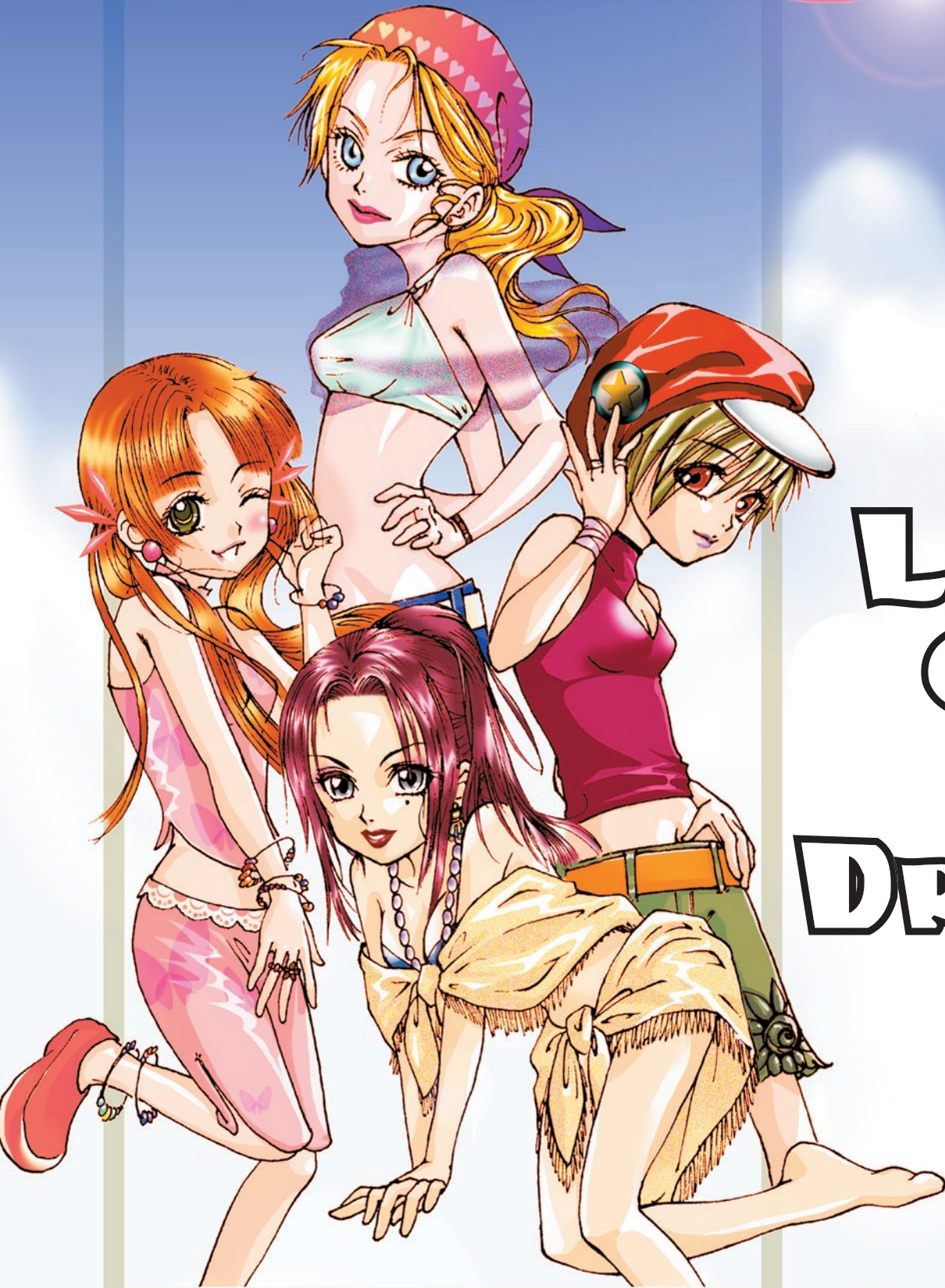


# Heart Quest



LIVIN'  
ON  
A  
DREAM

Romantic Roleplaying in the Worlds of Shoujo Manga



# HeartQuest

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## About Fudge

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design.

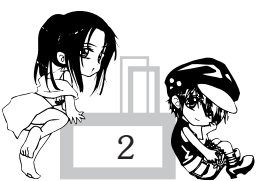
The basic rules of Fudge are available on the internet at <http://www.fudgerpg.com/> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so; merely include this ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

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*Dedicated to*

*Chiaki and Naomi. The beginning and the end.*





*Chapter 1:*  
*Campaign Background*



## Introduction

Livin' On A Dream follows the exploits of four young high school girls, Yuuki, Kaoru, Keiki and Yoshiko, as they attempt to win the annual under-sixteen hip hop dance competition and thwart the villainous plans of the Sea Demons, a local bosozoku gang.

Set in a beautiful beachside area this sourcebook contains complete gaming statistics for all the major characters and NPCs. Full details are included of all the beachside attractions at Sandy Side, such as Chapel Gabriel, the romantic wedding chapel that overlooks the harbor, Musashi, the *yaki niku* restaurant and Surf's Up, a specialist marine sports outlet. And when the sun and excitement of the beach become too much, you can hop on the ferry and take a short ride over to Kara Shima, to dive and relax in the shade of palm trees.

So put on your shades and break out the sun bloc for a summer-long bout of romance and fun.

## What You Need To Play

Livin' On A Dream uses the FUDGE rules adapted in the HeartQuest roleplaying game, both first and second editions, available from Seraphim Guard. You'll also need some paper, pens, dice and few friends.

## Spoiler Alert

This book contains information useful to the GM. If you intend to play a character at Sandy Side beach you are advised to stop reading. Relevant sections for players include your character (if you're using a pre-generated member of Livin' On A Dream, as found in chapter 3) and Appendix A, which lists new Skills, Gifts and Faults. For unfamiliar Japanese words, refer to Appendix B (Glossary of Japanese Terms).

## Campaign Type

There are no magical or supernatural elements to this campaign storyline. While the characters and situations are fantastical and highlight aspects

of life that are far from commonly encountered, nothing here within stretches common credibility. The characters are all normal boys or girls, men or women, getting by on nothing much more than their natural ability and a little luck.

## Chapter Breakdown

### Chapter 1: Campaign Background

This chapter! Here you'll find information about the type of campaign Livin' On A Dream is, background detail on the Fukuoka City, where the campaign is set, and a brief introduction to the Sandy Side beach area.

### Chapter 2: Characters and Roleplaying

Introducing the main characters, supporting NPCs and minor cast members! Or, you can generate your own character. The chapter concludes with a look at some central themes that may feature in your campaign.

### Chapter 3:

#### *Sandy Side Beach Area & Kara Shima*

Sandy Side beach is a well-known and popular tourist attraction for people in and around Fukuoka. Descriptions of all the businesses operating in the area are given, along with an overview of the beautiful Kara Shima.

### Chapter 4: The Campaign

Advice can be found here on running a summer long campaign set at Sandy Side. This chapter details on all the upcoming summer events, including the beach volleyball tournament, the fireworks festival, a celebrity wedding and the dance competition. You'll also find four ready-to-run scenarios which you can play the scenarios as one-offs or link them together to form part of an extended story.

### Chapter 5: Extras

This chapter includes descriptions of new Skills, Gifts and Faults, maps, a glossary of terms and a bibliography.





## Fukuoka City

Fukuoka City, formerly divided into two, Fukuoka to the west and Hakata to the east, is both the capital of the prefecture with the same name, and the largest city on the southern island of Kyushu. The current population of this city (one of Japan's fifth largest, though much smaller in comparison to Tokyo or Osaka) is over 1.2 million. Hakata station is currently the terminus for the *shinkansen* and has an international airport. The city is considered one of the best not only in Japan, but in all of Asia. While not especially famous as a tourist direction, the city is an absolute joy to live in.

There are several points of interest to die hard travelers, including Shofuku temple, originally founded in 1195 by the famous Zen monk Eisai, the first to introduce this philosophical and meditative blend of Indian Buddhism and Chinese Taoism to Japan. Eisai is also thought to have been the first to introduce tea to the Japanese mainland, from which a rich cultural tradition, closely associated with Zen, has grown and continues to thrive today albeit in a generally less serious form. The remains of Fukuoka castle also still stand amid cherry blossom trees that bloom magnificent shades of pink in late March – early April. More modern attractions include Fukuoka Tower, built on reclaimed land, an aquarium, a zoo and a multitude of entertainment areas that combine shops with game centers, restaurants, movie theaters and bowling alleys. Fukuoka is also home to Nakasu, an area that has the greatest concentration of bars outside of Tokyo in all of Japan. There are also a few *onsen* (hot springs) to visit in and around the city, though more famous ones are to be found south of Fukuoka prefecture.

A thirty-minute train ride south of the city takes you to Dazaifu, the former center of government for Kyushu from the beginning of the fourth century to the close of the twelfth. Dazaifu is also the location of the impressive Tenman-gu shrine, dedicated to the wronged Sugawara-no-Michizane, a court politician in the Heian period.

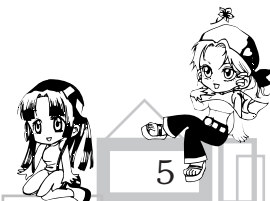
Fukuoka also attracts the K-1 kickboxing grandprix and hosts a *sumo* tournament once a year. Throughout the year, but especially from Spring to Fall, there are several festivals held throughout different parts of the city.

Fukuoka is most famous for being the invasion site of the Mongol hordes of Kublai Khan that twice tried to invade the Japanese isles, and were twice thwarted, in 1274 and 1281. On both occasions, it was the weather that saved the brave, but outfought and technologically inferior, soldiers of Japan. The second invasion is the more famous of the two. In the intervening years between the two coastal assaults, Japanese authorities ordered the building of a long protective wall stretching along the coastline. For seven long weeks over the summer of 1281 Japanese warriors bravely held the line. But defeat was to come to the invaders in the form of a highly destructive typhoon in mid August. Named the *kamikaze*, or divine wind, after the fact, the name would be invoked hundreds of years later, first on 25th October 1944 at the battle of Leyte Gulf off the Philippine coast, when the first young pilot plowed his plane into an American ship in an act of suicide.

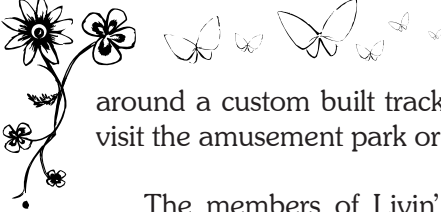
Remnants of the defensive wall can still be seen today and much of the coastal area that inspired the setting for Sandy Side beach was formerly the site of this bitter struggle to the death.

## Sandy Side Beach: The Reality


Sandy Side beach kind of exists, but not in the manner presented in this campaign. Sandy Side is a collection of points to be found along the beaches that stretch westwards from Fukuoka to Karatsu. The main area is based on Momochi, a new residential area built on land reclaimed from the sea. That's also where you'll find Hawks Dome, home of the Fukuoka Daiei Hawks, renamed the Fukuoka Falcons in this setting. Kara Shima is based on a small island in Saipan that is very popular with Japanese tourists. The ferry is real though, except that in modern day Fukuoka it will take you across the harbor to the peninsular opposite, where you can visit the aquarium, cycle







around a custom built track in a beautiful setting, visit the amusement park or swim.




The members of Livin' On A Dream are all figments of my imagination but have a basis in fact. Throughout urban and suburban life groups of girls can be found gathered together in front of shop or office windows listening to CDs and working on dance routines. To what end, I don't know, but I wish them all the success in the world as they pursue their dreams.


## *Sandy Side Beach:*



### *The Fantasy*



Sandy Side is a man made beach. Land was reclaimed from the ocean in the early nineties and a modern residential area sprang up, supported by entertainment areas. A well-run transportation system connects the beach area to the city center and outlying areas and a road network allows the beach to be reached by car. Extensive parking space is available, mostly for the huge number of fans that come to see the Fukuoka Falcons play baseball. At such times the traffic is very congested.



Sandy Side stretches along the ocean for nearly one-kilometer in total, enclosed at either end by water breakers that keep the swimming area calm while demarcating the beach. The main entertainment area that this book focuses on is in the center of the beach and comprises various shops and restaurants, as well as a wedding chapel, some of which are built on a pier that juts out into the harbor and from which a ferry service operates. The ferry transports passengers to Kara Shima, a small but beautiful island a short journey away from Sandy Side.



*Chapter 2:*  
*Characters and Roleplaying*



This chapter covers generating your own character to play at Sandy Side beach or, if you want, you can use one of four pre-generated characters, Kaoru, Keiki, Yoshiko or Yuuki. Gaming statistics for all the supporting non-player characters can also be found in this chapter along with general stats for minor NPCs.

## Characters

### *Creating Your Own Character*

If you want to create your own character than follow the same procedure as set out in the HeartQuest Core Rulebook. One point to note is that to further convey the notion that the girls are normal, everyday first graders, I did not grant the characters two free Gifts. Gifts can be taken in the normal manner (that is, by surrendering Attribute or Skill levels or by taking Faults). If you wish to include two free Gifts at character creation as normal, then feel free to do so, though make sure you have the approval of the GM and that all the players are creating characters with equal access to Gifts. Otherwise the main characters received the standard three levels to assign to Attributes (plus a free level of Appearance) and thirty skill points.

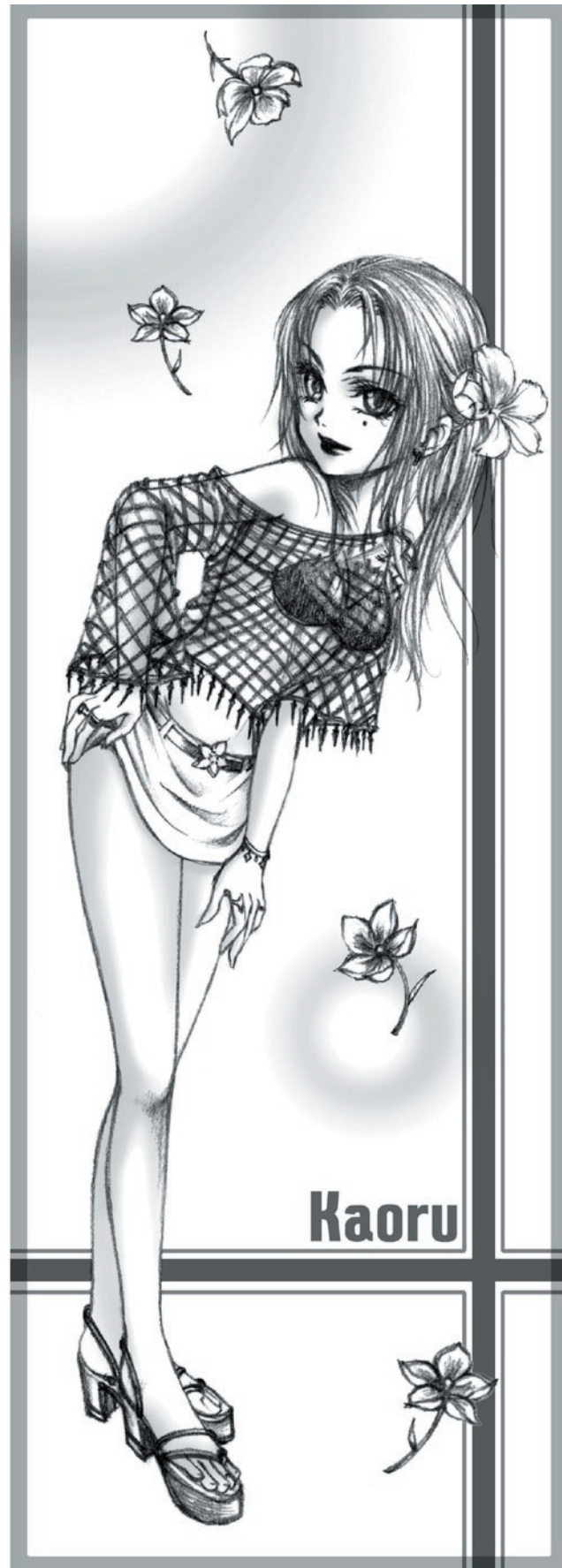
### *New Skills, Gifts and Faults*

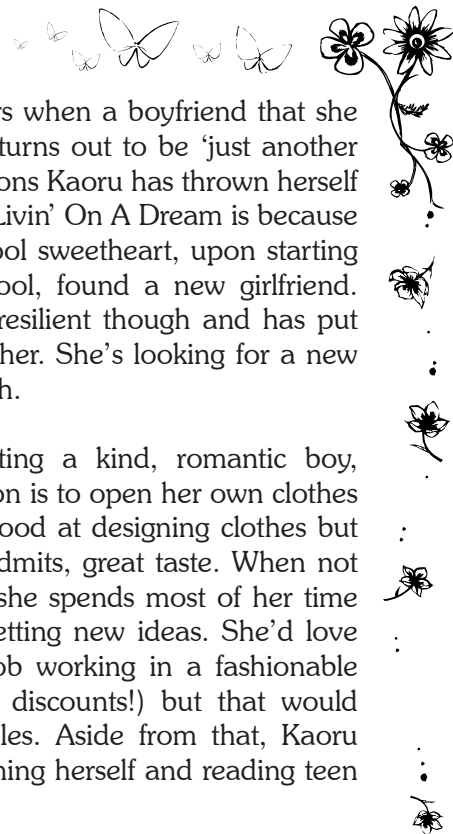
In Chapter 5 (New Skills, Gifts and Faults) you will find several new Skills, Gifts and Faults that are intended to be used in conjunction with the pre-generated characters presented below. These additions can easily be injected into your own campaign (whether based on the beachside area or otherwise) with approval from the GM.

