

The background of the entire page is a stylized illustration of the Katamari Damacy title screen. It features a large, ornate, purple and gold throne with a crown on top. A large, stylized face of the King of All Cosmos is visible behind the throne. Two large, colorful rainbows are positioned on either side of the throne. In the foreground, there are green hills with white clouds and several small, black and white cow-like creatures.

Katamari 塊魂 Damacy

by mythSSK; v1.0

We were having the most wonderful dream.

Oh, hello. The one shuffling you about from universe to universe is an old friend of Ours, oh yes. We've agreed to teach you, in fact. Show you the ropes.

... Oh. No. It was indeed not a dream. We really did it. The King of All Cosmos has really done it. A sky full of stars... We broke it. Yes, We were naughty. Completely naughty. So, so very sorry. But just between you and Us, it felt quite good ♡.

Not that We can remember very clearly, but We were in all Nature's embrace. We felt the beauty of all things and felt love for all. That's how it was. Did you see? We smiled a genuine smile. Did you see? The stars splintering in perfect beauty. So many there used to be, almost a nuisance. Now there's nothing but darkness. Hee... 'tis but a dream...

Hee... But a beautiful one. B ♡ U ♡ T ♡ That miraculous fabulous moment has passed, it's over. We came to and found everyone furious. Even the King of All Cosmos was not spared their wrath. Really, everybody was irate.

The Prince is around somewhere, but We have quite forgotten where. I'm sure he'll be fine. In the meantime, pee-wee Jumper, hurry up and bring back the glorious starry sky. Our problem, your problem. Yes? You owe Us for graciously accepting to teach you, We collect on the debt. Yes? Hand in hand, always there. Yes? The very definition of the mentor-mentee bond. Yes?

Here we are. Earth. Full of things as usual. Hmm? HMM!? Aack, so... so... s-small... You're so small! We didn't notice, not one jot. What is that? That body, that physique. Could you really be a Jumper? Ah-hah! I've got it! Build yourself up while you roll the katamari.

Work out and get bigger. Yes indeed. Don't presume to take the escalator up to the throne just because you're a Jumper. Woo, tangent.

You'll be staying here until you've made enough katamaris to replace all the stars in the night sky—We think there might have been 10,000? Yes, that seems about right. Once you have made 10,000 katamaris, your training will be complete and you can move on.

All right then, get cracking.

You have **1000 cp** to spend.

Origins

Choose one origin for free.



Drop In [free]

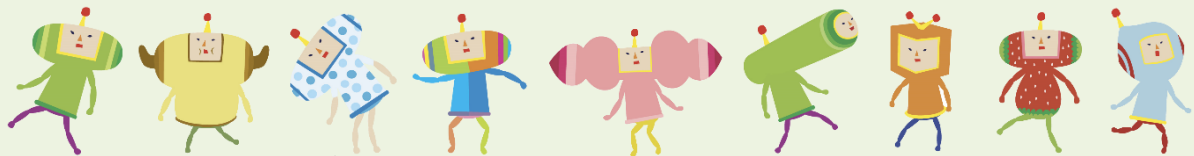
Oh, a maverick, We see. A rebel. A lone ranger. An existence that cannot be contained. You prefer to do your own thing, be unique. We don't mind. You do you.

Prince [free]

Industrious little Prince is always trying his best. He must work hard, of course, if he wishes to ascend to the throne one day! Look at him, rolling up katamaris from sun-up to sun-down like some sort of... rolling thing. A beetle perhaps. Beetles roll things, don't they? Rolly-polly. You could stand to learn from his work ethic, yes. Jumpers are notoriously lazy, after all, and you have an awful lot of work to do.

King [free]

Oh, how flattering. You wish to emulate us? Strive toward the example We set, yes? We understand. We are very impressive, after all. Unfortunately, without a certain regal *je ne sais quoi* that only We possess, you will never reach heights as great as us. There is only one King of All Cosmos, after all. Still, you will be making quite a few katamaris, and that can make all the difference. Yes.



