

“Shinkaigyo no Anko-san”

or

“Anko-san of the Deep-Sea fish”

A Jumpchain CYOA Document

Welcome once again, Jumper, to another version of Japan. What’s the gimmick this time? In this world, mermaids live in the seas and have integrated with modern earthly society to live alongside humanity. This manga’s story follows the life of a young mermaid enthusiast named Otomi Wakasa, who runs into a shy and nervous football-fish mermaid named Tsutsumi Anko, who she quickly tries to befriend and experience daily life within their small town in Japan. What’s that? Football-fish? Well you see, the main creative thrust of this series is that each mermaid is based on a different real world fish species and possesses traits and abilities of their appropriate fish, which the manga uses to teach various types of fish related trivia to the readers.

For the next 10 years you will be staying here in this simple mermaid-filled world, filled with many of the same qualities and traits as your own home world, but with mermaids involved as well. Take these **1000 Mer Points (MP)** to spend on various perks and items, though even without them I don’t imagine you having much trouble here.

Species



First, we must decide what species you'll be when you arrive into this setting. Being a story about mermaids and people, you will naturally have a choice between one of two options

Human

I hopefully shouldn't need to explain to you what a human is. You will enter this world as a normal human being, of an age appropriate for your background. By default, your starting sex will be male or female, depending on what it was the last Jump, though you may choose to spend **50 MP** to change it to the opposite sex. No, futa is not a viable option, this is not that kind of manga.



Mermaid

Mermaids, the fish-tailed denizens of the oceans, known for their beauty and lovely singing voices, capable of breathing both air and water with ease. If you choose to be a mermaid, choose a particular species of fish to be based off of. This species of fish will determine both the shape of your tailfin as well as provide various other cosmetic changes (such as having the fins of that fish in place of ears, for some reason). If you are not already a female, you may change your sex to female for free when selecting this species. See Notes for reasons.

Background

Of course there is more to a person's nature and character than what species they are. In addition to your race, pick an appropriate background for you to have. Doing so will not only provide you with a previous history in this world, but also help inform you of your starting age and location. If you do not wish to have a pre-existing history or memories in this world, then either background can be chosen as a "drop-in" option.

Student



As the majority of this make revolves around high school girls going on high school girl escapades, it of course makes sense for you to also be a high school student as well. With this background either start as a student at the same small city high scholl as the main cast. If you're a mermaid, you may instead choose to be a student at the prestigious Aqua Private School located somewhere within the pacific ocean off the coast of Japan. Regardless, your **starting age is 14+1d4**, or you may **spend 50 MP to select your preferred age from 14-18**

Adult



School? Grades? Drama? You don't have time for that nonsense, you left that stuff behind long ago. Rather than being a student in high school, you yourself are now an adult, with a job, responsibilities, and all that jazz. You start off somewhere in the unnamed town the story takes place in at your place of employment with your own apartment. Alternatively, you may instead start off in the city of Numazu, with a job and obligations there instead. Your **starting age is 17+1d20**, or you may **spend 50 MP to select any age from 18 to 70**

Perks

Below are some perks and abilities for you to spend your MP on. Unlike normal Jumps, you do not gain discounts based on your species or background. Instead, you may discount a single 100, 200, 400 and 600 MP perk each. Discounted 100 MP perks are free instead.

Unique Trait (100-400 MP, Mermaid Only, can be taken multiple times)



Many mermaids, by nature of how unique their particular species are, have many unique, interesting, and useful quirks to them. Taking this perk will grant you a perk of your chosen species, depending on how much you spend. For 100 MP, you gain a minor that's only moderately useful, like being able to flare your fins out or like a betta, swell your face like a pufferfish, or the ability to secrete a thin and slippery mucus like an eel. For 200 MP you gain a moderately useful ability such thick hagfish mucus, regrowing shark teeth, or the ink production of a crestfish. 400 MP grants you an extraordinarily powerful ability, such as an anglerfish's illicium, a needlefish's deadly speed, a flounder's active camouflage, a flying fish's flight, or a pufferfish's tetrodotoxin. You may take this perk multiple times, each time granting a different ability based on how much you spent on that purchase. You cannot purchase abilities that your particular fish species you're based on does not have.



