Kemokko Zoo ~ Kemokko Dobutsuen!

Version 1.7

By Cataquack Warrior



Welcome to Paradise Island Zoo. Located somewhere in Japan, it faces a looming crisis: all of the male animals have died, whether from illness or accidents. All that's left are the female animals, and hardly any new animals are coming in from elsewhere. With dwindling visitors due to the lack of animals, it looks like the zoo is on its last legs.

Fortunately, the zoo's brilliant (and eccentric, and lecherous) director has created a sure-fire solution. After years of research, she has developed special pills that turn the animals into human(oid) girls at the stroke of midnight. Animal girls that, being part-human, are *always* in-heat. Now all she needs for the zookeeper to be their stud, and start the breeding.



Don’t worry too much, though. Even with the episodic sexual encounters with the animal girls of the night, this is a pretty wholesome and heartwarming story that celebrates the bonds that animals (including humans) cherish.

You have 10 years in this jump, and +1000 choice points (CP) to start out with for purchases. Have fun, and be a dear partner to these lovely zoo girls ~.









Background

By default, you'll start out at Paradise Island Zoo in the background of your choice, but due to the story's limited cast, we're offering some flexibility.

First, you have the option of either replacing a character in your respective story role, or being inserted as an additional person in that role; for instance, in the Zookeeper background, you can replace the canon lead Taneda, or be added in as a second zookeeper (the manga only has a single keeper, due to financial constraints).

Second, if you decide to be an original character, you can either start at the canon Paradise Island Zoo or be sent to another zoo of your choice in Japan. Said alternate zoo will inevitably be facing a similar crisis (and solution).



Zookeeper- The head zookeeper here (possibly the only zookeeper, due to a diminishing budget), you have lovingly cared for numerous animals here for years, and you'd do anything to help ensure their happy future – though this probably wasn't the way you expected to help them. It's your job to mate with them and father a new generation of animals (don't worry if you're female, I'm sure the Director will still get it to work). But beware, some of the animals at the zoo are quite fierce (and always in heat now), and it'll be a struggle (of life or death) to win all of their hearts. If you want, you can replace the canon zookeeper, Taneda, or be inserted as an addition keeper.



Kemokko- You're one of the many (female) animals at the zoo. Thanks to the Director's miraculous medicine, you now take human form (with some animal features remaining) every night until morning. Of course, this new form comes with its own responsibilities. After all, you're part-human now, so you're in heat all the time. Whether you have deep affection for your caring zookeeper or a more tsundere-ish conflict with them at first, fate will likely align to pair you together. You can be any kind of animal found at a zoo; alternately, you can take the place (and species) of any of the kemokko girls from the manga. (See Notes for more information about the kemokko!)







Zoo Director- The head of the zoo, it has been your responsibility to keep the animals healthy and happy, even as the level of visitors and funding continues to drop. Fortunately, you're also a bit of a mad scientist, and you found an unusual yet surprisingly effective solution. Now all you need is a handsome stud of a zookeeper to carry out your "experiments" – while you observe and commentate, all out of professional interest of course. But will you be content to just let the animal girls mate with your dear precious zookeeper, or will you want some of the action yourself?





Perks

Every animal (even a human) has its own unique and wonderful traits that make it special. Background-related perks are 50% off for their respective background, with the 100 CP perk being free for its respective background.

A Night to Remember (200 CP)- With the Director's pills only turning the animals into human girls at night, things should have been awkward, since both humans and many animals at the zoo are diurnal [they sleep at night]. Fortunately, this is never a concern in this lighthearted ecchi manga, so all the animals and humans are fine partying, playing, and having sex throughout the night, and still feel well-rested to be active the next day.

You can now easily adjust your sleep and awake cycle back and forth without any problems – you can choose to be awake at night even if you're normally awake in the day, and you won't even be thrown off if you move to a significantly different time zone. Moreover, when you spend active time bonding with people (this includes sex), you can make that period count as if you were sleeping then, such that you'll gain the benefits of resting. Please note that this only counts for time you're spending with other people, and that excessive activity in itself can be tiring.

A Keeper's Empathy (100 CP, Free Zookeeper)- A good zookeeper needs to understand what an animal needs and wants. You can now easily gain insights into an individual's personal and social needs and desires, helping you empathize with them and figure out how to help them. You gain similar insights on animals, helping you better take care of them.

Harem [Zookeeper] Protagonist (200 CP, Discount Zookeeper)- You have a special way with animals, becoming their dearest friend…maybe more than friends. You have increased charisma towards animals, as well as nonhumans that have enough animal-like features. The perk draws upon your own personality and character to work, rather than physical appearance, such that other charisma and animal-handling powers will strengthen its effectiveness.

More than that, you can leave lasting, impactful impressions with them that will shape their life, like an otherwise forgetful ostrich still remembering how you named her and inspired her to fly, or a crow remembering and yearning for you years after you saved her life and last interacted with her. Animals and the like affected by the perk may also become attracted to you romantically and sexually even if that wouldn't normally fit with their species' biology or social behavior.

I Had Sex with a Wolverine … And Survived! (300 CP, Discount Zookeeper)- Zookeeping is a dangerous business under normal circumstances, let alone when you're trying to romance the still-wild animals. Lions might suffocate you, bears might eat you, hyenas might forcefully rape you,

etc. In such scenarios, escape is unlikely, so you need to survive, not show weakness, and calm their troubled hearts. Easy, right?

You can retain your mental concentration and charisma no matter the pain or stress you're feeling, to the point that you could gently talk down someone who's currently eating you alive – heck, you could continue to have sex with them throughout them trying to kill you, and even make them orgasm.

