

Jump by /u/DraggingFish, v0.8

Project Sekai: Colorful Stage feat. Hatsune Miku, also known as **PuroSeka**, or **Hatsune Miku: Colorful Stage**, is a rhythm mobage developed by Colorful Palette and published by Sega, a spin-off of the Project Diva series of games. This time, rather than focusing on Hatsune Miku herself, the game has a cast of new, original characters based on different archetypes of the community; producers, singers, artists, dancers, and just plain fans.

‘Hatsune Miku’, the program and fictional character, exists in this world, but there are also worlds known as Sekai, born from people’s emotions. By listening to the ‘Untitled’ song that appears to those in need, a person is transported to a Sekai created by the feelings of them and their friends. The Virtual Singers there guide them with the goal of turning their ‘Untitled’ into the song it was meant to be, the one that expresses their true feelings.

You’ll spend ten years in this world, with **+1000 CP** to spend.

Origins

Pick one origin for free. Your origin gives you a discount on any perk or item from its section, making 100CP options free and everything else 50% cheaper (specific exceptions noted). Your age is anything from **15** to **18**, and you can freely change your gender and/or sex.

For any origin, you can choose to be a student of Miyamasuzaka Girls Academy (if female) or Kamiyama High School, or you can choose to be a drop-in with no history in this world.

**Pure**

The Pure attribute is represented by Leo/Need, a rock band made up of estranged childhood friends Ichika Hoshino, Saki Tenma, Honami Mochizuki, and Shiho Hinomori.
Their Sekai is the Classroom Sekai.

**Cute**

The Cute attribute is represented by MORE MORE JUMP!, an idol group made up of long-time idol fan Minori Hanasato, and the embittered former idols Haruka Kiritani, Airi Momoi, and Shizuku Hinomori.
Their Sekai is the Stage Sekai.

**Cool**

The Cool attribute is represented by Vivid BAD SQUAD, a group of street performers composed of Vivids, the duo Kohane Azusawa and An Shiraishi, and the Bad Dogs, Akito Shinonome and Toya Aoyagi.
Their Sekai is the Street Sekai.

**Happy**

The Happy attribute is represented by Wonderlands x Showtime, performers at the Phoenix Wonderland Stage: Tsukasa Tenma, Emu Otori, Nene Kusanagi, and Rui Kamishiro.
Their Sekai is the Wonderland Sekai.

**Mysterious**

The Mysterious attribute is represented by Nightcord at 25:00, a music circle that, to begin with, collaborated only through chatting online. The members are Kanade Yoisaki (‘K’), Mafuyu Asahani (‘Yuki’), Ena Shinonome (‘Enanan’), and Mizuki Akiyama (‘Amia’).
Their Sekai is the Empty Sekai.

Location

You can freely choose which location you want to start in.

1. **Kamiyama High School**
   A typical co-ed high school located in Shibuya, Tokyo, although one that seems slightly lax on issues like dress code, attendance rate, or drone operation on school grounds. Kamiyama also has a part-time course, where students take a shorter course load through the evening and night in lieu of normal classes.
2. **Miyamasuzaka Girls Academy**
   This high-class all-girls school's major claim to fame is its reputation for being home to rich and/or famous students like the scion of the Otori family or idols from groups like Cheerful*Days and ASRUN.
3. **Weekend Garage.**
   This cosy café/bar is run by Shibuya's local street music legend, Ken Shiraishi, whose group Rad Weekend set the bar for the city's current generation of performers to surpass.
4. **Phoenix Wonderland**
   This amusement park is owned by the wealthy Otori family; it was formerly owned by the grandfather of the family who passed away, and ownership has since been split amongst his four grandchildren, who each have conflicting desires about what direction to take the park's future.
5. **Sekai**
   Each unit has their own Sekai; if you choose this option, you will start in the Sekai associated with your origin, in the Sekai associated with your unit if you choose a Major Scenario, or in any Sekai of your choice if you purchase the *Unleashed* perk.

Perks

0CP / 50CP - Jumper's Sound
You would hardly be able to participate in this jump's events if you didn't have some musical talent. For free, you gain semi-professional talent in singing, dancing, and general musical skills. For **50CP**, you can also choose to gain talent in a particular instrument.

