~~*Miyuki-chan*~~ *Jumper-chan in Wonderland*

Version 2.7

~ By Cataquack Warrior





Welcome to *Miyuki-chan in Wonderland*, a strange and sexy collection of tales about one sweet (and sexy) schoolgirl named Miyuki, who keeps finding herself in sultry, hyper-sexualized and lesbian-populated worlds ranging from Wonderland (of the Alice series) to RPG-style Fantasy Worlds come to life.

Then again, you're not Miyuki-chan… so perhaps we should rename the series to "Jumper-chan in Wonderland." What's that, you ask? Well, we've made a little arrangement with Miyuki; in exchange for the honor of having you present, she is willing to forego her continual escapades and allow you to take the front-seat – like it or not. You have 1000 choice points (CP) to start out with.

Jumper-chan in Background Land

Now, then, what sort of role are you going to have in this wonderful fantasy? You are automatically restricted to the female gender for the jump – boys are a big no-no!*

Drop-In (Free)- You are a thirteen-year-old schoolgirl with a busy life at school… or rather you were. Soon you're going to get pulled into a wild (and very naughty) adventure. Expect to be chased by all manners of fantastic lesbian beings. Requires taking the *What a Cute Name!* drawback for 0 CP.

Dream (100 CP)- You are one of the sexy things dreamt up in what used to be Miyuki's secret fantasies. Since you are part of the dream – or nightmare – you don't have to worry quite as much about getting chased, but still expect to be molested if you don't keep your guard up! Requires taking the *Erotic Enhancers* drawback for 0 CP.

Jumper-chan in Location Land

Choose one of the following six worlds for your starting location; please keep in mind that your location also influences your future discounts.

1. Wonderland- A very strange land that has everything from forests to meadows to castles. Be careful what you eat, or you might find yourself changing size.

2. Mirror Land- A bizarre world where the sky is below and the land is above. Explore enough and you might find wonders such as talking flowers, rivers in the sky and giant chess boards. Also known as Looking Glass Land.

3. TV Land- This strange world consists of current broadcasting made real – and sexier than ever. Right now, the erotic sci-fi epic Barbarella has recently played, and that is where you will be starting off.

4. Part-Time Job Land- Huh? I thought this was a family restaurant. Now, though, it is an underground arena for waitresses to fight to the last garment.

5. Mahjong Land- A mystical manga about the game of mahjong brought to life. To be more precise, *strip* mahjong.

6. Video Game Land- A classic fantasy RPG that has pulled you right in. There is much to see in this vast fantasy world, and much that wants a piece of you.

Jumper-chan in Perk Land

Now, there are some benefits for your time here – whether they're worth it is another matter. All discounts are 50% off. Discounts that refer to background and location requirements need both of them to qualify for a discount.

Lady = Lesbian (150/300 CP)- Every person you meet in this universe happens to be a lady, and every lady you meet has Sapphic desires. Therefore, it stands to reason (at least by nonsensical logic) that every lady must be a lesbian, whether she knows it or not. When you choose to have the perk active, any female within 100 meters of you or interacting with you in some way will start to have increasing attraction toward other women. The effect might fade away if they leave shortly after exposure, but continued or repeated exposure will gradually make them into a permanent lesbian. The perk also gradually removes their moral and proprietary objections to physically fulfilling such Sapphic lusts. If you happen to be a girl, they will become particularly fixated on you, though they remain open to lusting after other females as well. However, you have no control over how individuals will react to their new feelings, so be careful. If you purchase the 300 CP level, while you can still choose to keep these at the lower setting, you can also increase the effect so that any male in the 100-meter range will gradually become a lady – who is a lesbian, of course! While under the default setting the perk's influences will affect everyone within range accordingly, you can choose to selectively determine the effects and who specifically will be affected.

Long Fall (100 CP, Free Drop-In)- You may get your clothes roughed up from high falls and feel kind of down, but your body is never seriously injured, even when you've plummeted from the sky. And even with your clothes, at most they'll get slightly dirty – nothing that can't be fixed by a quick wash!

Working With What You Have (200 CP, Discount Drop-In)- Sometimes, you have to learn to fight with the hand that's given to you. You have a knack for learning how to use the specific styles of battle in your immediate location. However, you can only use them in the areas where they are used by other people. It may not be pretty, but it'll work.

Freedom of the Nude (300 CP, Discount Drop-In)- According to the authors, the whole point of everyone trying to disrobe Miyuki was to free her from the tyranny that the stereotypical schoolgirl outfit symbolizes; too bad the message wasn't that clear. If you can remove every piece of clothing from a person – even the panties – you can free her or him from any social, mental, or magical chains of oppression. That said, if the person in question wasn't wearing anything to begin with, it's not like you can remove anything, making the perk useless.

The New Protagonist (400 CP, Discount Drop-In)- In the event that the original hero is absent (or accidentally got killed because of you), it's your responsibility to take over, right? In the case that a hero is not available for a quest, you can choose to take up the role yourself. You will find guidance on the path you need to take and will be drawn to people who can help you. Moreover, people will be willing to recognize you as the hero of the story. However, the ability does not grant you any powers or gifts that the original hero had. Furthermore, this does not work if the hero is still present in the world (and no, it doesn't help you take on the hero yourself).

Enter the Fantasy (600 CP, Discount Drop-In)- You will end up getting pulled into other worlds throughout this jump, but at least now you have a bit more control. You can consciously find your way into and out of dream worlds, such as the inside of books and movies or even games. However, the setting will always be distorted into something sexual (and lesbian). If you're male when you enter, you will be forced into a female form for as long as you are within that dream space.

Jumper Reservoir Chronicle (800 CP, Discount Drop-In)- Some people need to make personal sacrifices and summon magical creatures if they ever hope to travel to other dimensions. You, on the other hand, can turn up in these different worlds almost by accident. You are able to naturally find and access portals to other worlds and dimensions connected to the jump setting you are in. If normal travel through the portal requires you to pay some sort of "price" or condition, you can now pass through without any cost. At first your travel will be kind of random, but you'll probably get used to it after a couple decades.

Bread on the Run (50 CP, Free Drop-In + Wonderland)- You have mastered the Japanese schoolgirl art of running with a piece of bread in your mouth. You can now safely run with any item or food in your mouth without it slipping or harming you. However, it may fall out if you lose your concentration, so don't let yourself get diverted by skateboarding bunny girls.

Floating Bell (100 CP, Discount Drop-In + Mirror Land)- As long as you are wearing a dress or something else that can lift up to show your underside, you clothing will expand like a parasol to catch you when you are falling. Just try not to think of the view people will get looking up at you.

Dress of Ceremony (200 CP, Discount Drop-In + TV Land)- In alien cultures of the future, the fetishism of the schoolgirl uniform has reached unprecedented levels, such that it is seen as a formal attire for special ceremonies. Now you can wear a schoolgirl outfit for any official ceremony or ritual without anyone finding it strange (well, you might still find it strange, but nobody else will).

Under the Stage (300 CP, Discount Drop-In + Part-Time Job Land)- In a battle, you can find a relatively safe and hidden spot connected to the battlefield the fight is on and slip over there in the

confusion of combat. Until the fight reaches its climax, you are safe there; however, as you have not exited the battlefield, you will get drawn into the finale of the round unless you do something drastic.