Soul of an Artist (100 MP each): It's always good to have a creative hobby to pursue. Pick a single artistic skill or pursuit, such as painting, sculpting, singing, etc. You've got a fairly solid amount of skill in this art, enough that you can make a fairly decent living using that skill (such as an art teacher or minor music idol). You may take this perk multiple times, each time choosing a different art to be skilled in.

Aqua Private Student (100 MP): Aqua Private School, the pearl of Mermaid education and beauty standards, and you're just about good enough to be a student there. You are both exceptionally beautiful and have a strong innate sense of poise and refinement, able to mingle easily with the fancy and affluent.

Bear Killer (100 MP): Bravery is defined not as a lack of fear, but the ability to act even when one is afraid. In the face of danger, you will find yourself possessing the strength needed to do what you can to help, whether that be jumping into a river to save a kitten or standing with your friends to scare off a bear. Just be careful you don't get yourself into too big of danger.

Big Man on Campus (200 MP): Darned kids these days think they're hot stuff! Don' they know you were quite the big deal back in your day!? Well, you're going to tell them, that'll teach them. When it comes to scolding and chastising people, rather than actually teaching them a lesson you can just go on a long-winded ramble or story about your "good ol' days" and that'll convince them to stop causing problems. The story doesn't even have to go anywhere, nor will your lecture actually teach them the error of their ways, but they'll think twice about breaking the rules again in order to avoid having to listen to you ramble about inane things. Like that time you caught the ferry over to Morgonville (which was what they called Shelbyville back in the day) to get the heel of your shoe replaced, so to go there you put an onion on your belt, which was the style at the time…



Fishy Fearmonger (200 MP): Perhaps it's your shark-like teeth. Or maybe it's the way your face scrunches when you glare. Or maybe its how bright and intimidating your spines or hair are, or maybe you have a very bright fin flair. Regardless, you've a natural at intimidating and scaring people. Just one wicked look from your can wither others spirits or send them packing if your push more. This knack for spooking works especially well against animals and animal-people.

Flying Justice (200 MP): A hero of justice must be many things: brave, daring, tough, and most of all they must be inspiring. As long as you continue to act in a way that is befitting a hero, you will find people will come to trust and rely on you, opening up to you about problems they have and listening to the words of encouragement you give them. Further, after telling you their problems, if you actually manage to help them, you'll find that their trust and faith in you will become nearly unshakeable.

Our Love is the Same (400 MP): Why should you try and stop me? Why can't you join me in this endeavor of mine? Can't you see that our love is the same? You're surprisingly good at getting patsies- er, I mean, "allies" to help you with your hairbrained schemes and plans. So long as you appeal to a shared interest or taste, and can offer those tastes as motivation and reward, you can get others to help you with your various exploits and behaviors, even if they would normally be a tad…"unorthodox"

Mer-Idol (400 MP): It could be because you're cute. It could be because you're beautiful. Or perhaps something about you just screams "moe". Wherever you go, you'll find no shortage of people who will find what you're doing amazing or inspiring in some way and, more importantly, will be moved by how cute you are to help you if you are in need. Whether that be an audience cheering for you at an idol concert, or restaurant goers helping you move about on your slabby tailfin. Just try not to ruin the impression to badly that it turns them away, "gap moe" can only go so far.