 Pure Perks

100CP - Hand in Hand
You have literally perfect manual dexterity, good strength, and peak stamina, in your hands and fingers specifically. When it comes to guitar, keyboard, rhythm mobages, or anything else where you use your hands, you can guarantee that your physical capability will not be the limiter on your potential; only your mind.

200CP - Mother Goose
You might be young, but you have a mother's instincts. Your peers innately trust and respect you, seeing you as a go-to figure for advice or encouragement. You know just how to work around people's personalities to give them the support they need; you could find a way to relate to even the most antisocial shut-in. Additionally, you are highly skilled and efficient with all domestic chores; cooking, cleaning, washing, etc.

400CP - Doppelgängers
You can summon up to two Virtual Singers to fill the last spots in your musical performance. Their skill with their respective instruments/roles is equivalent to the highest skill of the other members of the group; if you summon a Virtual Singer to play guitar and sing, they will do both at the same equivalent skill level as the better of your drummer or pianist, etc.
You may choose which Virtual Singers are summoned, and their appearance will automatically be altered to fit your group's aesthetic.
For an extra **200CP** (no discounts), this is no longer limited to musical performances. Any group task you are part of requiring a group of between two and six members can have up to two of those spaces filled by a Virtual Singer.

600CP - Three Degrees of Jumper
During a chance encounter in the street, you might happen to run into somebody who, as it turns out, is classmates with the best friend of your brother. Or, they might be your sister's coworker, or your senpai's cousin. Coincidences like these abound as, during each jump, you can choose as many notable characters from the setting as you like to have these connections with. For every character you choose, you'll be as few degrees away from them as possible without inflicting any major changes on them or the setting; and no more than three, even if it takes some rearranging.



Cute Perks

100CP - Go For It!!
Your hope and determination are not only limitless, but contagious. You can be rejected as an idol dozens of times and still keep your dream strong, and others who had abandoned their dreams will be revitalised by your passion.

200CP - The Best Angle
You are a master of social media, understanding exactly what you need to do to maximise engagement; clicks, likes, subscriptions, etc. Your selfies are flooded with likes, and your livestreams break record numbers of viewers.

400CP - Ultimate Senpai
You present a perfect image to those younger than you or behind you in rank, your *kouhai*, pushing them forward to try and match up to those ideals; whether you match up to those ideals or they're purely imagined. You are an excellent teacher, even just through example, as those you wish to guide learn rapidly just by having you near them.

600CP - Decoration Master
Having a well-decorated home or office can improve your mood, but the improvement is much more literal in your case. While decorating a room, you can see which objects, when put in certain places, will give you minor boosts to certain skills. Putting this poster up there might make you better at singing, moving that bookshelf to the side might improve your intelligence, arranging those figures in this order makes you stronger… It also objectively improves the appearance of your room when you follow these guidelines, so you don't have to make any sacrifices to do so. And buying more and more expensive decorations, or putting more effort into the process, will always pay out with greater boosts.



Cool Perks

100CP - Law-evading Music
Unfortunately, the realm of music is often mired with copyright disputes when it comes to things like covers, remixes, or even just samples. Luckily, this isn't an issue for you; copyright follows the spirit rather than the law for you and your businesses, not just legally but also in people's perceptions of your art. This means that you can't outright steal people's work, but as long as you're respectful of them as fellow artists you have a lot more freedom. This applies to all art, not just music.

200CP - Unleashed
Sometimes it can be hard to book a gig, but not for you anymore. While there are some hard requirements you won't be able to get around, if it was just a matter of your name being the one chosen from a list, you can guarantee your entry into any event you sign up for, and even get the exact spot in the line-up you'd be hoping for.

For this jump only, and if you buy the *'Untitled'* item, you are also able to enter any Sekai that exists of your choice, not just your own.

400CP - Bad Dog
You can be a real asshole sometimes, but in a nice way. Whether it's taking the blame for someone else by making yourself the villain, propping yourself up as a rival to overcome, or helping someone confront their flaws with some harsh criticism, not only do these plans tend to *work*, but people don't hold any grudges if and when you decide to drop the act.

600CP - Chasing After Everyone's Backs
There might be someone better than you, but that's only for now. When you set a goal to surpass somebody in a certain skill, you'll find yourself catching up to them rapidly and, once you've become their equal, going even further. Even something you've never tried before, you'll turn out to have a secret talent for as long as you can find somebody worthy to be your guide, or your rival, along the journey.