Last But Not Least (400 CP, Discount Drop-In + Mahjong Land)- You tend to be underestimated in games and battles until you and your opponent are the last ones standing. Once you reach that point, you have the opportunity to launch a gambit or attack that catches your opponent off guard and could very well allow you to win. However, after that point you will be seen as a strong challenger and treated accordingly by your enemy.

Final Boss (600 CP, Discount Drop-In + Video Game Land)- The greatest evil in the world is apparently the outfit of the schoolgirl. As long as you are wearing such an outfit in an appropriate manner, you can access the ultimate spell Scottish Ford, which is capable of wiping out an entire party of high-leveled warriors outfitted with the strongest equipment they could find. Think of Ultima, Supernova, Hyperdrive, or another ultra-powerful spell suitable for a final boss, and you've got a good idea of what Scottish Ford (also called Scottish Fold) is equivalent to.

What is Your Name? (100 CP, Free Dream)- You have a commanding presence, such that people will give their name to you if asked, assuming they haven't already felt compelled to introduce themselves on the spot.

Cool and Close (300 CP, Discount Dream)- You have a very seductive manner to you, such that the targets of your affection get flustered and find it difficult to resist your close contact. Even if they are unwilling, they are more likely to run away than fight (and they usually don't flee right away). However, if you push enough of the wrong buttons, your quarry might finally decide to fight back. This also makes it easy for you to stroll right up to targets before they even notice you, allowing you to get close and personal before they can object.

Let's Go! Go! (100 CP, Free Dream + Wonderland)- It seems that you are always in a hurry somewhere. Luckily, you know a little shortcut! As long as you are riding a skateboard (or something similar, like a scooter or roller-skates), you can create a seemingly bottomless hole in front of you that temporarily opens the way into a chaotic otherworld. It is easy to get lost in there, but you instinctually know the fastest way through, and as long as you stay on the skateboard, you will quickly exit again at your desired destination. Just make sure you don't fall off, or you might have a trickier time getting back out.

Just Jiggle the Knobs (200 CP, Discount Dream + Wonderland)- You can act as a living door past any solid wall, even when there is no apparent door, as long as you stand with your back to the barrier. How so? Well, if someone wants to pass through the door, they just have to turn the knobs

enough – your breasts. After enough fiddling, the subject will be seemingly absorbed into you, only to end up on the other side of the wall, albeit flipped upside down. If you place yourself in front of an existing door, the only way through is through you; in the case you want to be especially secure, you can "lock" yourself, with the "keyhole" down below requiring sufficient attention before anyone can use your "knobs" to enter.

Painting the Roses (300 CP, Discount Dream (Wonderland))- As long as you have the proper paint (mundane kinds suffice) and ability to physically apply the coat, you can permanently paint targets entirely either red or white. The paint will not come off unless extensive magic is used or you repaint the individual. As white symbolizes purity, things painted white gain a submissive nature and induce lust in observers; in contrast, red subjects are granted dominating personalities and increased libidos that make observers more submissive to the red beings' advances.

Bondage Queen of Hearts (400 CP, Discount Dream + Wonderland)- You have a sadistic aura of authority around you that seeps into your demeanor. In your interactions with others, it makes them more likely to be submissive. In fact, as long as your punishments are not overly cruel, the "victims" love to be punished and will eagerly report any mistakes they make in hope of suffering your royal edict. After you exhibit yourself in a dominant way enough, people will retain their desire to be dominated/punished by you even when you are nowhere near them. Furthermore, people you are chasing with the intent to capture start to unconsciously desire to be caught by you in the end. As a result, they will subconsciously turn the pursuit to your favor by slowing themselves just enough for you to keep up and letting themselves pause in distraction at the most inopportune moment. Even so, if people are really desperate to escape, they will resist. Also makes you an expert at wielding a whip, particularly in snagging targets.

Way of the Twins* (600 CP, Discount Dream + Wonderland)- You can split yourself into two separate individuals; each resembles a Chinese martial artist, one in a red outfit and one in a blue outfit. Each twin identifies herself by a one-syllable first name, with the names of the two fighters complementing each other (To and Cho, Mei and Mai, Lo and La, etc.) In this twin form, you gain increased skill and power with martial art moves (in fact, your two halves are able to move in sync for devastating combos). By combining your powers into a heart shape, you can unleash a mega attack that causes the very ground to split in front of the target.

Mirror Lingual (100 CP, Free Dream + Mirror Land)- As everything in Mirror Land is written backwards, it's important to be able to read things. You can now easily read script that is backwards or even upside down as if it were being read normally. Moreover, you are never disoriented by things reflected in the mirror or turned upside down. This also means that you know how to write any script backwards as if it were in a mirror.

Grab and Pull (200 CP, Discount Dream + Mirror Land)- Sometimes people are so pokey that they never get around to entering suspicious portals. If you are on one side of a portal, you can extend yourself to the other side, so long as part of you remains on the initial side of the portal. Moreover, you can grab things – or people – from the other side of the portal and pull them back to your side as you return. Please note that you can extend yourself across the portal and back – same with the person you're grabbing – even if the portal is meant to be only one-way.

Pawn Slap (300 CP, Discount Dream + Mirror Land)- If you can give your opponent a strong slap on the face – whether with your hand or with a weapon you're wielding – and make her or him fall backward, all of the target's clothing will disappear, with the exception of headgear and footwear. Only works when you are on the offensive, and you cannot use this if the opponent defends herself or is attacking you.

Mirror Walls (400 CP, Discount Dream + Mirror Land)- You can cause large mirrors to fall from the sky and act as walls. Each is taller than a two-story building, as long as a city block, and as thick as two oak trees. The mirrors can be stacked on top of each other infinitely until they seem to reach the edge of the sky. You can grant permission to allies to pass through the barrier, but others will have more difficulty; not only do the mirrors physically block travel past them, but magical/technological attempts to teleport will just have you reappear right back where you started. Each mirror is strong enough to withstand a drop from orbit, or having a tank ram into it, but they are vulnerable to reality warpers and projections of willpower; also, the glass itself is a little weaker than the frame, so intensive and extended application of force to the mirror (high-level ballistics, upper-grade offensive magic, etc.) will gradually create cracks that will eventually shatter the barrier.

Chess Player (600 CP, Discount Dream + Mirror Land)- What has higher rank than even a king or queen? Why, the person who dictates how they move. You can control the movements of up to 16 individuals that you consider allies. Simply select the one you wish to move, and it will move accordingly. The pieces still get relative freedom of choice within the limits of how you move them – for instance, a pawn could choose how it wishes to attack a bishop when you move it into the other's space. Pieces can resist your movement choices if they have enough willpower and disagree with your decision. To see your pieces accordingly, you can either peer through their own senses or view them and their surroundings from a bird's eye view. If a piece moves beyond the edges of the current "battlefield", you lose connection to it, but the size of the battlefield can vary depending on the nature of the engagement: land battles can cover up to 64 square miles (8 miles by 8 miles), air battles up to 80 miles by 80 miles, and space battles up to 80,000 miles by 80,000 miles.