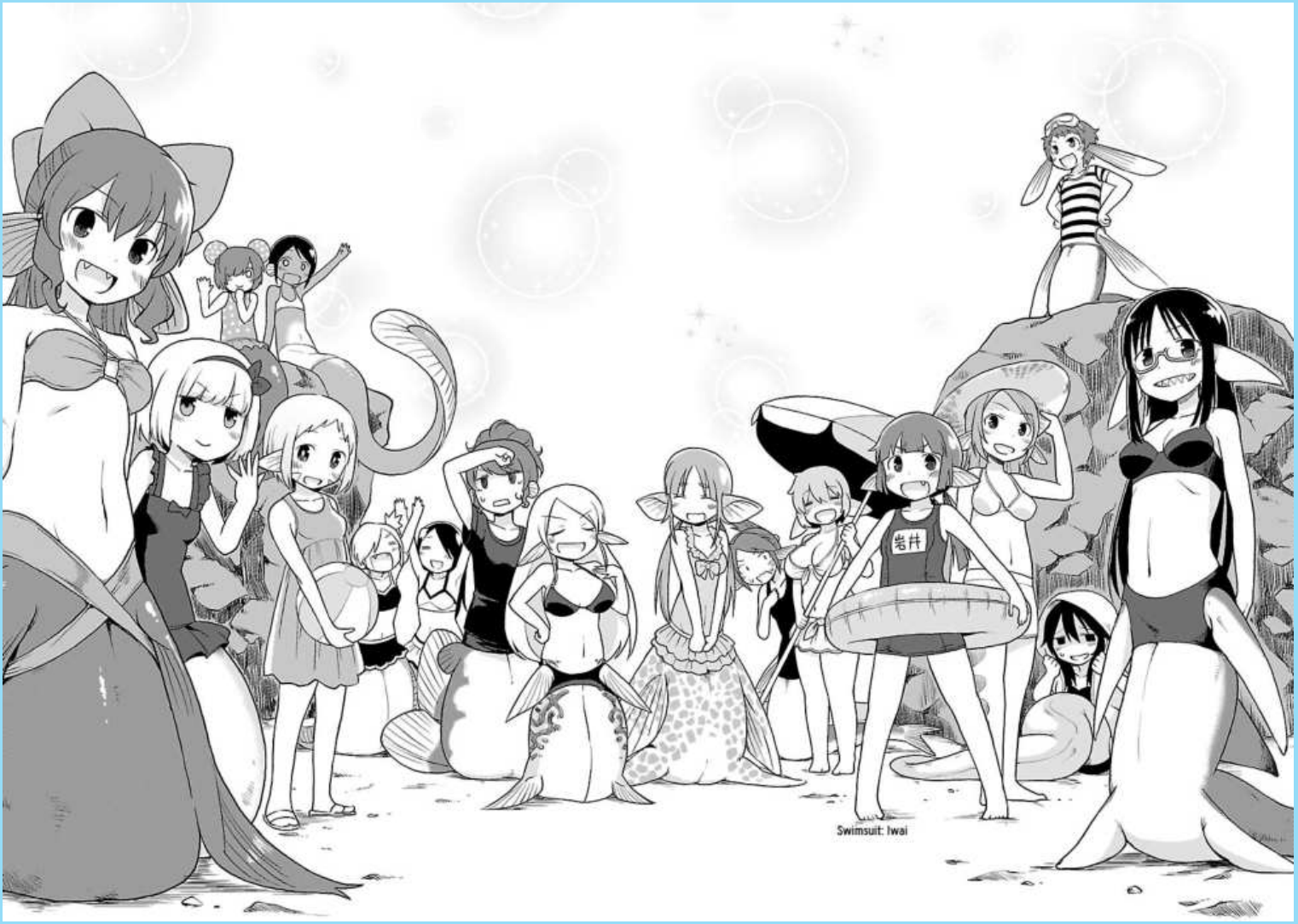
Ninja-fish (400 MP): Were you raised in a hidden ninja village, or are you just a super fan? You know your way around the usage of many types of ninja tools and skills, such as how to use shuriken and kunai, how to prepare Hyourogon rations and five-colored rice, and how to sneak and hide behind a patterned tarp. You won't be the next Hanzou, but you'll at least be skilled enough to get the drop on most civilians.

Sea Doctor (600 MP): While mermaids and humans have shared this world for thousands of years, its only in recent years that they've been able to co-exist as they do now. This is due to the advent of various pharmaceuticals that allow mermaids to live comfortably on land, such as Mermeds and the vaccinations that allow them to be comfortable on land without drying out. Someone has to be able to produce and sell these things, and that someone is now you. You now have the medical knowledge and skill to produce Mermeds and other similar medicine for mermaids. Furthermore, your medical knowledge can act as a decent basis to allow you to design similar drugs for other monster-people and fantasy races in the future, such as meds for harpies to have hands as one example. Granted it will still take some time, research, and funding to figure out how to make such things, but with this perk its still possible to eventually do so.

Lorelai (600 MP, Mermaid Only): Lorelei, Sirens, and other such stories of mermaids with powerful voices are actually a lot more real than you'd think. Even in this modern era there are some mermaids capable of either fascination or shattering glass with their voices, and now you're one of those mermaids. Your singing voice can leave people with weak will stupefied and drawn towards you, or you can sing at such a pitch that it can cause nearby glass to crack. Just keep in mind, that such powers will be repressed while you're on your mermeds though.