In fact, this perk strengthens your sexual prowess when you are struggling against someone or suffering pain, to the point that you could weaponize your sex and overwhelm an apex predator with the intensity. But even without sex, you also become more charismatic when under pressure or pain, allowing you to continue to talk someone through their traumas even as they gore into you. Please note that the perk also applies to "beast taming" in general, being able to withstand the instinctive attacks of your fierce yet precious animals as you calm them down.

The perk also increases your physical endurance, such that you can survive a gulo attack or endure a "first night" of mating with the entire zoo (fun fact – lions can mate up to 50 times in a single day).



Everyone's Wish (400 CP, Discount Zookeeper)- You really did it, huh? You're such a caring person that you even won the heart of (and fucked) a widow elephant.

Allows you to build relationships, even romantic ones, with people regardless of their preexisting relationships. Furthermore, once you form a strong bond with someone, that bond will remain strong as long as you don't do anything to break it, even if they have or gain any other emotional or romantic attachments. However, the perk will not eliminate or replace those alternate loves and relationships; people you bond with can still love other people, they'll just love you as well, and these branching relationships will be able to coexist.

The perk will also help you with your own romantic relationships, such that your lovers see each other as part of a larger, happy family rather than as rivals or competition. *Everyone's Wish* also applies to animals you have tamed, have as pets, etc.; your interactions with them will not disrupt their relations with others of their kind, and in turn they will all get along okay regardless of species and temperament.



A Happy Zoo (600 CP, Discount Zookeeper)- There's nothing quite like the joy of someone you love looking at you with love in turn. And if you're happy with just that, then you – and your loved ones – have something to be happy about every day.

It's really hard managing a whole zoo (and harem), with all the different animals with their own needs and desires, especially when you're the sole zookeeper/love interest. Nevertheless, you manage to keep the zoo running and happy all by yourself, making sure that no one feels left out.

Effectively, the perk gives you the skills, stamina, and luck necessary to keep everyone happy in your zoo, harem, group, etc. It's like you've got power overflowing to take care of your loved ones. Naturally, this also includes any animals you're taking care of. Whatever everyone needs individually to be happy, from food to special activities to just knowing you care about them, you can cover it all and more, without losing out on your own happiness amidst all the responsibilities.

Things can slip your attention at first, until you know about the problem and can account for it. Once you learn of the issue, though, you can handle it just like everything else in your happy zoo life. May this happiness with everyone last forever…



[Cute] Animal Heritage (100 CP, Free Kemokko)- Even when they become "human" at night, the zoo's animals still retain some of their respective species' physical features – and abilities, from the Viagra-like milk of camels, to the pheromones that giraffes emit through their pee, to the hyena's retractable pseudopenis.

For all bodies and forms you have as a jumper, special **physical** features and abilities associated with a specific form can now be carried over to your other forms, even if it should be impossible with your current physiology. Moreover, these features will now be undeniably cute (and sexy), no matter your form.

Please note that this only accounts for inherent, **physical** traits and features that naturally come with your forms; things you develop or gain on your own that aren't part of your race's natural life cycle do not qualify for this perk.

In addition, when you first gain this perk, you automatically get the physical abilities of a specific, real-world animal of your choice to be shared freely across your forms.

Fluid Share (200 CP, Discount Kemokko)- If you share your fluids with someone, any current effects/enhancements to your body will be passed onto them in turn. For instance, if you drink a

potion that makes you lactate, and then someone drinks your fluids, it'll be like they drank the same potion, and they'll start squirting milk (even if they're a guy). Similarly, a spell cast upon you could be transmitted across your fluids.



Colors of Love (300 CP, Discount Kemokko)- Much like Hanami the Elephant, you're a marvelous artist, applying the wonder and color you see in life to your art. Love fuels your artistic inspiration, and you can find inspiration for vibrant art from your bonds with others, giving your works a personal, unique sense of beauty. Though this does mean that you'll have trouble finding inspiration through this perk if you feel depressed or lonely…

In addition, art is something open to all species, so with this perk, you can make art regardless of what appendages you have or lack, even things that usually need opposable thumbs. Actually, in general, things that require opposable thumbs are possible for you to do with any appendage.

A Future of [Kemokko] Cuteness (400 CP, Kemokko)- The zoo's animals becoming cute and sexy kemokko girls is just the start of the Director's brilliant dream, for she envisions a day in the distant future where, through love, they will have birthed a new kemokko race, holding the genes of both humans and other animals – and being incredibly cute!

With this perk, any children you have, even with other species, will bring in the best, cutest genes from both sides. They'll take the cutest features from each parent to form a wonderful hybrid with a beautiful yet healthy body. They're so lovable that, even if they're a hybrid of different races, people just can't help but find them adorable and will accept their existence. As an extra bonus, your own forms will likewise inherit the cutest parts of your parents.



Animal-Youkai Ascendance (600 CP, Discount Kemokko)- Japanese mythology has some supernatural tales about local critters like otters and, saying they could even become ghosts or youkai. And, as it turns out in the manga, those stories are true!

Your various forms now have the potential to ascend into a supernatural youkai/ghost upgrade of their original forms – and, interestingly enough, these youkai forms strongly resemble those of cute animal girls, such that even the Director could mistake you for a kemokko.

Your youkaification, empowered by you absorbing supernatural mana from the world, accelerates the longer (cumulatively) you've been alive in the form.

You can also gain mana to accelerate the transformation by praying nightly to the stars, and especially by having sex with others. Of course, once you become a youkai equivalent, you can still shift back to your original form when you want.

Even after you become a youkai, mana will come in handy. For instance, mana can heal your body and let you live longer. So make sure you make plenty of ~~love~~ mana~! It's even said that youkai can suck the souls out of victims if they really want to, but that's surely a myth, right? …Right?