Censored Tongue (100 CP, Free Dream + TV Land)- You have learned a wonderful language that consists entirely of censored words (primarily sex-related ones). With a little effort and lots of whispering, you can teach it to others as you wish, but it will be difficult (if not impossible) for most enemies to interpret the code, primarily because they get flustered just listening to the words.

Phantom Dolls (200 CP, Discount Dream + TV Land)- You can summon small, roughly spherical creatures that float through the air and have sharp teeth – perfect for ripping the clothes off captives. The exact cosmetics are up to you. They could look like yellow pill munchers, or doll heads, or gloved fists that grasp and rip at clothing. Each is as big as a grapefruit or volleyball, and you can summon up to a dozen of them at a time. They are about as fast as average birds, and they have sufficient physical endurance to tank a single laser bolt from a sci-fi setting, though they lack similar defenses against magical attacks.

Leg Trap (300 CP, Discount Dream + TV Land)- You have sexy legs. Very Sexy. And mysterious. So mysterious, in fact, that you can tempt people with, shall we say, healthy libidos and willpower less than your overall sexiness to come closer and have a look, even in the middle of combat and even if common sense would normally make them cautious. This brings them into range for your special attack: you can catch a target between your two legs to pull them closer to you, and once caught the foe struggles not against your physical strength, but your sexiness to escape. They are otherwise helpless to harm you until they break free, which requires willpower to resist the sexy. While they're trapped, you may attack them freely, or simply allow them to struggle.

Horn of Power (400 CP, Discount Dream + TV Land)- You can make a strange, ceremonial horn appear on your forehead. This gives you an aura of authority as an emperor, such that large numbers of people will eagerly carry out your commands; it becomes easier to assert your dominance if you give sexual themes to your orders and laws. It also gives you enhanced combat abilities befitting the sort of physically brutish yet cunning alien you'd find in a sci-fi horror movie; for instance, it allows you to make sharp claws emerge from your fingers to cut apart clothing, cause stone walls and other obstacles to rise out of the landscape, and also increase your strength to typical movie monster levels to ensure that your prey does not escape. For some reason, you also have a tendency to add the phrase "Pretty pretty" into your dialogue and refer to people as candy whenever you're using this power.

What's Up Next?* (600 CP, Discount Dream + TV Land)- Of the many strange lands in this universe, TV Land is especially fluid due to the shows it is based on always changing. You can access the powers of anyone that has been featured on a television broadcast within the last 24 hours. However, you can only access one individual's powers at a time, and they cannot be greater than the average power level for the jump you are in. Also, once twenty-four hours have passed, you cannot access those specific powers unless it reappears on TV. Fortunately, you get automatic knowledge of what will be on TV at any given time, so you don't need to worry about checking the channel guide. In the case that television is not present in the world, you can access the next best thing, such as plays or galactic holo broadcasts, but the same restrictions apply.

Martial Maid (100 CP, Free Dream + Part-Time Job Land)- One would think it impractical to fight while dressed in a waitress' garb or a bunny costume. You, however, can fight fluidly in any sort of clothing without tripping or snagging on something. Moreover, you are gifted at avoiding strikes that would damage your outfit or things you are carrying.

Food Fight (200 CP, Discount Dream + Part-Time Job Land)- You are a master in the martial arts of foods, and you can use various food products and utensils as highly-effective projectiles. Furthermore, your technique is recognized as a legal form of martial art, even in tournaments for specific types such as boxing matches. This isn't particularly any better or worse than any other weapon-based martial art, but it will be extremely hard for traditional martial artists to anticipate and counter. Expect non-traditional martial artists to take it in stride however. The food items/utensils you use, whether generic slop or luxurious dishes worth their weight in gold, are both dangerous and delicious, and will not be damaged by using them as weapons (though they might be damaged by being blocked or being used to block), nor will they leave even the slightest mark or stain on you and your attire. You seem able to pull food out of nowhere for this purpose.

Strongest Waitress (300 CP, Discount Dream + Part-Time Job Land)- If you are able to represent the serving staff of an official restaurant, you can challenge the staff of other restaurants to duels. And by duels, we mean martial arts fights (this also means that you can turn cooking "duels" you are invited to take part in into physical fights, even if the competition was supposed to be something like a cook-off). Whoever wins is accepted by the world as the better restaurant, and the loser (which is considered the restaurant as a whole) must obey the victor's wishes, at least in regard to the restaurants; you could demand that you always be given free food, that the two restaurants merge with your side in charge, that waitresses be appointed managers and the manager to be demoted to your personal waiter, etc).

The Last One Still Dressed Wins (400 CP, Discount Dream + Part-Time Job Land)- You have mastered the art of waitress combat – specifically in making your opponent gradually lose her (or his) clothing with every successful hit. Since it's rather undignified to take off your clothes in front of people (even if it's someone else who's taking them off you), your de-clothed opponent will become more and more embarrassed as the humiliation progresses, and people who see the person lose her clothing will lose a bit of respect they had for the person and instead see her as scandalous or silly with each garment lost (interestingly, the respect lost toward the victim is somehow transferred toward their perception of you, as there's something admirable in how you so elegantly take your opponent's clothes off in the duel). In fact, you can take an opponent's clothes off in any sanctioned duel without being disqualified for doing so.

Get Her! (600 CP, Discount Dream + Part-Time Job Land)- In a free-for-all, it is (in theory) every-girl-for-herself – unless one individual is the true target. Whenever you get into a brawl with multiple opponents fighting each other, you can convince everyone to focus on a specific individual before

they focus on fighting anyone else. Once the target is defeated or absent from the battlefield, all alliances are off. Only works if everyone sees the target as an opponent. Also, while everyone is focusing on a single target rather than each other, that doesn't prevent the possibility of friendly fire in the chaos. Furthermore, if you break from the pattern and attack someone besides the target, the effect ends.

Strip Mahjong (100 CP, Free Dream + Mahjong Land)- Mahjong is a game of honor, so it's good to follow the rules, right? Even if it means you have to strip off a piece of clothing every time you lose. Whenever you win a game of mahjong, you can insist that the loser disrobe, and she or he will be duty-bound to follow your command. You can eventually extend your right as victor to other games as well. With enough practice, you can also apply the strip rule and potentially other arbitrary rules to other games you win.

Ruler of the Game (200 CP, Discount Dream + Mahjong Land)- Being the queen of a game isn't just about mastering the gameplay – it's also about having the charisma to overpower opponents, no matter what hand you really have. As long as you grasp the basics of a game (chess, mahjong, poker, Catan, Magic the Gathering, sports, etc.), you can invent impossible strategies on-the-spot that your opponents have no choice but to accept, essentially using your charisma to shove past any objections they have to the unusual circumstances of your wins. After all, the ruler makes the rules, so it's hardly cheating. However, the normal rules of the game are still in play, and if someone finds a way to nevertheless win under the rules, you have to live with them.

Mahjong Fighter (300 CP, Discount Dream + Mahjong Land)- You are skilled in using mahjong pieces as actual weapons, whether for melee with scoring sticks or for projectile attacks via the blocks. Also, as the game has a mystical origin to it in Mahjong Land, the pieces gain spiritual enhancements when used in this manner, such as ice for the Winter piece, a fire attack for the Red Dragon, and a "mark of the peacock" for One Bam - the Peacock's Mark actually symbolizes the Wrath of Juno, and as such it will attempt to inflict a monstrous polymorph/transformation curse on the target (said transformation is always a monster girl with bestial and lustful instincts).

