



A U.S. special forces unit sent to fight in Vietnam only to be slandered and denounced, left to die in obscurity. Having only escaped with their lives through grit and bribery, they fight evil while scraping by for whatever meals they can. A skilled martial artist lives a life devoid of recognition, her name having never left another's lips. Finding a newfound determination within herself she pushes her body to the limit and soars to ever greater heights so that all will come to know her name. A young catgirl discovers the shameful secret of her heritage and runs away with a kitsune to fight in the American Civil War, both World Wars, and the Vietnam War on the side of the United States military. She fights a robot samurai and goes bald.

This may all sound like the familiar mundane world you're familiar with, but the truth is that this world is also so much more. Welcome to Gensokyo, specifically the Gensokyo depicted in the works of the Bushiteki Tamashii doujin circle. It is in this world that you'll be spending the next ⑨+1 years. It is a land of mystery and magic where Yokai of all sorts settle as the world leaves their kind behind, guns blazing all the while. They're all also ripped as hell.

Take these **1000 Chen Points** while you're here.

You may need them.

Starting Location

These stories take place within the boundary of Gensokyo, and as such any general region of Gensokyo you are familiar with is a valid starting location to be freely chosen. The Human Village is your safest bet, but you may alternatively start in places like the middle of a random forest, Hell, the other Hell, that place that isn't quite Hell, or in an active nuclear reactor.

Origins

You're going to need a background to explain your presence in this world. Or not, seeing as any option can be taken as a drop-in option. Even ones that imply affiliation with an organization. Maybe you're a new hire? Or maybe you applied online, got accepted, and just never showed up? It's not like anyone's backstory makes sense here anyways. **See Notes for additional information on Origins and their implications for the Jump.**

The ⑨ Team: An elite special forces unit in the United States military that served in the Vietnam War. A victim of sabotage and slander, this unit came under unwarranted scrutiny and was dishonorably discharged and bullied by Reimu. Currently living off of scraps in the woods, this unit led by Colonel Cirno, Codename "⑨", fights for justice on the fringes of society even to this day.

The Scarlet Gangsta Mansion: A lightly yet competently staffed mansion under the ownership of... presumably Remilia? She actually only ever shows up in one of the Scarlet Devil Mansion stories for some reason, and she technically lost ownership of it due to taking it out as collateral for an expensive and later destroyed purchase in another. I'm sure that isn't going to play into anything later. Practically ruled by the iron fist of the head maid Sakuya, only the strong survive here. The weak are beaten down, given derogatory nicknames, and are kind of just ignored actually.

One-Off Background Joke Antagonist: You were always there, Jumper. Lurking in the shadows, hiding, plotting, waiting for your time to strike. Unfortunately you probably got immediately smacked out of the way by the protagonists when it came time to finally strike, but hey, at least you probably survived. Nice.

Age and Gender

Age is a strange thing for Yokai, and the matter is made further confusing by how little the fact that these people are Yokai seems to matter this time around. Age and Gender may be picked freely. You can also arbitrarily decide to be any race known in Touhou, because it honestly doesn't matter this time around.



Perks

All Perks are discounted by 50% for their **origins**, with **100 CP** Perks being free.

General Perks

That Familiar Touhou Look (Free/50CP): Wandering Gensokyo you may notice something particular about the resident cute anime girls. That being that they're all roughly the size of a large horse and packing several hundred pounds of raw muscle, with jawlines sharp enough to cut diamonds. Well you won't have to worry about fitting in now, because with this your own physique is enhanced to match this general aesthetic. Your strength and durability is proportionally enhanced, but only to the limits of mundane human strength. That's all for free, but by paying **50 CP** you can carry this aesthetic with you on subsequent jumps. Every Jump, you may choose who of any characters become this fucking ripped.

What a Tiresome Spell Card Battle (100 CP): With such a strange and varied place as Gensokyo, is it really any surprise that the people here seem to expect the unexpected? When a surprise birthday party goes wrong and your friend ends up getting shot at by a fighter jet's missile salvo that destroys their home and seemingly kills everyone that they love they simply take it in stride and interpret it as another spell card battle. You are similarly unphased by sudden developments and danger like this, whether it be said danger emerging from out of nowhere, or a known threat displaying previously unknown properties. While you may not have been expecting these developments to occur you will take them in stride, calmly assessing the situation and adjusting.

They Made a Full Recovery (400 CP): People around here tend to get banged up pretty badly. Sometimes a hulking vampire skips you across the ground like a stone over water and into an utterly massive yet soon to be demolished tree a few hundred yards away, and sometimes the jet you're flying crashes face first into a cliffside with you and two other people still inside. That last accident happened to a particular group of troublesome friends trying to throw a birthday party for their unlucky friend, and the injuries they incurred that were supposed to heal in ⑨⑨ months were instead recovered from in two days. You have a similar penchant for utterly ridiculous healing. As long as you're resting and not actively out and about you recover from any injuries that didn't immediately kill you with almost comedic timing. You are also slightly more durable in most situations, and extremely durable when whatever is about to happen to you would be funny in a slapstick kind of way. Enough so that comically crashing a plane into a cliff face would be perfectly survivable.



The ⑨ Team

ELITE BASTARDS TEAM (100 CP): “When you need a hand, just ask us!” It’s the motto of The ⑨ Team, and now yours too! Or at least it could be, given that you now seem to be both a magnet for the absurd troubles of others, and a genius at solving them in equally absurd ways. Wherever you go you’ll find unobtrusive evidence of wrongdoings and misgivings finding their way into your awareness, like someone wailing over their misfortunes off to the side yet not singling you out for help. Although following these leads is entirely your choice, you’ll find that while tackling any such task your competence for unconventional problem solving skyrockets. Is someone crying inconsolably, unable to explain the situation calmly to you? Just fire a fully loaded rocket launcher at them to silence them, then wander off with only a fraction of the information you could have otherwise gotten out of them and head out to try and do... whatever it is you’re trying to do? Point is it will all work out in the end. With this you’ll be sure to gain a reputation as a legendary handyman, and also maybe an actual psychopath.

