Reimu's Awesome Holiday (Just Got Ruined)

A Touhou Project Fangame RPG Jumpchain



Version 1.4

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Welcome to Gensokyo, the Eastern Wonderland of youkai, fairies, and other supernatural beings. In this Touhou Project fangame, Reimu is just about to take a much-needed, one-day vacation. Surely Gensokyo can last one day without her, right?

But a lot can go wrong in just one day, as a plan made almost 20 years ago finally reaches fruition. Before Reimu can depart, her precious Yin-Yang orbs are stolen by some old acquaintance she forgot all about. Moreover, the metropolitan paradise (or hell) Fairy City, long hidden from the rest of Gensokyo, has revealed itself to the world, and an election tonight will decide the future of the city and the world. Add in a bunch of characters acting *very* different than normal, and you have a high-stakes Incident in the making.

So get ready for a crazy, crass RPG of a Touhou fan game. You have just 24 hours to save Gensokyo (or at least help someone like Reimu save it). Buckle up, it's gonna be one hell of a bullshit day. You get +1000 Fairy Points (FP) to spend. Good luck, you're gonna fuckin' need it!

Prologue A: Location

Your adventure has to start somewhere. Though really, almost all of these places are pretty close together, centering around and in Fairy City – a bustling metropolis inspired by America. You can choose your starting location from the following locations for free, or you can earn +100 FP (separate from drawback limit) by rolling a 1d8:

1. Airport- Fairy City's very own airport, offering flights to Osaka. Unfortunately, all flights are canceled at the moment, due to some recent disturbances on the runway. Please don't forget your bags here, or airport staff will confiscate them and claim them as their own.

2. Park- The only part of Fairy City that isn't heavily industrialized, this small park – complete with trees and a small lake – is found on the east end of the city. A few people like to hang out there and relax – or use the area to hide from vengeful shrine maidens.

3. Fairy Canyon- A strange canyon (why are there stalagmites?) located a fair distance from Fairy City (but still in Gensokyo somehow). If you go north, you can find a train going back to the city, as well as an old power plant. Or you could try to explore the desert to the south, but why would you bother doing that? Oh, and watch out for the gang war exploding in the canyon.

4. Deep State- A secret, full-fledged city hidden deep beneath Fairy City. Prisoners here are forced to endure biological experiments and perform slave mining for minerals. Security is high, so don't get caught, or you might be in big trouble.

5. Fairy Mountain- Located to the north of the city, this snow-covered mountain is being used by the Red Company for something suspicious involving the radio tower at the peak. However, the mountain is brimming with anti-air weapons, so don't try flying around; even on foot, you'll be up against an entire army.

6. Presidential Building- The grand and impressive skyscraper made for the anonymous candidate who will soon be elected President of Fairy City – and soon Gensokyo as well. From a comedy room to an auction for rare items to a floor soaking up nature energy, there's plenty to see here, but be careful not to get lost. The top, gold floor, which requires a gold pass, leads to the president's office.

7. Forest City- A second Fairy City that is apparently under construction in the Forest of Magic right now.

8. Free Choice

Prologue B: Origin

Gensokyo is full of diverse races of supernatural beings, so please choose from the following options. You may keep your gender the same as before or switch to female for free. Age is irrelevant, given how wide ranged the ages are for Touhou characters (even some humans), so your age is either the age you were coming in or whatever you see fit for your origin.

Human- You're a perfectly ordinary human – just like Reimu, Marisa, Rika, Mokou… Okay, so none of these people are exactly mundane. Drop-Ins also count for this category.

Fairy- While typically viewed as the bottom of the Gensokyan totem pole, fairies are making a comeback in Fairy City, where the Red Company offers them a wide range of employment and makes them stronger than ever before. But as fairies ascend in power, they seem to be picking up the negative traits of humanity in the process. For instance, while Touhou fairies naturally regenerate from death, the ones in Fairy City appear to be losing some of their regeneration capabilities. Is their promised future in this city all that it's cracked up to be?

Youkai- A classical Japanese, human-hunting monster (which mostly take the form of cute human girls these days). From onis to satoris to vampires to magic beasts and more, there are many different kinds of youkai you can choose to become.

BakeBake- While these phantom-like beings may appear to be ghosts, they're really artificial creations made by engineering genius Rika.

PC98 Character- You're from the real early days of Touhou Project, the prototype period before Reimu's first official incident in Embodiment of Scarlet. While some fondly remember this era, others are quick to forget it altogether, sometimes arguing that it isn't even canon. Hopefully you're not holding a grudge over that. Your actual species can be any of the species listed above, but you will only get a discount for the PC98 origin; you can also choose one of the other species found in the PC98 games, like a spirit or devil.

Prologue C: Employment

All right, we figured out your background. Now the question is, who're you working for? There's tons of conflict brewing in this damned city, so it's time to see what side you're on.

Protagonist- Welcome to the party. For one reason or another, you have come into conflict with the Red Company, and are set on a path to confronting them once and for all. Expect to get invited/pulled into Reimu's quest at some point today.

Gangsta- It's time to fight the powah and stand up for the common man (or fairy, or youkai)! Cirno's leadin' the Baka Squad in a revolution, but with some of 'em defecting to the Red Company, there's a bigass turf war goin' on between the Bakas and Neo Bakas. Time to kick ass and win bitches!

Red Company- You are working for the illustrious Red Company, who so generously supported the development of Fairy City and provides all employment opportunities here. Don't get too cozy, though. If you show enough strength and loyalty, you may get the attention of the higher-ups and be promoted to an elite or maybe even an Administrator (or you might just get your powers stolen by Ellen), but for the common fodder, there's nothing ahead except grinding through your daily 65-hour work shifts – and if you're really unlucky, it's rumored there's a place down below that's even worse.

Entrepreneur- It's hard making a living when everything is monopolized by the Red Company, but you're still finding a way to earn some cash. After all, someone has got to pay for your kid's college fund.

Chapter 1A: Perks (Origin)

Now it's time for the staple of this game: bullshit powers. All discounts are 50% off (100 FP discounts are free).

Victory Fanfare (100 FP)- Whenever your team wins a battle, all party members immediately regain a small bit of health. Please note that this does not happen until the battle is entirely over - as in all current enemies are defeated (though that only applies to the ones you are fighting right now, even if more are waiting in the wings). You only regain a small percentage of your max HP, but it's still a handy trick.

Drink to Your Health (200 FP)- Given just how popular alcohols are in Gensokyo, it should be no surprise that the health "potions" in the RPG are sake drinks. With this perk, all alcohol drinks you and allies consume will have healing properties. The exact properties of the effects will vary depending on the type of alcohol you drink, so feel free to experiment (typically, the higher-end drinks will heal more than the cheaper ones).

Naturally, this also means that the normal harmful effects of alcohol such as liver damage no longer apply to you when you drink, unless you consume an especially dangerous and poorly brewed mix. However, while drinking alcohol will probably heal short-term damage to your body, it won't easily heal long-term damage like preexisting liver damage unless you get lucky and drink a particularly rare and potent brew that turns out to be capable of that level of deep healing.

Note- While the sake drink (and beer) items in the game will still have healing properties even without buying the perk, you won't get the healing properties for all alcohols in general unless you take the perk, and any sake not found in this jump won't heal you without this perk.

Battle Flow (300 FP)- By subconsciously pressing down on the "Shift" key, you can increase the flow of battle. It does increase the speed of everyone fighting (both friend and foe), but you can use it to your advantage at times – for example, to defend yourself as quickly as possible whenever a really strong attack is being performed on you. Similarly, speeding up the flow lets you more quickly recover from being stunned/paralyzed and get back into the fight, or more easily recover from a back attack or ambush.

Guard (400 FP)- Whenever you Guard (by subconsciously pressing the "D" key), damage to you is reduced to 1/4 its original amount; plus, after performing the action, your vitality and your danmaku/magic points get restored by 5%. Not to mention, after performing Guard, the time for your next "turn" (when you can take action again) fills up quicker, letting you near-immediately retaliate or heal after a devastating blow. However, when you are Guarding, you cannot perform any other actions until you lower your Guard. In addition, whenever you take another action, you must wait a minute before you can Guard again.

Last Word (500 FP)- When your health reaches a critical/low state in combat, you can unleash a special, signature attack unique to you. It might summon mooks to defend you, unleash a super-

powerful attack, fuse with a partner, isolate the enemy team leader for one-on-one combat, or even a combo of these or other options. Whatever it is, though, it will give your enemies a hard time.

Honest Man's Death (100 FP, Free Human)- When active, you gain the "Possessed by Phoenix" buff, which doubles the damage of your attacks. However, you also lose 15% of your HP each time you perform an action.

Enduring Phoenix (200 FP, Discount Human)- Even though Mokou lost her immortality to Ellen, a spark of the Hourai Elixir still burns in her, allowing her to still draw upon some of its power to fight – whereas Rumia was completely powerless after losing her power to Ellen. If you ever lose one of your abilities, you'll still retain a small piece of its original power(s), even if that power is sharply diminished from what it once was.