## *The Main Characters*

### *Kaoru Mifune*

Kaoru is voluptuous and super-sexy, though she seems strangely naïve to the fact. She loves shopping and spends most of her allowance on clothes and accessories, so she's always well dressed and fashionable. Kaoru is often over dressed for the beach and won't wear anything as simple as a T-shirt and a pair of shorts. She takes every opportunity to make herself look glamorous. She also loves wearing make up and spends at





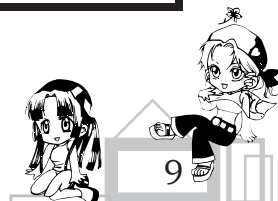
least 20 minutes in the morning on non-school days applying cosmetics (up to an hour for special dates!). At every chance during the day she'll stop to check herself in a mirror and touch up. Needless to say, she gets a lot of attention from boys.

Kaoru is considered to be the wild one by the other members of Livin' On A Dream, who show no surprise that boys flock to her. The other girls are so used to it they don't even stop to be jealous; in fact, they're more surprised when a boy passes Kaoru by. Kaoru doesn't see herself in quite the same way though. Whatever others may think of her, she believes herself to be a normal, healthy fifteen-year old. She's actually very romantic and is looking for the one love of her life. She'd swap one true love for all the boys that swarm around her. For now though she likes the attention and if a boy tells her she's pretty, she's the first to smile. Sometimes, if truth be told, she can try a little too hard in searching for love and Kaoru has been known to very quickly develop a crush on a nice guy. She admits she falls in love easily. She develops deep emotional attachments quickly but, thus far, she hasn't been lucky in love, leaving

her upset and in tears when a boyfriend that she believes is 'the one' turns out to be 'just another one'. One of the reasons Kaoru has thrown herself so energetically into Livin' On A Dream is because her Junior High school sweetheart, upon starting a different High school, found a new girlfriend. Kaoru is tough and resilient though and has put this memory behind her. She's looking for a new boyfriend at the beach.

Along with meeting a kind, romantic boy, Kaoru's other ambition is to open her own clothes shop. She isn't too good at designing clothes but she has, she freely admits, great taste. When not dancing or studying she spends most of her time window shopping, getting new ideas. She'd love to get a part time job working in a fashionable shop (partly for the discounts!) but that would be against school rules. Aside from that, Kaoru loves the beach, sunning herself and reading teen magazines.

<i>Kaoru Mifune</i>			
<b>Attributes</b>		<b>Skills</b>	
Physique	Fair (+0)	Business (H)	Great (+2)
Mind	Fair (+0)	Dancing (Modern)	Good (+1)
Willpower	Good (+1)	Fashion Sense	Good (+1)
Cool	Fair (+0)	Gossip	Great (+2)
Appearance	Superb (+3)	Make Friends	Superb (+3)
		Pop Culture	Good (+1)
		Sewing / Costuming	Good (+1)
		Shopping	Great (+2)
		Swimming	Great (+2)
<b>Gifts</b>		<b>Faults</b>	
Charisma		Boy Magnet	
Move On		Gullible	



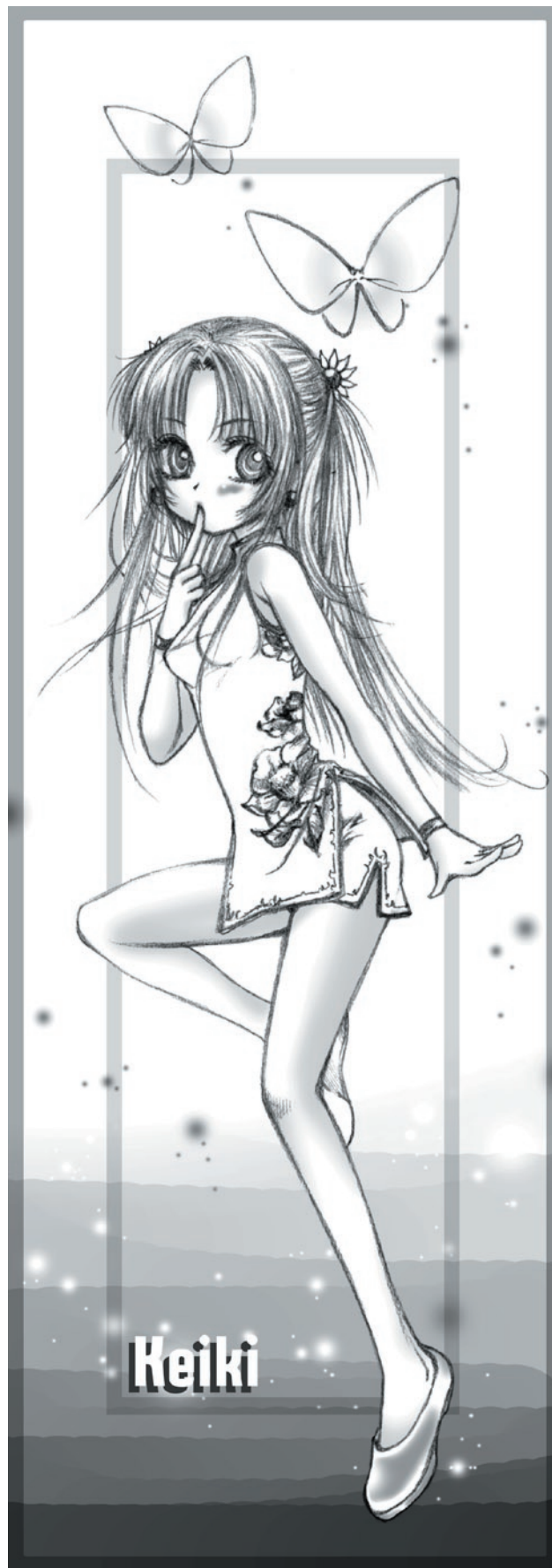


## Keiki Li

Keiki arrived in Fukuoka from Tokyo during the Spring break to start attending Reimei High in April. Her father spent three years working at the Chinese embassy in Tokyo and has now transferred, with a promotion, to the consulate office in Fukuoka. He is very busy with his work and doesn't have much time to spend with Keiki. His interests include reading and writing poetry (both Chinese and Japanese) and his new passion, baseball! Though now in Fukuoka, he remains a loyal supporter of the Tokyo Tornados, but he has seen the Fukuoka Falcons play twice. Keiki's mother is a homemaker. She is trying hard to learn Japanese and has some friends. She is very intelligent and works hard to support her husband and daughter. She is strict with Keiki and limits the amount of time her daughter can watch TV or play video games. On the other hand, she encourages Keiki to be assertive and independent.

Keiki is a very pretty girl. She has dyed brown hair for the summer that flows past her shoulders, worn straight most of the time, even in the hot summer. She is most comfortable in tank tops. Although her Japanese is not yet perfect, she is an assiduous student and is able to communicate effectively. She has been aided in this by the large number of friends she has made while in Japan. Japanese girls are often in awe of Keiki's forthrightness, and respect her for it. Japanese boys are attracted to her too, but she has not yet had a serious boyfriend. Keiki likes active boys that are confident and fun to be around. Having said that, looks are important to her, though she pretends the opposite.

Owing to her classical training and background in Chinese *gung fu*, Keiki is the best dancer of the group. She often comes up with innovative routines inspired by her physical education. Keiki loves languages and any free time she has is used to study English, which she is also quickly mastering. In the future she wants to either become an interpreter or work for the United Nations. As well as hip-hop dancing she is also very good at traditional Chinese dancing, though she has few opportunities to practice nowadays. Keiki doesn't miss China and she is very comfortable in Japan (though she argues the food is better back on the mainland).





Yoshiko

## Yoshiko Ikeda

Yoshiko is the quiet one of the group. She is usually very calm and softly spoken, though she laughs readily and enjoys listening to amusing stories and jokes from other people. She herself is not inclined to relate her own experiences except to those she really knows well and trusts. Though most people think of Yoshiko as passive and a bit of a push over, the few times that she has been upset have always been noticeable and memorable. When required Yoshiko won't back down from asserting herself, losing all patience with the offender. Most of the time Yoshiko gets angry with people that try to control her or limit her freedom in some way. She believes that the young should be free to be young. That doesn't mean she's going to do anything too crazy because 'You're only young once...' but she wants to be left alone to make her own decisions and her own mistakes, which she's prepared to take full responsibility for. She also gets angry with anyone that interferes with the lives of her friends, even if her friend's themselves don't mind the intrusion. This has been known to cause friction within the group in the past.

Although Yoshiko may come across as being serious (and she is a good student, the most accomplished of Livin' On A Dream) she does have a lighter side, and loves dancing, shopping and *karaoke* (though she really is a bad singer). She just knows when to stop before getting too crazy. Once you know her, the fun side of her personality really shines.

Yoshiko's big dream is to travel around the world, starting at Ayers Rock in Australia. She loves meeting interesting people with a story to tell or an unusual point of view, and she listens carefully to all that's said to her, quietly making up her own mind in reflective moments. Despite her dream, she has never yet left Japan. Her father, a schoolteacher, is always too busy or too tired to travel. Plus, he's a Japanese history teacher and believes there's more than enough to be seen and done in his homeland, thank you very much. Yoshiko's mother is a supportive housewife, usually busy caring for two other daughters, Tomoko, 12 and Tae, 10.





Keiki Li

Attributes

Physique	Fair (+0)
Mind	Great (+2)
Willpower	Good (+1)
Cool	Fair (+0)
Appearance	Good (+1)

Gifts

Good Memory  
Natural Linguist

Faults

Humanitarian  
VOW (Keiki has vowed to become a translator or work for the United Nations in the future)

Skills

Cooking	Great (+2)
Culture (China)	Good (+1)
Dancing (Modern)	Superb (+3)
Dancing (Traditional/Classical)	Good (+1)
Fashion Sense	Good (+1)
Geography (China)	Good (+1)
Language (Japanese*)	Good (+1)
* Keiki's first language is Chinese.	
Martial Arts (VH)	
(Chinese Gung Fu)	Mediocre (-1)
Poetry	Fair (+0)
Shopping	Fair (+0)
Swimming	Fair (+0)

Yoshiko Ikeda

Attributes

Physique	Fair (+0)
Mind	Superb (+3)
Willpower	Fair (+0)
Cool	Fair (+0)
Appearance	Good (+1)

Gifts

Good Memory  
Sense of Empathy

Faults

Duty (will confront anyone who upsets her friends in Livin' On A Dream)  
Quick Temper

Skills

Culture (Australia)	Good (+1)
Culture (Britain)	Fair (+0)
Culture (Egypt)	Fair (+0)
Culture (Mexico)	Fair (+0)
Dancing (Modern)	Great (+2)
Fashion Sense	Fair (+0)
History (Japan)	Good (+1)
Intimidate	Good (+1)
Research	Good (+1)
Shopping	Fair (+0)
Singing	Good (+1)
Swimming	Fair (+0)

Yuuki Tanaka

Attributes

Physique	Good (+1)
Mind	Mediocre (-1)
Willpower	Great (+2)
Cool	Great (+2)
Appearance	Great (+2)

Gifts

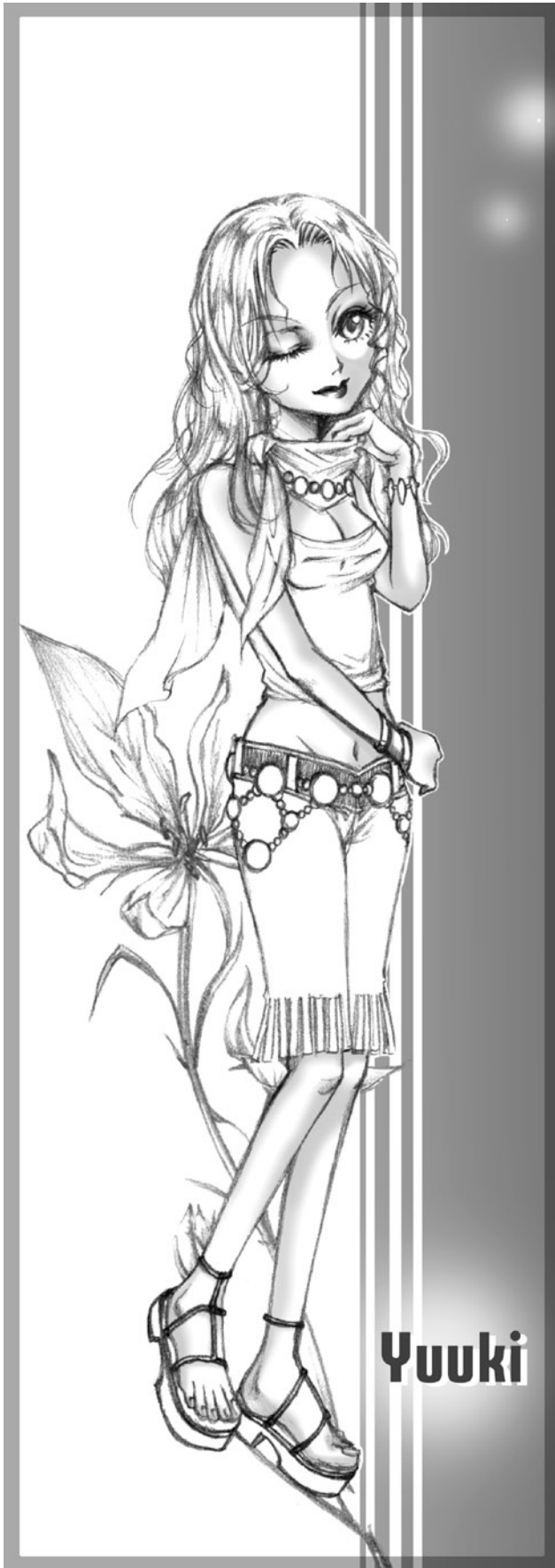
Charisma  
Motivate Others

Faults

Daydreamer  
Over-Achiever (wants to look physically perfect and seeks perfection in anything that will help her reach her goal of becoming a famous model)  
Secret (Yuuki's name is written in characters that would normally be used for a boy of the similar name; this is because her father always wanted a son and has never let his daughter forget it)  
VOW (to be a successful model)

Skills

Acting / Drama	Good (+1)
Dancing (Modern)	Great (+2)
Fashion Sense	Great (+2)
Gossip	Good (+1)
Martial Arts (VH)	Mediocre (-1)
Modeling	Good (+1)
Persuasion	Good (+1)
Pop Culture	Great (+2)
Shopping	Great (+2)
Singing	Good (+1)
Swimming	Fair (+0)



Yoshiko has neatly cut short hair, which really suits her cute face. Not stunningly beautiful, she is nonetheless considered attractive and the other girls regard her as being the cutest, with large eyes and a small mouth. Yoshiko never ceases to be amazed by this and sees her friends as radiant beauties. She likes wearing tank tops and cut off pants. Once in a while she'll put on some make up and a skirt, but only for very special occasions.

### Yuuki Tanaka

Tall, beautiful Yuuki formed Livin' On A Dream and is the driving force behind the group. The other girls are happy to allow her to fill this role and respect her as the unofficial leader. Yuuki may seem a little quiet initially, but she is very quick to make friends and has innumerable phone numbers recorded on her *kei tai*. Boys especially are often surprised that a girl so beautiful can be so nice and easy to talk to (because Yuuki is so humble about her looks).

Unfortunately for Yuuki, dancing, and her friends, covers a desperate need that the young girl feels for attention. She has kept a secret thus far from the other group members that upsets her if she even thinks of it. Her name, Yuuki, is written in *kanji* to read like the boy's name (translated as courage) of similar pronunciation. (Note: in Japan Yuuki is both a boy's name and a girl's name). The secret reason for this is that Yuuki's father, after two daughters, desperately wanted a son, but his third, and final, child, Yuuki, was, of course, a girl. Frustrated and looking to blame someone, her father punished the defenseless baby by naming her Yuuki but writing her name as if she were a boy, as a constant reminder to her that he feels she failed him. Her father also forced her to study *judo* as a child and she has retained some skill in this martial art. Needless to say, Yuuki's relationship with her father is strained and at home she will only speak with him on the most urgent matters. Yuuki's mother, herself partly blamed by her husband, has acted as an intermediary throughout her daughter's life. Fortunately for Yuuki her father, sales director for a famous electrical guitar company, is usually away from home traveling on business and the two rarely meet.



Yuuki plans to leave for Tokyo as soon as she's eighteen to first become a model and then, hopefully, a national celebrity. She sees the dance competition as great experience and a chance to get some exposure. She'd love to be as famous as Mayumi Hamasaki one day.

Yuuki has the typically slender body of many Japanese girls, but is already 5 feet 9 inches tall. She normally has long, black hair flowing way past her shoulders but this summer she has dyed her hair blonde and wears blue contacts, mostly to emulate the Hollywood actresses she admires, and partly because she knows it makes her dad furious. She likes to wear denim, but is comfortable with any fashion.

In her free time Yuuki loves shopping as much as the next girl but, true to her ambition, she doesn't spend so much of her money as she's saving to set herself up in Tokyo. She's very interested in learning English as she was inspired to stardom and the escape she thinks it will bring by Jennifer Anniston and Cameron Diaz. But this is the only subject she really enjoys at school, along with the weekly dance lesson. Yuuki does okay academically but is not an enthusiastic student. At home she watches TV dramas and reads popular chat magazines, dreaming of the day that others will see her smiling face on the front covers.

## *Major NPCs*

The following major non-player characters can usually be found around Sandy Side on any given day. In particular, the following NPCs can be found at the special events that take place around the beach area over the summer.

### *Hisanori Mizutaka*

Hisanori is a quiet, retiring seventeen-year old who values his free time. He loves to hangout around the ocean and has a deep love for the sea. He is often happy to just sit and stare out across the waves. For Hisanori the sea is powerful and mysterious, making him thoughtful and reflective. A lot of the conclusions that he arrives at about life and growing up are inspired by close observance of the waters he is surrounded by.