Ms. Mahjong of Justice (400 CP, Discount Dream + Mahjong Land)- By waving a mahjong rod, you can transform into Strip Mah-Jongg Girl, the scantily-armored defender of mahjong (or at least your right to win). You can fly and fight with powerful mahjong rods and blocks, and their strengths and powers are significantly enhanced if you also took *Mahjong Fighter*.

Successor (600 CP, Discount Dream + Mahjong Land)- If you are defeated by an opponent, you can declare them to be your successor and can permanently transfer a power or destiny of your to them. This could be anything from a perk to your fate as a Chosen One. As the "successor" proved her or his determination by overcoming you, she or he has no choice but to accept. Once you have given

the specific gift up, you cannot get it back. Also, please note that you can't throw the match; unless you actually put up a decent fight, the transfer won't work. For the transfer to take place, you must make physical contact with the victor after the battle is over.

Assemble the Party (100 CP, Free Dream + Video Game Land)- You have increased luck fighting in a group of five individuals – four supporting roles (including yourself) and a hero. In the case that you have found four party members but need a hero, you have great fortune in finding compatible heroes and heroines and getting them to join (whether they like it or not). Or you can be the hero and use the ability to find four supporting party members. Also, you and your party gain enhanced team coordination/power (meaning more power to attacks that draw on teamwork) when you and your teammates act erotic/sensual toward each other.

Item Search (200 CP, Discount Dream + Video Game Land)- Don't you know? It's perfectly normal in a video game to enter a random house and search through everything from vases to dressers. Search long enough, and you are bound to find something suiting your needs, even if it's something as unlikely as enchanted armor. In fact, the likelihood of finding rare and powerful items increases the more you search in ordinary and mundane places. Furthermore, you have free claim on whatever you find – after all, heroes don't steal, they appropriate. This also gives you free warrant to "search" the ladies of the house, though the perk alone won't let you go farther than a "close and personal" search of them.

Chest Mimic (300 CP, Discount Dream + Video Game Land)- You can store yourself inside a chest and stay inside however long you wish without losing any health or suffering from any vital needs. As soon as someone opens the chest, a blinding light flashes, giving you the opportunity of the first strike! Furthermore, you gain the proper form of an "Incubus" Mimic from the game, complete with magical black wings (that allow you to fly) on your head, a devil-spaded tail, and a long tongue perfect for French kissing; plus, you have access to "Sexy Demon" magic, which allows you to erotically stimulate and paralyze targets through physical contact (and doing so drains small amounts of HP/MP from the victim to boost your own reserves).

Somari/Singha Puura(400 CP, Discount Dream + Video Game Land)- You are skilled in either the naturalistic magic of "Somari" or the holy powers of "Singha Puura." Somari magic can be considered approximately equivalent in strength to that of a 12th level Druid from Dungeons & Dragons (2nd Edition), but differs from its D&D counterpart by embodying "natural bounty" by increasing sexual appearances and feelings in its targets (and taking strength from such aspects in the surrounding environment); you also know how to cast these spells while dancing (but it always must be in a sexy manner). Likewise, Singha Puura's holy magic is approximately parallel to that of a 12th level Cleric from Dungeons and Dragons (also 2nd Edition), but Singha Puura's spells take strength from sexual feelings: for instance, spells (both offensive and supportive) will have enhanced effect when applied to a target with a strong sense of lust, and likewise the spells will be strengthened by

the caster's own lust; access to the spells also gives you a serene yet sensual persona you can project that makes you seem as pure of heart as a chaste nun no matter what sexual actions you take. If both magics are combined into a single attack, the target's clothes are immediately disintegrated (and any supportive buffs vanish) and the target loses most of its strength. Can be purchased twice to get both magics.

Summon Beast (600 CP, Discount Dream + Video Game Land)- After choosing a name, you can summon a magical beast into existence. The exact form depends between universes, but it's generally a large flying dragon the size of a jumbo jet that cannot speak (possibly the only thing in this jump that is a genuine beast instead of a humanish one). You can use this perk once per jump. It is always highly loyal to you and will serve as a trusty steed who can take you many places you could not normally reach on your own (it helps that it has the ability to use its physical strength as the necessary stat to challenge and potentially break through barriers, even magical ones that would normally need other qualities such as willpower or magic to overcome). Which makes the name all the more unfortunate. You see, whenever you activate the perk and attempt to give a name to the beast, for some reason you automatically speak out the first cutesy or embarrassing name that comes to mind. Once the name has been given, it is unchangeable, and it will be impossible for you or anyone else to refer to or even think of the summon by any other name. And to summon the guardian, you will have to shout its name at the top of your lungs. You can cast the summon spell only once per jump, either to summon a previous beast you created or call forth a new being. Fortunately, the summon remains present in the spell for the full duration of any jump when called; after you leave, it will go to another realm to patiently wait for you to call it again (unless you find a way to take it with you as a companion, of course).

Be the Guy (800 CP)- Come on, this setting is designed specifically for lesbian action! But fine, if you want to be a male, you can pay for it here. Half price for Futanari… but you'll definitely be a futanari. Everyone will know, as it won't be subtle, though your overall appearance will favor your female aspects more than any new male parts that have been attached.

Jumper-chan in Item Land

We also have some lovely treasures you can take home with you, as mementos of your experience here (whether you want to remember is something else entirely). If an item is lost or damaged, it will reappear within the Warehouse after a week.

Wonderland Wardrobe (50 CP)- A full collection of all the outfits and accessories featured throughout Miyuki's adventures, including bonus illustrations and the like. They do not come with any special powers.

Yoshie (50 CP)- A pet ferret who is very affectionate and loyal to you. Unfortunately, it has a severe phobia of men.

Bunnies (50 CP)- No, these are not women in rabbit outfits, just perfectly normal bunnies as appear on the cover of the manga. Well, they do look a little cartoonish. They also have a natural sixth sense for sexy things (particularly those involving girls), and will happily lead you to them. They are very affectionate, and love to nestle themselves on the breasts of girls and women. You get a half-dozen of these white, fluffy bunnies (all girls).

Rabbit Gear (50 CP)- A set of attire and equipment fit for the White (or black) Rabbit who started all of Miyuki's misadventures at the very beginning. First is the pair of big floppy bunny ears that you can stick on top of your head to act as a second set of ears. However, the rabbit ears only hear "sexy things", homing in on repressed Sapphic thoughts like a lesbian radar. Second is a walkman set that constantly plays the one-track tune from the OVAs. Despite the bulky nature of the walkman, it acts like a light necklace on you and never slows you down, tangles you, or destabilizes your balance. When you put the earbuds into your normal ears, the only thing you will be able to hear is the music, which stimulates your body with a sexy tingle and gives you extra energy, letting you focus solely on your goal without getting distracted by outside things; you can still use the bunny ears to pick up certain sounds around you, though. Next are two white cuffs that rest firmly just past your wrists. Neatly stitched inside each cuff is a pocket watch; you can't see the watches from the outside of the cuffs, but by wearing the cuffs you automatically know the times given by the watches. The right cuff's watch always tells you the wrong time (well, at least you know what time it ISN'T right now), while the left cuff's watch always tells the right time, but only in increments of days. Finally, there's a fluffy, poofy white rabbit tail that sticks on your clothes (or body) just above your bottom. Whenever a female sees it, she will become increasingly aroused and curious about it, and start chasing you so she can touch the tail (and your butt). All of these items must be worn together as a set. Also comes (separately) with a free skateboard that never slows down due to friction.