Machine Bond (400 FP, Discount Human)- When you bond with your mechanical babies like Rika does with her tanks and weapons, their power is always with you, even when you're on your own. Basically, if you have bonded strongly with a technological weapon, vehicle, or tool in your possession (use it often, take good care of it, etc.), you will be able to use its powers yourself, even when the machine isn't directly on hand. For instance, you might be able to personally use the cannon blast that your precious tank can fire. However, your versions of the machines' powers will be weaker than the original version, though it's possible to increase their strength with a lot of training (and by using the tools often to further bond with them).

Who Needs a Special Ability? (600 FP, Discount Human)- It may be surprising, but Rika's crazy engineering skills aren't an awakened ability at all. In fact, unlike the plethora of characters pulling new special powers out of their arse, Rika never needed an ability awakened; she figured she could do it on her own, through her own sweat and tears.

This perk allows you to, by putting enough personal efforts into your existing abilities, help them reach their full potential and beyond. Even without getting extra abilities awakened, you can make your "ordinary" abilities just as powerful. The perk also gives you some of Rika's skills in engineering various weapons and vehicles.

Fantasy Spark (800 FP, Discount Human)- A copy of the signature attack by Reimari (a fusion of Reimu and Marisa) that combines Reimu's Fantasy Seal and Marisa's Master Spark attacks for one super-powerful attack, capable of destroying even an RPG final boss in one hit. And you thought that the two heroines' powers were bullshit just on their own, this goes to the next level. Elemental-wise, it deals incredibly heavy dimension and star damage. Naturally, since it combines both of these strong attacks, it uses up a crapton of your danmaku/magic/energy, but it's well worth it.

Geographical Superpowers (100 FP, Free Fairy)- Ya know, the ones you get in school – the Bakas all be like "school is useless", but Dai learned a thing or two. You have a knack for detecting unnatural features and alterations to the environment around you, such that you could figure out that a desert used to be a giant cave system that got blown up.

Suspicious Medicine (200 FP, Discount Fairy)- A special move developed by Cirno that applies strong healing to the whole party.

Work Around the Clock (400 FP, Discount Fairy)- The fairies in Fairy City are severely overworked, with work shifts that have more hours than there are in a day – and yet the fairies keep on the ol' grindstone (probably why the Red Company decided to exploit fairy labor). Now, as long as you have something to work on, you can keep working nonstop without fatigue. Not even lack of food, water, or sleep will hinder your progress. That said, the longer you work without stop, the more that stress will gradually build up; your stress level will also heighten if you die (even if you use 1-Up type abilities to return to life).

Evolution of the Fairies (600 FP, Discount Fairy)- Much like how the fairies of Fairy City have advanced beyond their humble beginning and are now everything from police officers to bureaucrats to soldiers to assassins, you can use this perk to grow your abilities to gain relative competence in any field you wish, even if aspects of you would normally prevent you from excelling in those areas. For example, an evil-tainted being could become a holy-blessed paladin, or a peaceful-minded nature spirit could become skilled in wielding guns and other advanced weapons of war.

Of course, you must put some decent time and effort to go beyond simple competence in your field(s) to becoming a professional, but it's still possible with enough work. However, the biggest weakness of the perk is that while it allows you to excel in things that your preexisting condition would prevent you from advancing in, increasing your competence with this perk will cause you to gradually lose abilities that go against the new field you are focusing on. If you are a nature spirit like a fairy, for instance, advancing into an industrialized/urbanized profession would gradually reduce your affinity to the natural world – and the blessings that come with said affinity.

Experimental Fairy (800 FP, Discount Fairy)- You can now transform into the different kinds of mutated fairies that Ellen created during her initial experiments to upgrade fairies. These include the Hoshi Fairies (blue cartoon stars with fairy wings), Haato Fairies (cartoon red hearts with fairy wings), and Lizard Fairies (lizard/crocodile people with fairy wings and fairy-style dresses). Hoshi Fairies can use the powerful Atomic Ray attack, as well as attack physically. Haato Fairies can use star, flash, and piercing-type magic. Lizard Fairies, in addition to high HP, can use brain waves to mind control targets and turn them against each other, and they can also physically slash the whole party; they're weak against flash magic.

Chimeric Alien (100 FP, Free Youkai)- Apparently Nue is a chimera made up of many animals – don't bother checking the wiki. As a result, she can safely eat anything – even minerals (since one of her animals could do so). Like her, you can safely digest anything that at least one kind of natural animal can eat (oh, and you can consume minerals, too). That said, the quality of said materials can affect the quality of your food, with poor-grade gravel giving you indigestion, for instance.

This also means whenever you defeat a creature, you can absorb the specimen and gain a slight attribute from it (only one attribute per species, though). In addition, you get access to the Danmaku Chimera attack, which does piercing damage to all opponents and lowers their strength.

Wriggle Deflect (200 FP, Discount Youkai)- A special move that shields a selected party member (yourself or an ally) from a single attack. When that attack hits, the intended target will not suffer any damage – furthermore, the attacker will suffer the full damage that the attack would have otherwise caused to the target. Only a single person can benefit from the shield at a time; if you cast it on another person, the shield switches to the new person. Fortunately, Wriggle Deflect requires no energy at all to use, so you can cast it again and again and again.

Wriggle's Awesome (400 FP, Discount Youkai)- What, you haven't heard of Wriggle? She's the most badass of youkai, the "almighty moving Sun" of bioluminescent energy! She could take down a 50-foot cat and the whole Deep State single-handedly. …Well, at least she's that badass in this fan game, where the creator had a clear bias in her favor.

Essentially, this perk increases your overall strength – both physical and magical – inversely with the average power level of your current form (as in for your species, not you personally). If you are in the form of something that is normally weak, whether it's a fairy, low-power bug youkai, or goomba, you'll find your power skyrocket – in contrast, if you're already something strong like a dragon or Yukari, this perk will have minimum if any benefit. Your willpower will likewise increase if your form's species is weak on average.

Selfless Love (600 FP, Discount Youkai)- *Ante nos stat gratia Dei. Occare alas dapes sanguinis. Lux deo senescenti parit desperationem. Lux tremit et fades. Deus lucem, populus mortemque timet. Exstinguetis Dei lumen ad victoriam nobis opitulari. Adero…aspicio.* "Before us stands the grace of God. Harrowing wings feasting of blood. Light brings forth despair to the aging God. Light flickers and fades. God fears the light, the people and death. You shall snuff out the light of God to aid us to victory."

Just like Koishi in Hard Mode, you have a second stage in your boss battle. When you die or are otherwise defeated in combat, you can choose to rise back up for another round. Your health is significantly reduced to a minimal level (60 HP tops), but now every attack against you does only a single point of damage to you (no matter how powerful or magical). In addition, when you activate this mode, you also cast a spell to remove all attack items (aside from held weapons) from your opponents, though they will regain them after the battle (if they survive); you also cast a spell that temporarily reduces all opponents' levels to level 1. On the downside, when you enter this second battle stage, all your current opponents regain their full health and danmaku/magic points.

Subterranean Rose (800 FP, Discount Youkai)- The ultimate power of Koishi, letting you "forget" and remove the existence of all enemies currently on the battlefield. This is an instant KO attack that erases even named bosses with no saving throw. However, the energy required for this attack

will always be higher than your normal magic/energy level, so you'll need to boost your magic reserve significantly to access to the move.

Moreover, do not take this power lightly for it does not simply insta-kill victims but erases them from existence, from the very timeline. Everyone except those with memory protection abilities will entirely forget the victim(s) ever existed. This is also an indiscriminate attack, targeting all enemies in range, so be cautious; you can target a single person if you want, but doing so only removes the target from existence until the battle is over, at which point the erased character returns. In addition, you never gain any experience, money, items, or other benefits from winning a fight with Subterranean Rose; after all, nothing really happened, did it?

Bake Bakes Have Families (100 FP, Free BakeBake)- It's kind of strange, but even though they're artificial constructs, some BakeBakes have families – and kids! This perk ensures that no matter your form, you are capable of basic organic lifeform functions such as eating, drinking, sleeping, the five senses, and reproduction, even if those things shouldn't be possible in your current form.

Kamikaze Farewell (200 FP, Discount BakeBake)- You now know an incredibly powerful self-destruct attack that can cause massive damage to all foes. Unfortunately, in doing so, you blow up – though unlike those poor Bake Bake Kamikazes, you don't die but just get knocked out.

I Was Grabbing An Item! (400 FP, Discount BakeBake)- Sometimes when you have predictable patterns or are slow, it's easy for someone to simply walk around you and avoid a battle – but what if they're already busy. When an enemy takes a non-combat action, like reading a note or picking up an item from the ground, you can freely approach them without them changing course; they cannot abort their current action, but must fully complete it before they can take any action against you. Does not work once combat has actually started.