Mermania (600 MP): There are so many different fish in the sea, and so many mermaids! Sadly, the multiverse is a large place, and bereft of such great diversity of mermaids…until now! Upon entering a new world or jump, this perk will do one of two things. If you enter a setting with no mermaids in it, then new mermaids will arise. These mermaids will be varied and diverse like the ones in this jump, being based off of the various endemic fish life in that local setting. If the setting already has mermaids in it, then instead this perk will allow those mermaids to come in a greater variety of types and appearances based on the local piscine fauna. The changes wrought by this perk can be either retroactive, or occur when you enter the jump, chosen when you first enter said jump. No go forth Mermaniac, and spread the beauty of mermaids across the multiverse! Just be careful, mermaid or not, getting hip-checked by a Plesioth is still going to hurt.



Items

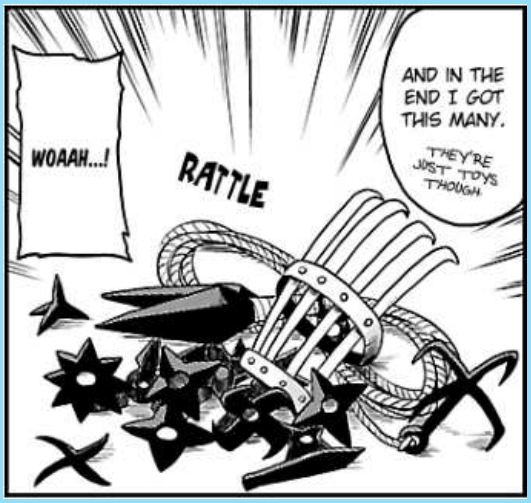
Got some extra cp? Or perhaps none of the perks offered are to your tastes? Below are some items you can purchase with your MP. Furthermore, you may apply any of your perk discounts here instead.



Milky Plankton (50 MP): This small squeeze bottle is filled with a milky plankton-based food supplement, and supposedly tastes good on toast. While you won't starve eating it, its not really to healthy for you to eating nothing but it. Still, some people like it with their breakfast. The bottle refills once a week

Mermeds (100 MP): Mermeds are the medicine that allows mermaids to live and act on land. This box contains 30 mermed pills, and refills every month. Upon taking a pill, within a few minutes a mermaid's tail will transform into a pair of fully functional (if a little moist) human legs. The meds work for around a full day, and throughout the day you can change back and forth between your legs and tailfin. When the meds wear off, your legs will turn back to their tailfin form

Fish Encyclopedia (100 MP): This book is an encyclopedia about different types of fish, their traits and behaviors. Whenever you encounter a new type of mermaid or fish, it will gain an appropriate entry into its pages, detailing the basic traits and biology of that species of fish.



Box o' Ninja Tools (200 MP): This large cardboard box contains tons of shuriken, kunai, grappling hooks, tarps, and some black ninja clothes. Everything you need to start your career as a wannabe ninja. The box itself can even be emptied and flipped over to hide under. All the tools in it are of low quality, but the box refills itself every month

Mermaid Gravure Magazine (200 MP): This naughty magazine contains many images of cute and alluring mermaids in arousing-yet-nonexplicit clothes and positions. At the beginning of each week, the magazine will change with new pictures in it. In future jumps, this dirty magazine will continue to update, showing images of models from both the current and past jumps you've been on, though with a bias towards mermaids and other monstergirls. Try to hide it somewhere besides under your pillow or bed.



Bathhouse (400 MP): Sometimes its nice to treat yourself to a relaxing visit to a bathhouse. This bathhouse is designed to cater to both humans and mermaids, providing separate areas for those who don't want to touch fish slime and different levels of temperature and salinity. It makes a nice profit and, should you take it with you to future jumps with other species and races, will expand itself to accommodate those races as well. If purchased as an adult you may start as either an employee or the owner of this establishment. Don't worry if you aren't the owner, instead this place will be ran by a fair-but-serious old woman who is good at stopping and preventing oglers and weirdos from causing problems.

Jumperburger (400 MP): A person needs more than just cute girls and the arts to live off of. Everyone needs to eat, so why not eat out at this nice restaurant. This fast-food joint specializes in various themed burgers, with the main theme of the place being decided upon purchasing this option (much like how Numazu Burger had deep-sea fish as its theme). In future jumps this place has a tendency to hire and attract mermaids and other monster girls, and will expand its menu and size based off of the jumps you visit. If purchased as an adult you may start as either an employee or the owner of this establishment. If you are not the owner, then this place will be ran by an easy going adult mermaid with a penchant for good marketing ploys.