Happy Perks

100CP - Wandahoi!
You can bring a smile to anyone's face with your antics. Even at worst, when people think you're weird, they'll be more amused than annoyed by your behaviour. This not only lets you skirt social conventions, but also rules; running in the halls, being loud in a hospital, people are willing to let things slide as long as you're making people smile. People will also never get tired of hearing your catchphrase, if you happen to have one.

200CP - Cheat Day
Beauty is effortless for you. 'Diet' and 'exercise' might still have health benefits, but are completely unnecessary when it comes to maintaining your appearance, with your body naturally drifting towards whatever body shape you want over nothing but time. Your face is perfect, too, with natural contours that would put a makeup artist's best work to shame *before* you apply makeup.

400CP - Genius Artist
Behind the stage, there's a lot more going on than just the performers. Stage decorations, props, lighting, and effects; you're a master at crafting and setting up all of these things. You can modify machinery on the fly with minimal resources, and can figure out how best to deploy the resources you do have to create the ideal sound and visuals for any performance. For an extra **200CP** (no discounts), your skills with machinery have gone well beyond what you need to be a simple stage technician. Things like humanoid robots with functional artificial intelligence now fall into the range of 'hobbyism' when it comes to your skill, and you could build relatively complex machines out of bits and pieces you found in the trash.

600CP - Cheer Squad
You never have to perform to an empty crowd. No matter your level of fame, advertisement is more effective, people's curiosity is stronger, word of mouth spreads faster, and sheer

coincidences stack up to almost always lead to a packed venue for any sort of public performance you make. You can even get away with outrageous prices for entry and still expect a more than decent showing.

Mysterious Perks

100CP - ID Smile
You can present whatever gender identity you wish, and act by whatever gender norms you like, and not only will people recognise and understand your identity automatically, but you will never be misgendered or discriminated against purely on the basis of your identity. People who you haven't even met yet will always use the correct pronouns, even in their own private monologues.
You also, regardless of how you identify, aren't barred from entering any group on the basis of your gender. As a male, you could join an all-girl band or even idol group and nobody would think anything of it.

200CP - Polymuse
Music is music. It doesn't matter the genre, or the tools. For you, that philosophy is more true than ever; all your music skills are transferable to other genres and instruments, letting you pick up new styles with only the smallest bit of familiarisation. Learning to play the violin instils in you the skills necessary to rap, and writing vocals is basically the same thing as using a synthesiser.

400CP - Marionette Masquerade
You are capable of presenting any persona you wish, without any effort at all. Your words and smile can put up a facade of a perfect honour student even while you're stewing in misery, or you might have your every word and action laced with the elegance of a perfect idol. These fabricated personas can also apply to your songs and performances, letting you completely control the emotions put into a given song, even emotions that you don't have. The only people who would ever see through your facade are those who you are guaranteed to be able to trust and let your guard down around; even if you are using this perk to hide your worst negatives, nothing bad can ever happen because of people who might be able to see through it.

600CP - To Save Someone
You know how to create art that appeals directly to people's emotions, putting your intended meaning across in a way that cannot be misunderstood or misinterpreted. Although you have to pour a bit of the relevant desire or emotion into its creation, the effect is multiplied wildly by the end result: if you create a song about being understood, anybody who listens to it will feel as if you understand them to the depths of their soul. If you make an artwork to show off your efforts, anybody who sees it will know the extent of your determination.

Items

All items can have other, similar items imported into them to maintain the effects of both, and can be imported into future items you buy in the same way.

Free - Smartphone
To access the Sekai, it's convenient to have a smartphone. Just in case you don't already have one, you get one for free when you enter this jump. It always has signal no matter where you are, with setting-appropriate speeds and infinite data, it repairs any damage it takes automatically, and it has an infinite battery life that never needs recharging; which is useful, since running out of battery in the Sekai would boot you back into the real world.