Mecha Mounting (600 FP, Discount BakeBake)- Like the Bake Bake Mechas, you can mount weapons onto your body (doing so will not damage or hinder your body). Once you have grafted a weapon or tool onto yourself, you can activate and control said tools at will. Feel free to attach multiple weapons if you like. Also, unlike the Bake Bake Mecha, you know how to detach the items from your body, too, if you want to take them off at some point.

Artificial Poltergeist (800 FP, Discount BakeBake)- Despite being mechanical creations of Rika, the Bake Bakes look a lot like Japanese ghosts – and they actually have some of their attributes, like phasing through walls. Whenever this perk is active, you are considered to be part ghost, which can be advantageous in some situations. For instance, since ghosts can pass through physical barriers, you can do the same with this perk, while still having the physical benefits of your non-ghost self. On the flipside, if your form is already a ghost/spirit, your body counts as part machine with this perk, which has its own advantages.

Orange Dragon (100 FP, Free PC98)- When you activate this perk, you can get a multiple personality disorder that makes you greatly pliable to suggestions. Basically, when you are in the "default" state, anyone can order you to gain a specific personality, whether it's a servant or a James Bond spy. While this might seem kind of bad, it's actually quite useful, as you'll become

highly skilled in whatever persona/role you're slotted into. Your physical appearance and strength will also alter to match your persona. And once you're in one of those personalities, nobody can alter your mind. You can subconsciously end your personality modes whenever you wish, but otherwise the switch back is random, with durations ranging from 10 minutes to 4 weeks.

You also get Sara's special ability: to perfectly play any acting role in a movie (plays and similar performances also count) to a tee.

Beast Master (200 FP, Discount PC98)- You have the lineage of a clan that was the longtime enemy of the Hakurei shrine maidens. With this power, you can strengthen the might of animals, turning even a tiny cat into a truck-sized behemoth. And when you link up your power to your pet beast, you can sharply increase its physical strength.

When you directly channel your power into one of your pets, it can also learn a special, Last Word-grade attack. While some animals might have their own special moves, the most common version is White Scream, which eternally stuns all foes (at least until the battle is over); however, while this mighty roar can paralyze even the bravest of tigers and make them fear for their lives, it is ineffective on people who are completely fearless.

Also, since you are channeling your life force directly to your beast partner for the power-up, be careful about giving it too much of your energy. You won't initially be drained, and you could later regain the donated energy through your bond given enough time, but if your pet is defeated, you will instantly lose all the energy/health you gave it, dealing high damage to you.

S(h)in Switch (400 FP, Discount PC98)- You can split yourself into two separate beings, with your powers/abilities divided equally between the two of you. While split, the two of you benefit from what could be called "bullshit weakness swapping". The two of you are only ever weak to a single type of damage (elemental, piercing, star, etc.), while being immune to everything else – in fact, being hit with one of your immunities will heal you; both of you share the same weakness. And when you want to switch things around, you can use your yin-yang power to swap out your weakness for a random new one (with your immunities adjusting accordingly).

After randomly selecting a weakness and immunity, you must wait five minutes in battle until you can roll for a new weakness and immunity; if you are not currently engaged in combat, you must wait 30 minutes. The random selection of a new weakness also gets automatically triggered if you are hit by an attack that embodied your weakness up to that point. You can't roll the same weakness twice in a row, but previous weaknesses will be added back in as options for later weakness rolls.

In subsequent jumps, the available options for damage immunity/weakness have to be damage types available in the current setting (for instance, Final Fantasy X would be fire, lightning, water, ice, and holy – whereas in Pokémon, it would be the 18 different Pokemon types). Physical damage types also count (such as Cut, Hit, Punch, Shoot, and Shout for FF7). However, while you can only use damage types available in the setting, you are not required to specifically match

a damage type used by your enemies; if they didn't think to bring a certain kind of damage in their party, they'll be out of luck. Also, if new damage types get introduced to a setting (like spreading elemental magic or laser weapons into Game of Thrones), the new type(s) will be available as potential immunities/weaknesses.

In addition, the available options for your random immunity have to be ways that opponents can directly damage you. For instance, aging/de-aging wouldn't count as an option normally unless it's something used as an attack in the setting, since that's something that just happens rather than being an enemy's attack; likewise, a vampire's weakness to the sun wouldn't count unless you're in a world where people can use sunlight as an attack (such as a world with sun or light-elemental magic).

For any preexisting immunities and/or weaknesses you have, if they would qualify for options in the damage weakness/immunity roulette where you are, S(h)in Switch will override those respective immunities/weaknesses accordingly. However, if your preexisting immunities or weaknesses are not common in the setting you're in and therefore wouldn't count as options for the random weakness/immunity, those respective immunities and/or weaknesses won't be affected by the perk's use.

Tiger Thief (600 FP, Discount PC98)- Like Tiger Ellen, you have the awakened power to steal other people's powers and abilities. She was even able to steal Mokou's immortality. Afterwards, you get full access to that stolen power and can use it at will – though it doesn't make you an expert at using your new power(s). Once the power is stolen, the victim in turn loses that power entirely, which can significantly weaken them. Unless you choose to return the power to the victim (either willingly or unwillingly), you will retain the stolen power, and you can steal and keep multiple powers at once.

However, you can only steal powers if the target isn't at all aware of your presence; if someone gets so much as a feeling that you're next to them, your ability won't do anything. If the target has an ally on hand who is likewise alert and cautious, your theft power will fail, too. Once you have revealed yourself, no chance in stealing powers. In addition, you can only ever steal one power (or overall grouping of powers) from an individual; you can steal Mokou's immortality, for instance, or her fire abilities, but not both.

Soul Reflection (800 FP, Discount PC98)- You can manipulate reflections around you to create subtle illusions that let you feign damage. People will seemingly be able to attack you, but none of their attacks will do damage (not even powerful ones) because the illusions are misdirecting them. On the flipside, you can use the reflections to create illusionary attacks that, strengthened by the scale of the reflections, cause actual damage to enemies. The scale of your illusions rises with the number of reflections at your disposal; if you are surrounded by mirrors, you could be nigh invincible. However, while you can target multiple enemies at once, this perk is only effective if each target is a single person, with one soul and one mind; beings that have multiple minds/souls such as fusions will not be affected by your reflection illusions at all.

Chapter 1B: Perks (Employment)

All discounts are 50% off (100 FP discounts are free).

Friends Got My Back (100 FP, Free Protagonist)- You have the good fortune of having friends with sufficient paranoia to ward off any potential sneak attacks on you. As long as you're alongside allies, anyone trying to sneak up on you will be detected. You can still be trapped or ambushed, but nobody will get close to you without you or a friend sounding the alarm, foiling whatever they wanted to do undetected.

In addition, the perk makes it easier for you to recognize imposters posing as people you are familiar/friendly with. In fact, the perk increases the likelihood that the impostor will say something that directly contradicts what you know about the person – maybe even something you just learned a few hours ago.

Join the Party (200 FP, Discount Protagonist)- This is an RPG, after all. You have exceptional luck for conveniently encountering people who, if you talk to them, will easily sign up to be on your team. Even if your recruitment speech is just, "Yea, cmon join," potential recruits will find your request surprisingly persuasive. Sometimes you'll need to do something extra to encourage them to join like pay for their drinks, but as long as they're not an enemy (now), they are likely to join you with little resistance.

Fair Play is Fair Play, Bullshit is Bullshit (400 FP, Discount Protagonist)- If you restrain your powers to fight opponents at their own relative level of strength/expertise, most enemies will be impressed by your fairness and choose to fight you honorably, even if that means restricting their own tricks. After you defeat enemies while on a relatively even level, your enemies are more likely to view you with respect.

If, on the other hand, people insist on using bullshit, overpowered/cheat-like tactics against you, you and allies will start to, by seeming happenstance, gain your own bullshit advantages as a counter. Thus ensuring that the playing field remains even, and that you have a fair chance to win.

One Day (600 FP, Discount Protagonist)- It's amazing how this epic, multi-chapter RPG covers the span of just one day in Gensokyo – from morning to midnight. When you choose to activate this perk, fate will work to culminate the final confrontation/endgame of your current conflict with an antagonist within 24 hours maximum. Clues and events will manifest to draw you to the final battle before the end of the day, and prepare you for the showdown. However, in turn, this perk will accelerate whatever plans your enemy has in store. A superweapon or invasion plan that should have taken months or years to complete may now be ready for action before the day is done. But at least you can settle your conflict once and for all, one way or another, in a timely fashion.

There is a secondary element of this perk that can be activated independently of the previous aspect: every year, you are guaranteed one day off. No matter what responsibilities, challenges, or hassles keep you from taking a break, you will have a perfect day off – nothing will go wrong

for you, the things you're leaving behind are in good hands, etc. It'll just be a single day – no more than 24 hours – but it's a much-needed reprieve, and maybe that's enough.