Perfected In Vietnam (200 CP): All those months of boot camp, all those years in the jungle, they sure as hell paid off. Crawling through the underbrush, wading through the swamps, disarming traps, and snapping necks. There’s no two ways about it Jumper, you’re a damn killing machine. Perfected in the fires of war, you have expert level experience in all facets of combat that came into play during the Vietnam War, whether it be helicopter piloting and bombing runs, or simple jungle warfare, you have the skills to effectively wage war in suboptimal conditions and achieve victories that no single man should logically be able to achieve. In addition to this your body has reached beyond peak human abilities, giving you the strength to toss even others of similar gargantuan build overhead. You can dive out of a second or third story window and instinctively position yourself to land as safely as possible in a given situation, your body being durable enough to handle what force from the impact couldn’t otherwise be mitigated. Just don’t test gravity’s patience too badly. It is a powerful foe even now.

If It Works It Ain’t Stupid (400 CP): You’re flying your plane, team in tow, en route to your next objective. You look to the side and see that the millenia old ghost lady who runs the underworld is on your plane’s wings and eating it, having mistaken it for a large chicken. Most people at this point would stop to question their life choices and how they ended up here. Most people, but not you! You know why you’re here, and what you’ve got to do to get out of this situation! So you grab your teammates, strap a parachute to the tank in the cargo bay, jump out and use its cannon fire to direct your fall! Is this plan stupid? Fucking insane? Yes, but more importantly it’s *cool*, and that’s just why it’s going to work, damn it. You now have a very special kind of sixth sense, the kind that leads you to formulate the single most action hero looking way possible to resolve a situation whenever you need to. Not only this, but group coordination

becomes a simple matter whenever you're pursuing one of these insane schemes, with anyone who trusts your judgment working in perfect synchronicity to make the plan come together. These insane plans will *somehow* manage to be about as effective as whatever the safest sane alternative was, but keep in mind that this Perk predicates on there being a possible path out of a given problem.

THE STRONGEST (600 CP): Alright, so that plan with the tank and the parachute failed and you crashed in the middle of the forest in a giant fiery explosion. Good thing that may as well be an average Tuesday for you! You've obtained an incredible power, Jumper, and one that synergizes extremely well with the other Perks offered so far. Your life is now guarded against your own stupid decisions. As long as whatever should have killed you was the direct result of something utterly stupid you yourself underwent in an attempt to accomplish some hastily constructed goal, *you simply cannot die*. A plot armor that guards against your own idiocy, with this you can attempt the absolute stupidest shit to save the day or try and get out harm's way and as long as the danger you are immediately causing to yourself is a more immediate threat than whatever the original problem was you will at worst walk away with some scratches and bruises. *I trust you can see how the preceding Perk only enhances your opportunities with this*. Yes, this means that if you can get yourself 'killed' accidentally in time before something else kills you purposefully you'll somehow miraculously recover.



The Scarlet Gangsta Mansion

China (100 CP): If there's one thing you're good at, it's being the cattiest bitch possible when you need to be. Whether it be running a long term psyop bullying campaign to condition someone into snapping in response to specific social stimuli, or just intuitively knowing exactly what to say to piss someone off, you're a master at getting under people's skin and leaving them fuming impotently. Or not so impotently. Be careful who you piss off, Jumper.

A Tree Doesn't Fight Back (200CP): And it'll never get the chance to with you on the scene. Your long hours of training on strictly inanimate objects has granted you preternatural skill in breaking non-living objects and scenery. With a single kick you can obliterate a large tree so hard that it explodes into dangerous shrapnel, and stone walls don't fare much better if you put your back into it. The floor underneath your feet shatter should you plant your feet too hard, and projectiles may as well be fragile clay as they crash against your fists. With utmost precision and overwhelming power you can perform incredible acts of property damage, far beyond what you would be capable of otherwise.

Don't Think! FEEEEEL! (400 CP): Basic instruction and training can only take you so far, and your own intellect and strategizing are limited in much the same way. Ultimately, a martial artist must realize that the true path to excellence is in imitating old Bruce Lee movies. Having done this you've attained a level of inner focus that allows you to redirect your myriad worldly skills towards direct martial combat. Your every mundane skill becomes a slight increase to your combat abilities as you mentally explore some inner spiritual nonsense about how those skills are just like martial arts or something. Using this you could apply the benefits of the previous perk to actual foes, albeit at reduced potency. Improvements made through training are similarly boosted, as the lessons of Bruce Lee resound in your mind, steeling your resolve and bolstering your body and spirit.

Shintai of the Scarlet Devil Maid (600 CP): Your foolish subordinate has risen against you, determined to challenge you and force you to acknowledge their strength. They've trained long and hard, becoming a fearsome fighter whose skills give even you pause. They display these skills, giving off a flurry of movements that impress and amaze, and then promptly bash their own skull in with the nunchucks they were using. As though you were the ultimate maid it seems that "messes" like these seem to clean themselves up around you, as any pre-combat showboating on your enemy's part seems to backfire horrendously. Any such display of arrogance or power either immediately failing or initiating a snowball effect that winds up with them humiliated for their efforts. Logically, more powerful enemies may not be defeated with this, but the

effect only strengthens the more grandiose the display of power. If someone shows off just hard enough they may end up slipping and blasting themselves out of the area with their own super move.



One-Off Background Joke Antagonist

Forgettably Unforgettable (100 CP): It takes a special kind of grandiosity to show up atop your steed, announce your evil plan to the world via shouting, laugh maniacally, and get noticed by absolutely no one. To announce intentions so impactful of the plot, yet never get a panel of screen time more. You now possess this wonderful ability to completely skirt below people's attention and avoid making any lasting impressions regardless of how hammy you are about it. Perfect for those biding their time in the shadows for the perfect moment to job to the protagonists. This also makes disengaging from the "plot" fairly easy, giving you an easy out when you want to bail and leave the main cast to clean up on their own, although this won't do anything to make them forget your involvement up till that point.

I'll Bring Them Back In Four Thousand Years (200 CP): Is there any weapon in the deceiver's arsenal greater than the empty promise? The clever wording that implies an intent that you never intend on following through with, without ever actually stating it and thus committing? You've become a master of conversational misdirection and deception, allowing you to lead others via false promises and intentionally sewn misunderstandings. It's no exaggeration to say that you could satisfy someone with a promise to return something in a few thousand years, their distracted mind rationalizing it as an exaggeration and that you mean to drop it off just a bit later, thereby falling for your duplicitous schemes to not give back the shit you stole from their house. Leading others by the nose is child's play to your despicable wiles.