Animal [Sexual] Encyclopedia (100 CP, Free Zoo Director)- Hey, did you know that pandas, among other species, masturbate? Or that rabbits start to produce hormones once they're four months old? Or how crows ruffle their feathers together to show affection, or how elephants kiss with their trunks? A zoo director needs to know all sorts of important facts about animals~!

You know fun facts about the biology and behavior of every animal you encounter (including sexual, mating, and courtship/dating trivia – you're especially good at remembering those kinds of things, and you can recall such tidbits in a snap!).

For the Sake of the Zoo (200 CP, Discount Zoo Director)- Now, now, zookeepers should listen to their wise director – you want to help the zoo, right ~? You can convince people who are working for or with you to take on embarrassing, sexual, and even dangerous challenges if the desired result is something that they want to see happen. You can't use it to deliberately harm people, but they'll put up with the extra stress and trouble you get them into for the sake of the goal. However, for the perk to be effective, the actions you propose must genuinely contribute to the desired goal.

All-Nighter (300 CP, Discount Zoo Director)- Sometimes bursts of genius inspiration come, and you have to run with it all the way to the finish – even if it takes 2 or 3 days of nonstop work (or was it 4? It's hard to keep track). Fortunately, where there's a will, there's a way. When you focus on a project, you can keep chugging away at it until you finish. You won't be affected by fatigue, and the overtime won't degrade the quality/effectiveness of the final result (it'll be the same quality as if you had taken your time with it). However, once you've activated the perk for a project, you will lose the perk's benefits as soon as you're done, causing all the built-up fatigue to come crashing down on you at once, and you can't use it again until you recover.

A Legitimate Zoo (400 CP, Discount Director)- Despite having clear funding issues and a dubious director in charge, Paradise Island Zoo seems to be official. It's even managed to lease a panda or two from China, and import a Barbary lion from Morocco. This perk ensures that this zoo – and any similar establishment you work or own that has positive value to animals and the environment will gain official recognition by the government and any relevant associations.

Moreover, the site becomes more likely to receive opportunities for leasing rare animals and attractions that it might not receive otherwise. The chance of your zoo/park receiving rare fauna (and flora) increases the more that said species are on the verge of extinction; if a species is going to become extinct unless it comes to your zoo, you will certainly get them. This also increases the

likelihood of finding rare animals in other circumstances (for instance, if you're a wizard or ranger in D&D, and are seeking out a familiar or animal companion).

[Cute] Mad [Zoology] Science (600 CP, Discount Zoo Director)- Want to make all the zoo animals into hot babes? No problem! For a brilliant zoologist like you, the sky's the limit for leading your zoo to a beautiful tomorrow!

You have the potential for mad scientist-like feats of genius for projects, albeit just in specific areas, primarily pertaining to zoology, genetics, and animal care. In particular, you specialize in transformative drugs and medicines; you're so skilled in that field, in fact, that you can selectively determine time limits for the transformations, or set the transformations to regularly activate under certain conditions like clockwork. You also specialize in sketchy genetic research (maybe even cloning).

Just keep in mind that, just like the Director, your projects using this perk will reflect a passionate love for cute and sexy animal girls. So anything you make with this perk, such as transformative effects from drugs, will be incredibly cute and sexy like in the manga.



Items



Kemokko Zoo isn't an especially long or complex manga, so we don't have the most items, but not to worry, we still have some fun goodies to share. Unless stated otherwise, all items that are used up, lost, or destroyed will reappear in the Warehouse within a week.

Zoo Holidays Supply (50 CP)- Miscellaneous gear that's sufficient for you to hastily set up a celebration overnight. For instance, various stands for a traditional Japanese summer festival; or, as another example, presents, costumes, and a sleigh for a Christmas bash. The supplies will only be enough for an average celebration, but the activities and gifts are guaranteed to be heartwarming for the participants on a personal level. Also, the celebrations are guaranteed to be 100% animal-friendly. Supply replenishes every few months.

Breast Medicine (50 CP)- A medicine that the Director made to make the drinker produce more breast milk over the course of 12 hours; even if you're a guy, drinking it will cause you to temporarily produce milk. However, the milk produced won't easily flow out of the breasts: they must be squeezed out by hand. Until then, the accumulating milk will cause the subject's breasts to expand, and it won't go away even after the medicine loses its effect; once the person has been "milked", the breasts will return to their normal size. You get a half-dozen doses, and medicine is replenished daily.



Kemokko Crystals (100 CP)- A set of the special, candylike pills that the Director concocted to turn the zoo's population into animal girls at night. The container contains a half-dozen pills, and refills nightly. Fortunately, an animal just has to consume the pill once for the kemokko transformation to take effect every night. Also, a reminder: kemokko are part-human, and unlike other

animals, humans are always “in-heat” – something that carries over to the kemokko; so be ready for lots of sexy escapades if your animal girls like you~! (See Notes for more information about the kemokko!)

Aramula Alcohol (100 CP)- Beer brewed from marula fruit; it's said that all the animals of the wild gather around and get drunk on the fruit once a year. Therefore, this alcoholic drink is (relatively) safe and enjoyable for all animals, regardless of species, and is certain to get them drunk. You get two dozen cases of them, but the beer is only replenished by one bottle per night.



Gender Bender Pill (200 CP)- When consumed, it turns you into the opposite gender for 12 hours. You get a half-dozen pills, and the supply is replenished daily.