Hisanori loves scuba and has been swimming for as long as he can remember. He was diving with a snorkel by the time he was six and began scuba at sixteen with his father, Masazaku, the dive instructor on Kara Shima.

Hisanori's hair is closely shaved, partly for high school, but mostly because it dries quicker. He has a rounded, deeply tanned face, with skin a little rough from the salt water. His handsome features match an athletic body kept in shape and developed by regular swimming.

Hisanori is very laid back, without being passive. One thing he is vehement about though is the amount of fish eaten by Japanese and the often cruel way in which seafood is prepared. He cares deeply about sea life and refuses to visit *sushi* or *sashimi* restaurants. At times, when the mood takes him, he will harshly criticize those that eat fish. Having said that, Hisanori is not so fussy about eating meat and he and his father are regular diners at Musashi, the beach side *yaki niku* restaurant.

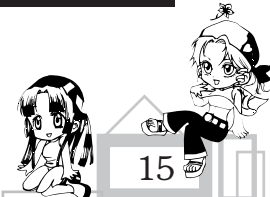
Hisanori values commitment and though his circle of friends is quite small, they are nonetheless very close. Most of his acquaintances enjoy marine sports too: diving, surfing or bodyboarding being the most popular. Hisanori is especially close to Kyosuke Yasuda and Junji Hatazoe, the workers in Surf's Up. He is on good terms too with Shinichiro Sakai, the shop owner, but is uncomfortable with the age difference and feels awkward when they talk at length.

Hisanori can surf a little but he prefers windsurfing whenever he has the opportunity, this being his new passion. Unfortunately there isn't so much wind around the Fukuoka bay area and Hisanori usually has to travel south, a trip he can only make infrequently.

Hisanori also likes reading *manga* comic books and building plastic models of ships. Though loathe to do so publicly he can play a guitar quite well. He is a bit of a loner and enjoys his own company, making friends slowly over time. He doesn't have a girlfriend right now. He is usually attracted to girls that are his complete opposite.

## Hisanori Mizutaka

<h3>Attributes</h3> <table style="width: 100%;"> <tr><td>Physique</td><td>Great (+2)</td></tr> <tr><td>Mind</td><td>Fair (+0)</td></tr> <tr><td>Willpower</td><td>Fair (+0)</td></tr> <tr><td>Cool</td><td>Good (+1)</td></tr> <tr><td>Appearance</td><td>Great (+2)</td></tr> </table>	Physique	Great (+2)	Mind	Fair (+0)	Willpower	Fair (+0)	Cool	Good (+1)	Appearance	Great (+2)	<h3>Skills</h3> <table style="width: 100%;"> <tr><td>Fashion Sense</td><td>Fair (+0)</td></tr> <tr><td>Gossip</td><td>Terrible (-1)</td></tr> <tr><td>Lore (Marine Sports)</td><td>Good (+1)</td></tr> <tr><td>Lore (Sea Life)</td><td>Good (+1)</td></tr> <tr><td>Musical Instrument (Guitar)</td><td>Good (+1)</td></tr> <tr><td>Sculpting / Modeling</td><td>Good (+1)</td></tr> <tr><td>Swimming</td><td>Great (+2)</td></tr> <tr><td>Sport (Scuba Diving)</td><td>Good (+1)</td></tr> <tr><td>Sport (Snorkeling)</td><td>Good (+1)</td></tr> <tr><td>Sport (Surfing)</td><td>Fair (+0)</td></tr> <tr><td>Sport (Windsurfing)</td><td>Fair (+0)</td></tr> </table>	Fashion Sense	Fair (+0)	Gossip	Terrible (-1)	Lore (Marine Sports)	Good (+1)	Lore (Sea Life)	Good (+1)	Musical Instrument (Guitar)	Good (+1)	Sculpting / Modeling	Good (+1)	Swimming	Great (+2)	Sport (Scuba Diving)	Good (+1)	Sport (Snorkeling)	Good (+1)	Sport (Surfing)	Fair (+0)	Sport (Windsurfing)	Fair (+0)
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<h3>Gifts</h3> <p>Common Sense                  Good Reputation (well-known around the beachside area for his skill at scuba diving and his meditative approach to life)</p>	<h3>Faults</h3> <p>Code of Honor (will never willingly eat seafood, forms an almost instant dislike for people who eat fish and, despite rarely entering into debate on the subject, will almost certainly make sure the other knows of his disapproval)                  DayDreamer (when not diving, can often be found sitting quietly, staring out meditatively across the ocean)</p>																																



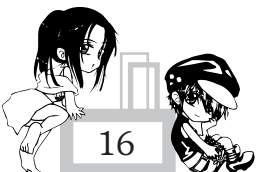
## Jun Kawafumi

Jun had always been a good kid until he got to Junior high. Popular and settled in elementary school, he found the sudden loss of identity at the age of thirteen too much to handle. Pressure from teachers and 'society' on him to conform and play his part in the great scheme turned Jun off completely. He felt dislocated and at a loss as to how to remedy the situation. This problem was compounded by his high expectations of what he hoped Junior high would do for him, expectations the school system failed to live up to. The threat of a lifetime of failure became apparent and slowly Jun began to rebel. Outside of school he would smoke, steal things and demonstrate a hardening, uncompromising attitude. More and more this personality began to follow him into school. Once branded a rebel, the young Jun found it all too easy to live up to the low opinion held of him by others. At the end of three years he had all but failed his High school entrance examinations and found himself facing the prospect of having to repeat his third year. But not for long. Within a few months he dropped out, frustrated and angry.

Free all day to do as he pleased, Jun became involved with the local gang culture, desperate to identify himself with like minded people and gain credence in numbers. Eventually Jun ended up as a member of the Jackals *bosozone* gang and quickly rose through the ranks as a hard, uncaring, fearless biker. As he gained confidence and developed his own ideas, conflict within the group became inevitable. A year ago Jun and Daisuke Kataguchi, the leader of the Jackals, fought. Jun left the gang and formed the Sea Demons, claiming the beach area as his territory. Today Jun and Daisuke remain sworn enemies and the biking gangs will fight if either encroaches on the other.

Jun likes the speed and excitement of biking and is very comfortable as the leader of the Sea Demons. He feels empowered in his role and will do anything to protect his position. He expects the other members to follow his lead, and he always leads from the front.

Jun would be a good looking guy if it wasn't for his almost constantly sullen expression and cynical outlook on life that has deadened his eyes and





## Jun Kawafumi

### Attributes

Physique	Great (+2)
Mind	Mediocre (-1)
Willpower	Fair (+0)
Cool	Great (+2)
Appearance	Fair (+0)

### Gifts

Charisma  
 Common Sense  
 Danger Sense  
 Flunkies (Kenichi Nakai and five other members of the Sea Demons gang. In this case, the flunkies may be persuaded to engage in combat on behalf of Jun and the flunkies have better-than-Fair attributes and skills in certain cases)  
 Pain Tolerant

### Faults

Bad Reputation (Jun is known as a troublemaker and the leader of the Sea Demons by most regular visitors to the beachside area)  
 Blunt and Tactless  
 Duty (enormous sense of duty towards the Sea Demons gang and its members)  
 Enemy (Daisuke Kataguchi, leader of the rival *bosozoku* gang, the Jackals)  
 Melancholy  
 Position of Authority (leader of the Sea Demons *bosozoku* gang)  
 Quick Temper

### Skills

Brawling	Good (+1)
Breaking & Entering	Mediocre (-1)
Driving	Great (+2)
Fast Talk	Fair (+0)
Interrogate	Fair (+0)
Intimidate	Great (+2)
Lockpicking	Mediocre (-1)
Lore (Bosozoku)	Great (+2)
Lying	Good (+1)
Mechanic	Good (+1)
Melee Combat	Fair (+0)
Oratory	Fair (+0)
Persuasion	Fair (+0)

made him appear older than he is. At the age of nineteen he accepts that he has no real future and lives for the moment, being unconcerned about the future consequences of his actions for either himself or others. He dresses in the obligatory Sea Demons T-shirt, also wearing black jeans and sneakers. He rides without a helmet, as do all the other members, sometimes with a black bandana.

Jun is a skilled mechanic but doesn't particularly possess any other well-developed skills. When not riding he plays *pachinko* whenever he has money or card games such as poker with the other *bosozoku*. He has no strong ambition except to see his gang grow in strength and notoriety.

### Kenichi Nakai

Kenichi is a bored teenager looking for kicks. His mother and father are both independently wealthy so he has had the best of everything his whole life. Despite the goals of his parents however this has, in the last year, spoiled their son. Kenichi himself realizes that he's on the long slippery slope downwards to getting on the wrong side of the law

and, in the back of his mind, he fears the shame this would bring on him and his family. But he finds so much of everyday life to be boring and, despite the wealth and comfort, he has no desire to emulate his parents who work constantly, six or seven days a week, tiring themselves beyond endurance. Kenichi's father sells medical equipment and his mother owns a contact lens company.

Kenichi left High school in March and refused to enter university. His parents were devastated and, after a superb education, hoped he would enter the ultra-prestigious Tokyo University and go on to become a doctor or a lawyer. Kenichi probably has the ability to achieve this phenomenal feat, but is entirely lacking in motivation. Nothing about that kind of lifestyle attracts him. Like other youths his age, he takes too much for granted, including the love and patience of his parents, and, from his perspective, sees no reason why he should be expected to work hard and seriously for the rest of his life.

These last few months Kenichi has been running rampant, partying and mixing with the





wrong sorts. Recently he has started riding with the Sea Demons, finding an outlet for his pent up frustration and aggression. He is respected within the gang for his intelligence, but not his wisdom. The other members envy his family's affluence more than a little and few of them believe they'd be biking if they had the same opportunities in life.

Since the onset of summer gang life has been becoming less attractive for Kenichi. He doesn't find it as satisfying as he once did. Deep down he is starting to comprehend that his depression has been caused by his wholesale rejection of the way of life modeled by his parents. Really Kenichi is not

a troublemaker. He just wants to sing a different tune and find his own way of life.

His increasing distance from the gang has been exacerbated through meeting Yoshiko Ikeda at the beach. Kenichi is quickly developing a serious crush on this intelligent, independent girl. He sees her as being someone with a well-balanced life, optimistic and self-aware. Someone he himself would want to be like.

But attraction to a girl like Yoshiko is frowned upon within the Sea Demons, and other bikers make fun of the dancers in Livin' On A Dream.

### *Kenichi Nakai*

#### *Attributes*

Physique	Fair (+0)
Mind	Good (+1)
Willpower	Good (+1)
Cool	Good (+1)
Appearance	Great (+2)

#### *Gifts*

Charisma  
Wealth

#### *Faults*

Blunt and Tactless  
Easily Bored

#### *Skills*

Bosozoku Lore	Good (+1)
Brawling	Fair (+0)
Computer	Fair (+0)
Driving	Good (+1)
Fashion Sense	Good (+1)
Fast Talk	Fair (+0)
History (Japan)	Fair (+0)
Intimidate	Fair (+0)
Lying	Good (+1)
Oratory	Mediocre (-1)
Persuasion	Fair (+0)
Research	Fair (+0)

### *Masanori Yamamoto*

#### *Attributes*

Physique	Great (+2)
Mind	Fair (+0)
Willpower	Great (+2)
Cool	Fair (+0)
Appearance	Great (+2)

#### *Gifts*

Danger Sense  
Good Reputation (Beach volleyball champion)  
Quick Reflexes

#### *Faults*

Code of Honor (has a strong sense of justice and right and wrong, and is not afraid to take action to defend the weak)  
Duty (has a strong sense of duty to his beach volleyball partner, Yoshitaka Shimazu)  
Obsessive (will always strive to win any competition he is taking part in, going to ridiculous lengths to train and prepare himself)

#### *Skills*

Climbing	Mediocre (-1)
Fashion Sense	Mediocre (-1)
History (Japan)	Fair (+0)
Intimidate	Great (+2)
Jumping	Mediocre (-1)
Running	Good (+1)
Sport (Beach Volleyball)	Great (+2)
Swimming	Fair (+0)
Swordsmanship	Great (+2)
Throwing	Fair (+0)



Kenichi doesn't have anyone to talk to and is starting to feel as trapped in his new life as he did in his old.

Kenichi is a very good-looking guy, fashionable, and attentive to his appearance. He has had a few casual girlfriends in the past, but nothing serious and has usually become typically bored very quickly.

## Masanori Yamamoto

Masanori lives for competitive sports, and he generally excels at all games. He is tall and strong and has loved sports his whole life. He began his career playing baseball, but became bored of the intermittent action. Next he tried *kendo* and immediately took to it. He still does *kendo* today and is the captain of his high school team, a team that is currently ranked as the prefectural champions. He also enjoys playing soccer and tennis.

Masanori began playing volleyball when he entered high school. Though usually a sport played by girls in Japan, his high school is famous for its athletic program and students of any sex are encouraged to try whatever sports they enjoy. Masanori came across the beach volleyball tournament in his first year of high school and immediately talked his friend into entering (teams are made up of two people). The pair had only three weeks to train and didn't do so well that first time. Last year was a different story and the pair won. They return this summer for the last time as defending champions.

Masanori is highly motivated and enjoys training hard. In this respect he is serious and puts practice before almost anything. Away from the sports gym he can relax and has a lot of fun. He seems to be almost constantly on a natural high: energetic, talkative and quick to laugh. His acquaintances marvel at his energy level. Masanori shows great respect for fellow competitors, an outlook he has learned from *kendo*, and this respect for others extends into other areas of his life. Although eager to win, he is very supportive of anyone willing to try, even if they are not gifted. At school, Masanori does okay, but he isn't a great student and knows where his strengths lie.

When he has any free time Masanori also enjoys watching sports, and is a diehard fan of the Fukuoka Falcons. He has also become interested in Japanese history through the study of *kendo* and loves the *manga Vagabond*.

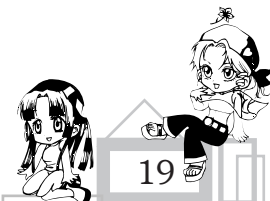
In the future Masanori wants to join the police force. He's mostly attracted by the fact that officers are expected to do *kendo* as part of their training, and that the police have a strong team. But that isn't to say he isn't socially aware and responsible. In fact, his sense of right and wrong has already brought him into verbal conflict with members of the Sea Demons *bosozoku* gang. An open fight has only failed to break out because Masanori is clearly able to look after himself one-on-one and gang members are not so apt to pick fights with difficult prey.

Masanori is usually dressed in shorts and a sleeveless T-shirt, bare chested when he dives into the seawater to cool off. He is skilled using a bamboo practice sword, but can use similarly shaped weapons as necessary, such as a baseball bat or a long, thin piece of wood.

## Takashi Ushihama

Takashi has recently taken up surfing, and so far he hasn't made a great deal of progress. Despite his best efforts, he just doesn't possess a high level of co-ordination, a fact that prevents him from doing most sports successfully. At sixteen though, he's going through a lot of changes and decided, upon entering high school last year (he's now in the second grade) that he would do more to liven himself up and, he secretly hopes, get a girlfriend. Takashi studied very hard in Junior high to get into the prestigious West Fukuoka high school, an all-boys institute. Though his professional future is all but assured, Takashi wants more from his teens that to just sit at home or in the library for hours studying.

A whizz at math, Takashi's increasingly assertive personality as brought a certain amount of friction to the Ushihama household. Unusually, it is his father, a commercial airline pilot, self-made in the airforce of the Japan Self Defense Force, who encourages his son to spread his wings and live a little. Takashi's mother, a professor of engineering



at Hakata University, is the one who pushes the boy to excel at all things learned.

The influence of his father has won out and now Takashi is avidly making up for lost time. He tried soccer at school but couldn't make the squad, though he still attends training. He also joined a movie-appreciation group that meets twice a month to discuss videos that the members watch in the intervening time between sessions. Though Takashi likes watching movies, his main goal here is to become more sociable and mix with different people.

Gifted with a photographic memory and a huge appetite for information, Takashi could afford to take some time out from a busy study program over the summer and became involved in surfing. The waves however are not so good around the beach area unfortunately and so he usually body-boards.

Masanori Yamamoto, the beach volleyball champion and general sports god, is something of a hero to the younger Takashi. Takashi is also forming a friendship with Hisanori Mizutaka, the son of the dive instructor on Kara Shima. The two boys often find themselves baffled by the other though. While Takashi tends to be analytical, Hisanori is more tactile and sensitive to deeper mysteries, apparently content to know that not everything can be rationally explained.

Looks-wise, Takashi is fairly nondescript, though he's trying hard to develop a cool image, going so far as to get a new haircut and a new wardrobe. Too bad that he's not too good at shopping, and he could always do with some help in this area. As far as personality goes, Takashi tends to be quiet and a little shy, especially around girls. He is also painfully aware that the issues that he is passionate about aren't generally of much interest to girls. Though he's aware of it, he does have a tendency to waffle on (usually in great detail) about the economy, current affairs and the plight of the *ainu*. He loves watching the news and documentaries on TV.

Whenever he's got time, Takashi enjoys playing i go and chess. He's comfortable with computers and wants to make his own homepage in the future. He reads enormous amounts on any topic and, in keeping with his developing personality, is now reading more popular titles the his normal fare of heavy, dull, academic tomes.