Becoming One (800 FP, Discount Protagonist)- When you have an especially strong, positive bond with someone, you can "become one" with them and merge together into a fusion form. This fusion can be triggered simply by holding hands, though you can do some sort of dance if you feel like it. You and your partner's powers and strengths are combined, which could make you nigh unstoppable if both of you are really strong (see *Fantasy Spark* for example).

More than that, since the two you fuse together, your fused body, while technically a single person, is considered to have two souls within. So any attacks or defenses against you that revolve around the opponent focusing on a single opponent will fail, since they are technically forced to target both of you rather than a single person. For instance, illusions that rely on targeting the mind would fail due to the paradox of your minds' fusion.

Gangsta Speed! (100 FP, Free Gangsta)- Daiyousei's special move, which increases the agility of yourself and all allies.

Bustah Killah! (200 FP, Discount Gangsta)- Whenever you use a gun, your chance of dealing critical hits increases, and you can hit all enemies in range in one attack. Perk does not increase the strength of attacks made with guns, though.

Bakas Got Brains (400 FP, Discount Gangsta)- Hey, don't underestimate the brutish Baka Squad – they may prefer brute force, but together they can gather all the best fakts about the enemy, even down in the secret Deep State. This perk increases the competency in regard to intelligence gathering for all comrades/followers in your gang/group. Even a lowly, slumming goon in your team might end up having super hacking skills.

Threaten (600 FP, Discount Gangsta)- A special move that removes all buffs and other positive effects from all enemies.

Absolute Loser (800 FP, Discount Gangsta)- Shion's special move, which gives all enemies the notorious status effect of Depression. Enemies afflicted with Depression become weak to every element/type of damage, and they lose whatever elemental immunities they may have had prior.

The Generous, Beloved Red Company (100 FP, Free Red Company)- You (both you individually and groups you lead) are able to cover up your illegal and immoral actions from the overall public and maintain a general public image as a positive figure. The average person is inclined to view your organization in a positive light, and they'll dismiss hints of nefarious activities by you as baseless rumors unless confronted with direct proof. However, while this perk protects your overall image for the general public, it does not prevent individuals with strong determination and independence from investigating what's really going on behind your seemingly benign leadership.

The Mysterious Boss (200 FP, Discount Red Company)- Whenever you lead a group or organization, you can keep your position as leader secret from everybody except those you specifically tell. Those who know you are the boss will keep quiet about your identity, and it becomes exceptionally hard for others to figure out who is the real boss. However, it is possible for people to learn small clues about you – like what the boss's favorite drink/food is, or what the boss's demeanor is like. So it is possible for someone to feasibly assemble enough clues to piece together who is the boss. But even then, they won't be 100% certain, and until you admit it directly or someone in the know tells them, they're just as likely to guess it's someone else entirely.

Secret Development (400 FP, Discount Red Company)- Despite being constructed over the course of 20 years, Fairy City was able to avoid detection until the very day it was prepared to announce its presence in Gensokyo. With this perk, you can establish and populate bases, cities, kingdoms and other institutions/structures without anyone outside the city noticing something amiss. On the flipside, you can convince people living inside the place you've built to keep quiet about the whole development, too. For extra effect, you can create a mirrored illusion around your area so people won't spot it. However, the perk's protection vanishes once the place you were hiding becomes directly involved in the world around it, or if you announce its presence to the world.

Reflected Potential (600 FP, Discount Red Company)- Like mirrors, you can gaze into the heart of a target who makes direct eye contact with you (or at least with part of your body). Once you have synced up with the target, you can alter them in several ways. First, you can unlock any of their memories that have been lost or sealed away; on the flipside, you can seal memories away. Second, you can change their personality to whatever you want (just keep in mind that even if you alter their personalities, it doesn't necessarily make them absolutely loyal to you, though with the right personalities they'll be more likely to follow your lead).

Third, for each individual that you affect with this perk, you can awaken a special ability they otherwise could never access; the abilities shown in the *Orange Dragon* and *Tiger Thief* perks are just a couple examples of the many new abilities they could unlock. However, you can only unlock one special ability per target. More than that, your perk can bring out the true potential in someone's soul, such that you can greatly increase the power of whoever you influence with this perk – even weak fairies could become really strong after you tamper with them.

Mirror Model (800 FP, Discount Red Company)- As if you have the power of possessed mirrors, you can create mirror copies of individuals. To do so, you must have been in close range of the subject, but even when you're in front of them, you can generate the clone without them noticing the copy at all. The mirror clone has all the powers (and items) possessed by the original, but not their mind or memories, meaning that it could break its cover if people know the original's character well; if you take the time to teach it, though, it can learn about the original and thereby pretend to be the original easier. Also, the copy's powers are initially diminished compared to the original's, so it will need to train to fully reach the potential of the original. Mirror clones you make with this perk are automatically loyal to you, their creator. The copy retains the appearance of the original even when damaged, but after being killed, it will shatter into pieces of glass.

Misfortune Digger (100 FP, Free Entrepreneur)- Turns out Hina's plan to dig to the other side of the world by spinning actually worked – or would have, if she didn't change the course of her tunnel at the last minute when she detected some tasty misfortune. By spinning constantly in a circle, you can drill through the ground below you, even piercing through rock and whatever obstacles are in your path. However, you must continuously spin to receive the benefit of this perk; if you ever pause spinning, the drilling will grind to a halt until you resume your spin. In addition, you can now sense misfortune around you; it has such a delicious aroma.

Moral Support (200 FP, Discount Entrepreneur)- You don't feel like throwing yourself into the fray, but you can still support your allies from the sidelines, right. With this perk, you can stay on the sidelines of a fight without the opposing side(s) attacking you. More than that, the perk lets you support the side you want to win by using items that can fill a support role, like tossing your guards a power-boosting potion; the opposing side might get upset and yell at you, but they won't act against you, only against the actual people in the fight. However, you cannot take any direct actions against a side (like attacking); doing so will cause the perk to fail.

Drink Alchemist (400 FP, Discount Entrepreneur)- You are skilled at brewing high-quality drinks – both normal and alcoholic kinds. Furthermore, by experimenting, you can make the drinks you concoct have special effects on whoever drinks them – boosting their energy, healing them, etc. It'll be a matter of trial and error to brew up the new drinks, though, and you'll need to experiment with – and test – the drinks to know just what you have concocted.

Gap Stalker (600 FP, Discount Entrepreneur)- You can unnervingly track a person you are familiar with, and generate portals that link up to the current vicinity of your target. You can't actually move outside the other end of the portal, though – at most, you can poke your body out for a peek, but you can't fully exit the other side. Still, it's a good way to stay in contact with people you're invested in – or want to harass into buying your wares. Also, people you stalk with this perk, though they might still feel annoyed with you, are affected by your charisma and more likely to do business with you even if they don't exactly like you.

Gap Inventory (800 FP, Discount Entrepreneur)- By generating portals around yourself, you can attract common, buyable items to your possession. They're mostly basic items for sale in the area, but on occasion you'll get some rarer items (sometimes even legendary or forgotten/abandoned items). Plus whenever you go to a new area, you continue to attract some items from the past places you've been, while also getting new things from where you are now.

The portals additionally act as a storage depot for you, letting you store all the miscellaneous items you collect with this perk (you can throw other items you have into the portals for storage, too). Also, unlike Yukari's own method of basically looting people's possessions for her stock, your items are simply created rather than stolen (though you can still use your portals to also snag people's belongings if you want; despite the dubious origins of those items, nobody will call you out on the thefts.

Chapter 2A: Items (Origin)

All discounts are 50% off (100 FP discounts are free). In general, you can buy multiple copies of an item, but only the first purchase can be discounted. If an item is expended, lost, or destroyed, the item will be restored to your possession in prime condition after 24 hours, unless the item description says otherwise. Also, people gained as items here do not count against companion limits unless directly imported as one.

Vending Machine (Free)- One of the many vending machines found all over Fairy City, courtesy of the Red Company. Enjoy some snackery snacks or watery Mt. Fuji water! And yours doesn't require you to pay money for the amenities (though you can choose to make it cost money for others wanting to use it).

Magatama Collection (300 FP)- A collection of the various magatamas (attack items) found in the game. Each type of magatama does a certain kind of moderate damage – the Piercing Magatama does piercing damage, the Flash Magatama does flash damage, the Star Magatama does star damage, the Dimensional Magatama does dimensional damage, the Elemental Magatama does elemental damage, the Neutral Magatama does neutral (physical) damage, etc. You get five of each magatama.

Burn Inn (100 FP, Free Human)- A copy of the two-floor, luxury hotel owned and run by Mokou. While you can rent out the rooms to customers, the deluxe suite (room 106) is reserved for you and your friends. Your private room features the most essential function of an RPG inn: you heal and gain back your energy whenever you rest up here, even just for a short while. The seemingly broken elevator, which actually led to the Deep State in the game, connects to your Warehouse.