Paradise Hot Springs (200/250 CP)- A set of outdoor hot spring baths that the Director dug out for the zoo (best not to ask how much of it came from the already strained budget). All animals will find the hot springs relaxing and refreshing, creating a harmonious environment for everyone. It is attached to any zoos you have/gain, and can be selectively hidden from visitors’ view (and all zoo animals will have a way to discreetly access it).



The vapors of the hot spring cause all nearby animals to turn into kemokko animal girls as long as they’re in the spring’s vicinity. If you pay an extra 50 CP, there will always be some animal (girls) hanging around the baths as a permanent population.

Climate Room (300 CP)- Worried that a camel’s having trouble adapting to Japan’s humid climate, or that a penguin misses the cold chill of the south? Not to worry! This decent-size room is designed to perfectly mimic a specific climate or habitat of your choice. It will even properly cycle through day and night conditions. You can only have the room set to one climate at a time, but you can switch between environs using the control room; a separate room outside the climate room, the control room has video cameras to oversee the climate room, and various panels to adjust and change the climate there. The rooms are connected to your Warehouse, as well as to any zoos or animal parks/facilities you own, and can be imported into new worlds as you see fit.



Satanachia's Mask (400 CP)- A mask resembling the living head of a demonic goat. Panko the Goat wore this to pose as the "Great Devil Satanachia" and incite the zoo into wild lust. By wearing the mask, you can cause similar effects on those around you, controlling their wills and leading them into lustful behavior.

But to be clear, the mask isn't doing anything evil, much less mind control. Rather, when you wear the mask, you can push people to be honest about their feelings rather than bottling them up. For instance, tsunderes will admit their feelings, and people will realize their feelings for others even if they had tried to ignore those thoughts before.

Though not truly supernatural, the mask has an otherworldly vibe to it that makes you seem more demonic in a charming way. Indeed, your charisma at bringing out people's honest emotions will be most effective if you really ham it up and act like a devil of pleasure.

Jumper's [Kemokko] Zoo (100 / 200 / 400 / 600 CP)- For just 100 CP, you get to take the whole zoo along with you on your jumpchain. You essentially become the owner of the zoo, and it will be officially recognized as a licensed zoo wherever you go. It is also linked to and accessible from your Warehouse or similar accommodations you have as a jumper.

For 100 CP, you just get the deed to the zoo you're working at in this jump (Paradise Zoo, or an equivalent small, rundown zoo if you chose an alternative). For 200 CP, your zoo is upgraded in size and quality to that of an average-sized zoo. For 400 CP, your zoo is really big and on the level of an A-grade, AZA-accredited zoo. And for 600 CP, your zoo is THE zoo – a sprawling, cageless, one-of-a-kind zoo rivaling the world-famous San Diego Zoo and Safari Park.

Alternately, you can choose to just take the size or quality upgrade if you just want one or the other; the size and/or quality can be at any level equal to or below what you paid for.

As an extra bonus, once this jump ends, any animals in the zoo will become kemokko girls at night, though they won't be able to outside the zoo unless you give them the director's special medicine.

Also, don't worry, the zoo is kept stocked with enough food for all the animals there. In the case of carnivorous animals, their food will either be pre-processed or, in the case of live food, will not be subject to the kemokko transformations, so you need not feel any guilt.

Jumper's Den (50 CP per Purchase, 50 CP per Upgrade, Free with Matching *Jumper's [Kemokko] Zoo* Purchase)-

Gives you your own private room/home at the zoo, with the default set-up depending on your background. Zookeepers get an on-site apartment, Kemokko get a private den connected to their exhibit, and Directors get a personal laboratory.

However, the quality and size of your quarters depends on how much you paid for upgrades, with the costs stacking on each other. For the 50 CP option, your room will be small and a bit shabby. For 100 CP, you get a basic apartment in size/quality. 150 CP gets you a full-fledged building with all the basic rooms and amenities for a proper home. And for 200 CP, you get an outright mansion, complete with lots of rooms, a communal hall, and deluxe amenities. Regardless of how much you paid, though, you'll get some basic amenities, as well as a bedroom that is comfortable for humans and animals alike, and fun to make love in ~.

You just get one variant of the home with your buy (apartment, den, or lab), but you can pay 50 CP extra for an alternate room (must pay separately for upgrades).

If you already bought *Jumper's [Kemokko] Zoo*, you get *Jumper's Den* for free, albeit at the matching level you paid for the zoo's size and quality. For the 100 CP [small] Zoo, you get the 50 CP Den free; for the 200 CP [average] Zoo, you get the 100 CP [basic] Den; for the 400 CP [big] Zoo, you get the 150 CP [house] Den; and for the 600 CP [San Diego Grade] Zoo, you get the 200 CP [mansion] Den. You must still pay 50 CP to get another version of the Den, but you won't need to pay for its upgrades either, as long as you don't go beyond what you qualify for.

Companions



Long long ago, back when animals were just a bunch of cells – no male and female love, no children or parents – all they did was split apart and increase numbers, and there was no such thing as revolutions…

But then male and female genders were introduced, and the children took half of both parents' genes, being born as a new being… This has brought many creatures to life so far – in the sea, the earth, the sky – with animals using different ways to find love. And so the revolution of love, and family, has carried on and on ever since…

Please note that all companion purchases, except those for specific individuals, can be bought multiple times.

Zoo Friends (100 CP, 500 CP for 8)- Each purchase lets you import a preexisting companion into the jump. It costs 100 CP per person, or 500 CP to import 8 at once. Each companion gets a background of their choice and +300 CP to spend.

Full Zoo (50 CP, Requires Full 8 *Zoo Friends*)- Lets you import even more companions beyond the 8 for *Zoo Friends*. Each following imported person gets a background of their choice and +200 CP. Furthermore, by paying for *Full Zoo* at least once, you can transfer CP from yourself to companions on a 2/1 ratio (pay 200 CP, a companion gets an extra +100 CP).