Companions

Why go on this adventure alone? Here are some options for companions you can either bring or take. Afterall, its more fun to swim in a school than by yourself.

Import/Create (50 MP each, 200 MP): Got a companion you want to import here? Or perhaps this manga has inspired you to make your own OC. With this option you may either import a pre-existing companion or create a new one. They get a Species and Background of their choice, and a budget of 400 MP, though they may take drawbacks if they wish. Companions cannot purchase other companion options though

Canon Companion (50 MP Each): Has one of the locals charmed their way into your heart? Well, if you want to bring them along your chain, then by purchasing this option you'll have the option to invite them along with you on your chain as a Companion. Please keep in mind that they have to accept and agree to go along with you, you can't just kidnap them and shanghai them across the multiverse.

Drawbacks

Need some more MP for your purposes? Not sure why you'd be worried about that considering how laid back the setting is, but in exchange for some added troubles I can help you out with some more points. Drawbacks taken cannot be circumvented by perks or powers, and persist for the duration of the jump.

Irritating Traits (+100-200 MP Each, Mermaid Only): Not every mermaid species has the same or equal troubles, nor is every human being made equal. You seem to have one or more traits that make life inconvenient for you. These must be traits or qualities that can be ascribed to your base species. For 100 MP this trait must be a minor inconvenience, such as excreting a slippery substance when nervous or upset like an eel or discus, or feeling a compulsion to clean and sniff dirty things like a plecostomus. For 200 MP you can instead take a trait that causes significant problems in your daily living, such as extreme agoraphobia in a pearlfish or a needlefish's compulsion to violently charge at shiny things.



Chasing Tail (+100 MP): So many cute mermaids around, who can blame your for being a tad "enthusiastic". Just like a few character in this series, you've become a bit of a tailfin fanatic and you can't help yourself from obsessing over and ogling over mermaid tailfins. You can't help yourself when some literal tail is on the line. Sadly, most people will find your proclivities creepy, and constantly asking to see a mermaid's tailfin is often seen as a form of sexual harassment. So expect to get smacked around for your troubles, no one will pity you outside of fellow freaks, and others will see your sorrows as rightly deserved slapstick.



Scarlet Reaver (+100 MP): Dark powers and curses this, angels and demons that, yadda-yadda-yadda. I'm sorry anon, but you have a severe case of chuunibyou. You will constantly act with an overdramatic flair, use pretentious words incorrectly, and constantly frame everything you do like you're some kind of edgy anime protagonist. As a result, almost no one will take such ramblings seriously and everyone will look down on you for your chuuni tendencies.

Cat Food (+200 MP): Perhaps it's the fishy smell, but for whatever reason cats tend to constantly bother and attack you. Sometimes they might just come up and bat at other, other times they'll bight and scratch, but in general if you see a cat you can expect it to cause you no end of problems. I suggest finding a commute that helps you avoid them.



MY EYES! (+200 MP): This drawback actually provides two different problems for you to deal with. First of all, your eyes are now much more sensitive. Sunlight, bright flashes, bright screens, and the like will cause you a constant source of pain and strain on your peepers. The second part is that you're now much more prone to being "flashbanged" as it were. Anko punishing someone with her lantern? You're going to get caught in the splash zone. Some tourists taking a picture with their camera? You're getting a eyeful of light by accident. Such incidents will leave you stunned and in tears from the bright pain for a bit, and it will take several minutes to blink the spots out of your eyes. Expect to experience such accidents at least 3-4 times a week.

Get Bullied, Nerd! (+300 MP): There is someone in this world who has decided that they're your rivel/nemesis. They will be from the same background as you, and will constantly take every opportunity to bully, verbally spar, and one-up you. Even as you grow older, they will find a way to continue to be an absolute bellend to you in whatever way they can. Even should you try and show them up with your out-of-jump powers some twist of fate will conspire to even the playing field between the two of you.



Small Fry (+300 MP): Your background? Your age roll? Throw it away. You are now a small child in the third grade. Any powers or perks you might've had to change your age are suppressed, if you want to get older you'll have to do so the normal way. As a small child you are much weaker than an adult, and have a much harder time controlling your abilities and traits. Have fun going through adolescence again.