Free / 300CP - 'Untitled'
By playing and stopping this song file, a person can enter and leave the Sekai, a world created by the feelings of themselves and the people close to them. In that world, avatars of the Virtual Singers are brought forth to help them discover those feelings and use them to turn 'Untitled' into a new song.
In this jump, the Sekai you will be transported to is the one that matches your origin, or the one that matches your unit if you took any of the major scenarios.
This item is free for this jump, but by spending **300CP** you gain the ability to distribute the Untitled song to others, creating new Sekai for them, as well as retaining the item for future jumps. You may also choose to have the file appear by itself, finding people in need and automatically appearing to them.

100CP - The First Sound
You gain a mental database containing every song featuring a Virtual Singer, which naturally includes the entire Project Sekai track list, as well as all of the covers of those songs featured in the game. You also gain the following unified powers for those songs, and every other soundtrack perk or item that you collect:

- You can choose to automatically have appropriate background music playing.
- You can toggle the music on and off with a thought.
- You can choose whether only you can hear the music, only you and your nearby allies can hear it, or everyone around you can hear it.
- You can manually choose a song from those available to you to play at any time



Pure Items

100CP - Pocari Sweat
The (contractually obligated) favourite drink of Leo/Need, this non-carbonated beverage is never far from your hand when you need it. Whenever you reach out your hand to grab one, you'll find a bottle of Pocari Sweat waiting for you. If you'd prefer, you can instead take this unbranded 'Bonus Drink'. Whether you do or not, this drink has the ability to refill your stamina supernaturally fast, letting equivalent hours of rest pass by with a quick sip.

200CP - Happy Synthesizer
With enough samples of a person's voice, this software can generate a voicebank used with the attached synthesiser to perfectly replicate their singing voice. You may then choose to keep the resulting product to yourself, or you may have it automatically become publicly available in this and future worlds for purchase, published by a relevant company or your own, if you own one capable.

400CP - Lawson
The (contractually obligated) favourite convenience store of the Project Sekai cast, you now own a branch of this konbini, located somewhere nearby to wherever you start each jump. Beyond the utility it brings by itself, the store is also staffed by part-time workers drawn from the most notable names and faces of the current jump; even if they have conflicting schedules, or preexisting jobs, you might run into them working a shift at this store, and they or others will never find it strange how they were in two places at the same time.

600CP - Miracle Gems
Sometimes people hit the limits of their growth; extreme practice might get them a bit further, but for the most part all they can do is maintain their current position. By giving one of these Miracle Gems to a person, where it is absorbed into them in a flash of light, they are granted an opportunity to break through those limits, receiving a burst of inspiration in one field that pays off in practice as they reach new highs. They also prevent stagnation in life in general; after using one, within a few days they can expect to have a 'significant' social encounter, whether with an old friend or a stranger, where they have an opportunity to make personal growth, as well.



Cute Items

100CP - Favourite Food
Everybody has to have a favourite food! Whether it's cake, bananas, salmon, or leeks, you have an infinite supply in your Warehouse. Although you're limited to one fairly specific item, it also comes with an additional property: nobody will ever find it strange to see you with this food, even at times you should be taking things more seriously, or when you shouldn't have any food at all like during an exam. No matter the context or the situation, Jumper with their Favourite Food is completely natural; it's their favourite food, after all!

200CP - Miniature South Pole
You have enough penguin plushies, clothes with penguins on them, and penguin-themed merchandise to decorate your entire home, all the properties you own, and then some. You can unpack and decorate things manually, or you can choose to have this penguin theming applied piecemeal to whichever parts of your properties you wish.
If you didn't already have one, buying this item gives you a discount on purchasing Haruka Kiritani as a companion, whether through the *Full Unit* or *Canon Companion* options.

400CP - Practice Scores

While ‘scores’ suggests music, this stack of blank papers can actually be used to record notes and observations about any activity you happen to be engaged in; and, when filled, the page begins to rewrite that information, as well as the things that went unwritten, to create a guide to that activity that can be used by the writer for a minor boost in skill or, more effectively, by another person to absorb the information it contains and gain a boost in skill as if they had been personally taught by the score’s writer.

600CP - Magic Thread
This single spool of rainbow thread serves as a stand-in for every single supply you might need in the making of clothes and costumes. As you unwind it the thread shifts into wool, fabric, plastic, leather, metal, etc. The spool grows over time, producing roughly enough to make an entire outfit from scratch once a week, although it can be more or less based on how detailed the outfit in question is, and its size relative to the average Japanese girl. Excess thread continues to be produced in an ‘internal store’ that refills the spool as you’re using it without otherwise contributing to its mass.
The thread can *only* be used to make ‘outfits’, which can include things like armour. However, to replicate any materials that can’t be found on Earth, including supernatural materials, the spool needs to be fed a small sample first which it absorbs into itself.