MASTER SPARK (400 CP): Those foolish vermin, sneaking about below the floorboards, pilfering your cheese when they think you're not looking. Yes, literal vermin. It seems at some point in the past you had a mice problem. Luckily you picked up a neat trick from those days, namely the power to channel absurd amounts of pure energy into your being to either enhance your physical parameters to unmatched levels or to fire off an all-destroying explosion of surging light. Can't have a mice infestation if you don't have a house, after all. The more offended you are at the victim's perceived slight against you the more power can conjure up. Indignation at the sight of a pest raiding your pantry, for example, should easily allow you to destroy the house they've dared to infest.

SO MUCH FUN DEATH (600 CP): Incredible, Jumper, simply incredible. You've reached the same level of physical power as the horror locked away in the depths of the

Scarlet Devil Mansion. Your physique is such that merely placing your hand on a tree and pushing will see it exploding into the next tree over which will likewise explode. Your durability is such that clashes with similar levels of force arrayed against you will simply fail to register to you, and with your stamina you could play tag with your friends or sister for hours without getting tired out. Perhaps even for a month if you were truly excited. It would take a blow comparable to Cirno's Strongest Power Armor to put a dent in you, and even then only to the extent of registering as a hit worthy of respect as you turn your attention to your unfortunate challenger.

武士的魂

X-CHEN
ウルゴアニヤコ
SAMURAI

Items

Discounts follow the same rules as Perks. Options in this section may be purchased multiple times, because screw it. How does that make sense? It doesn't. Duplicate purchases of a discounted item are also discounted. Post-Jump, properties may either become Warehouse attachments or be inserted into the setting of subsequent Jumps in whatever way makes sense. Or doesn't make sense. Who's going to stop you, *the police*? If you are uninterested in one of your **Origin's** items you may take its discount and instead apply it to the correspondingly priced **General Item** instead.

General Items

Lovely Little Home (50 CP): A quaint little cottage found in a scenic locale of your relative choice, being of course restrained to the bounds of Gensokyo. The neighbors are friendly, whether they be human villagers or tengu of the mountain. The property is surprisingly spacious for such a small haunt, too, having a few rooms on each of its two floors. It's also insured against artillery explosions and both small and large arms fire, with repairs being performed surprisingly quickly over the following days if destroyed.

Firecrackers (100 CP): A semi-automatic handgun of your choice, perfectly licensed in your name and legal for spell card battles. You can choose any mundane gun from a non-descript 9mm, to a Desert Eagle. "One last magazine" can always be found in your pocket, ensuring that your ammo never runs dry. Still, don't expect this to outpace some of the heat other locals are packing. Even so, an extra sidearm is always nice to have.

Movies and Glasses (200 CP): A collection of movies from the human world and some 3D glasses to view them with. How big of a collection? Fuck it, you're spending **200 Points**, so take all of them. Only one copy each though. Don't lose any, and have a nice movie night with your friends. The 3D glasses work on movies they really shouldn't work on, too. If you really want you can get another copy of any movies you lose when you enter a new Jump.

It Has Taken Both Fish and Milk Captive (400 CP): The cake that should not be, this cosmic horror confectionary's true form cannot be comprehended by underdeveloped minds, with those under the age of 18 censoring the horrid visage in their minds. A birthday cake of incalculable malice, any who find this cake unattended will be filled with dread and terror at the implied yet ungraspable implications of its presence. A good distraction for any surprise birthday party.

Nail Clippers (600 CP): A technological marvel, these state of the art nail clippers are capable of trimming any cat's nails with only slight difficulty. This katana is forged through both advanced science and 4,000 years of nail clipping secrets. *Secret 1: Strike the nail as hard as you can. Secret 2: The nail will then be cut.* With these secrets in mind, the blade at its full power can cleave even through adamantium claws which are themselves capable of cutting through armored military vehicles as though they were butter. It can shave hair, too.

The ⑨ Team

Army Necessities (100 CP): Having survived the hell that was that damned jungle, you've internalized a very important lesson. Preparedness is often the only deciding factor between life and death. With this purchase you've come into an unlimited supply of mundane and low level military supplies. This includes limitless food rations, medical kits, and parachutes. I'm sure the Team would love to have you with this.

Lord of War (200 CP): Now we're talking. A full arsenal of military grade hand-held weaponry, complete with limitless stores of ammunition to keep them firing after reloads. Everything from M1 Garands or M1 Carbines, to M14s and the famous M16. Explosives are also included, taking the form of both fully functional rocket launchers to Cirno's patented Ice Charms, which are bricks of C4 well suited to wall breaching and initiating room clearing.

Loaded Hangar (400 CP): It would certainly be difficult to field any missions without an effective means of transport. Luckily you've got a hangar with a vehicle for every occasion, likely a holdover from your days in 'Nam. You have one or two of everything; tanks, cargo planes to fly those tanks, boats for crossing bogs, even a jet fighter. These vehicles are constantly maintained, and are infinite in the sense that you'll get a new one in a week should one be wrecked beyond repair.

Cirno's Strongest Power Armor (600 CP): The most powerful weapon in Cirno's arsenal, having spent three years perfecting it despite the fact that the movie she got the idea from came out three weeks ago. A peerless suit of power armor (a cardboard box with three holes cut out for your head and arms to fit through), this mechanical suit possesses the power of the Strongest Beam. By firing a mighty laser blast from the hand (flinging a rubber band from your thumb), this attack can inflict moderate damage (completely annihilate a mountain range). The downside is that this mighty attack's energy expenditure means that it can only be performed once every five

years. This is unless you have a phone charger on hand, in which case you can easily fire two or more in the span of a light walk through the woods. Also, the rubber band will leave a little imprint on your finger. Tempered to perfection, this suit is almost indestructible. It would take getting caught on a tree branch while walking by to pierce its defenses, and even then duct tape can restore proper functionality. Does not come with a phone charger.

The Scarlet Gangsta Mansion

Unlimited Tree Works (100 CP): You've come into ownership of a particular and peculiar forest, Jumper. Peculiar because it doesn't exist until you call for it, instantly summoning as many large trees in your general area as you want. This comes with two benefits. The first is that by kicking these trees you can infinitely train your ability to kick trees. The second is that any trees you summon are deceptively good at cushioning your impacts. If you were to get knocked into a tree you summoned it might leave a crater in its side, or even explode at the base and topple onto you, but this would be barely any issue at all. Best of all, no one else knows this. You can just pretend to have been defeated upon impact and slink away quietly.