Background

Age? A regular lifespan means little in the face of the Cosmos. At least, until you get to Papa's age. He started it all, did you know? Set the Cosmos in motion? As such, feel free to choose whatever age you are most comfortable with—you will not get appreciably older during the time you spend here, either.

Gender? Ah, humans, with their simplistic notions of gender. We are a King, but We are far more than a He. Calling us 'male' is a grave disservice to Our actual true gender, which is as magnificent and far beyond the genders you have previously experienced as We are beyond you. There is an entire Cosmos of genders. A palette. A smorgasbord. A sampling platter. Do you see these pants? Do you know what they bulge with? Raw power. Here you may choose to possess the power of a true gender, multifaceted and grand. Or just a generic one, We suppose. If you insist. How boring. You may design your own appearance, in the same general style of the prince and his many cousins.

Starting location? With the Royal Rainbow, distance is irrelevant. Choose wherever you would prefer to start, and We will convey you. Earth is recommended—plenty of stuff to roll up with katamaris. The Sunflower Continent is nice this time of year!



Perks

100 cp origin perks are free for their matching origin.

Other perks that match your chosen origin receive a 50% discount.

Katamari [free this jump or 400 cp to keep]

With a few moments' effort, you can conjure a katamari into being or turn an existing, relatively round object into one. A converted object retains its regular appearance, while a conjured katamari appears as a multi-coloured, bumpy ball. To start with, the largest katamari you can conjure or convert is 5 cm in diameter, but with enough practice you can expand this starting size significantly.

A katamari has the ability to collect objects smaller than it on its surface in order to grow larger. There is no upper limit to how large a katamari can become in this way (the largest katamari in the games reached 2,000,000 km in diameter).

Any objects that join the katamari also gains this adhesive ability until they are knocked loose. A sharp knock by a moving object or trying to roll up an object too large for the katamari will cause objects to fall off. Objects stuck to a katamari are not crushed or compressed, regardless of the size/weight of the katamari. While forceful attacks can push the katamari and knock things loose, objects attached to it are invulnerable so long as they remain stuck.

An object's size, weight and surface area are all taken into account to determine whether it will stick to your katamari. This allows slender objects, such as pencils, that are longer than the katamari is wide, to be picked up, and these will alter how the katamari rolls until more objects are picked up. You can even roll up things that probably shouldn't be able to be rolled up, like water or clouds. Living creatures may also be rolled up, though sufficiently strong creatures may be able to break themselves free.

While you are close to a katamari, you can choose to automatically scale your size to it—this effect is more drastic if your normal size is larger than it. In general, if you are normally larger than the katamari you will shrink down until you are approximately the same size as it, whereas if you are normally smaller than it you will grow until you are at least one-hundredth its size (e.g. if your katamari is 100 km in diameter you will scale to be 1 km tall).

When scaled up in size, your mass and strength will also be scaled appropriately and you may ignore any mere physics that say that your size should be impossible (goodbye, square-cube law!). While scaling to a katamari you are able to push it easily, rolling it around regardless of its current size or weight, though pushing it uphill or over barriers may prove troublesome.

Rolling things up in a katamari does not remove them forever—if it did, Earth would run out of things very quickly! Instead, objects and creatures rolled up in a katamari will "respawn" in their previous location after some time has passed. The time required can vary a bit, but it's always more than a day but never longer than a week. If the katamari they were rolled up in still exists they will instead disappear from it and return to their original location, decreasing its size. Yes, this means that creating celestial bodies from katamaris violates conservation of mass. It's more of a guideline than a law, really.

DROP IN

Camera [100 cp; free Drop In]

You gain a camera function that you can access with a thought, instantly taking photos of what you can see. You can mentally sort through the gallery of photos you have taken, deleting, cropping, naming and arranging them into mental 'folders' for ease of reference. With a touch, you can download copies of one or more pictures onto any storage medium that can support them, anything from 'printing' them directly onto paper or putting them on a computer. The resolution of the photos you take scales with how good your vision is, and is compatible with any visual adaptations you may have (e.g. night vision, infra-red, etc.).