Digital Clock (50 CP)- A copy of Miyuki's own clock. It is always accurate in timekeeping and, whenever you look at it, you can automatically remember any important activities on your itinerary and schedule for the day, as well as how long you have to get where you should be. On the other hand, though, the clock casts a little jinx whenever you look at it for such assistance. Whenever you have something you don't want to be late for and you look at the clock for guidance, fate will shift just slightly so that there will be some sort of contrived incident, whether it's your clothes falling off, sexy maids challenging you to a duel, or getting pulled into another dimension that will likely delay your arrival. Still, these detours are never truly harmful (embarrassing is another story), and depending on your tastes they might be a little fun.

Clamp Collection (100 CP)- Consider this a little apology for all the trouble you're going to go through here. You get a full collection of anime and manga from Clamp's multitude of different works – and, yes, this includes the anime and manga of Miyuki-chan; what's more, you'll get additional OVA episodes featuring Miyuki's other escapades.

Mad Pipe (300 CP, Discount Wonderland)- An elegant cigar pipe. By simply waving the pipe, you create a weave of smoke that wraps around your target and carries her right to you. Only works on human size (or smaller) targets. Extremely strong characters or those who can dispel the smoke may be able to break free. Like normal cigarettes, the pipe is dangerous and affects your body, but this Wonderland variant's effects are more...sensual. The more you smoke the pipe or breathe in the smoke, the more you will be addicted to sexy thoughts, and the smoke also gradually "infects" your lungs such that it becomes highly difficult to say anything that isn't sexual. Could feasibly be used in conjunction with the Mathmos Hookah.

Heart Card (400 CP, Discount Wonderland)- A strange, winged red heart-shaped card that flies around you. If you examine a specific object, the heart will appear in front of your face with a single-sentence instruction on how to fulfill the item's purpose. However, keep in mind that the item's purpose is not necessarily beneficial to the person who uses it; for instance, a mouse trap's advice might be "Please take my cheese."

Mirror Throne (200 CP, Discount Mirror Land)- A magical chair that can float up in the air to give you a bird's eye view of your subjects and the battlefield. It is not particularly fast and has no defenses. It moves about 20 kilometers per hour (kph) or 13 miles per hour (mph) at most.

Vorpal Post (800 CP, Discount Mirror Land)- A towering sign post that almost resembles a weapon, welcoming visitors to Mirror Land. However, it is in fact a magic sword, and it can adjust its size to fit the holder. Rather than give any advantage against dragons such as Jabberwocks, however, the sword instead contains the power of dragons, and can in fact attract dragons to assist the user. Given the lesbian nature of this world, the sword is especially likely to attract female dragons, with the

attraction in the process making you more romantically compatible in their eyes. Also known as the Jabberwocky Totem Pole.

Mathmos Hookah (400 CP, Dream (Discount TV Land))- A large container able to store a single, human-sized individual indefinitely. The machine is designed to keep the sealed being alive forever while continuing to draw out a small amount of her or his essence on a regular basis. The energy is transformed into smoke that people can inhale from attached tubes for either pleasure or power. Generally the sealed person must either be willing or have been subdued prior to being placed inside. The hookah works to convert any power asserted by the captive into smoke, but a particularly strong and determined prisoner might be able to overload the system; plus, captives larger than a standard human will be a tighter squeeze and could break the contraption. The victim is kept in a pleasant, low grade euphoric haze while inside, and has no needs or wants.

Positronic Ray (600 CP, Discount Dream (TV Land))- A terrible superweapon designed to dehumanize targets into the 4th level. Of course, this being one of Miyuki's fantasies, things are a little different from the movie. The laser temporarily opens the way to a "fourth dimension" that embodies lewdness, and the aspects of that dimension overtake the piece of reality where the laser was projected. In essence, each shot turns the target, whether living or inanimate, into a lewd parody of itself. It takes a long time to charge up, though, and the laser's speed is slow. The effect will slowly wear off over a 24-hour period, but multiple shots will gradually make the transformation more permanent.

Ofuda (400 CP, Discount Part-Time Land)- Wooden tags enhanced with prayer scripts. The projectiles are highly-effective not only against spiritually-vulnerable beings but also things that qualify as food, chefs, or servers.

Battle Café (500 CP, Discount Part-Time Land)- A family restaurant in a style of your choosing that somehow also includes a battle arena in the staff area. It is a popular hub for fighting tournaments in whatever setting you place it in (with all winnings going to the house).

Mahjong Rod (100 CP, Discount Mahjong Land)- A magical scoring stick. With a simple wave of it, you can turn any table into a mahjong table. Once the table is transformed, the three people nearest to the table are obligated to play a full game of mahjong; the only condition is that you must fill in the fourth slot yourself. The table turns back to normal once you've finished your game.

Mahjong Ryu (600 CP, Discount Mahjong Land)- Remember the dragon on the "Tears of the Dragon" manga Miyuki-chan was reading? This noble dragon acts as a perfect arbitrator for mahjong games and prevents cheating from occurring. It can also be convinced to manage other games as well.

It knows all the games, but won't normally play them as it feels it has an unfair advantage. If you somehow become world champion of a specific game (and it must be an earned victory) the Dragon will consent to play against you. It is really that good at games.

Miyuki Quest (100 CP, Discount Video Game Land)- A very engrossing, classic RPG game that can be set up to play on any available TV. There is surprisingly little sexuality in the game, making it friendly for all ages – assuming, of course, you don't get a Game Over and decide to do the "Secret Scenario."

Hero's Armor (600 CP, Discount Video Game Land)- A powerful (if revealing) set of armor, complete with winged headgear and a mighty sword. Perfect for facing off against high-level opponents. Cannot be torn off without your permission.

Clamp in Wonderland (100 CP, Prerequisite Clamp Collection)- Remember those old Clamp music videos that crossed over all the different series? Well, in at least one universe, they were the inspiration for a full-length movie and television series. Does the story make any sense, or is it as crazy as Wonderland? Well, you'll just have to watch and find out. The DVD set also comes with the original music videos.

Beast (666 CP)- Coming from Clamp's *X* movie, this is a highly-advanced supercomputer that can also control electric cables within a 200 meter radius , whether to hack into electronic systems or use the wires like tentacles for foreplay. Of course, since this is the Miyuki version, it kind of has a lecherous and lesbian side to it.

X ~ Miyuki Edition (34 CP)- You get a full collection of Clamp's *X/1999* series, including a complete set of the manga and all of the DVDs for both the TV series and the movie (including bonus material), not to mention a few posters and other memorabilia. That said, this whole collection is the version from Miyuki's universe, and even before she went into her own lesbian dream version as the star, you could tell from the theatrical release that it's a bit different from the one back home. For starters, Kamui is now a girl, not a guy. For more details on what's changed, you'll need to find out for yourself.