Tools of the Trade (200 CP): Martial artists and maids aren't all that different in the end. They both walk around fulfilling ambiguous duties and attack other people with potentially lethal weaponry at the barest provocation. They're both also categories of employee over at the Scarlet Devil Mansion. Owing to this, you have come into possession of tools befitting both roles. First, a pair of nunchucks hardy enough to swat sharpened metal out of the air and defeat strong martial artists with a single decisive strike to the head. The second, an unlimited supply of throwing knives that will always appear in your hands in whatever arrangement you wish whenever you reach for them. No, this does not come with the skills to wield them. Their actual users here probably don't have those either.

Containment Protocols (400 CP): Sometimes you encounter problems that really have no solution but to bury them in a hole and forget about them. You know, like siblings. This sealed vault is exactly the sort of thing that comes in handy for that. Thicker than bank vault doors by a large margin, and enchanted to boot, it is both resistant to incredible magical and physical force, and this effect is further exaggerated by the presence of force fields keyed to the same effect overlapping it. This complex

offers 66 floors separated by such barriers, meaning that something sealed at the very bottom would need to bust through all of them to emerge from its tomb deep underground. You may place it anywhere you want each jump, and if there's something you already own that you want to have sealed inside of it at the start of the Jump you may decide so. Until then it's open and waiting for an occupant. Just bear in mind that these defenses aren't invincible.

Just the Whole Mansion (600 CP): The Scarlet Devil Mansion is a massive and opulent mansion kept in impeccable care by its surprisingly competent staff. A luxurious home, the vampire Remilia Scarlet is its proud owner. Or former owner. Or maybe never owner? Remember earlier when I said she defaulted on a loan, with the mansion as collateral? Yeah, well it's yours now, with every employee and Remilia coming with it as a Follower. This can come in two flavors; in the first the previous scenario played out. You own the mansion and Remilia probably now works as a maid there trying to pay off her loans, being really embarrassed the whole time, which is funny. Alternatively you can choose to have been the proper owner all along, taking her position in most things related to the mansion. A word of warning; the Sakuya in this version of the setting is shown to be erotically and possibly romantically obsessed with the manor's master, *and Sakuya doesn't even look like a Hokuto no Ken character*. Taking Remilia's place may switch that target to you, *and why would you ever want that?*

One-Off Background Joke Antagonist

So Much Cheese (100 CP): Exactly as advertised, this purchase guarantees you a lifetime supply of good tasting cheese of any type you deign to specify. Always fresh, this cheese will never perish, and any amount eaten will see an equivalent amount delivered to you with haste. What, this is lackluster for the villain option? Fine, you get *cheddar* too. 5,000 dollars in U.S. cash, delivered to you or deposited into an offshore bank account only you have access to every week.

Cheese Defense Systems (200 CP): No, this isn't to protect the cash. Who cares about that? This is the security system Marisa installed in her own home or other property to guard her precious cheese from being permanently borrowed by mice infiltrators. Ironical. Traps come in both mouse size and human size, and include such things as minefields (both outdoors AND indoors), laser trip wires, and falling walls that trap intruders inside. You can place anything you want to guard against thievery in the central and most guarded position, but it defaults to cheese. Indeed, any cheese so guarded will grow in deliciousness over time. You can set permission levels for who is allowed to progress how far without triggering traps. International law does not guarantee rights to any mice or mice-like entities caught in these traps.

Muscle Training Instructionals (400 CP): Did you think that Flandre's phenomenal power came from some magical vampiric ability? Hell no, she's powerful because she's built like a roided out gorilla whose favorite Dragon Ball character is Broly, and probably because it finds the character relatable. The secret to Flan's power is now yours; a set of 80's workout tapes that help to train the body beyond its initial limits. This is regardless of whatever a being's previous strength was, and so anyone can benefit from this. Even Flan, somehow. Yes, this means that you can help her become **Super Flandre II**, you *Goddamn maniac*.

Schematics for Future Problems (600 CP): Now this is more like it! Fitting for the evil mastermind you probably are, you've come into possession of the very same schematics for the robot samurai used by the cat groomer that took care of clipping Chen's claws at Ran's request. With these you can easily mass produce nearly invincible mechanical warriors capable of easily defeating even skilled American Civil War/World War I/World War II/Vietnam War veterans with adamantium coated skeletons who can fly. With the proper resources and facilities you can churn out potentially limitless death machines, each programmed to seek out and "cut" a preprogrammed body part off of a designated target. Please note that without further edits to their programming they will suffer the minor programming glitch of flying into genocidal rampages where they seek to cut the programmed part off of any and all living creatures in the vicinity if they can't do so to their designated target within 3 hours. A minor setback to be sure.

Companions

It is indeed possible that during your time here you will come to ~~suffer horrible stockholm syndrome~~ care for the absolute lunatics around you. It is also equally likely that you'll instead want to bring someone you know with you here to try and maintain your sanity through all this nonsense. Regardless, this section will allow you to take individuals across the gaps between worlds, either to this hellhole or out of it.

Import (50 Each): Pretty cheap, I know, but you're going to need some familiar faces to help maintain your sanity. Companions imported this way receive a free **Origin** and all applicable discounts as well as **800 CP** to spend. They can buy items, but may not take Drawbacks. Items purchased for Companions that you've already purchased are physical duplicates, and any characters that would come with the purchase are instead replaced with generic fairy servants. Alternatively if you have already bought it, Companions that buy **Just the Whole Mansion** may pass on the duplicate mansion and instead choose to worsen Remilia's debt. Hell, you can choose to do this even if

you are the only one purchasing duplicate mansions. This applies even if you took the second version of the purchase where you were always master of the mansion, thus suddenly straddling her with crippling debt where she otherwise had none. Further purchases by either yourself or a Companion may drive her further and further into debt, as a joke.