Advisor [200 cp; discount Drop In]

With a moment's concentration, you can communicate telepathically with any willing person that you have previously met, so long as they are present in the current Jump. From their perspective, a small version of you (or just your head) will appear in their mind's eye and speak to them. When communicating in this way, you will become fuzzily aware of their immediate surroundings and can hear any responses they may give you.

We ♥ Katamari [400 cp; discount Drop In]

You're just naturally popular. No matter where you go, unless you take efforts to conceal your activities you will always attract a loyal contingent of fans who will diligently and lovingly follow your exploits and/or seek out your creations. At a default, this requires no input by you, however if you do decide to actually spend time cultivating your fame you'll find that your efforts are significantly more impactful than they otherwise would be. With a bit of dedicated work, you could easily become a major international celebrity and household name.

Tutorial [600 cp; discount Drop In]

When a person you can see is about to attempt a specific task, you can offer them the choice to undergo a tutorial immediately beforehand. If they accept, you and your guest are whisked away to an impenetrable pocket dimension—while you are here, time is frozen in the outside world. You may only remain in the tutorial for two hours at most.. However, while here your guest's learning speed is boosted by an order of magnitude, *after* any other modifiers or benefits from teaching-related perks or abilities you may have are applied.

The tutorial's pocket dimension appears different every time you visit it, though it is always roughly the size of a large football stadium (unless a larger size is required to teach the skill in question). It automatically contains whatever tools, learning materials, and practical activities are required to facilitate the teaching of whatever skill your guest requires, allowing you to teach them to the absolute best of your ability. Nothing can be left in or removed from the pocket dimension. The tutorial can provide the requisite materials to train any sort of skill, so long as your guest possesses any necessary physiology or other requirements.

PRINCE

Prince Hop [100 cp; free Prince]

You have an incredible jumping ability—with a vertical standing jump, you can easily leap ten times your own height straight up! This scales with your physical strength, allowing a superhuman Jumper to leap nigh-impossible distances. In addition, when rolling a katamari you are able to bounce to get it up and over obstacles, easily high enough for the katamari to clear things the same size as it.

Dashing Prince [200 cp; discount Prince]

You have unlimited endurance, rendering you able to run at your top speed without flagging for as long as you like. In addition, you can brace yourself against the ground for a moment to fling yourself forward with a sudden surge of speed. You accelerate to twice your normal maximum running speed in half a second (you and anything you are carrying are protected from any ill effects caused by this sudden acceleration), dropping back down to your usual maximum speed after a few seconds. You can use this while pushing a katamari to send both of you hurtling forward at high speeds.

Advanced Techniques [400 cp; discount Prince]

You are a genius when it comes to manipulating physical objects, able to bounce and ricochet things with masterful precision, perfectly balance even incredibly awkward objects instantly, squeeze things through gaps that they have no business being able to fit through, and the like. In addition, you can influence nearby objects with a mild, gravity-like effect—this allows you to draw small objects toward yourself, push them away, or even slightly curve the path of objects in flight.

Shooting Star [600 cp; discount Prince]

Whenever you would receive a reward or payment for completing a task, the quality or value of your reward is increased, scaling depending on how quickly you accomplished the feat. At a baseline, completing a task in half the time you are allotted will double the quality/value of the reward. This has a significantly less pronounced effect for tasks that do not have any real time constraints. Notably, this increase in quality/value will not materially cost the person giving you the reward or payment—from their perspective, the value of what they provide you with is unchanged. This perk does not affect goals or tasks you set for yourself, ones you have requested or instructed others to set for you, or ones set by close friends or companions.