Cool Items

100CP - Hair Dye
You have an infinite supply of hair dye that can take on any and every colour you might need. Just by rubbing it into someone’s hair, it instantly takes on the new colour, and colours can even be combined in whatever pattern possible without any skill necessary on the part of the one applying the dye. It also causes no damage to the hair, with new colours able to be applied or the existing dye removed without any consequences.

200CP - Glow Sticks
These electronic glow sticks have an infinite battery life and are unbreakable, letting you wave them in the crowd to support your favourite performers as much as you like. Beyond letting you fit into the crowd at a Japanese concert, they also have a tangible impact on the performance of the person you’re cheering for; the more enthusiastic you are, the more their focus, clarity, and luck are enhanced, letting them give their absolute best. And, optionally, you can have them know it was your cheering that gave them that boost.

400CP - Live Café
You have your own cafe, like Meiko’s Crase Café, or Ken’s Weekend Garage. You’ll always have a roster of part-time workers to choose from, some of whom will probably be notable characters from the jump you’re in. The café is also a great spot for up-and-coming musicians to perform in, attracting customers who will be particularly interested in whatever genres of music you choose to fill the schedule with; and you’ll be easily able to fill the schedule, as people become aware of the great opportunity performing at your business gives.

You can also choose for this cafe to be Weekend Garage itself; if so, you may become another child of Ken Shiraishi, sibling of An. The two of them will remain as fixtures of the cafe in future jumps, even if they weren't recruited as companions. If they were, they get a free 'import' with the cafe with all their perks and items, but follow normal rules for importing if they leave.

600CP - An Event That Surpasses
You have everything necessary to pull off the greatest street music event of all time, one that surpasses all the legends. Contacts with the best of the best to take care of the venue; promotional material that, when used to advertise, guarantees that the tickets will be sold out; and invitations that find their way to the best musicians around, guaranteeing that they show up. All of this is already paid for, so the profits you make go straight back to you, too. You can only pull this off once per jump, but it's guaranteed to be an unforgettable event that will inspire a whole new generation of performers to follow in its footsteps. And whoever happens to give the best performance will be hailed as an unsurpassable legend in the public consciousness.



Happy Items

100CP - Kigurumi
This full-body mascot costume based on an animal of your choice would probably look either very cute or very silly but, somehow, doesn't get in the way of whatever vibe you really want to give off. If you gave somebody an intimidating stare, they would still feel it even through the costume's goofy eyes; if you wanted to look serious, nobody would bat an eye at the outfit. Perfect for a bodyguard who wants to blend in at an amusement park.

200CP - Jumperdayo
This… thing… is a life-sized chibi version of yourself. While its oversized head and stubby limbs don't make it particularly mobile, it can still 'dance' by some definitions of the word, and it also has a synthesised version of your voice. You can either control it directly, via a controller or telepathically, or give it orders for it to obey at its own whim; with a facsimile of your mind guiding it. You can choose where its appearance falls on the scale from robot, to costume, to fully organic, for those fond of nightmares.

400CP - Happy Birthday Jumper
Once a year, on the anniversary of your birth, somebody close to you is enhanced with power, gaining an equivalent of the *Cheer Squad* perk and *The Event That Surpasses* item, which they can and will use only to arrange an event to celebrate your birthday. The person chosen will be a secret to you, and it will be impossible for you to 'accidentally' find out what sort of celebration they're planning for you; though nothing stops you from purposefully investigating.

600CP - Amusement Park
You are now the owner of your own amusement park. It maintains all upgrades, extensions, and staff members between jumps.

You can also choose for this park to be Phoenix Wonderland itself; if so, you are now another member of the Otori family, and for this jump only will share responsibilities with your siblings. If any of your companions are also staff, such as the members of Wonderlands x Showtime, they get a free ‘import’ into every jump with all of their perks and items as part of the park staff, but follow normal rules for importing if they leave.