Ofudas (200 FP, Discount Human)- A set of ofudas originally owned by Mokou and stolen as a victory reward by Reimu. While holding this ofudas, you can use the Youkai Buster attack, which deals weak dimension damage to all enemies and lowers their speed; it's also super-effective on youkai. If worn as accessories, they protect against fire and enhance your own fire abilities.

Rika Flower Tank mk.II (400 FP, Discount Human)- Rika's latest battle tank; it's missing flowers because Rika got tired of painting them on after each destroyed tank. In addition to attacks like Petal Cannon and Flower Spark (a proto-Master Spark attempt), the cannon can shoot out Bake Bakes as live projectiles – each Bake Bake projectile actually contains three Bake Bakes, which will fight whoever is hit by their projectile form; you may eventually find ways to use other Bake Bake variants as cannon projectiles. If you get really desperate, you can rev up the tank and trample your enemies flat in a devastating charge – and then hit 'em again after you switch into reverse! The tank is weak to piercing and star-type damage.

Evil Eye Lola (600 FP, Discount Human)- A copy of the Evil Eye prototype that Rika built (using some interdimensional parts Yumemi gave her) and kept around rather than scrapping. Was originally named Evil Eye Ligma (LIGMA stands for Lightning Interstellar Gamma Motor v. Alpha), but Rika changed the name since the throwaway name wasn't really important. She comes armed with tons of firepower, including grenades, rockets, laser rays, and lightning. As a final

attack before being destroyed, she can also unleash the powerful "Breath of the Yellow Dragon" attack on all opponents.

Lola is also accompanied by the smaller robot Evil Eye Zeta (originally a blueprint for Omega, but later upgraded); Zeta uses gravity magic, as well as a "tuning" spell to heal herself and Lola. Lola's set up so you can visibly sit in the cockpit of the eye, but you will be protected from all damage while riding inside her. Even if the machine is completely destroyed, you'll be unharmed and ready for another round…that is, if you care to keep fighting at that point.

Fairy City Museum (100 FP, Free Fairy)- An art museum featuring numerous artworks made by local fairies (as well as some fan pieces submitted to the game designer). Any art you have made can also be displayed here. In addition, the museum contains models of several Fairy City vehicles/weapons and Nue's UFO. While you (and the artists) can come in for free, everyone else must pay a small fee for admission, with the money transferred to you.

Legendary Fairy Elite Gear (200 FP, Discount Fairy)- The gear used by the Red Company's Legendary Elites (the Fairies of Light after they got brainwashed). Sunny's sword can deal heavy damage to the whole party in one swing. Luna's gatling gun does strong damage and has a high chance of critical hits. And Star's regen potion gives you and allies regeneration (healing your HP every turn). Purchase also comes with badass sunglasses, of course.

Fairy Soldier Team (400 FP, Discount Fairy)- You get a squad of up to six fairies of your choice, ready to fight and die for you (multiple times). They can be any type of fairy found in the game – Special Elite Grand Fairies, Assassin Fairies, Lizard Fairies, etc.; you can also have the unit consist of multiple types of fairies if you want.

Plantarium Amenities (600 FP, Discount Fairy)- A copy of the four fairy spots on the Plantarium floor of the Presidential Building, which soaks up nature energy to empower fairies (and anyone else who uses the facilities). The effects can be stacked by using them multiple times in a row. The purchase gives you four areas:

Punching Trees- These resilient trees can increase your muscles by punching them with sheer force. If you punch one of the trees 20 times, you and all members of your party will start the next fight with a slight boost to your strength stat.

Fountain- When you drink from this spiritually refreshing water, your party will begin the next fight with a slight boost to your danmaku/magic.

Forest Room- If you sit down on one of the comfortable benches for at least 20 seconds without getting back up, your party will start the next fight with a slight boost to your defense.

Plant Maze- Whenever you manage to walk through this maze (complete with switches that change the path) to the other side, your party gets a slight boost to your speed stat in the next fight.

Lævateinn (100 FP, Free Youkai)- Flandre's weapon, which deals strong elemental damage to a single enemy when used in combat.

Friendship Rubble (200 FP, Discount Youkai)- A piece of rock that Rumia, Wriggle, Mystia, Cirno, and Daiyousei discovered after they lost their memories; they made a pact there to stick together to uncover their lost past. The rubble seems to symbolize their enduring bond of friendship, surviving through amnesia and even civil war in the gang.

With this item, you and close friends/family can swear a promise of eternal friendship, and the rubble maintains that bond. It ensures that even if events separate you, you'll come back together as friends in the end. Even if you all lost your memories, you would still recognize each other as friends, allowing your bonds to continue even if you don't remember why. The item's friendship bond also affects followers of you and your friends, such that they feel a strong sense of camaraderie with each other and are willing to forgive each other after coming to blows; even a gang that split into two gangs that brutally fought each other can reunite with no hard feelings.

Yuugi's Dojo (400 FP, Discount Youkai)- A copy of the gym that Yuugi runs in Fairy City. Whenever you enter the dojo, Yuugi will be there (or at the very least a summoned copy if she's not already a companion). She can train any weak party members up to a decent, mid-range level (level 30 by the scale of the game). In addition, for each person who trains with her, Yuugi knows how to unlock one special move they can potentially learn, unique for each person; in some cases, it might be possible to learn those special moves on your own, but if you're having trouble unlocking them, might be good to go to this brawny oni for help. The dojo is attached to your Warehouse and can be summoned to a location of your choice in each new jump.

Koishi's Knife (600 FP, Discount Youkai)- A seemingly innocent kitchen knife that can deal critical damage with each hit. In addition, you know a special "DNA's Flaw" technique with the knife that cuts a single opponent's maximum HP in half; their remaining HP will now be the highest their HP can go (unless you cut it in half again), though they regain their full HP reserve if they survive the fight. However, if an enemy is fully guarding themselves against attack, this special move will deal no damage and not affect the HP bar.

Old Power Plant (100 FP, Free BakeBake)- A copy of the abandoned power plant found at the north end of Fairy Canyon. The loose electrical wires make for a nasty shock to anyone who touches them. There's also a stage area for performances. In addition, you can set the plant to blow up, though there's a ten-minute delay after you activate the self-destruct; if destroyed, the plant is restored in a year's time. You can place the power plant in a location of your choice in each jump, and you can also link it to your Warehouse if you want.

Bake Spark (200 FP, Discount BakeBake)- A specialized armament/cannon designed to mimic Marisa's Master Spark. Its potency is lower's than Marisa's, but it is still strong and will hit all enemies in one shot.

Bake Bake Chef Recipes (400 FP, Discount BakeBake)- You get a recipe book belonging to Bake Bake Chefs, whose dishes are nutritious for organic and artificial/mechanical beings alike. The

recipes also teach you how to make a Big Magic Potion (refills a ton of your danmaku/magic points), as well as Fantastic Tea (which strengthens the power of your danmaku/magic). Oh, and you get one of their chef knives, which makes for a decent weapon and can be thrown, too.

Bake Bake Squad (600 FP, Discount BakeBake)- You get a loyal squad of up to six BakeBakes. They can be any type of Bake Bake enemy in the game – Bake Bake Baddies, Bake Bake Agents, Extra Elite Bake Bakes, etc.

Baton Barriers (100 FP, Free PC98)- Four floating batons that generate a shield around you. As long as at least one of the batons is still active, you are immune to all attacks – in fact, if you are attacked while shielded, your opponent will take damage instead. However, your batons aren't the most durable and can be destroyed without much trouble. You can also program the batons to cast spells to boost your strength; however, if they do that, they will no longer shield you from damage. When all of them are destroyed or lost, you'll get a new set in an hour.

Superarmor Potion (200 FP, Discount PC98)- A prototype potion made by Ellen that reduces all incoming damage to 1/4 the original amount, letting you tank the damage. However, the effects are nullified once your health is 50% or lower. Meh, better than no potion, at least. When using the potion, you can choose to have it affect both you and your allies.

Sokrates (400 FP, Discount PC98)- A copy of Tiger Ellen's beloved, cute, fluffy, humongous white cat. Sokrates is very sweet with you, but vicious towards enemies. He uses helicopters for chew toys, and he creates mini-earthquakes when he stamps the ground; he can also slash with his claws, charge, and body-slam foes. His Byako's Roar move temporarily stuns all opponents. Not only does he have lots of HP, but even when defeated, he has enough endurance to come back for another round. Oh, and the dear boy is a great climber, too, so people trying to escape him with an elevator will get a nasty surprise. Sure, he still makes stinky poopoos in the halls, but he's just so cute that you'd want to hug him forever and ever and ever and ever and ever and…you get the picture.