KING

Stylish [100 cp; free King]

You positively exude style, such that any clothes you wear are instantly fashionable and au courant, regardless how garish the colours are or bizarre the combination of items might be. You will always be able to pull off whatever look you're going for, regardless of what you're actually wearing—you can still somehow manage to appear dignified and majestic no matter how ridiculous your outfit might be.

Caretaker of the Cosmos [200 cp; discount King]

Once a katamari has grown to the 'right' size you can, with a flick of your wrist, throw it into space and convert it into a new celestial body (e.g. a planet, star, constellation, nebula, etc). You are able to innately sense when a katamari has reached the 'right' size and is ready to be converted in this way. The 'right' size varies drastically by katamari, but tends to be higher depending on its initial starting size. The size and type of the celestial body created by a katamari is influenced by its final size and the types of objects that comprise it.

Alternatively, you may shatter a katamari (of any size) into stardust. By default, stardust scatters into space and, if enough accumulates over time, will accrete to form stars. However, you may choose to collect the stardust instead—if you do, the stardust created is equal to only a tiny fraction of the total mass of the shattered katamari. Stardust collected in this manner is a volatile and energetic substance that naturally undergoes a form of fusion, making it extremely useful as a power source.

Majestic Physique [400 cp; discount King]

So big! So strong! Whenever any effect altering your size would end you may instead choose for it not to, retaining your new size indefinitely (or at least until an effect changes it again). Sorry to be a spoilsport, but size-altering effects from the same source do not stack, so you can't use a single growth power over and over again to make yourself arbitrarily large.

Royal Rainbow [600 cp; discount King]

With a stunning pose and a shout of 'Royal Rainbow!', you can summon a multi-coloured spiral of energy that envelopes you completely. This effect teleports you to any location you have been to previously or can currently see, arriving in a similarly dazzling spiral of colours. You can take any number of willing creatures with you, so long as you can see them, and you can take any objects with you that you would be able to lift or carry under your own power. The teleportation is near-instantaneous with no mundane range limit, but cannot cross interplanar/interdimensional boundaries.

Companions

The King's Wisdom [free]

It wouldn't do for Us to not keep an eye on you, after you spent so much time learning from Us. In future Jumps, We will occasionally pop in to offer Our wisdom and advice.