Mysterious Items

100CP - Stamp Collection
You have a folder full of peel-off stickers depicting yourself, your companions, and the people close to you in a cutesy, chibi art style. The images are in a variety of poses and often accompanied by dialogue; common phrases and sayings, or specific catchphrases that the depicted person might have. This dialogue has the property of being readable regardless of what language(s) the reader knows; although they justify it to themselves as being context clues or osmotic knowledge.

200CP - Nightcord
This voice chat and messaging app, alongside all the staples like text and voice chat, video calls, and file sharing, can be used to communicate with anybody who has access to a phone or computer. For an hour before and after 1am, it can also communicate across worlds, letting you speak with people in your Warehouse or in the worlds you’ve left behind.

400CP - Music Shop
You own your own music shop, located somewhere in a cosmopolitan area near to where you start a jump, or in your Warehouse otherwise. It keeps in its stock all of the major releases in the world, as well as less notable new releases from small and indie musicians, but its main draw is the extensive back catalogue of every musician whose music was sold throughout the world’s history; although it may take dozens of hours of searching to find where in the shelves the music that existed before any modern recording formats were used.

600CP - Mysterious Seed
When one of these seeds, selected from the mix of flowers, trees, and other mundane plants this item gives you, is clutched in your hand, a moment’s focus can imbue it with a ‘concept’; any simple one-word idea, like Mystery, or Cuteness, or Purity, although the more vague the less powerful the effect. It can then be planted and, beyond being supernaturally healthy and fast-growing, as it grows, the strength of its imbued concept grows in the area around it. The exact effect will depend on what concept was chosen, but the world will begin to work in a way that promotes the growth of that concept; in this jump, particularly in music, with songs touching on that theme sounding better both when recorded and listened to in the area.

Companions

50CP/200CP - Import
You may import companions (or recruit new characters) with an Origin and 600CP to spend on Perks and Items for 50CP each, or up to eight times in the same way for only 200CP.

200CP - Full Unit
For 200CP, you can gain all the members of any unit, plus one Virtual Singer of your choice, as singular companions, or as one group companion. For **50CP** (undiscounted) each, you can add additional Virtual Singers.
You may choose which unit from the list below, gaining a discount on the base purchase if applicable:

- **Leo/Need (Discount for *Pure*)**
  An all-girl band consisting of Ichika Hoshino, Saki Tenma, Honami Mochizuki, and Shiho Hinomori.
- **MORE MORE JUMP! (Discount for *Cute*)**
  An idol group featuring Minori Hanasato, Haruka Kiritani, Airi Momoi, and Shizuku Hinomori.
- **Vivid BAD SQUAD (Discount for *Cool*)**
  A street music unit with Kohane Azusawa, An Shiraishi, Akito Shinonome, and Touya Aoyagi.
- **Wonderlands x Showtime (Discount for *Happy*)**
  Phoenix Wonderland stage performers Tsukasa Tenma, Emu Otori, Nene Kusanagi, and Rui Kamishiro.
- **Nightcord at 25:00 (Discount for *Mysterious*)**
  A music circle consisting of Kanade Yoisaki (‘K’), Mafuyu Asahani (‘Yuki’), Ena Shinonome (‘Enanan’), and Mizuki Akiyama (‘Amia’).

If you take the *Colorful Festival* drawback, the names and members of each unit will be different; choose which unit applies for which discount at your discretion, as long as it is only one unit per origin.
This can be purchased multiple times.

100CP - Canon Character
You may recruit any one character as a companion. This can include members of a unit you didn’t purchase with Full Unit, or any of the other named or unnamed characters in the game.
This can be purchased multiple times.

100CP - Virtual Singer
You may recruit any Virtual Singer, including any version of the Crypton singers appearing in the game, the non-Crypton singers with songs in the game but no physical appearance, and even Virtual Singers who don’t appear in the game at all. Optionally, you may also choose to theme them around any of the units, giving them a new design and personality to suit.
This can be purchased multiple times.

Major Scenarios

You can only choose one Major Scenario, although Companions can also choose their own.

Jumperoid

You're not a student at all; you're not even a human, actually. You are a piece of software that people can use to create music with a synthesised version of your own voice. You are also a Virtual Singer who lives in the Sekai, born from people's emotions. There is a 'true' version of you that exists, but copies based on that template are also born into individual Sekais based on the need.