## Takashi Ushihama

### Attributes

Physique	Mediocre (-1)
Mind	Great (+2)
Willpower	Great (+2)
Cool	Fair (+0)
Appearance	Fair (+0)

### Gifts

Common Sense  
Good Memory

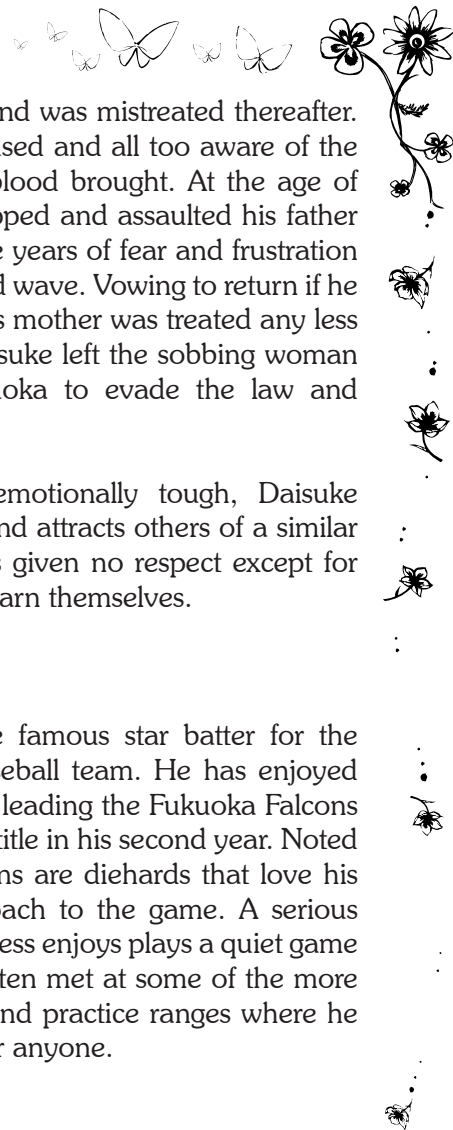
### Faults

Boring  
Clumsy

### Skills

Chess	Great (+2)
Computers	Great (+2)
Culture (Japan)	Good (+1)
Fashion Sense	Mediocre (-1)
Geography (Japan)	Good (+1)
History (Japan)	Good (+1)
I Go	Great (+2)
Literature (Japan)	Good (+1)
Research	Good (+1)
Shopping	Mediocre (-1)
Sport (Soccer)	Fair (+0)
Swimming	Fair (+0)





## Supporting NPCs

The following supporting NPCs play important roles in the storyline at selective points. These non-player characters are not usually found around the beach area and the GM should be cautious when introducing them.

### Daisuke Kataguchi

Daisuke is an embittered young man, on the wrong side of the law for several reasons, including being the leader of the Jackals, a *bosozoku* gang that rivals the Sea Demons. Daisuke's mother is Korean, being born of nationals forced to relocate to Japan with their families and work as semi-slaves to support the Imperial war machine in the build up to, and throughout, the Pacific war. With the atomic bombings of Hiroshima and Nagasaki, peace came but Daisuke's grandparents were too poor to return to their homeland. Then in 1950 war ravaged the Korean peninsula and the couple finally resigned themselves to their fate, accepting that they would continue to live in Japan. Daisuke's mother was born shortly thereafter. Considered undesirable by most she married late

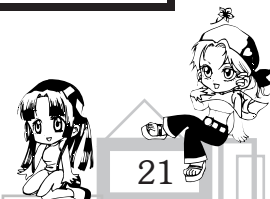
to a Japanese man and was mistreated thereafter. Daisuke grew up abused and all too aware of the stigma that Korean blood brought. At the age of fifteen he finally snapped and assaulted his father mercilessly, letting the years of fear and frustration spill out in a bright red wave. Vowing to return if he ever got word that his mother was treated any less than respectfully, Daisuke left the sobbing woman and moved to Fukuoka to evade the law and escape arrest.

Physically and emotionally tough, Daisuke has nothing to lose and attracts others of a similar disposition: lost souls given no respect except for that which they can earn themselves.

### Ken Hirao

Ken Hirao is the famous star batter for the Fukuoka Falcons baseball team. He has enjoyed three strong seasons, leading the Fukuoka Falcons to the championship title in his second year. Noted as a big hitter, his fans are diehards that love his make-or-break approach to the game. A serious trainer, Ken nevertheless enjoys plays a quiet game of golf and can be often met at some of the more exclusive golf clubs and practice ranges where he always has a word for anyone.

Daisuke Kataguchi			
<b>Attributes</b>		<b>Skills</b>	
Physique	Good (+1)	Brawling	Good (+1)
Mind	Mediocre (-1)	Culture (Korea)	Fair (+0)
Willpower	Good (+1)	Driving	Good (+1)
Cool	Great (+2)	Fast Talk	Fair (+0)
Appearance	Fair (+0)	Interrogate	Fair (+0)
		Intimidate	Good (+1)
		Language (Korean)	Fair (+0)
		Lore (Bosozoku)	Great (+2)
		Lying	Good (+1)
		Mechanic	Good (+1)
		Melee Combat	Fair (+0)
		Oratory	Fair (+0)
		Persuasion	Fair (+0)
<b>Gifts</b>		<b>Faults</b>	
Danger Sense		Bad Reputation (well-known as the leader of the Jackals)	
Keen Senses		Enemy (Jun Kawafumi, leader of the Sea Demons)	
Flunkies (members of the Jackals <i>bosozoku</i> gang; these flunkies have better-than-Fair attributes and skills in certain cases)		Melancholy	
Quick Reflexes		Position of Authority (leader of the Jackals <i>bosozoku</i> gang)	



A native of Chiba prefecture, Ken was drafted as a first round choice by the Fukuoka Falcons, a team noted for its offensive-minded style of play, three years ago. He met Mayumi Hamasaki at a kickboxing tournament at the end of last summer. The two quickly became an item and at New Year

time he publicly proposed to his girlfriend while the two were filming a countdown party live in Disneyland, in Ken's home prefecture. Stunned for only a second, the beaming Mayumi whispered yes and overnight the couple became the darlings of the Japanese people.

## Mayumi Hamasaki

### Attributes

Physique	Fair (+0)
Mind	Fair (+0)
Willpower	Good (+1)
Cool	Great (+2)
Appearance	Great (+2)

### Quirks

Cheerful  
Easygoing  
Famous  
Photogenic

### Skills

Acting/Drama	Great (+2)
Fashion Sense	Superb (+3)
Model	Great (+2)
Persuasion	Good (+1)
Pop Culture	Great (+2)
Seduction	Good (+1)
Shopping	Great (+2)

### Gifts

Charisma  
Good Reputation (Mayumi enjoys a good, nationwide reputation as an honest, sincere and grateful girl)  
Lucky  
Patron (her manager, Shingo, who is himself extremely well connected)  
Sense of Empathy  
Wealth

### Faults

Annoyance (her office receives weird letters from misguided fans)  
Boy Magnet  
Duty (close relationship with her manager, Shingo, who treats her fairly)  
Gossip Magnet (every so often, negative opinions of her are circulated)  
Owes Favors (Mayumi has never forgotten how much she owes her friend and maid of honor Takayo, who sent the photo that launched her career)

## Ken Hirao

### Attributes

Physique	Great (+2)
Mind	Fair (+0)
Willpower	Great (+2)
Cool	Great (+2)
Appearance	Good (+1)

### Faults

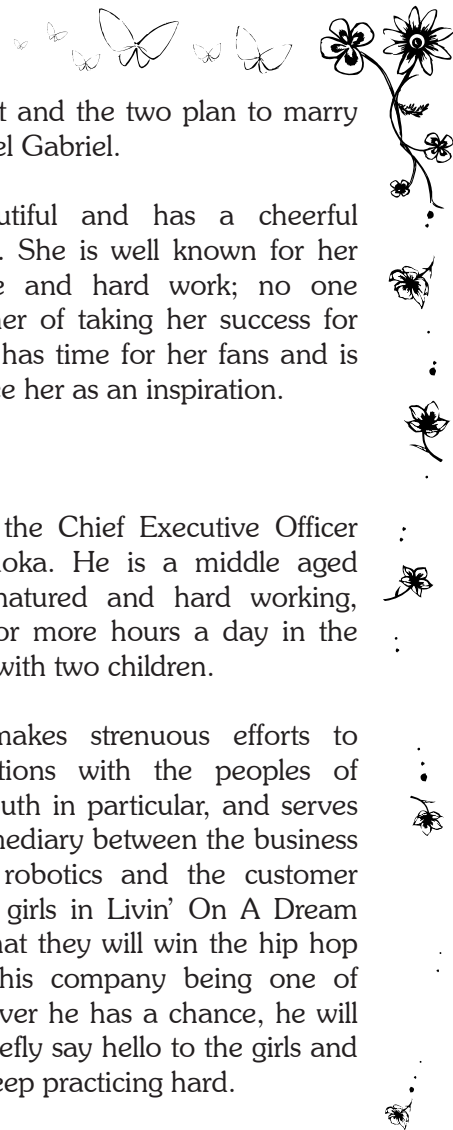
Duty (committed to the Fukuoka Falcons and is highly competitive)  
Girl Magnet  
Over-Achiever (totally concentrated on improving his batting technique)  
Roricon Magnet  
VOW (has vowed to get the name of his and Mayumi's first born child tattooed across his arm, an act still heavily stigmatized in Japan due to *yakuza*, or Japan's 'mafia', being heavily tattooed on their bodies)

### Skills

Fashion Sense	Good (+1)
Lore (Baseball)	Great (+2)
Sport (Baseball)	Superb (+3)
Sport (Golf)	Good (+1)
Throwing	Good (+1)

### Gifts

Charisma  
Good Reputation (known nationwide as an archetypal 'nice guy')  
Lucky  
Quick Reflexes  
Wealth (incredibly wealthy)



Good looking and powerfully built, Ken is focussed on his training most days. In the off season, he plays golf and enjoys going to hot springs. He is generally quiet and reserved, but undoubtedly a nice guy.

*Mayumi Hamasaki*

Mayumi Hamasaki, or Mayu as she is known to her many fans, was born and bred in Fukuoka. At the age of sixteen she won a modeling contest sponsored by a local department store to find a girl from the general public to appear alongside professional models in a new catalogue. Mayumi not only won, but her stunning features allowed her to shine the brightest and she quickly became the number one choice for the department store. A local agency was quick to sign her and several local contracts followed before Mayumi moved to bigger and better things in Tokyo. Landing a job as the girlfriend of Masato Iwaguchi, one of Japan's male pinups, on a TV commercial she gained popular national exposure. A minor part in a TV drama came her way shortly after before she landed the role as Miyabi, a love-struck university student in the hit program Love Triangle. Her fame and fortune secured, Mayumi met and fell in love with Ken Hirao while taking a break in her hometown of Fukuoka. Ken, the star batter for the Fukuoka Falcons baseball team, proposed to her

shortly after they met and the two plan to marry this summer in Chapel Gabriel.

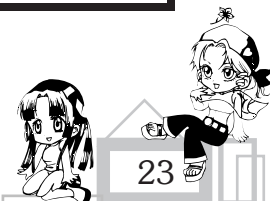
Mayumi is beautiful and has a cheerful personality to match. She is well known for her unflappable patience and hard work; no one would ever accuse her of taking her success for granted. She always has time for her fans and is flattered that many see her as an inspiration.

*Mr Watanabe*

Mr Watanabe is the Chief Executive Officer of Robotrix in Fukuoka. He is a middle aged businessman, good-natured and hard working, easily doing twelve or more hours a day in the office. He is married with two children.

Mr Watanabe makes strenuous efforts to maintain good relations with the peoples of Fukuoka, and the youth in particular, and serves as an excellent intermediary between the business world of advanced robotics and the customer base. He knows the girls in Livin' On A Dream and secretly hopes that they will win the hip hop dance competition, his company being one of the sponsors. Whenever he has a chance, he will pop downstairs to briefly say hello to the girls and encourage them to keep practicing hard.

<i>Mayumi Hamasaki</i>					
<i>Attributes</i>		<i>Faults</i>	<i>Skills</i>		
Physique	Fair (+0)	Duty (dedicated to furthering Robotrix in both the domestic and foreign markets)	Business (H)	Superb (+3)	
Mind	Great (+2)		Computers	Good (+1)	
Willpower	Fair (+0)		Culture (America)	Fair (+0)	
Cool	Great (+2)	Owes FAVORS (has encountered numerous people, both public and private, that have helped him in his career; takes his debts to these people seriously and willingly them people as and when the need arises)	Culture (China)	Fair (+0)	
Appearance	Fair (+0)		Culture (Germany)	Fair (+0)	
<i>Gifts</i>			Electronics	Fair (+0)	Great (+2)
Contacts (has extensive contacts in the business world, foreign and domestic, and the local government)			Language (Chinese)	Mediocre (-1)	
			Language (English)	Mediocre (-1)	
Position of Authority (is the senior representative of Robotrix in Fukuoka)		Oratory	Great (+2)		
		Persuasion	Good (+1)		







## Minor NPCs

The following minor NPCs are presented generically to represent certain figures that the main characters will almost inevitably run into around the beach area at some point. Descriptive depth will, in most cases, be unnecessary.

### Beachside Visitors

Use these templates for common NPCs encountered around the beachside area. NPCs could be sunbathers, visitors to Musashi, spectators at the beach volleyball competition, or workers at the stalls at the fireworks festival. There are three types of NPC: Adult (20+), Teenager (13 – 19) and Child (up to 12).

### Adult NPC

Attributes: All rated as Fair. Adult NPCs gain one free level. Adult NPCs do not gain a free bonus level to Appearance.

Skills: All rated as Poor. Adult NPCs gain fifteen skill levels.

Gifts: Adult NPCs do not gain gifts automatically. Adult NPCs may trade Attributes or Skill levels to acquire Gifts. Adult NPCs may take Faults to acquire Gifts.

### Teenage NPC

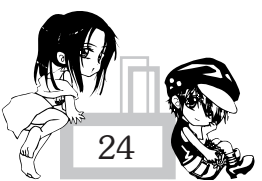
Attributes: All rated as Fair. Teenage NPCs gain one free level. Teenage NPCs do not gain a free bonus level to Appearance.

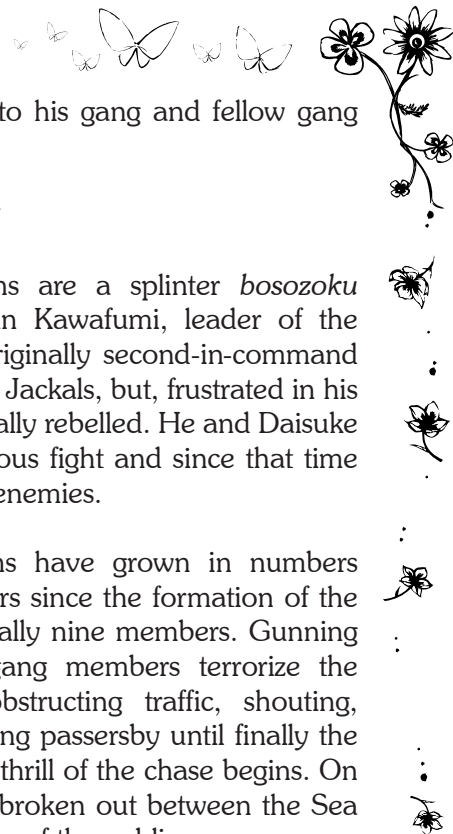
Skills: All rated as Poor. Teenage NPCs gain ten skill levels.

Gifts: Teenage NPCs do not gain gifts automatically. Teenage NPCs may trade Attributes or Skill levels to acquire Gifts. Teenage NPCs may take Faults to acquire Gifts.

<i>Adult NPC</i>					
<i>Attributes</i>		<i>Skills</i>		<i>Skills (continued)</i>	
Physique	Fair (+0)	Cooking	Mediocre (-1)	Research	Mediocre (-1)
Mind	Fair (+0)	Culture (Japan)	Mediocre (-1)	Running	Mediocre (-1)
Willpower	Fair (+0)	Driving	Fair (+0)	Seduction	Mediocre (-1)
Cool	Fair (+0)	Fashion Sense	Mediocre (-1)	Shopping	Mediocre (-1)
Appearance	Good (+1)	Flattery	Mediocre (-1)	Sport	Mediocre (-1)
		Gossip	Mediocre (-1)	(Male: Baseball)	
		History (Japan)	Mediocre (-1)	(Female: Volleyball)	
		Persuasion	Mediocre (-1)	Swimming	Mediocre (-1)
Note: Beachside staff, have Mediocre Driving and Fair Swimming.					

<i>Teenage NPC</i>					
<i>Attributes</i>		<i>Skills</i>		<i>Skills (continued)</i>	
Physique	Fair (+0)	Computers	Mediocre (-1)	Sport	Mediocre (-1)
Mind	Fair (+0)	Fashion Sense	Mediocre (-1)	(Male: Baseball)	
Willpower	Fair (+0)	Gossip	Mediocre (-1)	(Female: Volleyball)	
Cool	Fair (+0)	Research	Mediocre (-1)	Swimming	Mediocre (-1)
Appearance	Good (+1)	Running	Mediocre (-1)		
		Shopping	Mediocre (-1)		
Note: Beach volleyball players have Sport (Volleyball) regardless of gender.					





## Child NPC

Attributes: All rated as Mediocre. Child NPCs gain one free level. Child NPCs gain a free bonus level to Appearance.

Skills: All rated as Terrible. Child NPCs gain five skill levels.

Gifts: Child NPCs may not take Gifts or Faults.

## Bosozoku Gang Members

The members of the Sea Demons and the Jackals share similar gaming statistics.

Attributes: All rated as Fair. Bosozoku NPCs gain one free level. Bosozoku NPCs do not gain a free bonus level to Appearance.

Skills: All rated as Poor. Bosozoku NPCs gain fifteen skill levels.

Gifts: Bosozoku NPCs do not gain gifts automatically. Bosozoku NPCs may trade Attributes or Skill levels to acquire Gifts. Bosozoku NPCs may take Faults to acquire Gifts. All *bosozoku* NPCs automatically gain the Fault Duty. Each *bosozoku*

member has a duty to his gang and fellow gang members.