Ending

Congrats Jumper, your 10 years are up. Your Drawbacks have been lifted, and its time for you to choose how the next step of your journey shall go.

Salmon Returning to Spawn

Well, its been fun, but you think its about time to wrap up this multiversal journey and return home to your home dimension. You go back, keeping all the perks, items, companions, and other things you've collected along your journey. Have fun being a big fish in your small pond.

Happy as a Clam

Of course why should you leave this world? Ten years is a long time to get comfortable and set into your own groove. You end your jump and choose to remain here in this world of mermaids, keeping all your perks, items, and other souvenirs from your Chain.

To Stranger Shores

Your story isn't over, your migrations across the great cosmic seas is yet to conclude. Take the powers, people, and things you have collected and move on to the next Jump. May the tides bring you favor, Jumper.

Notes and Q&A

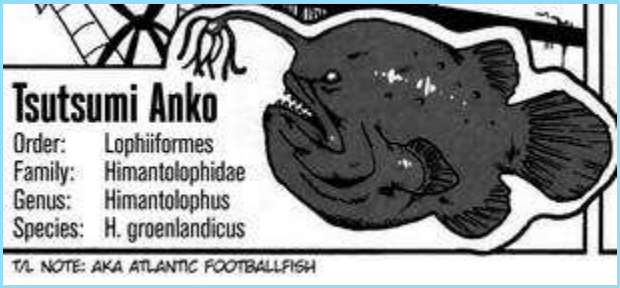
Are there any Mermen/Male Mermaids?
Its super unclear if there are or not. On the one hand we never see any at all, and we do know that mermaids do take humans as boyfriends. But on the other hand its implied that Anko's mom and dad have "fused" in the Anglerfish kinda way, and since her mom looks mostly normal I'm unsure if she did so with a human male. Then again I don't think the writer was thinking about that much. So the answer is FANWANK IT! I myself think the answer is no, but there's room to argue.

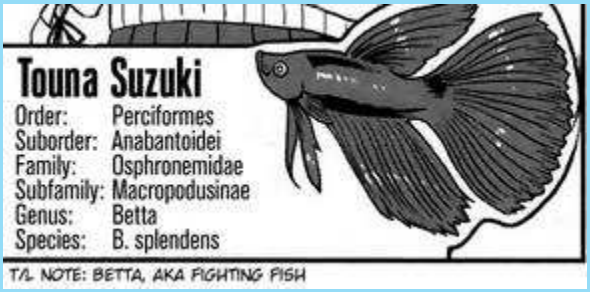
What kind of fish are we allowed to be? Can I be a crabmaid!?
Only "fish", meaning apparently only piscine type creatures seem to have mermaids. Though there is one Hagfish lady, so maybe? All that can be said is there doesn't appear to be any mermaids for crustaceans, mollusks, or marine mammals. Just fish. At the end of this doc will be a list of all the different Fish that have been used as the base for mermaids in this series. Use that as a guide.

Are there other types of monstergirls in this setting?
Doesn't seem to be, so I'm gonna say no.