Jumper-chan in Companion Land

Reinforcements (50/300 CP)- You can import pre-existing companions or create new companions for 100 CP each or 300 CP for 8 companions. Each companion comes with a free background (and origin location) as well as 400 CP to spend on various things. Keep in mind that whoever you choose, they will be brought in as women (and locked in accordingly) for the jump; also, they will have to take the mandatory drawback of their background.

Straight Out of the Story (100 CP)- You can take one of the canon characters from the anime and manga as a companion. Who will you choose? The elegant Humpty Dumpty, the eager Card Girls, the delicate little flowers Sumire-san and Yuri-chan, the proud Strip Mah-Jongg Girl, or maybe a video game heroine or waitress brawler; there are lots of possibilities. Miyuki herself is unavailable; to get her, see *Pure Peril* or *Catch Miyuki-chan!*

Chibi-Clamp! (200 CP):)- Buy this and you get Clamp's self-insert chibi-versions – all four of them – in one convenient companion slot. These chibi caricatures have animal features (mostly just ears and tails): Mokona Apapa's a fox (or maybe a cat), Nanase Ohkawa's a bunny, Tsubaki "Mick" Nekoi is a doggy, and Satuka Igarashi is a squirrel. Mokona and Nanase split 60% of any perk they get, while Tsubaki and Satsuki split the other 40%... unless it's a perk that fits the specific personality type (Mokona is the cute one, etc.), in which case they get it more strongly than the others. Overall, they tend to be childish goofballs and are obsessed with cute girls and skirts – but not boys, they're totally gross. Also, at least in the current setting, seeing as Tsubaki based Miyuki off her sister, you can have Tsubaki be your sister in the jump. All of the four members of CLAMP must be bought together, and cannot be split apart; no breaking up the team! If you give them enough free-time and access to any past records or logs you have, they will start making (slightly risque) manga based on your past activities, as well as your adventures going forward.

Jumper-chan in Drawback Land

You can take up to +600 CP in drawbacks to make your adventure even more interesting. However, *Pure Peril* and *Catch Miyuki-chan!* make it so there is no limit whatsoever; what could possibly go wrong?

What a Cute Name! (+100 CP, Mandatory Drop-In)- The women of the dream worlds are particularly attracted to you. Often *overly* attached. Expect to get stalked again and again by the many ladies. Must be taken without bonus for the Drop-In background.

Erotic Enhancers (+100 CP, Mandatory Dream)- As something dreamed up by Miyuki, you're expected to be sexy and lusty and act the part too. You have an increasing tendency to see things through a sexualized lens, such that even normal activities such as drinking tea and playing board games become sensual, and you will increasingly need to quell a powerful urge to bed any woman - or sweet schoolgirl – you see. Must be taken without bonus for the Dream background.

Submissive (+100 CP)- You aren't saying yes, but you haven't said no yet, have you? You tend to get very flustered when others flirt with you, making it difficult to resist their advances. It takes all of your willpower to actually say 'no' and people will assume your lack of overt protest implies consent. Only applies to sexual matters.

Can You Help Me? (+100 CP)- You have a very trusting nature and tend to go up to complete strangers for directions when you are lost or confused – which tends to happen a lot in this universe. Trust me, you'll regret the "help" you get from some of the women here.

Nowhere to Hide (+100 CP)- You can run, but you can't hide! No matter how much effort you put into hiding from pursuers, your hiding spot will never be safe. Either you will be found by the people you are avoiding, or the apparently safe spots will in fact have even worse ladies waiting for you.

The Silent Type (+100 CP)- You are unable to speak at all during the jump, nor can you use any other means of communications other than body language and charades.

Down You Go! (+100 CP)- You tend to get into situations that cause you to fall a ways down before crashing into something. Sure, there's a perk that can help you, but it's still not a pleasant experience.

Everything's Sexy (+100 CP)- These worlds embody sultry lesbian themes, and your personal belongings are becoming a part of that world. As the jump progresses, clothes you wear will gradually become more revealing, handheld items become more suggestive, and vehicles more ridiculously spacious and plush (such that just sitting on them makes your bottom tingle). Moreover, just as even teapots are alive in these worlds, any items that you have with you, including anything you bring out of your Warehouse, will be corrupted with a sexy little heart. If you're lucky, they'll at least remain as simple albeit animate and mischievous objects; on the other hand, even flowers and doorknobs here can have faces, so don't be surprised if you are suddenly propositioned by a strange girl faintly resembling a treasure of yours. They turn back to normal after the jump, unless you prefer it otherwise.

World of Women (+200 CP)- Even in Miyuki-chan's "normal" world, we never see any guys. So that begs the question: does the male gender even exist in those worlds? Now, aside from purchase options, no males exist at all, and there's a negative 13% chance of encountering any boys. But more than that, your memories have been altered to erase all knowledge and memory of the male gender from your mind. Any memories you have of males will either be replaced with all-female memories or erased entirely, and if you used to be a guy you'll think that you've always been a girl. The very concept of a man seems queer and…wrong to you, and even the mention or thought of a guy makes you queasy and disgusted.

Good Girl (+200 CP)- A good girl always follows the rules and does what she's told. Unfortunately for you, the rules in these…unique worlds are quite unusual. Whenever someone states a "rule" of the world, whether it's that you must play strip mahjong or that the punishment for upsetting the queen is to lick her boots, you must obey without question. You don't get the power to set rules, and you consider any assertion of a "rule" by someone (even if said person likely just made it up on the spot) to be a law that must be followed.

Lost (+200 CP)- The world around you is constantly shifting without warning. One moment it might be night in a forest, and the next minute you'll find yourself in broad daylight before a queen's castle.

I Want to be Punished! (+200 CP)- You have a masochistic personality that loves to be "punished." As a result, you will be tempted to fail at whatever task you're performing whenever such an opportunity comes – and there will be plenty of chances for that around here.

No Allies (+200 CP)- Everyone in these worlds has a mischievous spirit to them, making it unwise to really trust any of them. Anyone you befriend will lead you into trouble rather than away from it, even Companions.

I'm Late! (+200 CP)- You are always late for something, and anything that requires you to arrive on time has you frantically struggling to not be late. Moreover, you get really frantic when you are late and become focused on getting to your destination and not being late (even if it's far too late to not be late), such that you tend to ignore other problems and strange things around you.

Flat (+300 CP)- I'm not talking about the animation, but rather the characters. Like many of the people here, you now have a very simplistic personality that sharply reduces your complexity and potential for personal growth. If you are a Drop-In, your chief defining feature is your naïveté, while if you are a Dream your chief defining quality is your sense of lust. Parts of your character that interfere with that mindset – or are just considered irrelevant in the story – are scraped out until you have a shallow sense of self.

Please Wait, I Don't Know How to Fight! (+300 CP)- You lose all combat-related abilities and knowledge, such that it is impossible to even think of fighting back. Well, at least you still know how to run away.

One-Track Music (+300 CP)- The anime really only had a single kind of background music, and you will be stuck listening to it for the entire jump.