## The Sea Demons

The Sea Demons are a splinter *bosozoku* motorcycle gang. Jun Kawafumi, leader of the Sea Demons, was originally second-in-command of another group, the Jackals, but, frustrated in his lesser role, he eventually rebelled. He and Daisuke Kataguchi had a vicious fight and since that time have become sworn enemies.

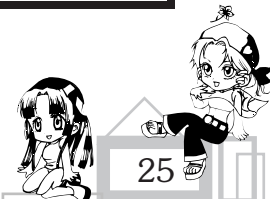
The Sea Demons have grown in numbers over the last two years since the formation of the gang, and can now tally nine members. Gunning their engines, the gang members terrorize the beach side area, obstructing traffic, shouting, screaming and insulting passersby until finally the police arrive and the thrill of the chase begins. On occasion fights have broken out between the Sea Demons and members of the public.

Initiation among the bikers is by invitation only. To be admitted a wannabe rides his bike across the length of the beach, across the sands. He must complete this stupid and dangerous stunt, which would result in his imprisonment if caught, before

Child NPC					
Attributes		Skills			
Physique	Fair (+0)	Climbing	Poor (-2)		
Mind	Good (+1)	Jumping	Poor (-2)		
Willpower	Fair (+0)	Play	Poor (-2)		
Cool	Fair (+0)	(Children's Games)			
Appearance	Good (+1)	Running	Mediocre (-1)		

Bosozoku Gang Member					
Attributes		Skills		Skills (continued)	
Physique	Good (+1)	Brawling	Fair (+0)	Mechanic	Fair (+0)
Mind	Fair (+0)	Driving	Good (+1)	Melee Combat	Mediocre (-1)
Willpower	Fair (+0)	Fast Talk	Mediocre (-1)	<b>Faults</b>	
Cool	Fair (+0)	Interrogate	Mediocre (-1)		
Appearance	Fair (+0)	Intimidate	Fair (+0)		
		Lore (Bosozoku)	Fair (+0)		
		Lying	Mediocre (-1)	Duty (strong sense of duty towards gang and fellow gang members)	





the police arrive, and escape arrest. Any refusals mean immediate ejection from the group.

All the *bosozoku* wear the same black, sleeveless T-shirt as their uniform. Printed on the front in green is an image of a sea demon. On the back is written the name of the gang. As the uniform suggests, all the bikers are expected to behave with the interests of the gang as a priority. Members are expected to help and defend one another. There is a strong us-versus-them feeling among the youths, particularly with regard to figures of authority.

### Police Officer

At different times during the summer-long campaign there will be a police presence (most notably at Mayumi and Ken's wedding and at the fireworks festival). These police are regular officers and are not members of any special division. They are present to ensure the safety of the crowds and to direct traffic.

**Attributes:** All rated as Fair. Police officers gain one free level. Police officers do not gain a free bonus level to Appearance.

**Skills:** All rated as Poor. Police officers gain twenty skill levels.

**Gifts:** Police officers have the following Gifts for free: Contacts, Danger Sense and Good

Reputation. Police officers also have the following Faults: Code of Honor, Duty and Vow.

### Sandy Side Staff

The staff of Sandy Side beach are adults or teenagers over the age of eighteen. Follow the gaming statistics detailed for Adult NPCs and Teenage NPCs for staff members. Sandy Side staff can be recognized by their uniform, which comprises of a red, yellow, blue or green *aloha* shirt worn with black pants or a skirt.

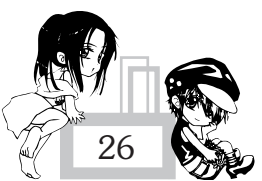
### Roleplaying in Sandy Side

This section covers general roleplaying themes that may or may not arise during the course of your campaign. In all cases, GMs and players should feel free to interpret or ignore and advice given. After all, it's your game!

### Combat

Combat in *shoujo* is mostly found in tales that can be classified as high fantasy; that is, stories set in mysterious worlds that may well parallel our own but with significant fantastical elements added. The heroine, perhaps a sword master or the protector of her people, will, at appropriate times as the adventure unfolds, engage in combat. The degree of lethality may vary, but violence is never gratuitous or overtly bloody. And a fight is never started without justification.

Police Officer		
Attributes	Quirks	Skills
Physique	Good (+1)	Cheerful
Mind	Fair (+0)	Easygoing
Willpower	Fair (+0)	Famous
Cool	Fair (+0)	Photogenic
Appearance	Fair (+0)	
<hr/>		
Gifts	Faults	
Contacts	Code of Honor (the law)	Driving
Danger Sense	Duty (to the protected citizens)	Climbing
Good Reputation	Vow (to uphold the law)	Guns (VH)
		Interrogate
		Jumping
		Lore (Law)
		Persuasion
		Running
		Shadowing
		Swimming







In a lot of *shoujo* tales the most aggressive a character may get is when she is arguing. Problems are usually solved in a mature (given the often-young age of the protagonist) manner or otherwise things are left to work themselves out. It is feasible that fisticuffs may take place away from the direct view of the audience.

You can expect this campaign to be closer to the second type of *shoujo* story outlined above: confrontations? Yes. But a fight? Probably not. That said, the *bosozoku* gangs (the Sea Demons and the Jackals) are prone to open aggression and if one of the characters goes too far, a fight may well arise.

Should this happen, deal with it realistically. For teenagers, this means (perhaps) a bloody nose or a split lip, but little else. Most teenage fights feature wrestling until one or the other submits. There should be a clear indication as to who has won and lost, but then the fight should stop. Bear in mind that Sandy Side beach is a busy public area and there will always be plenty of adults around to break up a brawl. Weapons, even those picked up on the spur of the moment, such as a rock or a bottle, are not a good idea and will detract from the story and the roleplaying experience if used. No one wants to play a character consigned to complete bed rest for the summer because of a nasty knife wound' and roleplaying a close friend that visits the victim each day is hardly any more fun. As in real life, there are legal and moral considerations to factor in. Characters may get hotheaded (and it'll be great if they do display some genuine anger or anguish) but be careful in allowing it to escalate.

A word too on martial arts. Popular perceptions of the Japanese and, by extension, other Asians, may be that from childhood, males in particular engage in the practice of unarmed combative methods. This, for the most part, is a false image, particularly in Japan. Baseball and, more recently, soccer are considered much cooler than a martial discipline. Some schools (elementary, junior and high) may offer classes in *kendo* (the Way of the Sword), but this art has little application in a real fight and is understood to be a means of training the mind and body first and a sport second. No one seriously considers it to provide a thorough training program for street self-defense. Masanori

Yamamoto is highly skilled in *kendo*, but he regards this strictly as a sport. He loves the competition.

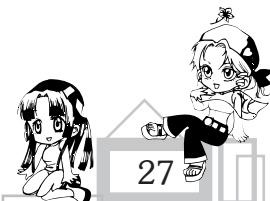
The other martial art popular in Japan is *judo*, a system of throwing and grappling. This is almost universally now regarded as a sport, akin to wrestling (much to the chagrin, no doubt of its found, Jigoro Kano, who saw it as a means to training Japan's youth in preparation for a responsible adulthood). *Judo* is generally not popular among young boys, less so among girls. Yuuki studied *judo* because of her father (see her character description) but is first and foremost a dancer and, despite her skill in this martial art, she has little propensity for violence. Keiki studied *gung fu* as a child. In China the study of a martial art is undertaken to improve one's health, posture and co-ordination and to actively experience China's rich heritage. Empowerment and building an ability to fight are very low priorities for most people, especially children. Like Yuuki, Keiki is capable of fighting to a limited extent, but has no desire and little need to.

## Dreams

A central theme to the characters is that they almost all have dreams! Can you spot the ones that don't? Ambition is important to most teenagers, however discouraging other people can be if you want to do something a little less than normal. But why not? The girls here all have fantastic dreams, including winning the dance competition, and they are all determined to achieve their goals. The members of Livin' On A Dream are mutually supportive and actively encourage the others to realize their goals, though only Yuuki is interested in stardom.

The burning desire to succeed then drives the girls onward, over the summer and beyond. The characters should remain true to their dreams and if you've created your own PC one of the things you should definitely spend some time detailing is her ambition.

Whether or not the girls attain the heady heights they visualize for themselves, we'll have to wait and see in the future. But for now, the girls are enthusiastic and eager to live and experience life. They are determined to succeed and hope that



victory in the dance competition will lead to greater things later on in life. Success is the one habit the girls don't want to kick.

### Intimate Moments

Although *shoujo* focuses predominantly on themes of love and relationships, intimacy is, at the most, hinted at and is not generally overt. Possibly intimate moments take place 'off screen' and are left to the imagination of the audience if they ever do arise. In the case of *Livin' On A Dream*, the principal characters are first graders in high school, all fifteen years old. Although attitudes toward sex in Japan are generally far more liberal than most other countries, Japan is not an especially promiscuous society, particularly with regard to younger girls. The PCs then may be becoming curious about sex, but they aren't yet that curious. The members of *Livin' On A Dream* will hold hands and kiss a boy they are very serious about, but not much more. Basically, you're advised not to allow the characters to stray down a path that could lead to a sexual encounter.

### Love and Dating

Japanese girls tend to form attachments quickly, if they are selective about who they choose to get attached to. Boys and girls, through childhood and teenage life, tend to spend a great deal of time interacting with one another, if not romantically dating. As friends, the sexes mix well and are comfortable.

The difference between a male friend and a boyfriend is both clearly understood and a big deal. Japanese people tend to become shy when romantic concerns intrude and it can be very difficult, upon graduation, for a couple to successfully meet and get together. A lot of marriages spring from office romances (that are usually kept a strict secret until the engagement is announced) and it is not unknown even today for couples to have an arranged marriage.

A date then is an important event in a girl's life, with both parties expected to act in a serious and respectful manner. Because of this, getting a boyfriend and forming a relationship is a big step and girls do not tend to flit from one guy to the next

over a series of short-term romances. That said, most girls are aware that their first love will not necessarily be their only love.

Which brings us to the perplexing issue of love in Japan. The Chinese character for love that is traditionally used (*koi*) conveys a sense of love that can be deep and meaningful but is devoid of passion. A relationship based on *koi* is often characterized by a quiet, mutual respect for the other, rather than a passionate, Western type of affair. Japan never had its *troubadours* and has been instead heavily influenced by Confucian morality, which holds important certain relationships between peoples, such as that between a husband and his wife. The two have clear roles to play (unsurprisingly, the man is the breadwinner and decision-maker, the woman the mother and home keeper). Even today, despite certain claims that Japan is the only truly post-modern country in the world, men especially, and women to a lesser extent, still find their adult lives narrowly defined along traditional paths. Times are changing with Hollywood movies popularly presenting images of love and marriage based on more than harmonious living, and an adult enjoys greater freedom to take on roles other than businessman or mother. In turn, youths are becoming less practically minded when it comes to love and more emotional. There is now a second *kanji* character used to refer to love (read as *ai*), purposefully conveying a meaning of passionate love. It is to *ai* rather than *koi* that more and more young people aspire to experience in a relationship, while the marriages of the older generation evoke concepts of *koi*. This understanding of love (*ai*) has arisen under the influence of Western romanticism.

As far as game play is concerned, the members of *Livin' On A Dream* may well fall in love with a guy over the summer. This is fantastic and will make the campaign more memorable. It's very unlikely though that either party will be swearing eternal, undying love for the rest of their lives (with the possible exception of Kaoru, bless her). The girls are becoming aware of stronger emotions, of their femininity and sexuality but they're still fifteen-year old girls and know they've got a great deal of living to do before they follow in Mayumi and Ken's footsteps down the virgin road in Chapel Gabriel.



Chapter 3:

*Sandy Side Beach Area  
& Kara Shima*



## *Sandy Side Beach Area*

Sandy Side attracts a lot of visitors throughout Spring, Summer and Autumn. The area in particular thrives during the summer holidays when families take a trip out with young children, student roam the beaches in groups or couples spend a relaxing afternoon together looking out across the sea while sharing a hot dog. Everything quieters down during winter, except for the restaurants and the occasional wedding ceremony.

The area is staffed by a mix of full time workers that hold key senior positions and, over the busier times of the year, students or part time workers. The latter ensure the safety of the public, run certain offices (such as the ferry ticket booth) and help with the setting up, organization and running of key events, including the fireworks festival and wedding ceremonies. Staff can easily be identified as all wear an *aloha* shirt.

Access to Sandy Side is free and the beach area is accessible 24 hours a day,. The shops close at seven or eight, the restaurants at eleven. Staff members finish work at six, except on special occasions like the dance competition.

Sandy Side provides a safe, convenient location for anyone to relax and have fun.

The main areas of interest in Sandy Side are located on or next to the pier that occupies the center of the beach. All of these places can be reached in a couple of minutes walking slowly in the hot summer sun. The beach stretches away to the east and west of the central area, enclosed on either end by water breakers.

### *Beach Volleyball Area*

There are three large beach volleyball courts marked out in the sand near the ocean where groups of boys and girls mix and play together informally under the burning sun, diving into the cool sea when things get too hot. Generally, anyone is free to join a game and most players are fair about turn taking on the courts. When one game is decided (usually the first team to twenty-

one points) either the winning team stays on or, more common given the summer heat, two new hastily formed teams take to the court. A team is usually made up of seven people, but much larger groupings are not at all uncommon. There is no court reservation system and balls are not provided, so players must bring their own. The nets are put up at 10 am and taken down at 5 pm by the beach staff.

Volleyball on the beach is first and foremost played for fun no one is concerned about who wins or loses, what position you should play and so no. Arguments however do occasionally break out but are quickly resolved with other team members separating the temporarily irate friends.

Competitive beach volleyball on the other hand is played on a smaller court, with each team comprised of only two members. At the time of the annual beach volleyball competition, two days before, staff member re-arrange the area into five smaller, segregated courts. Stack seating is put up and an open judges and competitors tent is erected, complete with a generator that powers vital fans and refrigerators. In the build up to the competition, the area is swept clean and closed to the general public.

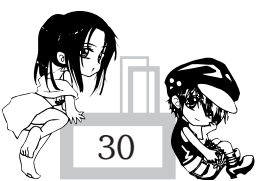
### *Playing Beach Volleyball*

Teams can be organized ad hoc. To win a game of beach volleyball the key players (i.e. the characters) should make opposed Sport (Beach Volleyball) checks with a number of opponents equal to the number of PCs. Assume that the opposing team members have a Sport (Beach Volleyball) skill ranking of Poor.

If the majority of PCs win the opposed checks then the characters get one point. If the girls win a minority of opposed checks then the opposing team gets a point. In the event of a draw, neither team gets a point. The first side to reach three points is deemed the winner.

### *Bon*

For details on this French restaurant, see Wedding Reception Hall below.





## Candy Popcorn

Candy Popcorn stands close to the Sandy Side pier. It specializes in cheap, ultra-cute clothes fashions, suitable exclusively for teenage girls. Beachwear is also sold to a limited extent, but the shop makes a startling profit catering for the younger generation who, along with a visit to the beach, enjoy browsing and shopping on the weekend or in vacations.

This year the hottest trends are low cut bell-bottom jeans and denims cut off at the knees and intricately decorated. Camisoles, vests and sleeveless T-shirts are always popular, no less this summer than the last. Favorite colors are white and black, usually plain. Candy Popcorn also offers a wide selection of accessories. Earrings, chokers and bandanas are most popular this year, but recently bead designs have become incredibly fashionable. These items are a little expensive though for most teenagers as the products are labor intensive and junior and high school girls can't usually afford much more than a ring. Some of the designs though are stunning. Making bead accessories at home is also a fast growing hobby and starter packs are available.

Candy Popcorn is staffed by four girls on the weekend during summer who, in their late teens and early twenties, are already older than the average customers. The staff is friendly, love to talk fashion and are always very well dressed, simultaneously advertising the goods available in the store and demonstrating different combinations.

## Chapel Gabriel

Chapel Gabriel was built at the same time as the rest of the pier area and is a few years old, though it is kept in immaculate condition. It rests next to the ocean and windows at the rear of the chapel, behind the pulpit, display a magnificent view of the harbor beyond, with Kara Shima in the distance.

The wedding chapel is exactly that – a wedding chapel. It was not built for religious services and few of the Japanese couples that marry within the walls are Christians. Rather, the bride and groom seek beauty and romanticism and a taste of the kind

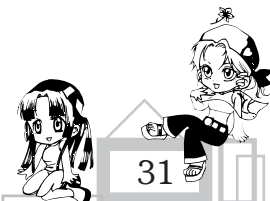
of wedding seen in a Hollywood movie. To meet these demands the chapel is lavishly decorated within. The center isle (the virgin road) is made of underlit panels of alternating clear and smoked glass. Benches line either side of the walkway, with space enough to accommodate sixty people on either side, a total of one hundred and twenty guests.

The pulpit and the surrounding area is raised on a platform that is reached by walking up three steps that lead from the virgin road. Behind the pulpit is a complex, ornate stained glass window depicting the Virgin Mary coddling the infant Jesus. To either side of this diorama are clear windows that open look out over the beautiful bay area. An organ (to the left as you face the pulpit) and seating for the two-member choir (to the right) complete the chapel.

Following the ceremony, the lucky couple typically gather with the guests along the northern wall of the chapel for a large photo shoot. Later, when all the photographs have been taken, the party makes its way to the second floor of Bon for the wedding reception. This public exposure of the bride and groom never fails to draw a large crowd of onlookers and a spontaneous round of applause.