There are five Sekai available; the classroom of Leo/Need, the stage of More More Jump!, the streets of Vivid Bad Squad, the theme park of Wonderlands x Showtime, and the empty world of Nightcord at 25:00. For each Sekai that a copy of you appears in, you must work with Miku and the others to resolve the group's issues and help them accomplish their goals, as per the game's original storyline. Sekai created in the *The Sixth Sekai* scenario are also available.

You gain **+200CP** per story that you resolve, whether you reach the canon conclusion or something else. You also gain all of your Virtual Singer forms as alt-forms, and a free copy of the *Happy Synthesizer* item, with your voice.

Cheerful Carnival

Now, it's not like it's a competition; the units all operate in completely different fashions, and perform on entirely different stages. But, now, it actually is a competition. You will become a member of one of the existing units (it does not have to be the unit matching your origin), and do your best to 'win'. Winning, in this case, means that you will be graded on every performance you do or song you release and your overall grades must be higher than the other units. While they aren't consciously aware they're competing, the other unit members will at least unconsciously consider this when acting, and do their best to win.

For taking this scenario, win or lose, you gain an extra Origin with associated freebies and discounts. The origin you gain will be the unit's associated origin, unless that was already your origin, in which case you can pick freely from the remaining options.
As a reward for 'winning', you gain **+300CP** to spend.

The Sixth Sekai

This scenario must be taken in groups of four (whether that is you and three companions, or four companions by themselves), and it counts as their single allowed Major Scenario for each of them. The group becomes a new unit, with their own Sekai, a new version of Hatsune Miku, and other themed Virtual Singers that arrive in the Sekai over time. This

scenario can be taken twice (or eight times, depending on how you look at it) if you've imported enough companions, too.

As a reward for taking this scenario, each member receives the *Three Degrees of Jumper* perk for free.

Minor Scenarios

Any number of Minor Scenarios may be taken, but only by you, not your companions.

Self Insert

This simple scenario allows you to replace one of the existing characters in the game, taking their role in the story and gaining their memories. After the jump ends, you are also able to keep their body as an alt-form, and/or have them separate from you as a companion for free; although their personality will not quite be canon, but rather be the version of them that you portrayed, if it differs.

This cannot be taken if you also took the *The Sixth Sekai* scenario.

If you took the *Jumperoid* Scenario, then the character you replace can be one of the Virtual Singers; unlike the base scenario, you aren't limited to canon characters with this combination, and can pick any existing Virtual Singer (see Notes).

Colorful Festival

There are twenty characters in the game, divided evenly between five units, but with this scenario which units each character belongs to will be different to canon.
These swaps follow some sort of logic; Mizuki and Rui might be in a unit together as friends, Shiho and Shizuku might be together as siblings, Honami and Emu might be together as classmates… The only rule is that no unit can have more than two members in common with a base game unit. Akito and Toya could stay as partners, but they couldn't also be joined by An or Kohane.

For an extra **+200CP**, the units are random; any logic to the pairings is coincidental, at best. Use a randomiser to assign each character to a unit, and reroll if one of the new units ends up with more than two units in common with a unit from the game.

Beyond that choice, this scenario offers no rewards on its own, but you may use it to gain more favourable purchases from the *Full Unit* companion option, and it gives bonuses when taken with certain other scenarios.

If taken with *Cheerful Carnival* Major Scenario, you can either choose which unit to join after the randomisation, or be randomly assigned yourself for **+100CP**. Companions also receive the same choice, if you take this scenario and they take Cheerful Carnival.

If taken with at least one instance of *The Sixth Sekai* Major Scenario from you and/or your companions, the units that scenario adds are included in the shuffling, as per all the same rules with one exception for taking the scenario twice: in that case, all eight characters count as if they were one 'original' unit, and there will be no more than two of them each in the shuffled units. You also gain **+200CP** to spend on Companions, since the *Full Unit* option

loses some efficiency by containing companions you already have. Purchasing a *Full Unit* which one of your companions is a member of lets you merge the existing companion into the group companion; there is no such benefit for purchasing a *Full Unit* that you were a member of.

Drawbacks

You can gain up to **+800CP** from drawbacks.