Canon Kemokko (200 CP apiece)- Lets you befriend a canon character from the manga and invite them along on your jumpchain. You can take this option multiple times. Which zoo girls have captured your heart~? Or maybe it's the Director, or even our delectable Taneda-kun~!

Jumper's Fruit (50 CP, Requires At Least 1 Other Companion)- For genes, males produce sperm and females produce eggs – and once they merge, life is created… To protect the sperm and egg cells, the body conceals them, and that's how child-making became something – having a piece of your life live on…

By taking the *Jumper's Fruit* option in combination with another companion(s) here, the two of you will make love and, before the end of the jump, have a child. And these won't be just ordinary children – they'll be as cute as can be~! They'll inherit traits from both you and your partner, and those traits will manifest in undeniably cute ways.

Fan Kemokko ~ Revi the Sloth (200 CP)- While you will be expected to interact with a variety of animals during your time here, few will test your patience as much as Revi. She was brought to Paradise Island Zoo as her species of three-toed sloth are rapidly becoming extinct. However, she spends her new cute girl form not going after the zookeeper, but instead stays in all night writing. Specifically writing on the laptop she demanded access to. Does she know anything about writing? Not a thing, but everyone seems to move much slower when they're reading, so she thinks more stories to read would make it more likely to find a friend who moves at her own pace. Someone who could clean up after her sloppiness and handle dealing with her slow reactions would find she isn't unwilling to be a part of the Director's program. Just know once you worm your way into her heart, she won't let go. Literally. Expect to be carrying her around during the day and be trapped in her bed at night.

Fan Kemokko ~ Lily the Sea Turtle (200 CP)- Lily is a very special case: a member of the most endangered species of sea turtle. She suffered an injury out at sea and was brought to Paradise Island Zoo to recover. Eventually she will be released back into the wild, but while she is here, the Director sees this as an opportunity to help the species grow. Any zookeepers searching her out at night will find her recovering in front of a TV watching a variety of superhero and kaiju films. Despite her imposing size, she's a gentle giant and even a little shy. As her taste in media might reveal, she secretly wants to be heroic and brave; after her exposure to the other animals and human-life, she wants to protect her future offspring rather than abandon them on the beach. While her enormous size and strength are absolutely advantages, she is a leatherback sea turtle and is therefore lacking anything in the way of claws or a hard shell, and the trauma from her injury has made her fearful of conflict. Support this turtle in her heroic dreams anyway and who knows, this shy girl might open her heart to you.

Fan Kemokko ~ Zuri the Hyena (200)- A rare brown hyena shipped to Paradise Island Zoo from South Africa, this delinquent girl will seek you out first and foremost. It doesn't matter whether she finds you during the day or night: expect her to pin you to the wall and tell you how it's going to be. You're her partner, and that's a fact; she won't take no for an answer, but will respect and defend you as her mate. She particularly doesn't like that there's already another hyena here, one

whose already staked a claim. She intends to outdo her larger rival Buchi [the Spotted Hyena] and with your aid take control of the women of the zoo; unlike Buchi, though, Zuri sees her goal less as establishing a harem but rather as building an army, overcoming her conquests through battle and them training them into fierce warriors who fight alongside her. Her powerful frame is dotted by scars and marks from multiple fights. It seems that her previous zoo had allowed the hyenas to fight amongst themselves unsupervised, no doubt leading to her hostile attitude. Maybe you can make her feel more at ease in her new home, or you can encourage her plans of hostile takeover and reap the benefits of a zoo-wide harem.

Fan Kemokko ~ Nina the Axolotl (200)- A very special guest of the zoo. The Director personally stepped in to introduce this cute little thing to her special breeding program. Nina is an axolotl; one of only a handful in captivity due to issues with inbreeding. Nina herself was overjoyed to gain a new form hoping to finally attain her fable “maturity”, unfortunately her humanized form is quite petite. Like all Axolotl she remains physically young even once fully matured. Expect her to harass any particularly gifted girls and to loudly declare how mature she is. If you can ignore this, you’ll find a sweetheart of a girl who has come to love Idol culture and all the wonderful songs and dances they put on, though she has no time to indulge it as she spends most of her time practicing her courtship dance. Something she’ll proudly declare is the best any of her kind have ever performed. She’ll be a strict teacher if you want to involve yourself in it, but success will earn you an eternally loyal lover. Just… maybe explain that masturbating isn’t sex and she really shouldn’t “collect” fluids for later use.

Drawbacks



Running a zoo isn't easy: it's a lot of work, and it can get downright dangerous – and that's before you have to handle a bunch of animal girls in heat!

You can take up to +600 CP in drawbacks. However, this count is only based on the original values of drawbacks; if a drawback's value is doubled by taking *Save the Zoo*, you only count the lower amount towards the limit, while still gaining the doubled amount to spend.

Save the Zoo (+0 CP, Special)- You were probably going to work hard to save your precious zoo anyway, but now here's some extra incentive. Now if the zoo gets shut down before the end of the jump, you fail the jump. By taking this drawback, all other drawbacks are doubled in value.

Love Story of Liar Jumper (+0 CP)- *Love Story of Liar Fox* – also by the author of *Kemokko Zoo*, Mepuchin – is a slice-of-life romance manga about youkai who originated as animals but can take on human form through various means. Interestingly, the otter and fox chapters of *Kemokko Zoo* show that youkai exist in this manga, too – though each manga's versionof youkai is a bit different from the other.