Mecha-Mayumi (600 FP, Discount PC98)- An artificial recreation of Mayumi that Sara built when she tried becoming an artist; frustrated that she couldn't model her like Keiki did, she gave up and left it behind in Rika's warehouse. She now views you as her master. Despite her saying she isn't made out of durable metal she has high defense, as well as some pretty strong attacks. For instance, Robo Armor lets her apply Superarmor to herself or an ally, and Robo Armor does maximum healing for her. Also, her Robo Slicer attack causes bleeding and cuts a target's maximum HP in half, though their maximum returns to normal after battle. You also get the clay model that Sara sculpted around the robot.

Chapter 2B: Items (Employment)

Same item rules apply as previously stated.

Marisa's Stealth Manual (100 FP, Free Protagonist)- Marisa's official guide to stealth, written by herself. It contains lots of tips on sneaking around, and anyone who reads it will gain a slight boost to their stealth. Furthermore, anyone who reads it gets two extra powers. First, they automatically know the "threat level" of an area (aka how intense the enemy security is). Second, they can choose to see a bird's eye view of themselves, and move the camera around to look at the whole area you're in (about a block's worth of area at one time).

Marisa's Broom (200 FP, Discount Protagonist)- Marisa's classic witch broom. It's capable of carrying up to four people at a time, but having two or more people on the broom makes its movement more sluggish and slippery to control. Interestingly, whenever you get close to an enemy while riding the broom, you and your fellow rider(s) enter a stand-up battle against the opponent, allowing you to fight them as if you were on flat ground even if none of you can fly on your own; you automatically return to your broom after the battle ends. If damaged/destroyed, the broom will be fully repaired in a few hours.

Yin-Yang Orbs (400 FP, Discount Protagonist)- A copy of Reimu's own black-and-white Yin-Yang Orbs. While holding the orbs in your direct possession, you can perform the Fantasy Seal attack, which deals massive dimension damage, and you deal twice the normal damage with danmaku/magic. And unlike the originals, you can actually use them without needing to be Reimu, though you can lock them to not work for other people if you want. Of course, you should still keep a close eye on them; they're a pretty hot target these days, as Reimu has recently discovered.

Auction House (600 FP, Discount Protagonist)- A copy of the Presidential Building's auction room, run by some fairies. When you join the auction, the fairies will sell eight incredibly rare items for the setting/world you are currently in. All these items are priced very expensive even before bidding starts (with the price adjusting to still be costly for whatever cash reserves you have), but they are also all quite valuable and rare (by the standards of the setting). Given the pricy nature of all the items, choose wisely when making a purchase.

However, there is a secondary aspect to the Auction House. Now, in each jump you are in, you can trigger flags/events to unlock an especially rare and powerful character as an ally/companion. Be careful, though, as some of these flags are time-sensitive and won't be accessible after certain points in your adventures. If you successfully trigger all the flags (which will include beating said character in a tough battle), there will be an extra, ninth auction "item" after all the others are bid on. Said "item" will be the bonus character you've unlocked, now selling their services as a party member/companion if you can meet their bid. Be warned: the character bid will be the most expensive of the auction items, and you won't have enough money unless you skip out on all the other items.

The auction can be placed in a location of your choice in each jump, and it is attached to the Warehouse. However, you can only attend the auction once a year, and all items will be new each time. Fortunately, there's a fairy at the front who can tell you the number of items available this

time (though not what the items are), and she'll let you know if there is a rumored ninth item this time (along with a brief description like "knife recruit"); if you leave after talking to the front desk without entering the actual bidding floor, you can come back later, and the bidding items will be the same (unless you have unlocked the secret party member, at which point they'll be added to the selection, and the fairy will mention them).

IMPORTANT NOTE! – Any items/companions offered at the auction cannot be anything that you are explicitly banned from obtaining in the jumps. Things not mentioned in the jump docs are fine, but things that are expressly stated as prohibited in jumps cannot be obtained here. In addition, while average items/companions already offered in jumps are typically allowed, the auction is much less likely to feature items/companions that are already offered in jump docs AND are intended to be exceptionally hard to obtain; for instance, you can't use the auction to get an item or companion that is offered in the respective jump but was meant to only be available after completing a bonus scenario/challenge.

Pop Pop (100 FP, Discount Gangsta)- A gun that deals moderate physical damage twice in a row, with a high chance of causing critical damage.

Shitload o' Arms (200 FP, Discount Gangsta)- A crapton of guns for you and yer bros and hos to blow motherfuckahs away – even some mounted machine guns! These guns have endless ammo and can fire without stop. While the bullets can be stopped by physical barriers, anyone getting into the line of fire is sure to be injured to some level.

Citizen Records (400 FP, Discount Gangsta)- The hacked files of all the important citizens in Fairy City (including those important plot-wise), listing their name, occupation, favorite food, favorite drink, personality, and "prank rank" (how good they are with pranks). Always handy if you need to use various clues to figure out the secret boss of an organization. Whenever you are in a new city or location, you'll get a new copy with the records of the important characters in that area. Depending on what types of details are important in the setting you're in, additional information might be included in the files.

Baka Hideout (600 FP, Discount Gangsta)- A copy of the rundown yet beloved secret hideout of the Bakas. Even though it's fairly accessible for you and allies, enemies will have trouble finding the hideout. In addition, the back of the hideout contains a locked door. If you unlock it, it'll contain a secret passage leading into an important base belonging to your biggest enemy organization in the current setting you're in – and the group has no awareness that the secret entrance exists. If said organization has multiple headquarters, it might not necessarily be their biggest base, but it will still have some important stuff and secrets they wouldn't like you to get your hands on. Of course, since the enemy will know about the secret entrance after you invade, you should probably seal the passage up once you go through – or just take out all the enemies there.

The hideout follows you between jumps, and in each new setting, the secret passage will reset to fit with the current location. Your Warehouse also connects to the hideout.

PBDH Entrees (100 FP, Free Red Company)- All the specialty dishes offered in the Presidential Building's Dining Hall. These meals include:

Crustacean Soup- It gives your body magical attributes that normal food like yakitori wouldn't give. To put it shortly: It sharply increases your party's danmaku points/magic points beyond their normal capacity, but also sharply lowers your HP.

Mushroom Kebab- Benefits your health, and you feel like you can take a larger number of hits. In other words: It sharply increases your party's HP past their normal capacity, but also sharply lowers your DP/magic reserves.

Raspberry Chocolate Cake- While not very healthy for your stomach, it does contribute to your overall growth in the moment. Or to clarify: It sharply lowers both your HP and DP/magic points, but sharply increases your strength, defense, speed, and danmaku/magic power.

Eating one of the dishes here overwrites the effects of the previous dish you ate. Also, the effects instantly end if you drink a glass of water. After a dish is eaten, you get a replacement in an hour.

Fountain of Energy (200 FP, Discount Red Company)- A copy of the golden fountain found on the gold floor of the Presidential Building, complete with the surrounding Zen garden. When you stand at the platform in the center, you feel a holy aura engulf you, and it feels as if your mortality doesn't mean anything anymore; nothing can kill you. Essentially, your party is now capable of withstanding one fatal attack; getting knocked out by it will bring you right back into battle at full health. However, after you're revived, the effect on you fades and won't work if you die again, so you should still be cautious. After being used, the fountain will take a month to regain enough energy for blessing you again.

Anti-Air Artillery (400 FP, Discount Red Company)- A full array of various weapons you could use to arm a giant tower or mountain with overpowered defenses against aerial targets. From homing rocket launchers to those cheato lasers from Mystic Squares (the infinite charging homing ones), you can rig the whole area to be impenetrable from the air. And the whole area will be covered, so no chance of people flying in through small gaps in the defense. Anyone who tries to fly in will be turned to Swiss cheese –even powerful or swift fliers like Reimu or Aya will be shot out of the sky like insignificant insects. Of course, these defenses are completely useless against people who come in on foot, but at least you've narrowed down the entry options for invaders. Don't worry – people and vehicles you designate as friendly can still safely fly in and out without being shot down.

Evil Eye Omega (600 FP, Discount Red Company)- The ultimate powerhouse weapon of the Red Company – just as destructive as Flandre, as cunning as Yukari, as bulky as Mokou, and as strong as any Extra boss (at least, according to Rika). Omega has many dangerous attacks, including Black Gaze (causes blind and magic drain status ailments), grenades, gatling guns, rockets, laser rays, lightning, and neutral magic; another attack is Black Gaze, which causes the blind and magic drain status ailments (the latter makes victims lose danmaku/magic points whenever they take an

action). Plus, unlike her predecessor, Evil Eye Omega can unleash the powerful Breath of the Yellow Dragon attack without self-destructing, though it takes five turns to charge up for the attack.

Omega is also accompanied by her smaller "sisters" Alpha, Beta, and Gamma. They have various attacks like blocking your access to magic; also, Gamma is immune to magic and can only be hurt physically. In addition, when each of them is destroyed, they'll boost their big sis in different ways; Alpha gives Superarmor to Omega, Beta significantly heals Omega, and Gamma uses the Superpower program to raise Omega's strength, defense, speed, and danmaku/magic.