Riddle Me This (+300 CP)- Much like Carroll's own tastes, all of the dream settings (even the ones not based on Alice) are filled with logic puzzles, riddles, and other puzzles at every possible moment. Many of the puzzles are ones rooted in the sensual interests of the inhabitants (e.g. – "If Miyuki fingers herself once every two minutes and moans every thirty seconds, how long will it take her to orgasm?") Moreover, the answers to the riddles aren't always straightforward. In many cases, the true answer is one that can only be reached with a lecherous outlook (e.g. – "I touch the bouncy hills, no river in sight. Yet I capture the most precious drink of all." ~ Panties) On the other hand, sometimes the answer will be a rational one despite hints that the answer is something sexy, and you'll never be quite sure which one is right until you've given an answer. Failing any such puzzle results in a "penalty" that is always something sensual.

But I Can't!!! (+300 CP)- Fate and the locals of these dreams keep pushing you into roles that you don't want, whether it's becoming the hero to fight a powerful boss, defending mahjong as a magical girl, or being crowned queen of a orgy-themed kingdom. Whatever roles are forced on you, you dislike the responsibilities and become highly flustered when asked to uphold your duties for that position.

Mirror Madness (+400 CP)- A (mostly) mute, mirror reflection of you exists in these sexy dimensions. She has all of your powers (from the current jump), but a personality molded

accordingly with the lesbian designs of the world. She has a mischievous nature and, while not actively harmful toward you, likes to get you into trouble. As a small reward for putting up with your mirror self's antics, you can take her along as a companion after the jump, though she still tends to do as she pleases.

Endless (+400 CP)- Every time you reach the climax of the adventure for the specific world you started at, you will somehow end up repeating the actions you did at the beginning. As a result, you are stuck looping through that single world for the entirety of the jump. At least you will remember your past experiences there.

All Just a Dream (+400 CP)- When you start the jump, you wake up with the subconscious feeling that you had a very strange and interesting dream. If only you could remember what happened… All memories you have of your past lives are sealed away until the end of the jump.

Unequipped (+400 CP)- You may be the hero(ine) of this story, but it looks like you aren't equipped with much. You start out with nothing but the clothes on your back (it must be regular clothes, not armor – if you're only wearing armor at the start you'll end up in a schoolgirl's uniform). You have no items on hand, and the Warehouse is locked. Fortunately, any items you purchased for the jump will appear within a 50-foot radius of your starting point, so you'll just need to do a little searching to obtain them.

Powerless (+500 CP)- You lose all of your special powers, except for what you have gained here, for the duration of the jump. Hopefully you can still stay ahead of your many suitors.

Lee and Lee (+500 CP)- The martial arts twins Cho Lee and To Lee have challenged you to a duel, and won't take no for an answer. You are bound by the plot to fight them at least once per year, and they get stronger each time. Whenever you lose (unless you were knocked somewhere they couldn't find you), they will celebrate by stripping and having their wicked way with you. If you lose to them at least seven times, you automatically fail the jump. As a small reward for beating them, you can now take the Lee twins as companions for free.

Your Own Worst Enemy (+600 CP)- Just as the many dreamlands were born from Miyuki's internal curiosity and phobias, your mind now also unconsciously shapes the world around you. You never have control over your dreams, but the drawback ensures that things from your subconscious imagination will appear and make your (sexual) fears real. And since nobody knows you better than yourself, your coalesced dreams tend to exploit your weak points. Moreover, your reflection from *Mirror Madness* also has this ability, and stronger control.

Pure Peril (+700, Drop-In Only)- In order to successfully complete the jump, you must protect your chastity. If you ever lose all your clothes except when you have privacy, or if you lose your virginity, you automatically lose the jump. Keeping yourself safe will be very difficult, given all of the ladies after you (see *What a Cute Name!*), and there are potentially more complications. If you also took *Mirror Madness*, you must also ensure that your reflection never loses her chastity either. To satisfy their sense of honor, the Lee twins in their respective drawback will now only challenge you once at the end of the jump; however, they are at their strongest, and all physical and ki-style fighting techniques you know have been shared and divided amongst the two. Do not worry about *All Just a Dream* inhibiting you too much, though: you still have an instinctive feeling that you must protect your chastity at all costs. Should you succeed against all odds, you can bring Miyuki herself along as a companion.

Catch Miyuki-chan! (+700 CP, Dream Only)- Once per year, Miyuki will show up in your home dimension. She will only be there for one hour before "waking up" and vanishing from the world. Before the jump is up, you must succeed in removing all of Miyuki's clothing and deflowering her. This is easier said than done, though. All powers and items from outside the jump are sealed whenever Miyuki is present, though they return once she's gone. Moreover, you are in competition with all of the other dreams after Miyuki. They will never cooperate with you to catch Miyuki, and they will either sabotage your efforts to capture her or decide to do naughty things with you instead (providing an ample opportunity for Miyuki to get away). Moreover, Miyuki, with her subconscious desires and resistance influencing her dreams, has a strange sense of luck, such that while it becomes very easy to get close to her and molest her, she will almost always find some way to escape before things get far enough along. Not to mention how she tends to randomly teleport all over the place. Don't worry about *All Just a Dream* inhibiting you too much, though: you still have an instinctive feeling that you absolutely must have your way with Miyuki-chan, no matter what. Should you succeed against all odds, you can bring Miyuki herself along as a companion.

Jumper-chan in Ending Land

Well, you successfully made it through the jump. What will happen to you now?

Wake Up- You awake back in your original life, albeit with all of your acquired powers, items, and companions.

Never End- So, I guess you decided to give into the craziness here in the end, huh? You choose to stay in these whimsical, erotic worlds forever.

Next World- It's time to move on to the next jump. Hopefully the next one won't be as strange.

Jumper-chan in Note Land

Story Behind the Madness- *Miyuki-chan in Wonderland* was the brainchild of CLAMP, a four-woman team responsible for many manga series ranging from *Cardcaptor Sakura* to *X/1999*. They initially made the *Miyuki-chan* stories for a magazine, and they later admitted that they didn't actually expect them to be compiled for a manga collection. Mostly, they focused on having fun with the stories, which may be why all of the manga chapters are short and silly (and lesbian). An OVA anime was later released covering and expanding the first two manga chapters was later released.

Each chapter of the manga/anime is a standalone episode revolving around a school girl named Miyuki. At the start of each story, Miyuki is doing some normal activity in the real world, but then something strange will draw her into a strange world (or bring the world to her) where everyone seems to be woman and lesbian, constantly trying to disrobe Miyuki despite her protests. It's suggested that the dream sequences are in a way a representation of Miyuki's own conflict over her sexuality, as while she gets flustered about all the sexy lesbians they might represent her repressed desires. At the end of each chapter, Miyuki wakes up back in the real world as if it was all just a dream; however, the audience is always shown some sort of hint that it really did happen, and that the dream is going to repeat itself over and over.

Here are the different chapters of the story:

Miyuki-chan in Wonderland- This chapter is based on *Alice in Wonderland*. After waking up from a strange dream (eventually revealed to be her previous foray in Wonderland), Miyuki runs to get to school on time, only to follow a skateboarding rabbit girl down a hole. She spends the rest of the adventure trying to find her way home while dealing with Wonderland's female and lesbian-turned characters. This was also the first half of the OVA, which added a couple extra scenes like a door who needs to have her "knobs" jiggled and card gardeners who eagerly hope to be punished by their queen (but only lucky Miyuki shall have that privilege).