The Squad (Free): You may have noticed by now, but several of the **Origins** appear tied to the shenanigans of other characters who appear in these works. These groups are listed below, and your connection to them through your **Origin** assures that they'll be willing to follow you into further madness beyond the stars. Members of **The ⑨ Team** may take all members of said team with them, and members of **The Scarlet Gangsta Mansion** may take the four shown members of the mansion's staff, and owners of **Just the Whole Mansion** may take all of them including Remilia herself. **Flandre Scarlet cannot be taken with this option.**

One-Off Background Joke Antagonists have no group affiliation, and instead get **Four Free purchases of Canon Companion** as described below. For these **Four**, instead of meeting them shortly after arrival you may define a pre-existing relationship with them within the bounds of what the characters in these doujins display with another character.

Canon Companion (200 CP): The prior two groups don't contain all the characters shown in the doujins, and even more so do the doujins fail to portray every Touhou character. Using this option you may take any Touhou character from this version of the setting with you on your journey with the caveat that their more absurd power levels and abstract powers must be replaced with MANLINESS and/or slapstick comedy. **Flandre Scarlet cannot be taken with this option.**

Drawbacks

The Drawback limit died in the war.

Setting Toggle (+0 CP): As beautiful and majestic as the world portrayed in these works are, it can't be considered a particularly consistent one. Characters may appear in their beautiful, well muscled form in one doujin, while looking like their measly and pathetic 'canon' appearances in the next. Some characters even seem to lack proper muscular forms completely. Things are further complicated when a character changes mid-doujin without explanation, or when it's shown that emotional states can change someone between the two forms. This toggle controls the consistency of these forms in the Jump. Are these muscular forms constant? Are they a result of training, strong emotional states, or are they a powered up transformation people activate when they need to? Are the only people that look like this the ones the doujins explicitly show

to? In essence this lets you choose who has which appearance, and under what circumstances. The only thing you can't do is eliminate the manliness entirely. The resulting paradox would surely destroy the fabric of reality.

Endless ⑨ (+100 CP Each): One thing you may notice about the chronology of events here is that it doesn't make any Goddamn sense. Not only were characters active participants in wars long since ended, but time itself seems to distort, allowing people to work on projects for three years despite only three weeks having passed. With each purchase of this Drawback your time in this jump is extended by 10 years. This may simply be extending your date of departure, or some anomaly of time may see you spending a disproportionate amount of time on a task only for a fraction of it to have passed for everyone else. I hope your mind can handle the strain of remaining in this world for so long. **You may only take this ⑨ Times.**

Another Incident (+100 CP): If there's one bastion of refuge for those not acclimating to this level of craziness, it's the fact that you can always just walk away. Turn around and leave, simply refuse to associate with these lunatics. This is no longer the case for you, unfortunately. For the remainder of your time here you'll find yourself constantly getting drawn into *SOMETHING* absurd, one way or another. While this doesn't make *individual* incidents impossible to avoid, it does guarantee that even should you do so you'll find yourself drawn into another wacky happenstance immediately after. These occurrences will usually be spaced out to occur every few days, and will typically take a few hours or the evening to resolve. Characters you are connected to or implicated with by your **Origin** and purchases here will be the most frequent stars of these misadventures.

IT JUST KEEPS GETTING WORSE (+200 CP): Did you find it at all strange that there seems to be no sign of Reimu anywhere in the flesh? Well with this it's because she's finally snapped from her financial issues and has abandoned trying to resolve any of this wackiness, naturally leaving that task to someone else. You. Whereas the above Drawback will force you through frequent yet short-lived misadventures that are small in scope, this Drawback will force you to tackle more infrequently spaced misadventures of much grander scope more in-line with Touhou canon, though still possessed of this world's typical absurdity. I hope you're packing heat, Jumper, because it turns out Vietnam 2 is going to take place on the Moon.

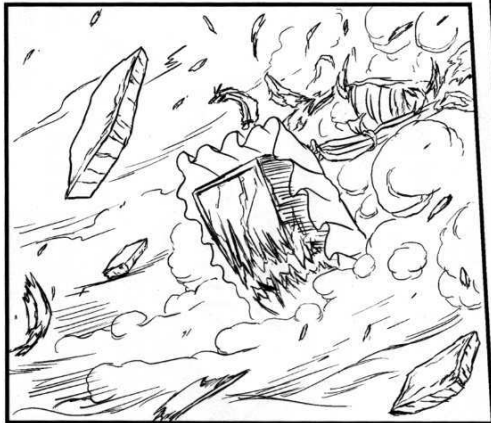
She Became Strong (+200 CP): I'm sorry to say this Jumper, but you have bad luck. The kind of bad luck that can harden a girl into the kind of action hero that can survive a firefight with three people and escape an actively pursuing fighter jet. Events will conspire to make you miserable. Birds will poop on your head as they pass, you will

never notice that you're out of toilet paper until it's too late, and surprise birthday parties will end with the building destroyed and several people hospitalized.

20 Years In That Jungle (+400 CP): Rewind the clock; it's 1955 and the second of the Indochina Wars has begun. The United States is beginning its involvement in the conflict early on this time around, fearing the spread of communism. This is beginning of the ⑨ Team's history, and now yours as well. Your beginning date has been pushed back to the war's beginning, and you'll be serving in it just as they did until the war ends. Even if you haven't extended your stay you'll be forced to fight the war to its completion whether that's earlier than it would have been or not, and the usual slapstick has been toned down to grittier levels. If you're a member of **The ⑨ Team** you'll be serving with them through this nightmare, and if not you'll be deployed elsewhere in the jungle. As a saving grace if you manage to end the war earlier you can get back to the main jump quickly. The available Scenario will be on pause until you're out of the war, and if you spend more time in the war than your Jump time you can choose once its over to make your **Ending** choice immediately, wait long enough to complete the Scenario, or restart your Jump time for an extra ten years.

The Consequences of Your Actions (+400 CP): This place is quite frankly absurd, whether it be the personalities of the people living here or the shenanigans they wind up in. Acts of comical violence and destruction are quite common once the ball gets rolling, but luckily everyone tends to come out only slightly worse for wear. Unfortunately you no longer have this protection. While perks bought in this Jump can convey some protection they are nonetheless reduced in effectiveness, and everything else ranging from outside luck and durability perks to the protection extended by the comedic genre's narrative will simply fail to protect you. You better watch yourself, lest this comedy become a tragedy.