100CP - What We're Good At
You're probably pretty good at performing. Unfortunately, you're not just a musician; you're also a student. Any relevant knowledge perks that would help you out at school are disabled, meaning you'll have to study the old-fashioned way if you want to pass. Not only that, but having poor results at school will have a tangible negative impact on the fun parts of your life; you'll be forced to attend make-up tests on the days you booked gigs, your other unit members might ask you to take a break if your grades start slipping, and being expelled would mean the end of your musical career right then and there.

100CP - Animal Allergy
You are allergic to your favourite animal. You might think this would come up very often but, somehow, it does. Your friend might have one as a pet, you'll have frequent encounters with strays, and all the best movies coming out will feature this animal front and centre. Yes, that's right, even just seeing the animal is enough to have your eyes start watering.

200CP - Hopeless with Technology
Phones, cameras, computers, all of it's just a bit too complicated for you to understand. Your friends might be able to show you how to access the Sekai, at the very best, but expecting you to do anything more than repeat a rote set of actions is a doomed cause that can only end in something breaking.

400CP - After the Rain
You are sickly; your body just can't handle the stresses of life nearly as well as a person should, and you're forced to spend a lot of time in the hospital or risk your body failing entirely. Fevers, fainting, and exhaustion are all frequent if you don't manage your health well; having your freedom stolen away can be frustrating, especially for somebody used to as much freedom as a Jumper has.

400CP - The Lost One
Your family disapproves of your dreams. Whether it's because they think you're untalented, they think you're wasting your talent, they want to live through your successes in a path of their choosing, or they're jealous of your success in the path you chose, your relationship with at least one of your family members will be extremely shaky, and cause some amount of distress to you. You're also forced to maintain some semblance of a normal family dynamic with them, even if your out-of-context powers could or should be giving you a much greater sense of independence.

400CP - Hated by the World
All of your performances are doomed to struggle with issues. If you try to perform outside, it'll start raining. If you try to perform inside, the power will go out. And when you think you've solved the pattern, a brand new issue will crop up on your next show. The only guarantee

you'll get is that you'll have an opportunity to keep the show going, if you're prepared or willing to fight through the difficulties.

200CP - The Worst Luck
The effects of *Hated by the World* apply even when you're just trying to practice, or perform in private. This drawback can be taken with *Hated by the World*, or just by itself.

600CP - Loved by Music
You have to create music that can save people… is what you've told yourself. You have a massive messiah complex, convinced that it is your personality responsibility to resolve people's issues, going above and beyond and disregarding your own health and happiness in pursuit of that goal. While you won't do anything outright dangerous, living on a bare minimum diet of instant noodles and barely getting a couple hours of sleep every day are small sacrifices to make if your songs could help people.

600CP - Hated By Life Itself
Any perks you have that help you deal with trauma, regulate your emotions, or process painful memories… are gone. Even if the events of your chain itself haven't been traumatic, you also have a tragic backstory within this jump that gives you plenty of reasons to want to simply… turn off your emotions, which you can now do. The downside is that, as you spend time with your feelings buried away, you start to lose your senses, too; it begins with your sense of taste, then slowly moves on to smell, touch, hearing, and sight.
The only way to slow this decay is to let your emotions creep through, bit by bit, and process them properly; avoiding the desire to simply disappear. Unfortunately, no therapist is willing or able to deal with your case, but luckily you have teenagers. The Virtual Singers of your Sekai will take special interest in you, trying to guide the others towards you and, bit by bit, letting them bear some of the burden you carry.

Notes

Where you see ‘Virtual Singer’, that may include any Vocaloids *or* other similar products that exist; defining the term is necessary since the version of Hatsune Miku the game uses isn’t actually a Vocaloid. Gumi, IA, Yuzaki Yukari, Kaai Yuki, etc, are all available too, despite not having a physical appearance in-game. And finally, if you want any, ‘Virtual Singers’ that aren’t featured in the game are valid options as well.

Every Sekai will eventually have every Virtual Singer arrive there. Whether you choose to stop that at the original six, or the non-Crypton Virtual Singers start arriving too, is up to you.

On that note, in the English version of the game and by extension in this document, every character’s name is written in a Western format (first name Ichika surname Hoshino instead of Hoshino Ichika), except for the Virtual Singers, for some weird contractual reason, and because it feels unnatural to say ‘Miku Hatsune’.