If Omega is on the verge of being destroyed, you can activate the Code Red program to utilize the overloaded systems' power for a massive laser that could potentially destroy part of the planet – anyone hit by it is sure to die. That said, it requires a 10-turn countdown to power up all the way for that shot; given how you can only use that attack when Omega's health is nearly zero, there's a fair chance you might never get to use the attack. During this "Last Word" phase, you can also summon a small "Evil Eye 0" enemy; it can use the powerful Atomic Ray attack, and it is nigh-immune to damage (except physical attacks), though it will self-destruct if Omega is destroyed.

Unlike the prototype, destroying Omega will harm the pilot – it won't be fatal, but it will likely knock you out. However, additional passengers on board (it can carry up to four people in addition to the pilot) won't be harmed. In the game, Omega had a huge "tail" (resembling a purple hentai tentacle) to power her up, spanning the 10-story tower she was built into. However, you can retract that extra extension of hers as you wish. Also, with enough tinkering, you can get the Evil Eye to release a mind-control beam. If lost or destroyed, you will get a new copy of Omega in a year.

Canyon Bazaar (100 FP, Free Entrepreneur)- A copy of the produce market that Hina founded in Fairy Canyon…which flopped, due to the isolated location and the heat drying up all the food. But the market does have a few neat advantages. Hina used her bad luck power to make it so that anyone in the area would inevitably end up wandering to the canyon (which comes with this purchase), and your version of the market causes anyone who is in or near the canyon or desert (also attached with the purchase) to inevitably travel in the direction of the market.

This item purchase includes the desert to the south, which unlike the game's railroading you can now explore to your heart's content. The "desert" used to be a cave before it got blown open by a rampaging daidarabotchi, so you never know what secrets and treasures the desert might be hiding.

Experimental Beer (200 FP, Discount Entrepreneur)- A juicy experimental drink concocted by Miyoi on orders from Tiger Ellen. When drank, the beer gives the user(s) one of four random effects: 1) Superarmor (lasting the whole battle); 2) Auto-Revive; 3) All Buffs; or 4) Every Single Bad Status Effect and Debuff (Depression, Spell Tag (no magic), Blind, Magic Drain, etc.). The beer affects you and all allies on hand when used; all of you will receive the same random effect, rather than it being random for each of you. Time for some Russian roulette drinking; 3/4 ain't bad odds!

Ringo's Dangos Stockpile (400 FP, Discount Entrepreneur)- A stash of the moon rabbit Ringo's special dangos, which remove status changes and negative ailments when eaten by a person. You also get a half-dozen Strange Dangos, which when thrown at an enemy removes all of the target's magic points. Plus, you get three of her "Dangos Deluxe", which removes status changes and negative ailments from all party members with just one use. While the other dangos return in a day's time after being eaten, the Dangos Deluxe only returns after a week once you've eaten one.

Gap Vendor (600 FP, Discount Entrepreneur)- In this jump and wherever else you go, you are followed away unerringly by Yukari (or a projection of her, if you take her as a companion). Whatever area you are in, there will be some wall with Yukari's signature gap peeking out. If you go over and talk with her, Yukari will showcase a wide range of useful items – for sale, that is; she needs the money for Chen's college fund. Yukari can't ever be convinced to directly help you in battle, nor give you things for free, but her prices are always reasonable, and you can also sell items to her if you need a little extra cash. Yukari's wares will expand to account for common types of items in the setting you are in, but she will primarily sell attack and healing items.

Chapter 3: Companions

You should make sure to recruit party members for your quest. Every bit helps – who knows how much of a challenge the Red Company may become.

Generic Import Option (50/500 FP)- The basic option for importing preexisting companions (or generating new ones). It costs 50 FP for each import, and paying 500 FP up front gets you a full dozen (12) imports. Each import gets a free origin and employment, along with a stipend of +600 FP to spend on things.

Canon(?) Cast (200 FP)- For 200 FP apiece, you can recruit any canon Touhou character – though keep in mind that with memory alterations, power thefts, and other changes to the setting, they may be *very* different from their usual selves. Please also note that buying an enemy character as a companion won't automatically remove them as a threat to you; in usual Touhou fashion, you'll have to fight them first, and then you can recruit them after the battle.

Chapter 4: Drawbacks

Don't expect this to be a holiday; there's going to be a ton of crap thrown your way. If you're a glutton for punishment, why not take some drawbacks to make things even worse? At least you'll get some extra FP in the process; you can earn up to +1000 FP with drawbacks, but you can go past that limit if you take *Hard Mode*.

Easy Mode (+0 FP, Can't Take *Hard Mode*)- If you take the easy mode, all enemies are significantly weaker than normal. However, now all other drawbacks only earn you 50% of their normal amount (and anything that is +100 FP or lower gets you +0 points). If you take this perk, you cannot take *Hard Mode*.

Just One Day (+0 FP)- Lets you toggle the time length of the jump. It can last just for the one day of the game, 10 years, or even 20 years.

Long Time No See! (+0 FP)- If you have already taken any other Touhou jumps, Reimu's Awesome Holiday is now merged with the past Touhou jump(s). Your actions in the previous jumps may have ramifications on the current version of Touhou – but then again, with all the memory wipes and personality alterations happening in the game, things are going to be different in Gensokyo regardless.

Fan Art (+100 FP)- The art style for Reimus Awesome Holiday is…interesting, to say the least. If you take this drawback, the whole setting (including you) gains this somewhat cheap visual aesthetic that can be off-putting to some degree.

Cursed Tongue (+100 FP)- You have a badass, bitchy mouth, saying shit, damn, fuck, and other junk all the time – not to mention miscellaneous gangsta slang.

Fanon Personality (+100 FP)- Your personality has been randomly altered. Who knows, you might have the personality of a rebel, a noir-style private eye, or something else entirely. Whatever the case, that'll be your personality for the full jump.

Speech Impweddiment (+100 FP)- You dwank a back-up potion that Patchy made to contwain Flan's destwuctive powews. It didn't give you the potion's benefwits, but now you speak like a toddwer.

Annoying Narrator (+100 FP)- During key scenes, you can hear the game's writer narrating events in an overly dramatic way. It'll always tick you off.

Clothes on Your Back (+100 FP)- You were wearing your most basic clothing attire (just enough to be presentable) at the start of the jump, and somehow all your other clothes are now inaccessible. Oh, and it's impossible to find a store that can sell you clothing.

The Price of Ignorance (+200 FP)- You easily believe the lies that people and propaganda make up without a second thought. But it's not simply gullibility, but rather a careless disinterest in learning the truth. You could realize the truth if directly exposed to it, but you just don't really

care enough to look deeper than the surface, even when but light questioning would shatter the deception.

White Truths (+200 FP)- You are only ever able to speak the absolute, 100% truth.

Black Lies (+200 FP)- You can never speak the truth. In fact, you must give 100%, absolute lies, even when the lies are completely outrageous.

Blind Judgment (+200 FP)- You have lost your ability to make reasonable judgments. You're so incomprehensibly bad at it that you can't distinguish an obviously innocent person from an actual guilty one. This also applies to judging a person's strength; you might conclude that an overly powerful person is clearly far too weak.

Greedy (+200 FP)- You are eager to get money, which can lead to poor judgment. You might let yourself be seen on TV, for instance, to win a million yen, even if the promise sounds dubious.

Not My Problem (+200 FP)- Whether out of laziness or sheer confidence in your own power, you don't feel the inclination to get involved with things. Even when there is somebody clearly building up power to take over Gensokyo, you can't be bothered to take action. When you finally feel like getting involved, it'll probably be too late…

Rash Rebel (+200 FP)- You're a very brash individual, willing to go to crazy extremes for something you're passionate about. This could lead to you storming an enemy base half-cocked, or jumping off a building instead of taking the stairs because it's cooler that way (even if you can't fly). Also, you always yell/scream when talking, so be prepared for an extremely hoarse throat by the end of the jump.

Having a Bad Day (+200 FP)- You've been having an awful day, and it has put you into a foul mood. You're disinterested in helping others unless it aligns with your own objectives, and you're overall rather rude to people and get annoyed at everything.

Railroaded Route (+200 FP)- You got no business nor interest in exploring the giant ass desert, dude. …Yeah, the developer *really* doesn't want you going too far off the path when exploring. You'll soon discover that your access to locations is pretty linear. Any attempts to go to places not immediately relevant to the current plot (like going out of bounds into a desert or storming the enemy headquarters a chapter ahead of schedule) will result in roadblocks. Something will inevitably prevent your progress, and if all else fails, you'll feel the irresistible compulsion to turn around. This linear railroading also applies to places you've been to; many places you visit will become completely inaccessible after you leave.

No Retreat (+200 FP)- You can't run away from fights, ever. Better hope you're strong enough; some of the enemies pack a mean wallop!

Four's a Party (+200 FP)- The maximum party members you can have, including yourself, is four at any time. You can have more people travel with you, but only four people can ever participate in a battle, while the others will have to stand helplessly in the sidelines.