Miyuki-chan in Looking Glass Land- This chapter is based on the second Alice book, Through the Looking Glass. The day starts off with Miyuki combing her hair in the mirror, only for her reflection to start moving on its own and pull Miyuki into the mirror. After various misadventures, Miyuki finds her mirror self and tries to stop her from taking off her clothes. The second half of the OVA covered this chapter but was called *Miyuki-chan in Mirror Land* and added extra scenes and details left out of the manga, such as an encounter with sexy flowers and a chess game where the [female] pieces make the pieces they attack lose their clothes and the loser has to take off her clothes.

Miyuki-chan in TV Land- Miyuki is disappointed that she missed the television showing of *Barbarella* (an erotic sci-fi epic, it should be noted), but she gets distracted when a pair of legs pokes out from her TV. When she investigates, Miyuki is pulled into the TV and ends up taking the place of the protagonist in a women-only production of *Barbarella*.

Miyuki-chan in Part-Time Job Land- Miyuki is hurrying to get to her part-time job as a waitress, but she somehow ends up in a battle arena where other waitresses challenge her to a fight – the last one with her clothes still on wins!

Miyuki-chan in Mahjong Land- Miyuki is reading a funny manga about mahjong when several people come out of the book and start up a game of "strip mahjong" where the loser has to take off her clothes – and with one of the girls able to turn into the magical girl Ms. Mahjong, that's the least of Miyuki's problems.

Miyuki-chan in Video Game Land- Miyuki is playing an RPG video game when her party gets wiped out; however, the game over has a special option that Miyuki naïvely selects, not knowing that it will transport her into the game and make her into the hero destined to fight the final boss – who is actually her, she'll learn.

Miyuki-chan in X Land- A final chapter made by CLAMP to celebrate the release of the *X* movie, the story involves Miyuki at the movie theater watching the film, only to get pulled into the *X* manga as a replacement for the protagonist Kamui. Interestingly, while the sequence is another lesbian buffet, the changes to the script might not entirely be Miyuki's imagination, as when she was watching the movie it showed Kamui, who is a boy in the canonical version, as a girl instead.

Embellishments- Some fans of *Miyuki-chan in Wonderland* might note that some of the perk and item descriptions have details not found in the original canon. I admit that I added these extra elements, but I did so out of a love for the series and struggle to give it sufficient depth for a jump. A lot of the individual chapters and episodes for the series are extremely brief, and this means that the information needed for a jump is nowhere to be found. For instance, the Mad Hatter only appears for a single minute – no more – in the OVA, so we never get an explanation for her pipe besides its couple-seconds use to yank Miyuki up to the tea party. Similarly, the Singha Puura and Somari spells take less than one page to be cast, and we don't learn more about the spells other than that they defeated and stripped the enemy monster girl; I used the characters' attire to postulate deeper aspects of those powers. So please forgive me if I found the inspiration to take some of the ideas originating from the manga and anime farther than perhaps the creators envisioned.

Gender- Given how the series is blatantly lesbian, you are locked as a female for the course of the jump. Abilities and such that allow you to change genders will not work. The only way to be a male in the jump is by paying 800 CP for the respective "perk." And any companions you bring in are turned and locked into girl forms for the jump.

Discounts- In the event that a discount mentions both a specific background and a specific location for the requirements, both requirements must be fulfilled for the discount to qualify.

Jumper Reservoir Chronicle- This perk is inspired by Miyuki's cameo appearances in Tsubasa: Reservoir Chronicle, another CLAMP anime that involves the heroes traveling between different worlds/dimensions. To be able to make such a multi-dimensional odyssey, the party first had to sacrifice what they valued most, such as their loved one's memory of their love or their high magic strength/power. Which makes Miyuki's own apparent ability to travel to the different worlds without even realizing it so incredible and worthy of a perk of its own.

Way of the Twins- When you activate the perk, you divide into two separate bodies. Each half of yourself acts as an autonomous and independent individual, yet both of you have a subtle mental link that encourages each of you to instinctively take actions that fuse well together, as if you are two arms of a single person. Items currently held and worn by you are duplicated for each twin, but they will change to a Chinese redesign and turn either blue or red. Powerful and rare items are not copied, and instead end up on whichever twin would be more compatible with it. Your overall power level is halved between the twins, and perks are generally divvied up between the two twins; however, all powers that can be construed as martial arts are copied and shared between the twins, and the power requirements for such attacks are halved. If a twin dies, it seemingly vanishes into nothing, leaving only your other half behind (and whatever powers and items the twin had do not return to you). A half hour after disappearing, the killed twin returns, but only to merge back with you into a single person. Once you are back together as one, the twin's items and powers reappear, making copies merge back into singular powers and items accordingly. If a twin has been killed, the splitting ability cannot be used again for a week. Also, each twin is unable to use the splitting part of the perk on herself.

What's Up Next?- Please note that by "average", this does NOT mean the divided sum of the highest fighters in that jump. Rather, it means what would constitute a moderate level of power in the jump. Also, televised recordings of real events in the jump do not qualify; the show needs to be fictional. In addition, other forms of fictional, performed media may qualify as a substitute for television broadcasts if TV is not common in the setting.

Mirror Self- Your living reflection has an enigmatic, mischievous personality, and she seems to enjoy maintaining a mysterious persona for its seductive quality and how it flusters you. She is

perfectly able to speak aloud but rarely does so, for the same reason as before. Overall, as a dream being of these lewd, lesbian worlds, she embodies the values of the setting (she has no taboo against nudity, she enjoys molesting you (if female) and women, etc.). In addition to whatever perks you purchased for yourself in this jump, your mirror self can be considered to have the *Cool and Close*, *Mirror Lingual*, and *Grab and Pull* perks. You can only get your mirror self as a companion if you take the *Mirror Madness* drawback. And even after becoming a companion she won't lose her mischievous streak.

Cho Lee and To Lee- These Chinese twins are skilled martial artists and tend to fight anyone who catches their interest (and seem to forget that sometimes said "opponents" don't actually want or know how to fight), but beyond that not much is known about their motivations (like most characters in this setting). Cho Lee and To Lee can be considered to have the *Way of the Twins* perk, in a fashion: while they can't split themselves, they have the abilities and coordination granted to the twins produced by said perk. They also have the *What is Your Name?* and *Martial Maid* perks. You can buy them with the *Straight Out of the Story* companion option, or you can take and overcome the *Lee and Lee* drawback to get them for free.

Miyuki- Miyuki*~chan* is a cute but seemingly normal school girl who just wants to live a normal life. However, she actually has many repressed Sapphic desires and a special power within herself that grants Miyuki her unrecognized wishes for countless sensual adventures. Her own subconscious appears to have created the different lesbian worlds in this setting as a way of addressing her true feelings. Flustered by these things, Miyuki's usual response is to flail in panic and run away. If you were to get her to realize and accept her internal desires, though, her overall personality might shift as she fully embraces her Sapphic lusts. Miyuki can be considered to have the *Long Fall, Enter the Fantasy,* and *Jumper Reservoir Chronicles*; she also has the *What a Cute Name!* drawback permanently turned on and centered on her. She also comes with the *Wonderland Wardrobe* and *Digital Clock* items. Given the special requirements for unlocking her, Miyuki cannot be purchased with the *Straight Out of the Story* companion option; you must take and overcome either the *Pure Peril* drawback or the *Catch Miyuki-chan!* drawback.