The Street Has Leveled (+600 CP): There's a lot to be wary of around here, with extremely dangerous shenanigans occurring on the regular. Things are even worse with other drawbacks, with you needing to deal with actual war, or even the loss of your comedic plot armor. Still, if there's one point of solace in this whole mess, it's the fact that at least (most) everything has been grounded in power levels to a manageable degree. All those explosions are the results of vehicular accidents rather than the power to spontaneously generate nuclear hellfire, and you don't see people randomly manipulating the concept of boundaries to manipulate the essential properties of things. Now that point of solace is gone, for the average power levels of Touhou have returned. Characters now have the full range and power of their stated abilities, meaning that everything else has just become all the more insane to deal with.



Scenario:

The Holy Skirt Flipping Battle Royal War

Imagine the setting, powerful mages and figures straight out of myth and legend, all coming together to do battle for the chance to receive a single omnipotent™ wish. Yes, you imagined it right; Sakuya has challenged Flandre to a skirt flipping competition! Once more Flandre has breached containment, and in the hopes of taking advantage of the situation for her own ends Sakuya has proposed a challenge. A skirt flipping competition in which the winner will be granted one wish that all other competitors must obey. You yourself will be entering into this competition shortly after your arrival, with the potential to win the wish for yourself, or suffer under its consequences should you fail. While Remilia believes that her faithful Servant will use this chance to seal away Flandre once and for all, for indeed such is Remilia's own wish, Sakuya herself has more selfish desires. Upon winning the ~~grail-war~~ skirt flipping competition, Sakuya intends on turning Remilia into her competition swimsuit-wearing submissive pet catgirl, because apparently the wish can do that. Patchouli will also be joining, and intends on using it to make the Scarlet Devil Mansion build her a house overlooking the lake which will somehow convince Marisa to spend the rest of her life with her. Flandre, the true danger here, intends on winning at all costs, and if she manages to do so she will force Remilia to play with her for a full month. Remilia and you. If you wish to avoid the fate of being forced to play with Flan for a whole month then you must simply be the last person standing at the end of this, your compulsory skirt still fastened tightly around your waist. Instead of the usual situation you're likely used to with Scenarios, this won't take any great length of time. No years, months, or even weeks. No, this Scenario will likely be decided in mere **seconds**, for such is the ferocity of the competition that Flandre will steamroll everyone else without difficulty if nothing changes. Flandre is a powerful foe indeed. She is strong enough that a missed attempt at flipping Remilia's skirt convinced her that had it connected it would have killed her for sure. Not only is she blisteringly fast, but she is *reactive* as well. The very **moment** a time-manipulating foe attempted to freeze time she removed her with a speed-blitz so fast she couldn't even cast the effect. For all of her childlike mentality, she is nonetheless a cunning predator, for she adapts to any strategy used to defend against her. When Remilia removed her own skirt to remove her weak spot Flan followed suit, adopting the same level of defense and using that momentary confusion to flip Remilia's skirt (and Remilia herself) anyways. It is not enough to merely take out Flandre, for you must remember that the other competitors are willing to stab you in the back for their own wish if they are still standing. You need to balance the raging beast in front of you with the many knives pointed behind you. If you simply distract her long enough for Sakuya to get her timestop off she'll likely defeat Flandre easily, but at that point there's nothing stopping her from sweeping the rest of the competition, yourself included. Likewise, simply letting

the beginning of the competition play out will see Sakuya removed before she can become a threat, but by then the only distraction left to save you is Remilia herself. Playing the competitors against each other is a smart move, but even so if you miss the one golden opportunity you have to flip Flandre's skirt then you'll find yourself decimated as well.

Scenario Note if you took (Just The Whole Mansion) and replaced Remilia from the beginning: Sakuya is after your ass.

Scenario Note on Companions: Any Companions you bring with you may also participate, but will receive their own wish if they win. Conversely, they will be vulnerable to the wish of the victor should they lose, and this may be you yourself if you manage to win. In theory you could use this to punish an obstinate Companion for whatever reasons you have, but by that same metric you yourself must be warned, for **all** of your Companions involved in this competition will find themselves and their ambitions emboldened by the prospect of this wish. Companions who would never harm you will consider what they have planned as merely "Harmless fun," that will last only one measly event (or in worse cases the entire "measly" Jump), while those Companions with more intense feelings for you will likely harbor schemes much like Sakuya's but focused on you instead. Accordingly you may choose not to involve any Companions obtained or brought here in the competition, so be careful who you bring into this fight. While any adverse effects inflicted on you from an opponent's wish will fade as the Jump ends (or after only a month if Flan wins and wants to play with you), you may conditionally make the effects of your wish on competitors that will be following you permanent. If you have **Just The Whole Mansion** the mansion residents taken as followers will be affected permanently.



If you win: As the dust clears in the shattered remains of Remilia's bedroom you realize you stand alone. You are victorious, your glory ever-lasting and eternal. Somehow through strength, skill, or more likely your clever mind and guile you have managed to defeat Flandre, as well as any stragglers she had failed to finish off. Now the ~~omnipotent~~ fairly limited wish is yours to make. Keep in mind the abilities of the competitors, for the wish must either be something the inhabitants of the mansion are capable of achieving through working together, or must otherwise only affect said inhabitants. Will you follow in the footsteps of those who you've defeated? Follow through with the will of Remilia to seal away Flan once and for all? Or take a note from Patchouli and have a nice house built for you? Or will you follow the dark path Sakuya

has shown you and turn any and all competitors into your fetish-outfit wearing lovesick catgirls slaves? Or perhaps you have your own wish, to open a pathway to ~~the Root~~ the SDM's bank account, or even increase Remilia's debt further because it's funny? Perhaps you may be able to return Flan to normal? Perhaps.

Or perhaps there's something else you want. Perhaps you realized something while you were fighting for your skirt against that abomination of *pure power*. Realized the potential. Perhaps you even admire its purity? Surely what you've seen is only the barest glimpse of that abyss. Imagine what kind of power would be revealed if she were unshackled! If you so wish, you may use this wish to take Flandre's power **Even Further Beyond...**

Regardless of how the Scenario is resolved Flandre Scarlet is now available as a Companion through *The Squad* for (Free) if you have either *Scarlet Gangsta Mansion* or *Just The Whole Mansion*, or with an ordinary purchase of *Canon Companion* for (200 CP) otherwise.

