are the parameters? Some of the legends imply that simply revealing oneself to a human, even in mermaid form, triggers the curse, yet the main characters in the series never face consequences for doing the same. Some mermaids think that it doesn't count if the human figures it out his or herself, but it seems more like a guess than a solid assertion. And given that the love interest was never a human to begin with, we never get a clear answer (well, at least in the manga, that is – in the anime, there's a boy who figures things out). One rough translation is that it's that mermaids can't confess to the one they love, so it may be just limited to that. So perhaps it is true, perhaps it is not; I leave that up to you. It may be best to take the advice of Pascal's Wager, though, as if it is true, the result may prove fatal.

**Mermaid Colors-** Generally, the tail, hair, and eyes of a mermaid are color-coded accordingly with her home ocean. Mermaids of the North Atlantic Ocean have green eyes, tails, and hair. Mermaids in the South Atlantic Ocean have blue eyes, tails, and hair. Antarctic Ocean Mermaids have purple eyes, tails, and hair, while Arctic Ocean Mermaids have dark blue eyes, tails, and hair. Mermaids from the Indian Ocean have orange eyes, tails, and hair. South Pacific Ocean Mermaids

have yellow eyes, tails, and hair. The only exception is in the North Pacific Ocean; mermaids living there have pink tails, but can have any hair or eye color, even black or blond.



**Blessing to the Deep-** Generally, physical abilities notable to the specific species of marine life do not transfer into the human forms, as the new magic powers generally have little if anything to do with the beings' origins. On the other hand, it is feasible that magical traits could carry over. Also, please note that the loyalty of the now-humanoid creatures is not set in stone; while generally they will be grateful and loyal to you for your aid, some of them may not have full dedication to you and your goals.

**Child of the Air-** This ability did not directly appear in the manga or anime, but the manga implies that this is what Mikeru/Michel (the final season main villain) became in the end, choosing to become a spirit of the wind who helps others much like the Ancient Ones. It also ties in well with the final fate of the mermaid princess in *The Little Mermaid*, which *Mermaid Melody Pichi Pichi Pitch* and *Pichi Pichi Pure* (the second half of the anime) are based loosely on.

**Banparasu-** Where and what is Banparasu? Except from knowing that the Dark Lovers got the original spirit jar from there, I don't have a clue. Blame a shoddy translation, not me.

**Fimbulvetr Bible-** The title of the book is never given in the anime. However, the invocations reminded me of the chants from *Slayers*, so I named it after the infamous Claire Bible. The other half of the name comes from the mythical winter preceding Ragnarok – a fitting title for a book that can bury a whole city in snow up to the rooftops. The book's self-replenishing power can only be used for ice spells in the book, though it can also be used to temporarily enhance the user's preexisting ice abilities.

*No Dub* ~ If I sounded bitter describing that drawback...well, that's how you feel when a show you like never gets an official distribution to your country, and then the availability of fan sources dwindles over the years. *Mermaid Melody* was a hit in Europe, and it was actually fully dubbed and ready for distribution in America, only they cut support at the last minute.

But it is never too late to fix things. Anime distributors continue to seek out licenses for old and new anime, so the chance is still out there. If you are a fan of the series and want to see it get the attention it deserves, please contact anime distributors in the U.S. and express your interest in it being licensed. Together, perhaps we can help the songs of the sea live on.

♪ *Song 9 ~ Credits* ♪



**Background:** *Magical-Mama*

*Mermaid Melody Pichi Pichi Pitch is the property of Michiko Yokote, Pink Hanamori, and TV Aichi.*