Fish

Here are the types of fish used as the basis for the mermaids in this manga







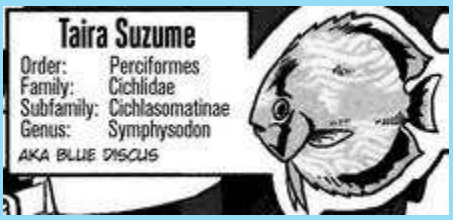


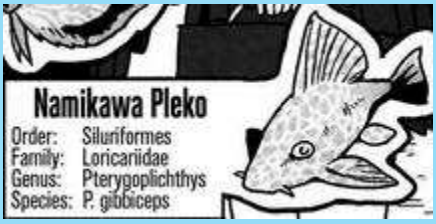






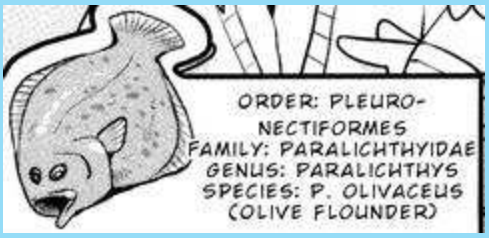






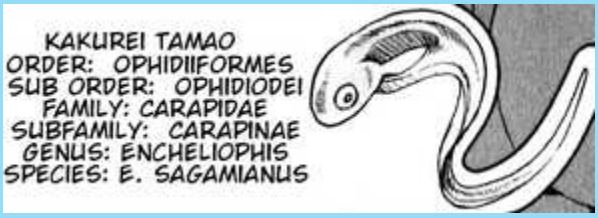



SAKURAI YAMAME
ORDER: SALMONIFORMES
FAMILY: SALMONIDAE
GENUS: ONCORHYNCHUS
SPECIES: O. MASOU


ORDER: PLEURO-
NECTIFORMES
FAMILY: PARALICHTHYIDAE
GENUS: PARALICHTHYS
SPECIES: P. OLIVACEUS
(OLIVE FLOUNDER)

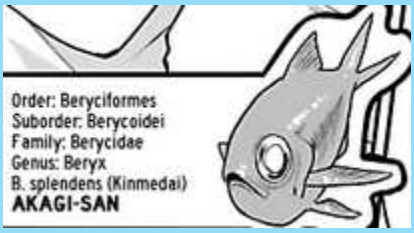

IWAI IWANA
ORDER: SALMONIFORMES
FAMILY: SALMONIDAE
GENUS: SALVELINUS
SPECIES: S. LEUCOMAENIS


Order: Argentiniformes
Suborder: Argentinoidei
Family: Argentinidae
Genus: Glossanodon
G. semifasciatus (Deep-sea smelt)
OKI URUME


KAKUREI TAMAO
ORDER: OPHIDIIFORMES
SUB ORDER: OPHIDIODEI
FAMILY: CARAPIDAE
SUBFAMILY: CARAPINAE
GENUS: ENCHELIOPHIS
SPECIES: E. SAGAMIANUS


Order: Hexanchiformes
Family: Chlamydoselachidae
Genus: Chlamydoselachus
C. anguineus (Frilled shark)
MANAGER


AGO TSUBASA
ORDER: BELONIFORMES
FAMILY: EXOCOETIDAE
GENUS: CHEILOPOGON
SPECIES: CHEILOPOGON AGOO


Order: Beryciformes
Suborder: Berycoidei
Family: Berycidae
Genus: Beryx
B. splendens (Kinmedai)
AKAGI-SAN

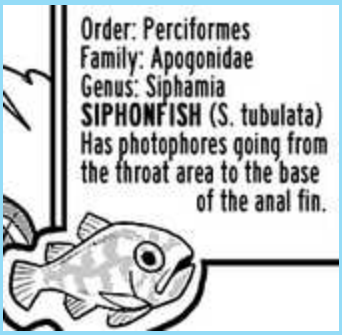

YOTSUMEHARA HITOMI
ORDER: CYPRINODONTIFORMES
FAMILY: ANABLEPIDAE
GENUS: ANABLEPS
(FOUR-EYED FISH)
SPECIES: A. ANABLEPS


Order: Perciformes
Family: Pomacentridae
Genus: Neoglyphidodon
N. melas (Black damsel)
SUZUMEDAI KUROYURI


SUTA-SAN
ORDER: MYXINIFORMES
FAMILY: MYXINIDAE
GENUS: EPTATRETUS (HAGFISH)
SPECIES: E. BURGERI


Order: Beryciformes
Family: Monocentridae
Genus: Monocentris
JAPANESE PINEAPPLEFISH
(M. japonica)
Also called "yoroiuo"
(armored fish).
Has bioluminescence.

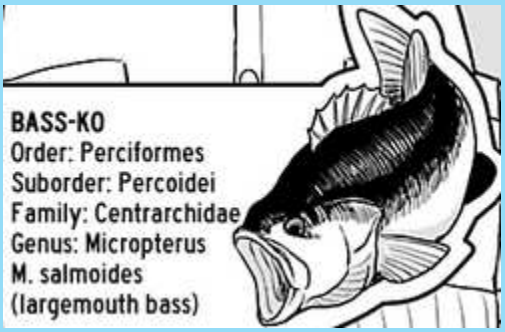

ORDER: PLEURO-
NECTIFORMES
FAMILY: PLEURONECTIDAE
GENUS: PSEUDO-
PLEURONECTES
SPECIES: P. HERZENSTEINI
(YELLOW STRIPED FLOUNDER)