By taking this drawback, *Liar Fox's Love Story* and *Kemokko Zoo* exist in the same world, and are happening at about the same time. The very same night that the Director unleashes the kemokko in Paradise Island Zoo for the first time, a kitsune in the woods outside Tokyo is casting a ritual with a skull to turn human so she can reunite with the human who saved her life, unaware as of yet on said skull's own connections to her now-grieving love.

Furry Toggle (+0)- For jumpers leaning away from the manga's aesthetic of kemonomimi (primarily human in appearance with just a few animal features), you can toggle the [wo]man-beast balance of the kemokko girls, and make them more anthro if you like.

The Erogenity of Humans (+50 CP)- Humans are quite different from most other mammals in how erogenous some parts of their body are; for instance, the lips of mammals are typically mere skin flaps, but human lips (and the tongue) are incredibly sensitive erogenous zones. You are not at all used to these erogenous zones, and can easily become overwhelmed by them – and by sex in general.

Snake Drinker (+50 CP)- You drink like a snake – meaning you can't really handle alcohol; even a couple weak drinks will get you utterly drunk. And yet you're very interested in alcohol, and will try to get drunk when you have the opportunity – and will do what you can to keep drinking once you get started.

Immaturity (+100 CP)- You have the overall physical build of a child (possibly age-wise, too, if it works for your background). Moreover, you also have the emotional immaturity of a kid, and you tend to get upset about things easily, especially over things you feel left out of due to being too young.

Milking Time (+100 CP)- Oops! You drank an extra big portion of the director's special lactation medicine, and now you're starting to produce breast milk, regardless of gender. But your breasts have also expanded, so the milk is having trouble coming out. You will feel uncomfortable from the pent-up milk until you can get someone to "milk" you. And unlike normally, the medicine won't wear off ever during this jump, so you'll need plenty of regular milking sessions.

[Broken] Family Tree (+100 CP)- Many animals strongly value the social comfort of having a family, but many do not have the luxury of enjoying those bonds for long. For one reason or another, you have been separated from your family in the setting (possibly forever), and that loneliness weighs down on you.

Ostrich Brains (+200 CP)- An ostrich's brain is smaller than its eye, so they can forget their owner overnight. You quickly forget things, though especially impactful memories may continue to influence you even if you don't fully remember them all the time.

Ignoring the Pain (+200 CP)- When you get excited about doing something, you'll ignore any pain you suffer from the experience in favor of just doing it more. For instance, if you like the briskness of running, you might insist on running again and again, even if you start to suffer intense muscle pain. Or you might work around the clock on a project you're overly passionate about, until you finally collapse from lack of sleep.

Laughing Rival (+200 CP)- Someone at the zoo (an animal of a relatively violent species, no less) is jealous of you. She has found a way to build her own harem through charismatic dominance (and brutal sex), and once she's ready, she'll start targeting anyone interested in you (and anyone you're interested in) to break them and take them for herself – and she'll make sure to break you in, too. At the end of the jump, you can choose to bring your rival along as a companion.

Slap-Slash Comedy (+400 CP)- Expect a fair amount of "comedic" violence to ensue towards you on a regular basis. However, animal attacks are a serious matter, and the wounds you suffer might not seem that funny to you at the time.

Lashing Out (+400 CP)- Whenever you are suddenly scared, angered, or stressed, you have a tendency to lash out violently at anyone in range. After the moment is done, you'll stop attacking, but hopefully you didn't hurt anyone by then.

Gulo Guts (+400 CP)- You have the fighting determination [zeal] of a wild gulo [wolverine]. You will seek out anyone you view as strong and insist on fighting them until they are knocked out or you die.

The Animal Within (+600 CP)- Any animals around you will become more aggressive and hostile towards you (which, depending on the species, could be dangerous). It's still possible to tame them, so to speak, but be warned that their likelihood of violence increases with their emotions towards you; sure, you'll have an easier time calming them down, but those momentary fight instincts could cause some damage before you can stop them.

Jumper's Milkway (+600 CP)- By taking this drawback, you trigger a crossover with *Minoru's Milkway*: the very first story by the manga's author Mepuchin, featured at the back of volume 3. It's a oneshot manga where the evil chichi-jiru aliens have invaded Earth by infecting the breasts of nubile girls. Victims become mindless, hostile puppets of the aliens, and can be identified by the abnormal dimensions of their breasts. Luckily, the heroic octochu aliens have come to stop them, but Earth's air is poison to them, so one of them has to live in high school boy Minoru's right hand. To save the world, he must draw upon the octochu's tentacles to suck and squeeze the aliens out of the boobs!



You are now thrust into a similar situation as Minoru's, with an ocotchu in your right hand. The big difference is that instead of the aliens possessing ordinary human girls, whose only weapon was waving their boobies, you now need to milk the aliens out of the kemokko. Animal girls who are dangerous enough with their fangs, claws, and other natural weapons, let alone when they are now programmed to kill you via puff-puff. Do your best, jumper – the fight for the chichi-jiru aliens has only just begun!! Good luck~!

On the plus side, you'll get to take the octochu along with you to other jumps, with it always able to reside in your right hand or a similar appendage.