The chapel is so well maintained due to the high cost of holding a ceremony on the premises. Local celebrities have patronized Chapel Gabriel and made it a highly fashionable and desirable place to marry. Weekends are especially busy, particularly during the summer months, with an average of two ceremonies a day taking place. The chapel is kept locked at other times but regular beach visitors have been able to snatch glances inside and stand amazed at the beautiful décor.

Most young girls that visit the beach area dream of one day marrying in the chapel. This ambition will be reinforced over the coming summer when Mayumi Hamasaki, a local beauty queen that has gone on to become a national celebrity in the hit TV drama Love Triangle, will marry Ken Hirao, a batter for the local pro-baseball team, the Fukuoka Falcons.



### Concert Area

The concert area is of simple design, built to withstand the salty sea wind and burning summer sunshine. It is modeled on an amphitheater and is a permanent fixture along the beach. The stage area is simply a concrete block that rises to about waist level. Steps are cut into the rear (closest to the ocean). Before the stage area is an open space, then, in rising steps over a semi circular area are concrete seats.

Come show time, a second stage is erected over the permanent platform. Most days, beach goers simply use the area as somewhere to sit and enjoy a cool drink.

### Ferry Dock

The dock is simply a wooden walkway extending further out from the pier. It is at a lower level and a few steps lead down. The ferry docks adjacent to the gangway and passengers returning from Kara Shima disembark before visitors to the small outlying island board. Return tickets are checked and only Sandy Side staff members with identification can board for free. The ferry makes a special run in the morning and evening, closed to the general public, to transport Kara Shima staff.

There are plenty of staff on hand to ensure the safety of passengers. The ferry doesn't run in high winds, heavy rain, or typhoons. Tickets for the ferry can be bought at the ferry ticket office (see below). The cost is nominal, as the ferry is mostly funded by the local government.

### Ferry Ticket Office

The office and the ferry docking area are both located on the far corner of Sandy Side pier. The ferry boarding area is hidden from view by other buildings on the pier and can only be reached by taking a path leading between The Mariner's Cabin and the wedding reception hall. The office is a simple affair, being operated by a single Sandy Side staff member. The small room is strictly functional. It offers return tickets only (to and from Kara Shima), a copy of the ferry timetable and a small color brochure advertising both Kara Shima on one side and the Sandy Side beach area on

the other. The ferry leaves Sandy Side pier every hour from nine in the morning until five at night. It returns from Kara Shima every thirty minutes past the hour (from nine-thirty until five thirty).

### Ferry To Kara Shima

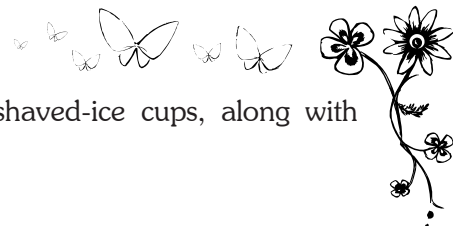
The small ferry from Sandy Side pier to Kara Shima can carry up to forty passengers at a time. The sea in the harbor is usually very calm and the boat journey is sedate. Passengers are free to eat and drink while making the ten-minute journey. Boarding the ferry is simple, just hand over a pre-bought ticket and walk across the gangplank. Passengers can take seats any time that the boat is in dock. Tickets for the ferry can be used at any time during the day. Remember that visitors to Kara Shima must buy return tickets. No one stays on the island.

### Game Center

The game center, located on the pier, is a noisy place, reverberating with the pings and pongs of numerous games. It is a popular place to hang out for teenagers. There is a wide selection of games to choose from. The most popular are of the 'Master' series; 'Dance Master', 'Guitar Master' and 'Drum Master'. Dance Master is a large machine with pressure-sensitive flooring divided into plates. The player watches a screen and moves her feet in accordance with instructions that scroll by. Music blares out and the player effectively performs a co-ordinated dance. Guitar Master is also very popular and similar to Drum Master. The player holds a mini-guitar (or two pressure-sensitive drum sticks) and strums along to a song with directions to play certain notes or chords that are indicated on a screen. Drum Master is similar, with guidance given as to which drum, from a simple set, should be struck. Things can get particularly frantic when two players go head-to-head on any of the games.

Other, less extravagant games can also be played. Traditional arcade games, shooting games, driving games, sports games, fighting games and adventure games (often based on *shoujo*-type characters that must perform a series of tasks, such as answering general knowledge questions, playing mini-games or solving problems to complete the





adventure) are all available. There are also two pool tables located in the game center.

## Musashi

This restaurant has two aspects to its business. The first, and most profitable for most of the year, is the main restaurant building where customers can order platter loads of chopped meats to gently cook on a table flame grill. Large windows allow diners to gaze across the waves, at the few flickering lights about Kara Shima or up into the star specked night sky. This restaurant is open for most of the year and is a popular, if slightly expensive, choice for diners (mostly families and friends; a *yaki niku* restaurant is not a typical choice for a date).

During the summer the beach area around the restaurant is transformed into a lively hangout for groups of young students or office workers keen to relax and have a good time. The owners of Musashi also operate ten large size grills (that need a flame-thrower to be lit. Really.) on the pale sands along the ocean. The grill is hired for an evening; the customers bring food and drink and hold an extravagant beach party, crashing into the cool surf before stuffing dripping cuttings of beef, pork and chicken into their hungry mouths, all washed down with generous quantities of cola or *ulon* tea. This is a very popular choice for workers and students caught up in city and university life. The electrically lit night, the food and drink, and the lapping of the waves combined with good, energetic company make Musashi a prime choice for parties from July to September, encompassing the school holidays. During week days the restaurant offers a very reasonable lunch menu, affordable to students and younger people.

## Nice Ice

Nice Ice is an ice cream vendor next to Candy Popcorn, just at the start of Sandy Side pier. The shop is closed during winter, being run by Sandy Side staff from late spring to early autumn. The queue for ices is usually very long in the hot summer months. Favorite flavors are vanilla, choco chip, mint chip, double chocolate and *macha* (green tea flavored ice cream, reputed to be better than it actually tastes. Non-Japanese should approach with caution). Also available are cola

floats and flavored shaved-ice cups, along with chilled soft drinks.

## Paradise

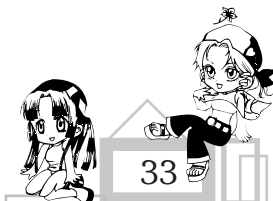
Paradise attracts twenty-somethings keen to relax at Sandy Side and savor the pleasant atmosphere. This bar is very busy on the weekend, but doesn't do too much trade during the week, save for a few evening drinkers. Paradise is comprised of three areas. The main bar is a large building staffed by up to ten people on a busy Friday or Saturday night. Immediately outside, separated by French windows that are kept closed save for when a customer wants to venture from the cool interior, is a large deck with circular tables and parasols. A short flight of steps lead from the deck to the third area, the beach proper, where more of the same tables and parasols can be found. Customers give orders and waiters and waitresses provide excellent service.

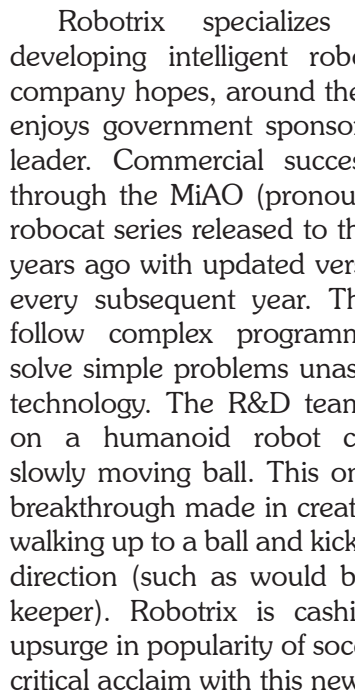
The mood in the bar is relaxed and rarely do patrons become boisterous. The drinks are a little over priced, the extra charge justified because of the amazing view of the harbor and the setting, and there are cheaper alternatives to getting drunk. Paradise mostly attracts couples that want to have a drink before or after visiting one of the local restaurants. Paradise boasts over a hundred cocktails, each of which adds to the image of an exotic foreign location far removed from Fukuoka.

Note that in Japan you must be over-twenty to legally drink. The staff in Paradise is obviously strict about this rule. Minors willing to transgress the law very rarely drink in public.

## Robotrix

Robotrix is a Japan-based, international robotics company. The main office is in Tokyo, with branches also in Osaka and Fukuoka, as well as Boston (United States), Birmingham (England), Munich (Germany), and Hong Kong (China). The main factories are in Kuala Lumpur (Malaysia) and Manila (Philippines). The company is planning to open a new factory in the southern Chinese mainland by the end of next year.





Robotrix specializes in designing and developing intelligent robots to be used, the company hopes, around the home. The company enjoys government sponsorship and is a market leader. Commercial success has been assured through the MiAO (pronounced mee – ah – oh) robocat series released to the general public three years ago with updated versions being developed every subsequent year. The robocat is able to follow complex programmed instructions and solve simple problems unassisted using advanced technology. The R&D team is currently working on a humanoid robot capable of kicking a slowly moving ball. This on the back of a recent breakthrough made in creating a robot capable of walking up to a ball and kicking it in an unopposed direction (such as would be provided by a goal keeper). Robotrix is cashing in on the recent upsurge in popularity of soccer to win popular and critical acclaim with this new development plan.

In Fukuoka the Robotrix office is situated in a 6-storey, state-of-the-art office block. The entire surface of this beautiful building is black and all the windows are darkened. These windows serve the members of Livin' On A Dream as makeshift mirrors and, having been able to have a short meeting with the branch president, the girls learned that most of the first floor of the building is used for storage, apart from the reception area. With permission, the girls dance at the rear of the building, playing tapes from a battery-powered stereo. As long as the music doesn't get too loud, the workers in the office are happy to let the girl's practice. Robotrix is keen to develop strong ties with the nation's youth and as such the company is one of the sponsors of the dance competition, the beach volleyball championship and the fireworks festival. Though he publicly remains neutral, Mr Watanabe, the branch president, has a secret hope that Livin' On A Dream emerge victorious from the dance-off.

### *Surf's Up*

Surf's Up is located opposite Chapel Gabriel and the wedding reception hall and has a lot of turnover in the summer months, in stark contrast with the quieter winter season. During the summer the shop thrives, with both casual and serious shoppers. Casual shoppers pick up beach balls,

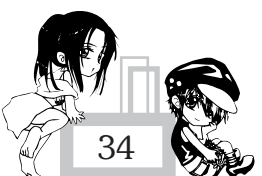
towels, beach mats and the occasional snorkel and mask to take over to Kara Shima. Serious shoppers look for the best scuba, surf and body board equipment or otherwise devour books and DVDs on the subjects. The shop offers weekend package deals to other dive and surf spots around Kyushu Island (mostly to Miyazaki or Kagoshima) and instructors can be booked through the shop staff. It is also possible to rent a jet bike for half an hour here, but a 15-minute safety lesson is also required. Applicants must be over 20.

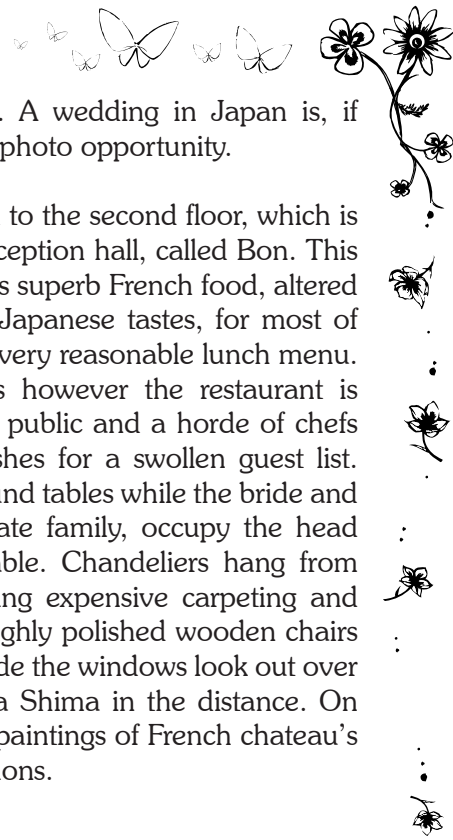
Running Surf's Up is a labor of love for owner Shinichiro Sakai who uses the off season to take long holidays around Asia or to Hawaii to surf and dive. He has gradually built up a list of international contacts and in the future is looking to expand his business to cater for Japanese looking for a complete dive package in a foreign country. Shinichiro plans on handling everything except the flight. It's just as well the owner of Surf's Up can take a long winter holiday because during the summer the shop is open 7 days a week and the owner is there most days. He is helped by two permanent workers, Kyosuke Yasuda, who specializes in surfing and Junji Hatazoe, who is an experienced diver. This group is helped by Rina and Miharu, two cute university students employed over the busy summer as part time workers.

Shinichiro is good friends with Masazaku Mizutaka on Kara Shima. Visitors from out of town are regularly directed by Shinichiro to visit Kara Shima. In return, Masazaku buys all his dive equipment through the shop and advises novice divers that catch the bug to shop at Surf's Up.

### *The Mariner's Cabin*

This very popular restaurant is split in two. One half serves very expensive sushi and sashimi while the other offers even more expensive shellfish. The Mariner's Cabin is located at the end of Sandy Side pier, next to the water, and a window table provides a splendid view of the harbor. The décor of the two distinct restaurants is somewhat different, capturing Eastern and Western images. The raw fish side is sparsely decorated with simple, low tables and plates and cups that appear at first to be roughly made with a very basic decorative pattern. Calligraphy and ink paintings adorn the





walls, the hanging papers interspersed with alcoves that house apparently inexpensive (but in fact ridiculously expensive) vases with a few in-season flowers arranged according to Japanese traditional aesthetic tastes.

The shellfish restaurant uses subdued lighting to good effect, creating an intimate atmosphere. Diners relax on semi-circular high-backed leather sofas that ensure privacy. The music is up-tempo and captures an island-paradise feel. The staff is efficient but relaxed, taking time to exchange a few words with regulars. The interior is decorated with enlarged photographs of some of the world's most beautiful beaches. In pride of place is a print of a painting done by nationally renowned artist Takayuki Tani, inspired by his visit to Kara Shima. His style contrasts the darkness of the ocean's depths with bright, vivid colors that play off the shells and fish of the sea, illuminated by strong penetrating sun or moon light.

Even for the average middle class couple, The Mariner's Cabin is overly expensive. Most diners are successful upper middle class professionals or rich executives. Players from the Fukuoka Falcon's baseball team and other local celebrities choose this restaurant to visit. The restaurant enjoys an impeccable reputation and most Fukuoka residents, loving seafood, dream of eating here at least once, perhaps on a very special occasion.

## Wedding Reception Hall

Next to Chapel Gabriel, Sandy Side Reception Hall dominates the eastern edge of the pier. Comprising of two floors the hall serves wedding attendees. The interior is soothing and soft music plays throughout the day. On the first floor there are changing rooms for guests, pastor and choir, along with larger waiting rooms that are expensively decorated, allowing the friends and family of the bride and groom to sit and relax, enjoying iced tea prior to the commencement of the ceremony. It is on the first floor too, in the rear of the building, that the changing room for the bride and groom sits. A bride in Japan will sometimes change up to four or five times during the course of her wedding day, wearing a traditional dress for a Western style ceremony (as is held in Chapel Gabriel), then a kimono and up to two or three evening gowns

during the reception. A wedding in Japan is, if nothing, an excellent photo opportunity.

Ornate stairs lead to the second floor, which is the restaurant and reception hall, called Bon. This large restaurant serves superb French food, altered somewhat to please Japanese tastes, for most of the year and offers a very reasonable lunch menu. Come wedding days however the restaurant is closed to the general public and a horde of chefs prepare countless dishes for a swollen guest list. Diners sit at large, round tables while the bride and groom, with immediate family, occupy the head at a long, narrow table. Chandeliers hang from the ceiling, illuminating expensive carpeting and bringing a shine to highly polished wooden chairs and tables. On one side the windows look out over the harbor, with Kara Shima in the distance. On the other walls hang paintings of French chateau's found in different regions.

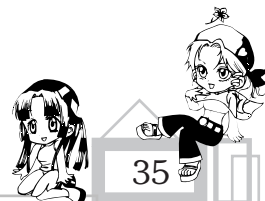
## Kara Shima

Kara Shima lies a short ten-minute ferry ride away from the beach area. The ferry to this small island leaves the Sandy Side jetty every hour from 9 am to 5 pm during the summer months, and returns from 9:30 am to 5:30 pm. The fare for the ride is minimal, even during the peak season. Ferry riders must purchase return tickets.

The beaches on Kara Shima are beautiful, and the lightly wooded internal area provides welcome shade from the hot summer sun. There is a single main pathway leading from the jetty that stretches to the eastern edge of the island, with forks in the sandy track leading to the main beach area and another to the visitor's area.

All visitors to the island are expected to leave at 5:30 pm. The ferry collects all the staff at 6 pm for a special, staff-only return trip to the mainland. Overnight stays are not allowed. The staff is made up mainly of students looking for part time work, though supervisors are full time staff. All staff members can perform basic first aid and are trained as lifeguards.

Kara Shima is most famous as an excellent diving spot. Though in the middle of the harbor area, shipping stays well clear of the blue waters and





## *Masazaku Mizutaka*

much of the underwater life has been preserved. Visitor's can rent goggles and a snorkel from the rental booth in the visitor's area next to the food vendor. Though a license is in fact required to dive below the surface. Most swimmers are just curious however to wade around in shallow water with their head below the surface of the ocean examining the sea life. Courses on snorkeling and scuba diving are provided by Masazaku Mizutaka (see below), though such lessons are very expensive.