Ending: So your ⑨+1 years (or more) are finally up, and the time to make a fateful decision has come. The effects of all drawbacks and undesirable effects are cast off, and you are offered your choices.

Return: So this was your final journey? Or at least in this Chain, anyways. I cannot say what the future holds beyond this Chain, but nonetheless you'll be taking what you've earned back to your home, the original of whatever world you hail from.

Continue: Or perhaps your time traversing the worlds has not yet come to an end? You'll be taking all that you've earned here with you as you carry on to the next Jump.

Stay: I'm not entirely sure how severe your stockholm syndrome must be to convince you to abandon your Chain in favor of THIS iteration of the place, but sure. It's your choice to make, afterall.

Notes

Before anything else, if you want a comparison to how this setting is compared to the traditional Touhou setting then merely compare [THIS](#) to [THIS](#).

Barring drawbacks the general power level of this Jump is street level with most yokai functionally being extremely buff men with guns. Flandre is notably more powerful than this, and could be considered multiple street levels standing on each others' shoulders in a coat.

SDM is Scarlet Devil Mansion, as in the structure itself as well as the group therein.

Origins: There's some stuff to be said here. First, the characters associated with each origin are as follows:

The ⑨ Team:

1. Colonel Cirno, Codename ⑨. The Strongest in general.
2. Wriggle Nightbug, Codename G. Master of disguise able to pass as anything from a rhinoceros beetle to a stag beetle. Often mistaken as a boy.
3. Myschi, Codename Yuyuko's Breakfast. Expert pilot of any aircraft.
4. Rumia, Codename The 7th Day Of Every Month Is Rumia's Day. Combat genius able to go toe to toe with anyone other than Shinto priests.
5. Dai-chan the fairy did not serve in the war but is good friends with Cirno and so counts.

The Scarlet Gangsta Mansion:

1. Meiling, the Gatekeeper martial artist who hates being called China.
2. Koakuma, who is just kind of there I guess.
3. Patchouli Knowledge, the resident lazy mage.
4. Sakuya Izayoi, the time manipulating maid who does pretty much all of the work.

With (Just The Whole Mansion):

1. Remilia Scarlet, vampire mistress of the mansion, tries really hard to be impressive.

With Scenario completed:

1. Flandre Scarlet, little sister of Remilia, the most powerful being, the ultimate lifeform. Her power is maximum.

Now here's something to be said about **Origins**. See, while these **Origins** imply association with certain specific groups, Gensokyo is a truly large place, and you'll find the rough trappings and themes of some of these groups repeating across others. In the Palace of the Earth Spirits, for instance, you have the mistress of the manor Satori

Komeiji, who has two servants/pets in the form of Utsuho and Rin. She also has a mentally unstable superpowered little sister by the name of Koishi Komeiji. Sound familiar? If you're familiar with Touhou and its characters, at the start of the Jump you may designate a different group to belong to as long as you can say it is honestly extremely similar in nature to what is described in your Origin. The characters will be parody versions of themselves with similar dynamics to those displayed by the group shown in the doujins. I.E. picking Moriya Shrine with **Scarlet Gangsta Mansion** and Kanako will become the "Remilia," with whoever is her "Sakuya," adopting a similar perverse obsession for her. Likewise, an alternate **The ⑨ Team** will have a history in Vietnam. Keep in mind that the default groups will still be present in Gensokyo with their wackiness intact. If you and Reimu served in Vietnam that doesn't mean Cirno and her squad didn't. Just because Koishi keeps breaking containment because she wants to play with Satori doesn't mean that Flandre isn't also doing that to play with Remilia. Granted, Koishi's breakouts likely look more like disturbing analogue horror footage gradually unfolding over the course of days than an immediate comical explosion from the ground, but still.

In case it needs to be said, you can only choose an alternate group for the **Origin** you take. No taking **The ⑨ Team** and deciding that Eientei would make a better **Scarlet Gangsta Mansion** than the SDM. This has some implications on certain items that will be described momentarily, but know this: While Imported Companions may select their own alternative groups within their own **Origins**, due to Companion bought versions of **Just The Whole Mansion** coming with generic fairy maids instead of named characters you cannot use this to easily obtain every character you want.

With 20 Years In That Jungle: As previously stated, if you took an alternate **The ⑨ Team** then that is the unit you're serving with, with the actual **The ⑨ Team** out on their own missions. You may eventually cross paths.

With Just The Whole Mansion: With an alternate **Scarlet Gangsta Mansion** it functions similarly. You are simply purchasing the "base" of your **Origin's** alternate group with most of them becoming followers. For instance, choosing to be part of the Palace of the Earth Spirits. You can essentially mentally replace every mention of Remilia with Satori there, either driving her into debt or replacing her position from the beginning. Utsuho and Rin become followers attached to the property, and you must designate which one becomes the "Sakuya," for the sake of the group dynamics. Koishi cannot be taken, because she is the super-powered Flandre equivalent. Completing the Scenario allows you to take Koishi as would have been the case with Flandre.

You must personally assign equivalent designations that honestly make sense to you when converting these **Origins** to groups they were not specifically designed for. Tewi makes sense as the “Flandre” of Eientei, but Reisen? That’s ridiculous. Interestingly, these groups are not “**Originfied**” if you do not make them your **Origin**. This means that while choosing Palace of the Earth Spirits would see Koishi buffed to Flandre levels (with Flan also staying that level elsewhere at the SDM), choosing another group such as the default SDM would not buff Koishi, meaning she would be able to be taken as a **Canon Companion** without the Scenario, as she’s relatively normal then. In other words, while everyone might be more comedic versions of themselves no matter what you do (and buff depending on how you took the **Setting Toggle**), only the group you took as your alternate **Origin** and whatever group inspired said **Origin** will have the exact dynamics/nonsense going on for it described in this document and the doujins that inspired it.

If I can buy multiple of *Just The Whole Mansion*, can I buy the alternate groups instead of getting copies of the SDM multiple times: Fuck it, sure. If you give up the Discount on repurchases, then you can get multiple properties and the corresponding Followers. Thus, three purchases might get you the SDM, the Moriya Shrine, and the Palace of Earth Spirits for **(1,500 CP)** rather than three copies of the SDM for **(900 CP)**.