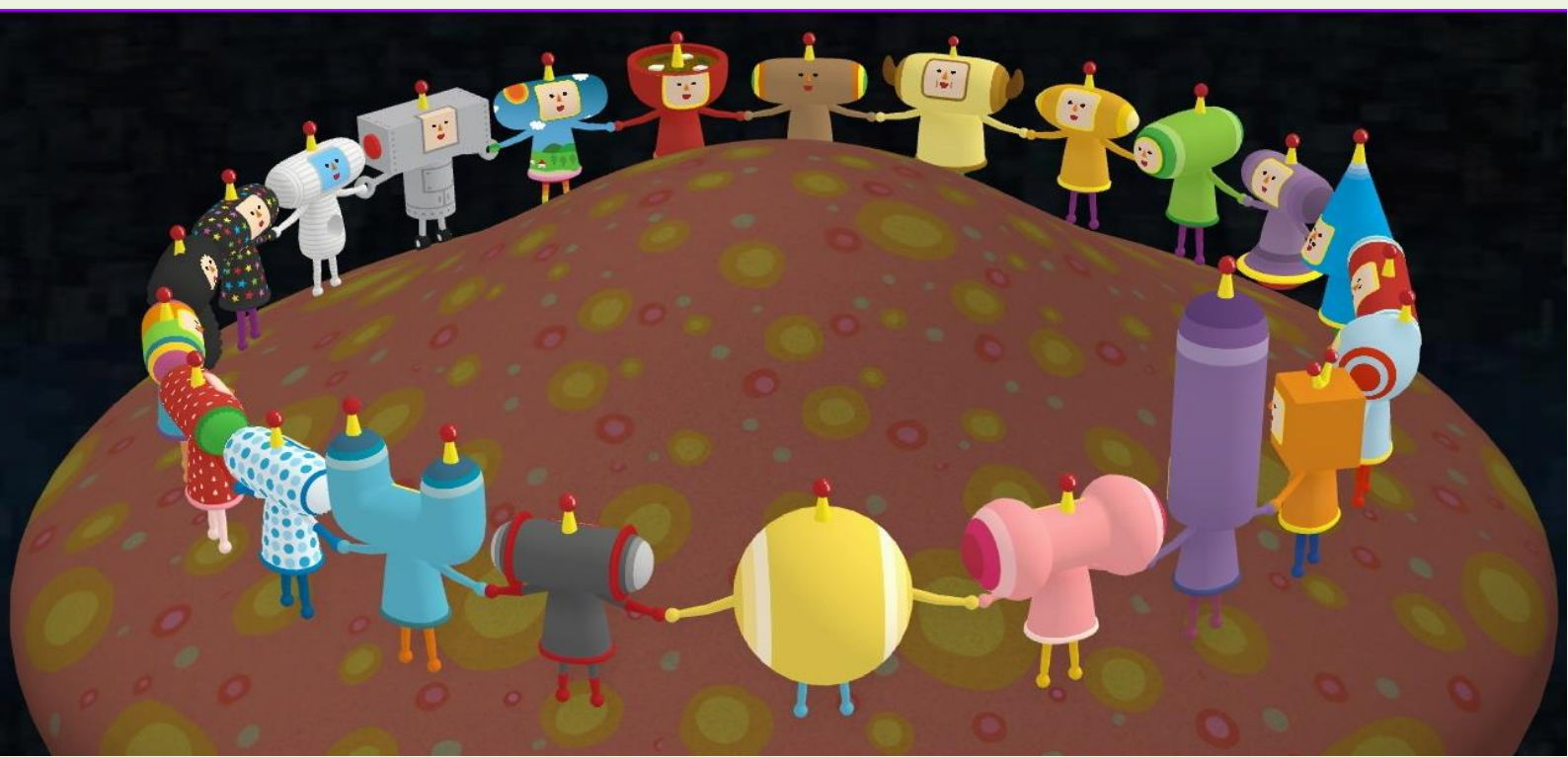


Jumper Cousins [50 cp each or up to eight for 200 cp]

You may import up to eight companions to accompany you. They each gain an origin and 600 cp to spend on perks.

Princely Entourage [50 cp each]

The Prince himself or one of his many cousins will be able to come with you on your adventures, provided you can convince them to.



Items

100 cp items are free for their matching origin.

400 cp items are discounted by 50% for their matching origin.

Presents [100 cp; free Drop In]

You gain a complete collection of every collectible accessory in the entire Katamari Damacy series—hats, clothes, masks, wigs, and more.

The Sunflower Continent [400 cp; discount Drop In]

This archipelago is where the Katamari Damacy games primarily take place. Though the Sunflower Continent does not represent any real country or continent from the original version of Earth, it is filled with objects and locations based on a variety of different countries. It has an extremely diverse geography and climate, including a gigantic volcano, an icy glaciated area, a futuristic floating landmass, a particularly rainy area and a mushroom city. Many people, animals, and unusual objects inhabit the Sunflower Continent, including mythical and magical creatures.

You may choose for the Sunflower Continent to appear as an extension to your warehouse, in which case it is surrounded by a small ocean that is enclosed by a solid barrier of tornadoes that cannot be passed through. Alternatively, if a Jump takes place on Earth, you may have it import as an island chain in the Pacific Ocean. You may make this determination on a Jump-by-Jump basis.