### *Visitors Area*

The visitor's area occupies the center of the island. The temperature is a little cooler than that experienced directly on the beach owing to the palm trees that surround the few buildings and the tarpaulin-covered picnic area. During the hot summer months intermittent fans waft warmed air across the faces of swimmers and sunbathers taking a well-earned break. The staff is on the look out for visitor's suffering from dehydration, by far the most common problem encountered. The visitor's area includes a series of benches and tables, covered by thick tarpaulin that are used, free of charge, by visitors to relax at and eat a picnic. Food can be brought to the island or bought from a vendor. The vendor sells inexpensive food that can be quickly and easily prepared, including hot dogs and burgers as well as Japanese fast food such as *onigiri* (rice balls), *tako yaki* (fried octopus balls), *yaki soba* (fried noodles) and *ramen* (Chinese noodles with vegetables). Snacks are also available, as are cold soft drinks and ice creams. Alcohol cannot be bought on Kara Shima nor can it be drunk at the tables or on the beaches. Next to the food vendor is a rental shop where beach mats, snorkels and other beach accoutrements can be hired for a small fee.

There is a staff office where the full time supervisor works from. The office is simple and functional and mostly serves as a place for staff members to meet, change clothes and store equipment. There is a good first aid box here, a telephone and walkie-talkie sets. There are always at least two staff members in the office. Other workers are generally to be found acting as lifeguards on the beaches or patrolling around the beach. Next to the staff office are changing rooms and toilets for the general public.

Masazaku has a small office that doubles as a store room behind the rental shop in the visitor's area. The office is simple and sparse, being purely functional, and is mainly used to house equipment that can be hired for a dive. Outside the office are taps used to wash salt water from the scuba gear. Masazaku works from his office (with a phone, fax machine and PC), assisted by his son Hisanori on most weekends and through the summer holidays.

Masazaku keeps his boat (apart from the ferry, the only one on Kara Shima) tied up at the jetty, taking it out for dives. The best scuba spots are to the north of Kara Shima, further out into the harbor, where the water quickly deepens. Visibility is not always great at depth, but is good under a bright summer sun. Kara Shima attracts divers from throughout Kyushu Island and southern Honshu. Most visitors drive through the night on a Friday, dive all day Saturday, sleep a night (sometimes camping out on Sandy Side beach) and head back home on Sunday. High summer is especially busy with enthusiasts taking holidays and staying for several days.

Diving is an expensive hobby in Japan, and only characters with the Wealth Gift can do so at any time. Otherwise money must be saved over a period of time. Diving is way too expensive for Junior High and High school students.

### *Western Beach*

The western beach is by far the most popular of the two beautiful sandy expanse. The western beach is the largest and covers the western end of Kara Shima. The water remains shallow close to the shoreline and is ideal for children to paddle in or for ducking into with a snorkel to wade through the waves examining the rich sea life.

### *Northern Beach*

The northern beach is mostly visited by snorkelers. The sea stretches out to the north and the ocean floor quickly reaches a good depth; ideal for diving. The best scuba spots also lie a little off to the north, reachable by boat.



Chapter 4:  
*The Campaign*



## Running the Campaign

The best campaigns are those in which the players feel that the choices and decisions they make impact on the game world, for better or worse. No one wants to play in a game feeling that they are being forced into situations regardless of how a character is role-played.

When running any campaign, and particularly one that you didn't create yourself, care must therefore be taken to ensure that the given story line does not override the results of character interaction.

As a GM, be attentive to the characters and modify subsequent events to reflect earlier outcomes. Don't be afraid to deviate from the main story line if that is the direction the characters and NPCs take.

For example, if Yuuki picks up an injury over the summer (perhaps while playing beach volleyball), she may not be able to participate in the final dance competition. This is okay, because it presents the characters with new options. Do the remaining three girls attempt to snatch victory, dedicating the win to Yuuki? Do the girls think of a way to modify the dance routine so Yuuki can still participate? Does Yuuki make a brave effort to participate in the competition even though she's clearly injured? The point is not to feel like the member of *Livin' On A Dream* have to win the dance competition in order to make playing the campaign worthwhile. If you play the same campaign with different players, or even with different dice rolls, the storyline can develop in numerous ways, none of which are any more or less valid than another.

One point to remember however is that the four key events that the short scenarios are built around will happen independently of the characters. Whether Yuuki and the girls end up attending the dance competition or not, the event will still be held. Here the GM can use his imagination to create new twists and turns in the plot. Perhaps Masanori loses in the final match of the beach volleyball tournament. Gallant loser though he is, when members of the Sea Demons start taunting

him, he can barely control his anger. Later that night, perhaps on a date with one of the girls in *Livin' On A Dream*, his bad mood finally comes to the surface and he takes it out on his girlfriend, the couple arguing. Next morning the normally cool Masanori regrets this but must now attempt to make amends with his piqued girlfriend.

Keep the characters and NPCs as human as possible. They have feelings too and the campaign will be more interesting for the GM and players if the people around the beachside area are seen to have their own ups and downs.

## Beyond the Campaign

The girls are still young. What does the future hold for them? With the confidence they have gained over the summer, perhaps they want to appear on a local, or even national, TV talent competition. The Sea Demons are still active and may take to harassing the girls through school term. Maybe the girls have formed serious relationships with some of the boys they met, but will these relationships be able to endure when the girls return to busy school lives and are away from the beach?

Where you take the characters next is up to you. All the girls have dreams they wish to follow and it would be a good idea to play in some scenarios where you allow the members of *Livin' On A Dream* a chance to fulfil their ambitions. Other events that have unfolded over the summer can also provide interesting hooks for new directions that the dancers can more in.

## The Beachside Area in Your Campaign

If you're already running a *HeartQuest* campaign with developed characters and plot lines then you may want to consider introducing the beach side area as part of your world. The campaign notes detailed in this book are most readily transplanted into an existing teen romance campaign, but the area can also feature in other types of settings. Greater authenticity will be lent to your injection of the beach side area into a campaign if your setting enjoys good summer



weather. In cases where this is not true (perhaps your characters live in the north of Japan, in Hokkaido) you can still use most of the information presented here. You will need to remove the beach grills owned by Musashi, the *yaki niku* restaurant (it would be too cold most of the time to enjoy sitting outside next to the windy sea in northern Japan and such a business would probably fail. The enclosed restaurant itself can remain), Surf's Up (the marine sports shop) and both Masazaku Mizutaka and his son, Hisanori, along with the picnic area on Kara Shima. You could maybe add an aquarium on Kara Shima, reachable by ferry and a popular tourist attraction. The other locations, and indeed the key summer events, are otherwise feasible for colder areas, though a beach volleyball tournament and area may not be credible if the temperature is too low.

Alternatively, have your characters take a well-earned summer break. Perhaps the PCs can head down to Fukuoka or somewhere more exotic, such as Okinawa or one of the main southern Ryukyu islands (Yoron or Amami Oshima are the best bets). If you choose this option, then the beach side area and the events listed need not be altered.

Don't be afraid either to just take parts of what you like and add these to your campaign. If you're running a grittier game then the Sea Demons *bosozoku* gang may be of more interest to you than anything. If the PCs are well-known celebrities often in the public eye then the wedding between Mayumi Hamasaki and Ken Hirao is perhaps of most interest to you. Fireworks festivals are common throughout Japan through mid to late July and early to mid August, being held in parks, along riversides and in public places.

## Random Events

To add color to each day one or more of the following random events can be occurring simultaneously around the beach area. Alternatively, some of these random events may inspire you to create a short scenario based on the happening.

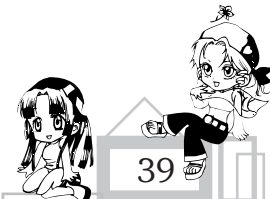
- Beach volleyball game.
- University students having a beach party.

- University *karate* team is training in the ocean and jogging along the beach.
- University diving club is visiting Kara Shima.
- Wedding.
- Bridal Fair. Couples can take a look inside Chapel Gabriel and the reception hall.
- Baseball game. The traffic around the beach area is heavily congested and a lot of people are around.
- Small, free concert at the entertainment area by a local band.
- TV camera crew from a local station is interviewing beach goers about a current news item.
- Triathlon is being held. Athletes complete the swimming stage at Sandy Side.
- Junior High school trip. Students are interviewing beach goers about local tourism.
- Someone's bag or purse is stolen along the beach.
- Informal soccer game going on along the beach.
- Fukuoka Falcons baseball players are running along the beach.

## Daily Weather

The daily weather over the summer can simply be described as hot to very hot, and always dry with a slight sea breeze blowing inland. Sunbathers will definitely need to be well oiled with sun block and caps and / or shades are virtually *de rigueur*.

Japan has seasonal weather, following a pattern similar to that found in Europe or the States, along with monsoon highlights from Asia. The following information is relevant to Fukuoka. For other areas of Japan the seasonal time will change somewhat (earlier in the south toward Okinawa, later in the north past Tokyo into Hokkaido).







**December to February** Winter. Cold with occasional snow.

**March to May** Spring. Includes Cherry Blossom season, lasting one week in late March to early April.

**June to July** Rainy season. Heavy downpours interspersed with sunshine. Very humid.

**August to September** Summer. Dry, with an average daily temperature ranging from low to mid thirties Celsius.

**October to November** Autumn. Cooler than summer but still dry. Occasional typhoons.

If you want to add some variety to the daily weather, roll a d6 twice at the beginning of each day and consult the following daily weather tables.

**Weather Table A**

D6 Roll	Temperature (in Celsius)
1	28 – 29
2	30
3	31
4	32
5	33
6	34 – 35

**Weather Table B**

D6 Roll	Weather
1	Dry. Still wind.
2	Dry. Still wind.
3	Dry. Some sea breeze.
4	Dry. Some sea breeze.
5	Dry. Frequent sea breeze.
6	Mostly dry. Short summer rain shower (roll d6 and consult Weather Table C)

**Weather Table B**

D6 Roll	Time of rain shower*
1	8 am – 10 am
2	10 am – 12 am
3	12 am – 2 pm
4	2 pm – 4 pm
5	4 pm – 7 pm
6	After 7 pm

\* The rain shower will last for a total of 10 minutes plus 2d6 minutes.

### Summer Events

Four events in particular will occur over the summer time, and each provides the background setting for one of four scenarios detailed below. These events are unusual occurrences and will draw a great deal of interest from the general public and, at times, the media. In your own campaign you may like to come up with your own scenarios set against the backdrop of each of the events. Do remember though that regardless of character participation and action, each of these events will inevitably occur.

### Summer Schedule

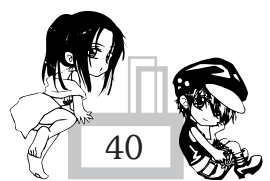
On average the holidays for High school students in Japan start around July 20th and go through to the end of August. It is not necessary for you to know the exact date, just keep a count of how many days have passed (up to forty) and count off the weekends.

The major events over the summer will occur at the following times.

- First weekend (Saturday, all day event)
- Second weekend (Saturday, evening)
- Third weekend (Sunday, lunch time to early evening)
- Fourth weekend (Sunday, evening) Beach volleyball tournament
- Fireworks festival
- Celebrity wedding
- Hip Hop dance competition

### Beach Volleyball Tournament

The under-18 beach volleyball tournament has been successfully held every year since the artificial beach was first opened. Over the years it has attracted more and more players and is now





considered locally to be a somewhat prestigious prize to win. This has been helped by the high profile it enjoys, being on public display along the beach, rather than hidden in a sports center. Male or female teams are welcome to enter, or the couple can be mixed. The organizers wish to stress that competitive sports should remain fun and open to anyone, though the competitors themselves are generally highly motivated to gain victory.

The rules more-or-less follow those of volleyball, except that a team comprises of only two players and the game takes place on a much smaller court, on the sand. Players wear beachwear.

The tournament today draws sponsors (including Robotrix) and has become an event worth advertising. The beach volleyball area is rearranged into smaller courts with seating for the public raised around the play area. A large tent provides shade for players and umpires alike. Preparation for the tournament begins the day before it is scheduled to take place.

The winning team receives a trophy and a series of prizes provided by the sponsors.

## Fireworks Festival

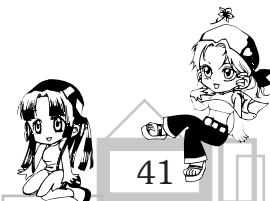
Every year over the summer towns and cities all throughout Japan hold stunning fireworks displays or, as they are terms, fireworks festivals. The literal translation of the Japanese term *hanabi* is fire flower, and indeed that's just what the rockets are. Flying high into the warm night sky, against a background of stars, the fire flowers burst into a myriad of colors that gently fall earthward, fading into black. The audience sighs, and even gives applause, in appreciation. And so the evening passes, for upward of two hours at large festivals (the one held at Sandy Side lasts a total of ninety minutes).

Throughout the proceedings, stalls sell food and drinks and simple games can be played to win stuffed toys or children's masks. Especially popular this year are small stuffed toy puppies, representing Mayumi and Ken, in wedding attire, arm in arm.

## Celebrity Wedding

The wedding between Mayumi Hamasaki and Ken Hirao is scheduled to take place on Sunday on the third weekend of the summer vacation in Chapel Gabriel. The nation has been eagerly awaiting the marriage of the couple since Ken proposed on live TV on New Year's Eve and excitement has now reached a fever pitch. Gossip magazines and newspaper column writers have generated an incredible number of words and pictures on this topic alone, while more orthodox news on the pair has inevitably included commentary on their relationship. A bad day for Ken at the baseball mound is explained away by his attachment to Mayumi. Mayumi's recent appearances on chat TV shows, passing by former acting contracts, are accounted for by her desire to have children immediately (an unconfirmed rumor). Visits to the ceremony director's office to choose the dresses, the interior decoration, the reception menu and so on have all been assiduously followed by the media and lapped up by the public. Both Mayumi and Ken have eclipsed the popularity of any other star in Japan continuously since the engagement, including Risa Tanabe, who recently debuted in Hollywood, starring opposite a well-known and internationally famous leading man.

The wedding is expected to attract a huge number of fans and well-wishers and there will be a strong police presence, though the officers will hopefully not be required to take an overt stance. Film crews, including representatives from neighboring Asian countries including China, Korea, Taiwan and Thailand, are expected in droves, along with newspaper and magazine writers. Preparations for the ceremony have been underway for several months and everything is essentially ready, barring any last minute changes. The morning of the wedding will be spent preparing the pier for the arrival of numerous celebrities, along with family, relatives and close friends. In particular, a red carpet (or, more precisely, a series of overlapping red carpets) will be laid running down the length of the pier from the entrance to Chapel Gabriel. Bordering the carpet, spectators can watch the congregation arrive. Unknown to all is that Noboru Yamada, a disturbed and dangerous fan of Mayumi Hamasaki's, is stalking her with the intention of destroying all her plans.



## *Hip Hop Dance Competition*

The annual under-16 dance competition has been held successfully for the last three years. Previous to the competition local dance schools were invited to put on routines for the public and this developed into the competition.

The dance competition takes place in a specially designed entertainment area along the beach. The arena resembles a Greek amphitheater. The seats are nothing special, being hard and flat, but several hundred people can be accommodated and there is also an open area directly in front of the stage where others can stand. The stage itself is composed of two parts. A raised concrete flat area, to about waist height, is a permanent feature and, on top of this, an artificial stage erected for the competition is placed. The stage area is shadowed by a lighting rig and this in turn is covered in case of rain. To either side of the stage rests large speakers. Behind the speakers (hidden from the public) are simple, bare warm up areas. Dancers are required to turn up thirty minutes before their expected performance time, and wait, ready to go.

The competition usually lasts for a few hours. While the dancers are performing the audience watches, buys food and drink from stalls or plays games. This year a new attraction is being added: trampolines with supporting harnesses. Children can leap as high as they want, always safely held by a harness rigged to a crossbeam above.

Dance teams of up to eight members have two minutes to impress a panel of five judges. At the end of the allotted time the group is awarded two sets of marks out of ten (such as 8, 8.5 or 9.3) for style and difficulty. The teams are narrowed down to the final three according to who scores the highest number of points (in the event of ties, more teams are invited to compete in the final stage). The finalists go through the same process, repeating the routine and being awarded similar marks, which are added to the marks from the first round. The team with the highest point total is declared the winner.

The first prize this year is a trip to Adventureland, a new theme park that opened last year for each

winning member and a guest. One of the sponsors of the dance competition this year is Robotrix.

## *Scenarios*

### *Scenario #1:*

#### *The Beach Volleyball Tournament*

##### *Setting*

This scenario is set on Sandy Side beach at the time of the beach volleyball tournament.

##### *Time*

The beach volleyball tournament takes place all day on the Saturday of the first weekend of the summer vacation.

##### *Weather*

Hot and sunny all day.

##### *Main Antagonist*

- Jun Kawafumi
- Members of the Sea Demons

##### *Primary NPCs*

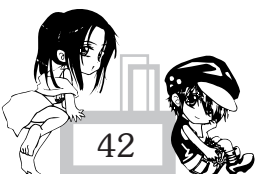
• Masanori Yamamoto and Yoshitaka Shimazu (defending beach volleyball champions)

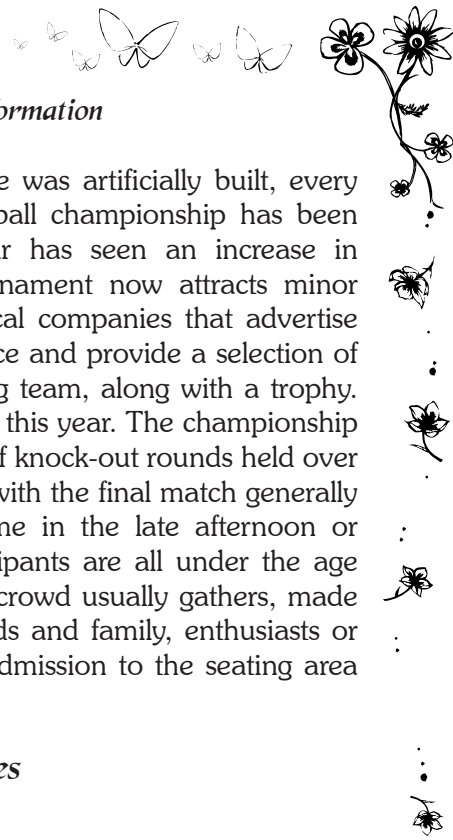
- Yuriko & Yasuharu (Scene 1)
- Junji (Scene 2)
- Yumi (Scene 3)

##### *Secondary NPCs*

Hisanori may have ventured over from Kara Shima to watch the event, and Takashi will almost certainly be present, cheering Masanori.