As a bonus, you may increase Remilia’s debt even if you’re not buying the SDM. Further, you may increase Remilia’s debt more by having Companions purchase the Item, even if they aren’t buying the real one.

Will everyone be eligible for one of these alternate groups: Not necessarily. Some people just won’t fit the mold. Don’t be sad about it, that’s what **One-Off Background Joke Antagonist** and their free Companions are for.

Who can qualify as alternative groups for each Origin: That’s something you need to decide for yourself, but you need to honestly believe that it is a fitting choice. As a rough shorthand to serve as the “guidelines,” consider **The ⑨ Team** as a small group of characters who hang around each other out of either genuine friendship or camaraderie. For **Scarlet Gangsta Mansion** look for small formal groups with obvious hierarchies or organization. They need to have a base, too. Weird sibling dynamic preferred.

Wait, what happens to the Scenario if I have multiple different groups: You poor, poor fool. In your lust for power and your groups’ overpowered secret boss characters, you have set yourself up for misery. You have two options. First, you may

select **One** group for the scenario to apply to. Keep in mind that this will mean the wish won in the Scenario will only affect members of that group, and none of the others. But if you want to involve them all? For your second option you may merge **ALL GROUPS** you have purchased with **Just The Whole Mansion** into this competition, in which case every single member of every single group you've purchased will be engaging in an insane free for all to win a wish capable of affecting all present, or made possible by all their powers combined. This includes every "Flandre," equivalent in each group, possessing both their unique gimmicks and their Flan-buff. Keep in mind who in these alternate groups is the "Remilia," the "Sakuya," and the "Flandre," for their wish will correspond to those in the original competition. Flan equivalents will want to play with their Remilia equivalent (and you) for a full month. The Remilia will want to seal away the Flan, and the Sakuya will want to make the Remilia their sex slave. Remember that depending on how you purchased **Just The Whole Mansion** you may be the Remilia in any or all of these instances.

Are Flandre equivalents just physical fighters like Flan: They are far more, for that is the price you pay for seeking this power. Each will possess a raw physical power boost to levels similar yet inferior to Flan, but just like Flan's gimmick even in actual canon was destructive power anyways, these individuals have their own actual gimmicks enhanced too. Going off of prior examples, Flan-Tewi will have the raw power almost of Flan's level but also the luck and fortune she is known for boosted significantly. In the first moments of the Scenario someone gunning for her might trip and get their skirt flipped on their own. Flan-Koichi gains the physical power of Flan and... Actually Super Kouchi might just turn this into a psychological horror game with your memory of the Scenario fading as you cease to perceive or remember anyone involved in it as you go back to your old life. Back to your old life with her following right behind you, peering over your shoulder without you being able to perceive her as she comes closer and closer to revealing her existence again. All the while she'd be provoking your subconscious memories to flicker fragmented figments of your deepest traumas at the very edges of your awareness, in the corners of your vision, in the murmurs of the crowd in the distance, a cry you're all too familiar with shrieking at startling volumes outside of your house in the middle of the night just as your about to drift off. You just might hear your Mother from your original life who you haven't seen in years call to you from in the kitchen only to find nothing there. All this while more and more things start disappearing from your perception and memory until you perceive Gensokyo around you as a completely empty and foggy feudal village with you having no memory of how you got here. It's possible that by the end when she finally comes to finish you off by flipping your skirt, you'll be too confused to resist. Ironically, this may be when she's most vulnerable. You may be too mentally addled and amnesiac to remember what you need to do, but the last thing she'd be expecting is for you to flip

her skirt then at that final moment. Well, I say that's the last thing she'd expect, but Koishi doesn't really -expect- things, given that she's arguably only quasi-sapient. In order to win at that point you'd need to be the kind of guy who after waking up terrified with no memories of your recent or even distant past in an obvious horror setting would react to the sudden appearance of a creepily happy (and possibly roided to all hell) young woman by pouncing on her and tearing at her skirt. **Remember, if you took Palace of the Earth Spirits into the Scenario and lost to her, THIS IS WHAT WANTS TO PLAY WITH YOU FOR A WHOLE MONTH.**

Wait, what the actual fuck is up with Koishi: She wants to play.

Can I take the Lunar Capitol for *Scarlet Gangsta Mansion* and *Just The Whole Mansion*: Yes, yes you can.

Does this mean I can add THE FUCKING MOON to the Scenario: YES

A word of caution though. Adding the Moon to this scenario should be used with the intention of humiliating those dumb moon nerds, so if you try and use this for some powergaming reason? Just remember that in Touhou lore Neil Armstrong, upon arriving on the moon and finding a race of dumb anime bunny waifus living on it, proceeded to RIP and TEAR so hard that the sight of the American flag still triggers PTSD flashbacks in their dumb waifu skulls. Try and stage an invasion by the Moon and Neil Armstrong WILL be there to kick your shit in.

Do I need to take *Scarlet Gangsta Mansion* to take the Scenario: No, anyone can but it will default to being the actual SDM cast instead of an alternate group.

Any other Scenario Notes: Just one more, and it is important for you filthy powergamers. Remember how taking an alternative group for your **Origin** does not stop the "canon" group from being out there with their displayed antics and dynamics? Well guess what happens if you take an alternative group for **Scarlet Gangsta Mansion** into the scenario and never take the SDM as one of your groups via **Just The Whole Mansion**? That's right, there are now **two** skirt flipping competitions. Yours, going on with your group or groups, and the one going down at the SDM. The timing of these competitions relative to each other is vague and up to you to order, so you may decide to have a short time between them. Notably, if you rush the SDM and take part in the challenge, winning as per the Scenario description, you may use the wish as a **Free Purchase of *Just The Whole Mansion*** for the SDM specifically. If you really want you may THEN merge them into the second skirt flipping competition since they are now

one of your groups. In essence the first wish is to gain them, and the second is to actually affect them (and your other groups) how you wanted. Remember, because of the highly specific rules this exploit is taking advantage of, this is only possible with very specific choices (**Scarlet Gangsta Mansion** with any group other than default, no purchase of **Just The Whole Mansion** for the SDM.). Afterall, this wasn't initially intended. I only came to this conclusion after overviewing the completed Jump and realizing that by the Jump's rules this would technically have been possible, so I'm supporting it.

[Here are the doujins that inspired this.](#)