Jukebox [100 cp; free Prince]

The deluxe special editions of all of the Katamari Damacy game soundtracks, in every format you could ever desire. 🎵 *NaNa~ NaNaNaNaN-NaN NaNaN-NaNaN...* 🎵

Prince's Planet [400 cp; discount Prince]

A small, round planetoid, with a total diameter of roughly 60 meters. It has a small molten core, roughly 10m in diameter, surrounded by a mantle of silicate rock roughly 25m thick, and the remaining 25m consists of rich soil and stone. Despite its small size, gravity on the surface is approximately Earth normal. An envelope of breathable atmosphere (again, approximately Earth normal) extends out to an additional 50m from the planet's surface. Grass grows all around the surface of the planet, along with a few small trees. All plants growing on the planet are able to gain all required nutrition from the rich soil—they do not need water or even sunlight to grow and remain healthy.

You may choose for the planetoid to either appear as an extension to your warehouse, or in an appropriate physical location somewhere in the Jump. You may make this determination on a Jump-by-Jump basis.

You gain a self-updating diary that includes entries for every object ever rolled up in one of your katamaris, with short, sometimes-useful descriptions penned by the King of All Cosmos himself.

This bucket of pitch-black paint is much more than it appears. When removed from its container, the paint rapidly gains mass and becomes an appropriately-sized black hole, sucking in nearby things with its extreme gravity. While very small black holes aren't especially dangerous, this bucket (and its contents) scale to you—any size-changing power or ability that affects you will also affect the bucket. Take extreme care.



Drawbacks

♪ **NaNa~ NaNaNaNaNa-NaNa NaNaNa-NaNaNa** ♪ [+100 cp]

Woman: And that's when you veered into the mailbox?

Man: It looked smaller than me. It was just instinct.

For the duration of this Jump, you find it difficult to concentrate on tasks not directly related to katamaris. When doing things that don't involve rolling a katamari around, you will often daydream about katamaris and subconsciously make activities you are participating in more katamari-like, which may result in mistakes or accidents.

High Impact Collisions [+100 cp, or +200 cp with *Uncontrolled Rolling*]

The adhesive of your katamaris is subpar. Every time your katamari collides with something too big for it to roll up, potentially dozens of objects will be knocked loose. A particularly high-speed impact could set you right back to the katamari's original size!

Uncontrolled Rolling [+200 cp]

Your katamaris are significantly harder to control than normal—it's essentially a coin flip as to whether it actually goes in the direction you wanted it to. Even if it goes in the right *general* direction, good luck trying to keep it going in a straight line. As you might imagine, this significantly increases how often your katamaris unintentionally run into things.

Magnanimous [+200 cp]

If someone butters you up with a compliment—even a half-assed one—when asking you to do something for them, you feel a strong compulsion to perform the requested task. This compulsion is strong enough it is almost impossible to resist minor requests (i.e. ones that won't materially cost you much or take more than a couple of hours of work). More drastic or dangerous requests, or ones that go against your morals or principles, are commensurately easier for you to say no to, though the compulsion will still be there, like an itch at the back of your skull that you just can't scratch.

Accidentally the Entire Cosmos [+600 cp]

Oh, well. It seems we miscounted slightly. Very slightly. It wasn't just the stars in the night sky that we broke, but all the stars in the Cosmos. 100,000,000,000 stars. Ugh, that number is so tiring to look at. We are already exhausted. Rolling a katamari is very hard. Well, to watch it from the Cosmos is very hard. So, so boring. This may take a while, so you should probably get started—you're not leaving until they're all replaced.

The End

Oh, how fabulous. All of the stars are back in the sky. We'd forgotten all about that. So you're mostly clear on everything, We assume. A job well done. There's nothing much more We can teach you, so you will probably want to be heading onwards. Unless...?

Stay

You've done all the work, it'd be a shame to miss out on the benefits. You could just hang out, loved by a grateful Earth or, if you'd like, We believe We could use a majordomo to help us run things?

Return

Ah, of course. Anything else you could ever experience in the Jumpchain pales in comparison to our tutelage. You need nothing else, and it is time to return to your original world.

Move On

Your Benefactor will be here at any moment to pick you up. We have quite enjoyed your company. Perhaps one day you will reach the same heights as Us—by sure to drop by for a visit when you do.



Changelog

1.0 08/10/20 Original jumpable release.