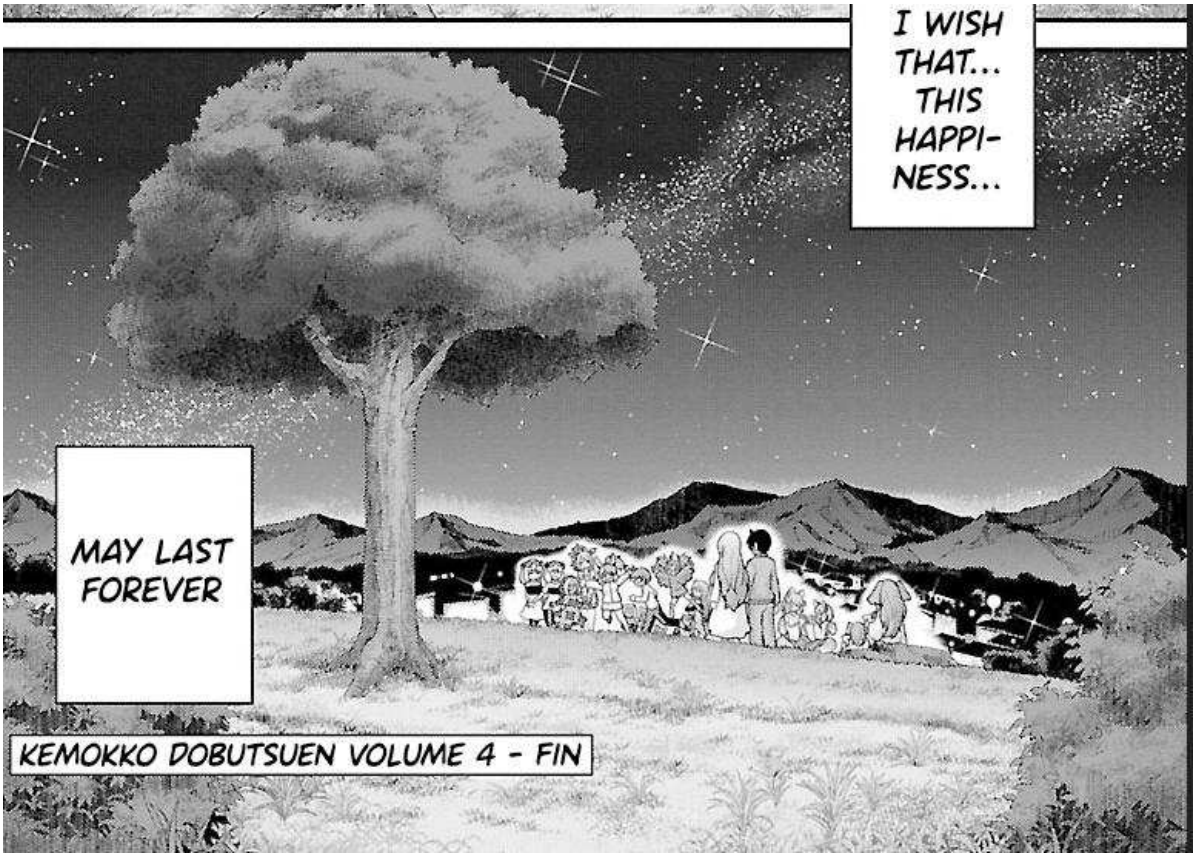
Final Chapter

So the story of this zoo has come to a satisfying conclusion after 10 years. So...what are you going to do now, jumper?

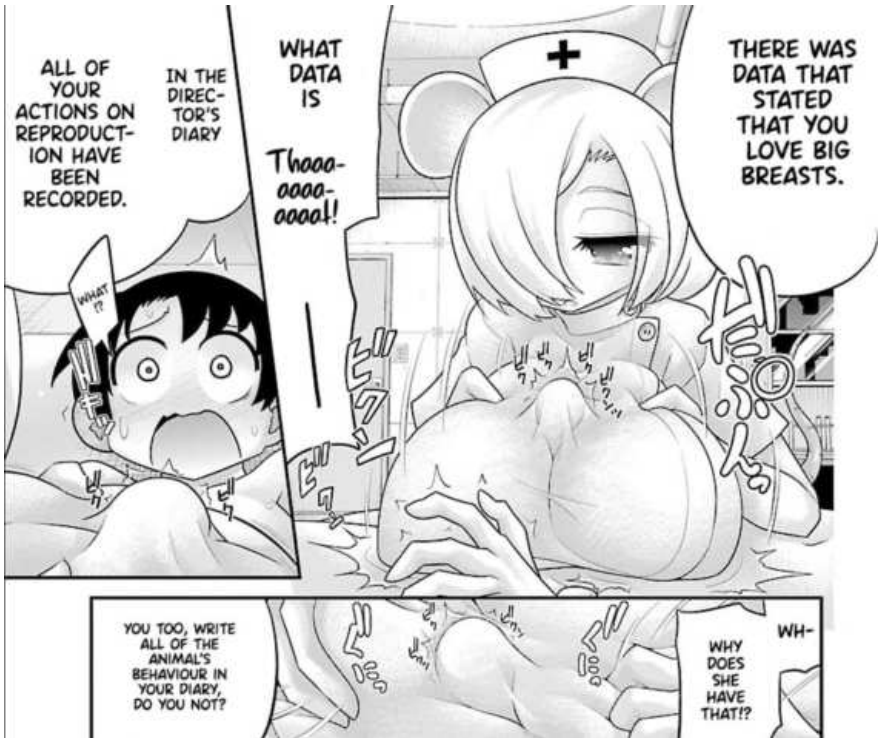
Go Home- I understand. It's nice to have a place and family to go back to. You return to your original world, with no time having passed. You keep all perks, items, companions, and other things you gained across the jumpchain.

Stay- It looks like the zoo has become like a new home for you, just as it has for the many residents here in our makeshift family. We may have saved our zoo, but the fun is only just getting started!

Next Jump- Let's make new places together.



Notes



Now, now, this is an educational manga, with lots of fun little details about the wonderful animals that live in this world with us (including plenty of sexual tidbits~)!

So here, you can find more information and answers to some questions you may have about the jump.