The Unknown Boss (+300 FP, Required for *Who's the Boss?* and *Hard Mode*)- You have no knowledge whatsoever on who the mysterious boss of the Red Company is; even if you looked it up before coming here, that piece of information will be gone from your memories and records. Furthermore, anyone you ask about the boss will either refuse to tell you or not know the answer. At best, you can assemble tidbits of info about the boss to build up a profile and narrow down the suspects, but no means of intelligence gathering will give you a definitive answer on the boss's identity. No matter how much information you have assembled, you won't be positive about who is the boss until you confront them and they admit it.

Shattered Past (+300 FP)- You and any imported companions wake up with no memory of your past before today, though you'll faintly remember being friends. Nothing can restore your memory for the duration of the jump.

Chen's College Fund (+300 FP)- Yukari gets the ware for her shop by using her gap powers to loot them from various places in Gensokyo – including, with this drawback, your own possessions. Anywhere you store your belongings – even in your Warehouse or another base – won't ever be safe from her portals. She won't pinch one-of-a-kind items from you, but anything that either you have multiples of or is commonplace – and sometimes rarer items, too – might be snatched. Once she has claimed your belongings for her store, the only way to get them back is by buying them from her (or by taking them from whoever buys them).

No Fly Zone (+300 FP)- Gensokyo is notorious for nearly everyone knowing how to fly, but the Red Company has nipped that in the bud with its anti-air weaponry. That, and the game's designer didn't think it worth it to make a way for fast travel when everything's relatively close up. Wherever you go, any attempt to fly (whether on your own or by aircraft) will result in you being shot down and suffering critical damage. The drawback will also apply to any allies you have.

Beware of Scans (+300 FP)- You are highly weak to a certain kind of element/damage type, and any attacks of that type will deal critical damage to you. Please also note that Scan is the most frequent spell in the game – meaning that many of your enemies can easily find out your weakness with but one move.

Party Pooper (+400 FP)- In a battle-heavy RPG, a full party is essential, but you keep running into problems on that end. People you recruit will often leave (sometimes permanently) after a little while, or find themselves busy handling other things while you deal with the actual fights. Also, don't rely on especially strong party members too much, as any particularly strong allies will be instantly targeted at the onset of big boss fights, with the boss either immobilizing your strongest party member, knocking the party member out of the fight altogether, or unleashing some sort of power boost to counter that party member's inclusion.

Obey the Orange (+400 FP)- Like Orange, whenever someone gives you an order, you'll imprint on that order and fall into the proper mindset, and will follow their every command. But unlike Orange, your competence doesn't increase for your new roles. You'll eventually reset to normal after a random interval, but that will just make you susceptible to another person taking command of you.

Civil War (+400 FP, Requires Companions)- At least some of your companions/allies will turn against you and join your enemy. You can convince them to rejoin you, but you'll have to fight it out with 'em first, and they won't go down quietly.

Jumper's Precious Thing (+400 FP)- You should have been more careful with your belongings at the airport. Your most powerful item in your possession has been stolen. You can try to retrieve it, but each time you are close to getting it back, something will cause you to lose it again.

Code Red (+400 FP)- The Red Company has labeled you as Enemy #1, even higher than their main enemy Reimu. They'll be set to strike at you from the get-go, so be ready for anything!

I'm the Boss?! (+400 FP)- Reimu has concluded that you are the secret boss of the Red Company. She and all of her allies will attack you en masse, showing no mercy. Maybe you can convince them it's a mistake before they annihilate you.

My One Day (+400 FP)- You ruined someone's one day of bliss, and they **HATE** you for it. They are plotting for revenge, and they'll strike at the very moment that you're about to finally relax and take it easy.

Who's the Boss? (+500 FP, Requires *The Unknown Boss*)- At a climactic moment in the adventure, you will need to identify Red Company's mysterious boss. You won't know who the boss is, but you can use whatever clues you have gathered up to now to help you decide. Choose wisely, though. Picking the wrong person will trigger a bad end and make you fail the jump.

FAIRY GAME (+500 FP)- At some point in the adventure, you'll have to play Eternity Larva's FAIRY GAME (a rip-off of Who Wants to be a Millionaire?). You'll be asked 25 trivia questions about Touhou Project, and you must answer every single one successfully, or you will fail the jump. While the questions will start out easy (first 5 should be a breeze), the later ones will become hard, requiring veteran-level knowledge of the series to solve. Plus, the last 10 questions are a bit different: questions 15-20 center around your time in this jump (so hopefully you've been paying attention), while 21-25 focus on your life before this jump. As an extra reward for winning, you'll receive 9,999,999 yen (around $87,000).

Tiger Trap (+500 FP, Can be Taken Multiple Times)- Ellen has stolen part of your powers for herself – whatever you considered your most important/useful/strongest power. Not only that, but for whatever power she stole from you, she will also take away any related abilities connected to that power (losing RWBY-style Aura might also take away any other aura/soul powers you have, and losing future-predicting powers might also make you lose the ability to accurately predict/think about the future at all). You cannot regain your powers until Ellen gives them back – and given how she now has command of said powers herself, you'll have trouble getting her to cooperate. If you want, you can take the drawback multiple times, each time losing your next most vital power.

Beware the Knife (+500 FP)- Koishi, in her cute, homicidal way, has decided to play assassin with you. She intends to kill and erase you, so watch out: you never know when she might show up and strike. And trust me, you do not want to be "erased"; Subterranean Rose is hers, after all.

Mirror Me This (+500 FP)- The Red Company's boss managed to make a mirror copy of you. And unlike the mirror bosses in the game, this one has had enough time to learn your powers and personality, letting it both accurately pretend to be you and hold its own in a fight. It won't have fully mastered all of your powers, but it will still have a good handle on all of them (including any you lost to *Tiger Trap*).

Other Side of the Mirror (+500 FP)- The boss of the Red Company trapped you alone inside the mirror world, with no way out. Unless you confront the boss's mirror self (which is exceptionally strong and practically suicide to fight alone), you're basically stuck in here. Hopefully someone else can stop the boss. On the bright side, if the heroes end up here for the final battle, you can choose to help them against the last boss.

But then again, if you haven't escaped the mirror by the end of the jump, you will lose the jump. So you'd better hope that the heroes don't mess things up. Oh, and I should mention that the game had at least one alternate ending where Koishi "Subterranean Rosed" the Ungaikyo mirrors responsible for the mirror world – thereby erasing the mirror world (and anyone inside it) from existence; you just might want to keep that in mind.

Fight of Flancy (+500 FP)- In the tutorial option for the game, the lesson culminates with you fighting Flandre – and inevitably losing (though before that you can learn how to use Guard). But now, you have to win the tutorial fight. The tutorial challenge technically begins before the start of the jump, so you don't get any perks/items from the jump before you fight her. In the tutorial fight, Flandre will always be able to do heavy damage to you, though guarding and other protective actions can reduce the damage (but never to zero). You can retry the fight as many times as you want, but you will never actually start the jump until you either win against Flandre or give up on the challenge (and thereby forfeit the points for this drawback).

Hard Mode (+600 FP, Breaks Drawback Limit, Can't Take *Easy Mode*, Requires *The Unknown Boss*)- Want to take on a *real* challenge? Time to up the game's difficulty. Now, all enemies have their power significantly boosted (at least twice as strong as they were before), with many of them scaled up to be on at least an even playing field with your own strength. Furthermore, all significant opponents (aka bosses) have special tricks up their sleeve, designed to specifically counter whatever bullshit powers you have. Victory is still possible, but it might be easier to ace lunatic-grade danmaku. Have fun dying. If you take this, you cannot take *Easy Mode*.

Last Chapter: Grand Finale

Well, you've made it to the end of this crazy, one hell of a "holiday". Now it's time to decide where your path takes you from here.

Go Home- Time to return to reality. It might not be the paradise that some people believe it is, but it's home.

Stay- Whether you're staying in Fairy City, exploring the rest of Gensokyo, or trying to get to the outside world (I don't recommend it), you have decided to stay in this world.

Next Jump- All right, onto the next game. Hopefully one of these days, you can get an actual vacation…

Change Log

1.1- Edited rolling for Location, edited Origins intro, clarified 100 FP freebies, edited Guard perk, edited Subterranean Rose perk, edited Auction House item, edited PBDH item, edited Omega item, repriced Other Side of the Mirror drawback, made Hard Mode drawback a cap-breaker.

1.2- Edited Drink to Your Health perk, edited S(h)in Switch, edited Gap Stalker perk, edited Gap Inventory perk, added Clothes on Your Back drawback.

1.3- Added Easy Mode drawback, edited Mirror Me This and Other Side of the Mirror drawbacks (Mirror Me This no longer required for Other Side of the Mirror), added Fight of Flancy drawback, edited Hard Mode.

1.4- Edited S(h)in Switch perk.