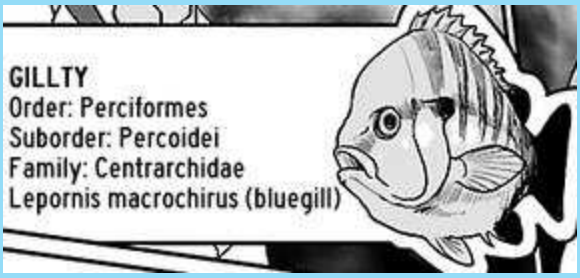

Order: Perciformes
Family: Apogonidae
Genus: Siphamia
SIPHONFISH (S. tubulata)
Has photophores going from the throat area to the base of the anal fin.

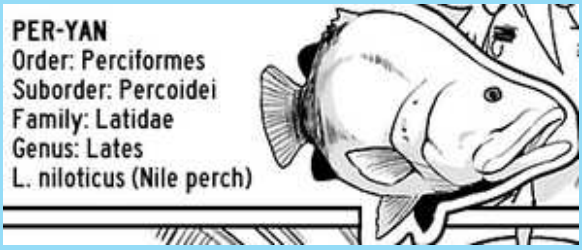

Order: Lamniformes
Family: Lamnidae
Genus: Lamna
L. ditropis (Salmon Shark)
NEZUMI MOUKA

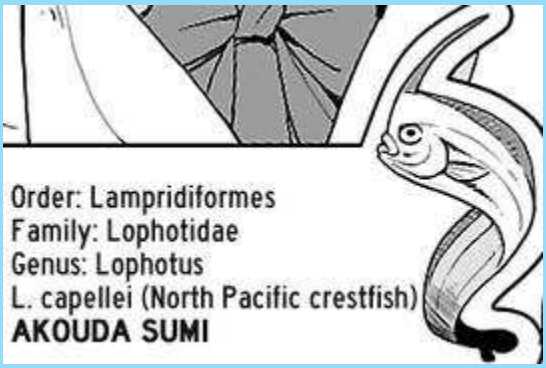

Order: Carcharhiniformes
Family: Sphyrnidae
Hammerhead shark
(Jp. "shumokuzame")
HANMA KIZUKI

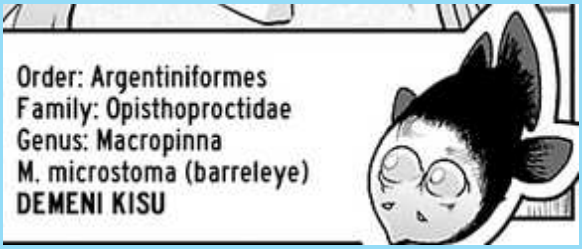

FUSAKA HANAMI
Order: Scorpaeniformes
Family: Scorpaenidae
Subfamily: Pteroinae
Genus: Pterois
P. lunulata (luna lionfish)

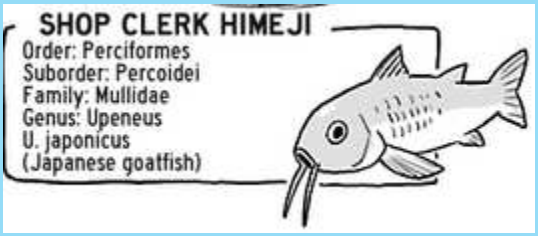

BASS-KO
Order: Perciformes
Suborder: Percoidei
Family: Centrarchidae
Genus: Micropterus
M. salmoides
(largemouth bass)


GILLTY
Order: Perciformes
Suborder: Percoidei
Family: Centrarchidae
Lepornis macrochirus (bluegill)


PER-YAN
Order: Perciformes
Suborder: Percoidei
Family: Latidae
Genus: Lates
L. niloticus (Nile perch)


Order: Lampridiformes
Family: Lophotidae
Genus: Lophotus
L. capellei (North Pacific crestfish)
AKOUDA SUMI


Order: Argentiniformes
Family: Opisthoproctidae
Genus: Macropinna
M. microstoma (barreleye)
DEMENI KISU


SHOP CLERK HIMEJI
Order: Perciformes
Suborder: Percoidei
Family: Mullidae
Genus: Upeneus
U. japonicus
(Japanese goatfish)