Kemokko- The kemokko (animal girls) are the result of the Director's dubious experiments to imbue animals with human DNA, making them part-human. They only transform into their humanoid form at night (between midnight and dawn, to be precise), but this likely was simply a precaution by the director to avoid public scrutiny until the world is ready for the animal girls – kemokko can be seen in their humanoid forms in broad daylight in the manga's epilogue.

When in human(oid) form, kemokko have the appearance of cute humans while retaining some animal features such as their ears, tails, horns, and claws. The kemokko often also retain their natural abilities, such as the Viagra-like effects of a camel's milk or the pheromones in a giraffe's pee. That said, a kemokko might not carry over all of their physical features from their pure animal form, particularly if the features are sharply different from a human body; for instance, a bird such as a crow who turns into a kemokko would lose her wings in favor of standard arms – and thus be unable to fly. When transformed, kemokko automatically appear with human clothes (often in the style worn by cute girls) that easily fit on them.

Once they become kemokko, the transformed animals gain human-level sapience for the first time if they are not already at that level, and they automatically learn whatever language(s) would be needed to communicate with the humans around them. Even after they transform back into animals, they will retain their sapience and memories, as well as the language(s) they learned (though the biological differences will likely make speaking human tongues impossible when in their original forms).

One more important thing: while kemokko retain sexual traits of their original forms, by becoming part-human, they gain a human's sex-drive – meaning that they're "in heat" all the time. This means that while many animals often go into mating during specific times and conditions, kemokko are open to making love whenever they want~!

As they are part-human, kemokko can interbreed with [human] men just like human women can. Their children will come out as seemingly normal versions of their animal counterparts, but they can naturally change into kemokko themselves at midnight.

Youkai: Kemokko Zoo vs Liar Fox Lore- *Kemokko Zoo* and *Love Story of Liar Fox* admittedly have some strong similarities, as they were both written by the same author and have similarly cute, animal girl aesthetics throughout. But while their youkai may look similar, they seem to have different details beneath the surface. In *Kemokko Zoo*, we just see a couple examples of youkai: the ghost of an otter, and a fox becoming a kitsune. From what we learn, the fox prayed nightly to the stars to become a youkai, and would have become a kitsune if she lived over 50 years. But even then, she had trouble living long enough, and it took renewing her bond of love with Taneda (through sex) for her to become a kitsune earlier than otherwise possible. Once an animal becomes a youkai, they pretty much look indistinguishable from a kemokko, with cute animal features. These details formed the core behind the *Animal-Youkai Ascendance* perk.

In contrast, *Liar Fox* has a different set-up for its youkai. To become a kitsune, a fox must find a human skull and get it to perfectly balance on their head while bowing to the Big Dipper. Once they accomplish this difficult feat, they can transform into the body of the human who died. Other youkai have alternate ways of transforming. In any case, youkai typically lack animal features in their human form unless they slip up; for instance, otters use leaves to transform, while [tengu] crows have their own method. If startled, youkai may start to display animal features such as fox ears or a tail. Youkai need to guard their secret well, as if their secret is discovered and their true form is fully released, they will return to their original form (for a kitsune, it would be a fox with a skull on its head). That said, things worked out for the heroine and her lover even after he discovered her true nature, so there are ways around that issue. Moreover, the lives of youkai are sustained by their attachments to others, such as love; this means that youkai die once they no longer have an attachment to the world, as they follow their bonds to those waiting for them in the next life…

Therefore, the youkai elements of *Liar Fox* will not be present in this jump unless you take the *Love Story of Liar Jumper* drawback.

Credits

I'd like to thank *FrostyShoggoth* for their help with this jump. They brainstormed with me, reviewed the content, and came up with the Fan Kemokko companion options. I'd also like to thank *phasmyda*, who offered critical feedback and suggestions that contributed to a major overhaul of the jump doc. And a big thanks to everyone else who offered their own thoughts and feedback for the jump!

Change Log

1.1- Added prices, reordered items and drawbacks, edited Snake Drinker drawback.

1.2- Added Fan Kemokko companions.

1.3- Edited and increased price of Animal-Youkai Ascendance perk, lowered price of Lamarckian Inheritance, added Zoo Holidays Supply item, added Breast Medicine, edited Aramula Alcohol, edited Climate Room, renamed Kemokko Pills to Kemokko Crystals, edited Jumper's [Kemokko] Zoo, added Jumper's [Zoo] Den, added Love Story of Liar Jumper drawback, added Furry Toggle, added Jumper's Milkway.

1.4- Renamed zoo animal [girl] background to kemokko, revised most of the zookeeper perks, added A Happy Zoo, Edited Animal-Youkai Ascendance, added Colors of Love, replaced Lamarckian Inheritance with A Future of [Kemokko] Cuteness, made A Legitimate Zoo into a director-branch perk, edited Mad [Zoology] Science and renamed it to [Cute] Mad [Zoology] Science, edited and lowered price of Kemokko Crystals item, added details on how much you get for Breast Medicine and Gender Bender Pill, changed price of Climate Room, added Satanachia's Mask, renamed Everyone's Wish companion option to Full Zoo (to avoid confusion with similarly named perk), edited Babies companion option and renamed it to Jumper's Fruit.

1.5- Reordered and repriced zookeeper perks, edited Everyone's Wish, edited A Happy Zoo, repriced A Future of [Kemokko] Cuteness to 400 CP, edited Jumper's [Kemokko] Zoo, edited Jumper's Den, added Notes section.

1.6- Added pictures, added Nina the Axolotl as a companion.

1.7- Edited Paradise Hot Springs item, edited Laughing Rival drawback so rival can become a companion, edited pictures.