- Beach volleyball players
- Beach volleyball officials





- Audience

## Basic Plot

The beach volleyball tournament starts at 10 in the morning, breaks for lunch for an hour and then continues through the rest of the afternoon until the final match is played. The core of the audience is made up of friends and family of the players, but a lot of people visiting the beach are happy to sit and watch for an hour under the sun. Admission to the seating area is free. The characters are at the beach, enjoying themselves, sometimes watching the games (and watching Masanori in particular), sometimes lying in the sun, getting an ice cream or just hanging out around the pier area. Quite a lot happens over the course of this long day and the PCs will have plenty to do. The first thing the girls notice is a boyfriend and girlfriend arguing in front of Nice Ice. Later on, close to lunchtime, a kid is flailing in the water, clearly distressed and wailing for help. The girls are the closest on hand to give help. After a quick meal, the noise from the volleyball fans increases by the hour as the final game approaches. More people are taking seats as families arrive at Sandy Side. Unfortunately a girl has had her clothes stolen, as a prank she suspects by friends she came with, but she has, nevertheless, been left wearing only a bikini. It's up to the characters to help her out of this embarrassing situation. Following this, the final game takes place in front of a large crowd. The characters can watch if they want. Afterward Masanori Yamamoto is heckled by Jun Kawafumi, leader of the Sea Demons and the air bristles with antagonism.

## Player Character's Goal

The principal goal of the characters in this scenario is to have fun! They're young, at the beach, surrounded by good-looking guys. What more could a high school student want? The events of the day are non-threatening to the PCs, though the problems presented must still be solved in an appropriate manner, and this is the primary goal for the girls in *Living On A Dream*. Each situation will test the roleplaying skills of the gamers.

## Introductory Information

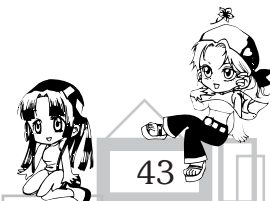
Since Sandy Side was artificially built, every year a beach volleyball championship has been held, and each year has seen an increase in popularity. The tournament now attracts minor sponsorship from local companies that advertise during the audience and provide a selection of prizes for the winning team, along with a trophy. Robotrix is a sponsor this year. The championship is based on a series of knock-out rounds held over the course of a day, with the final match generally taking place sometime in the late afternoon or early evening. Participants are all under the age of eighteen. A large crowd usually gathers, made up of a mix of friends and family, enthusiasts or general onlookers. Admission to the seating area is free.

## Scenario #1 Scenes

### Scene 1

The girls arrive at the beach at an undetermined time. Sandy Side is not yet busy but more teenagers and families are arriving through the morning. The volleyball tournament starts promptly at ten after the Japanese national anthem is played and a series of brief messages are given by representatives of the sponsoring companies. There are some people already sitting, mostly friends and family.

The characters are free to watch or walk around the pier area, bumping into any familiar NPCs as they do so and having short conversations. As the PCs are passing Nice Ice they can't help but notice that a teenage girl, probably of the same age, has her hands over her face, sobbing. The guy standing next to her, her boyfriend the characters assume, looks very embarrassed one moment and angry the next. The boyfriend tries to turn the girl to him and prize her arms apart, but she pulls away, shouting something vehemently but indistinct at him. The girls in *Living On A Dream* are all looking over, but really it's none of their business. But then, when the boy tries to get the attention of his girlfriend again, and she again turns away, he shouts back and pushes her hard, catching her off balance and forcing her to the ground, where she rests on all fours, totally distraught now. The guy doesn't seem prepared to make any conciliatory gesture.





The characters may or may not want to get involved. If they choose to approach the girl or her boyfriend, the couple perceptibly calm down immediately, though neither is yet looking at the other. Neither really wants the argument and in fact they both appreciate mediation. The teenager, Yuriko, is upset because her boyfriend was checking out another girl and when she explained that she didn't like it, Yasuharu (the guy) told her, stupidly and regretfully, that it was none of her business.

If given a chance to talk for a few minutes, the couple will quickly make up, with an apology offered by Yasuharu. If the PCs simply pass the couple by then they will see the boyfriend storm off, leaving his girlfriend crying.

## Scene 2

The second scene can be injected into the overall scenario at any time that the girls are close to the shoreline.

If it is appropriate then as lunchtime approaches and the characters are discussing what to eat they become aware of panicked shouts carrying over the background noise of people talking and the sound of waves washing over the sand. Turning quickly the characters can see a small boy flailing in the water. He appears to be a little out of his depth and is obviously scared and unable to swim. Others along the beach have noticed the boy too and are making their way to help him, but the PCs are the closest.

The boy (Junji) is only four and not very tall. The girls can easily wade out to rescue him, lifting their skirts or perhaps getting the edges of shorts wet. The boy is panting, very pale and clearly scared. Seconds later his parents arrive, fearful for a moment, but relieved to see their son safe. Whatever scolding the boy will receive later is forgotten at the moment as his mother wraps her arms protectively around her son and leads him back to a large beach mat to dry him off. Junji's father is especially appreciative and profusely thanks the girls for their help. Onlookers, gathered around the scene of the drama, stare admiringly at the PCs, murmuring congratulations.

The characters, smiling and very pleased with themselves, can dry themselves off and continue to ponder lunch.

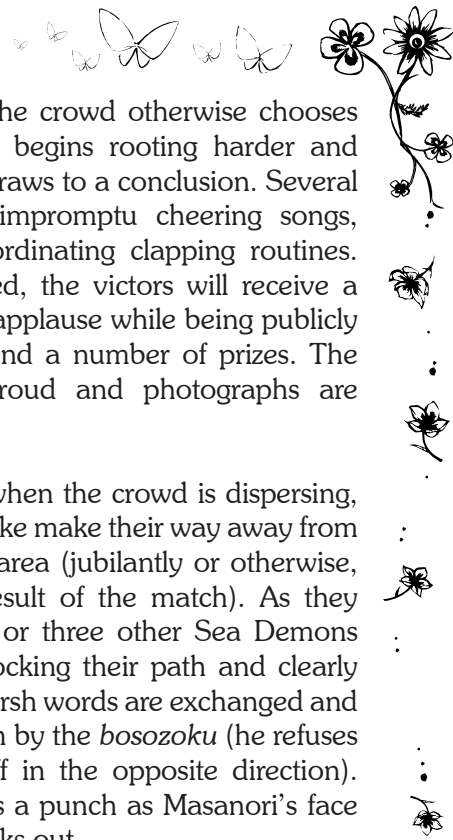
## Scene 3

After lunch the girls feel very relaxed. It's very hot now and the beach volleyball has stopped for a break, partly to give the participants a chance to eat, and partly to avoid playing through the burning midday sun.

The characters can sit back and enjoy a milkshake or go window shopping in Candy Popcorn, whatever takes their fancy. As time passes the PCs see an angry looking girl, not a little bit embarrassed, making her way toward them. She is wearing a white bikini and is getting a lot of looks from both guys and girls passing her by, the boys especially. Red in the face, she seems confused, before noticing the members of Livin' On A Dream looking over at her.

If the flustered girl is approached then she'll happily retell her story. Her name is Yumi. She's a university student and came to the beach this morning with some of her friends, male and female. The girls left before lunch, but she decided to stay with the guys. In the early afternoon she fell asleep sunbathing, and awoke to find that her friends had deserted her and taken her clothes. She's got no money and no bus pass, and in any case, she doesn't want to leave Sandy Side dressed only in a bikini. She feels stupid and is angry. She knows it's just a joke, but she can't see the funny side of it right now. Can Yuuki, Keiki, Kaoru and Yoshiko help?

There are a few options open to the characters. They can buy some simple, cheap clothing from Candy Popcorn and exchange phone numbers, Yumi promising to pay the money back in the future. The PCs may want to track down an NPC they know around the beach area and either borrow some clothes or else some money to buy something. One of the girls herself may have a spare item of clothing, enough to at least cover Yumi and get her on a bus home.



## Scene 4

As with Scene 2 above, Scene 4 can be injected into the scenario at any appropriate time.

Near the shoreline again, as the characters walk dreamily along the beach close to the lapping, spent waves, a beach ball bounces gently up to them, seawater spraying off it. The girls look up and notice a group of children playing in the water. One of them must have missed his catch. If the PCs choose to pass the ball back, the kids become very excited, laughing and smiling, stamping in the water, and trying to splash the girls.

This brief interlude is a chance for the characters to make some new friends and have a little fun. The PCs can paddle in the water with the children if they wish to.

## Scene 5

Late in the afternoon the PA system hooked up around Sandy Side pier comes to life and the start of the final beach volleyball match is announced. Most of the beach goers not already in a seat shake the sand from themselves and head over to the tournament area.

Take it as given that Masanori Yamamoto and Yoshitaka Shimazu have reached the final and will attempt to defend the title. Both are a little nervous, but mostly pumped up to play the game. This is their last chance as under-18s and neither intends to lose. Their opponents however seem strong, and equally keen to gain victory. As the GM you can either choose which pair will win the championship or roll dice to determine the outcome randomly.

Both Masanori Yamamoto and Yoshitaka Shimazu have Sport (Beach Volleyball) skill ranks at Great. One of their opponents also have Sport (Beach Volleyball): Great, but the other has Sport (Beach Volleyball): Good. For full details on playing a game of beach volleyball refer to Chapter 2, Beach Volleyball Area.

Throughout the game both Masanori and Yoshitaka are heckled by members of the Sea Demons, also gathered to watch the game, and led

by Jun Kawafumi. The crowd otherwise chooses a favorite team and begins rooting harder and harder as the game draws to a conclusion. Several people are singing impromptu cheering songs, while others are coordinating clapping routines. However it is decided, the victors will receive a very warm round of applause while being publicly handed the trophy and a number of prizes. The winners are very proud and photographs are taken.

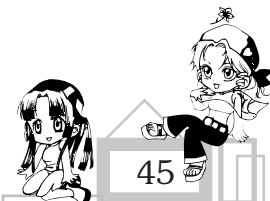
After the game, when the crowd is dispersing, Masanori and Yoshitake make their way away from the beach volleyball area (jubilantly or otherwise, depending on the result of the match). As they do so, Jun and two or three other Sea Demons confront the pair, blocking their path and clearly looking for a fight. Harsh words are exchanged and Masanori tries to push by the *bosozoku* (he refuses to turn and head off in the opposite direction). Suddenly, Jun swings a punch as Masanori's face and a short fight breaks out.

As with the baseball game, you can decide beforehand which NPC will emerge victorious, or otherwise you can use dice to determine the outcome (game stats for both Masanori and Jun can be found in Chapter 2). The characters do not necessarily have to become involved at this point, though the fight will become a talking point for the rest of the summer and constitutes an important event in the campaign as a gossip item. The girls may want to come to the aid of Masanori, particularly if any of them have formed a romantic attachment to the handsome volleyball player.

## Wrapping It Up

As the afternoon gives way to early evening, the characters reflect on an eventful day. A lot of exciting things have happened over the last few hours and they have all enjoyed the beach volleyball tournament. Otherwise the members of Livin' On A Dream say their farewells and go their separate ways.

Experience can be awarded according to how well the gamers played their characters. You may want to award an extra point in particular if the argument between Yuriko and Yasuharu was dealt with particularly well.



## Scenario #2:

## The Fireworks Festival

## Setting

This scenario takes place at the Sandy Side beach area during the fireworks festival.

## Time

The fireworks festival is held on the Saturday evening of the second weekend of the summer vacation.

## Weather

Hot and a little humid. No rain forecast.

## Main Antagonist

- Members of the Sea Demons *bosozoku* gang (but not Jun Kawafumi, the leader)

## Primary NPCs

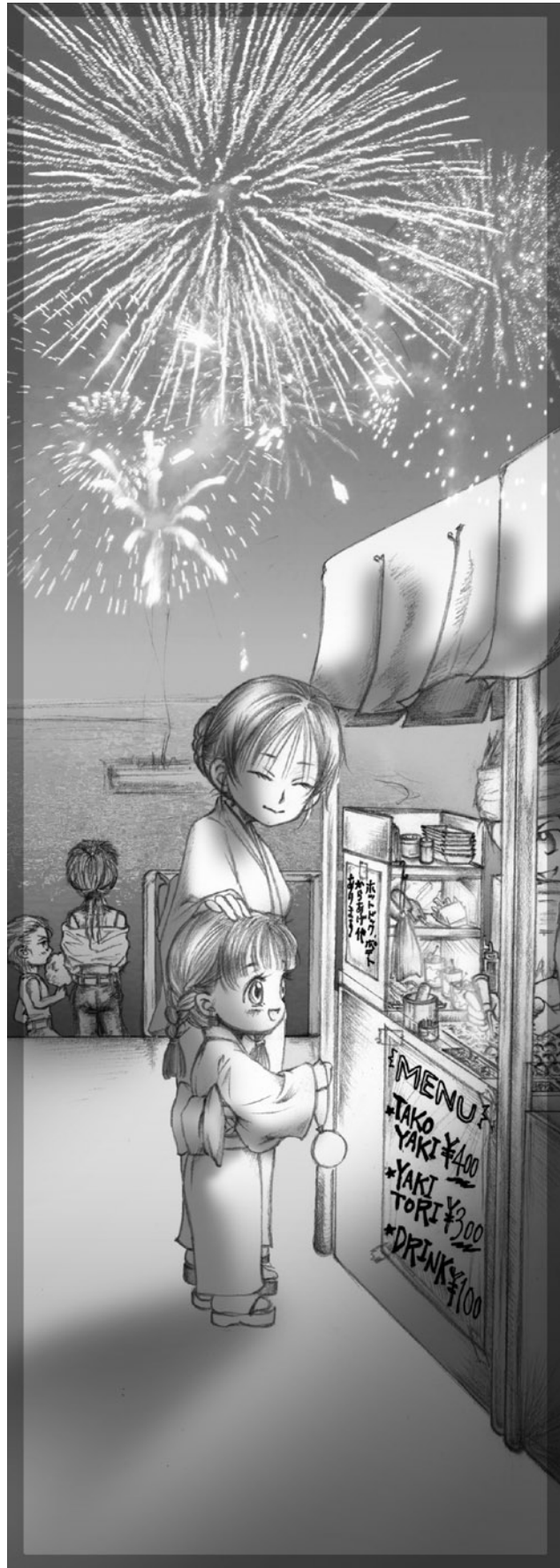
- Harumi (Scene 1)
- Maki and Aya (Scene 5)
- Akiko (Scene 2)

## Secondary NPCs

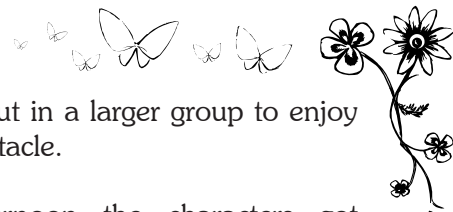
- Supporting NPCs (at your discretion) will be around Sandy Side for the festival
- Visitors to the fireworks festival
- Stall workers (selling *yaki tori*, corn, popcorn, drinks, or running festival games)

## Basic Plot

It's fireworks time! The beach area has been temporarily transformed into a venue for a fireworks festival. The beach is packed with *yatai* selling all kinds of great food or charging a small price to play a game to win a stuffed toy. Young girls have tied their hair back and are wearing traditional *yukata* while boys rove in groups in







high spirits. Here and there couples weave hand in hand. While most of the visitors are having a fun time, for the girls of Livin' On A Dream there are a few problems to face. First is the discovery of a child, Harumi-chan, all alone, separated from her parents. If the dance group can reunite the child with her parents then there'll be time for them to enjoy the festival, perhaps meeting a date or flirting with a favorite boy. One of the girls will also meet an old Junior High school friend.

While the fire flowers, as they are called in Japan, fly through the dark sky, launched from Kara Shima, the girls discover that the Sea Demons have not stayed away. Members of the gang are harassing stall owners for free service, intimidating customers and trying to steal things. Looks like it's up to the girls to dissuade the troublemakers! Later, when the festival has all but ended and the crowds are dispersing, the members of Livin' On A Dream come across the *bosozoku* again; this time the gang has surrounded two Junior high school girls, Maki and Aya, threatening them and making lewd comments. Not for the first time tonight, the dancing teenagers must save the day.

## *Player Character's Goal*

The character's aim is to enjoy the festival while dealing with the problems that arise through the evening. The first problem is to reunite Harumi-chan with her parents. Secondly, the PCs must disperse the Sea Demons that are hassling the stall workers. Finally Livin' On A Dream must ensure the safety of Maki and Aya, two junior high school students.

## *Introductory Information*

Every year several fireworks festivals are held throughout the city in different locations. The characters have been attending such parties since early childhood. The beach side festival is held in particular high regard owing to the scope, the sea atmosphere and the fact that the soaring fireworks are reflected beautifully in the ocean below. The characters have no reason to suspect that the festival should be anything other than an enjoyable evening out. Girls that have formed relationships with boys will find this an excellent opportunity to

invite their partner out in a larger group to enjoy the breathtaking spectacle.

During the afternoon the characters got themselves ready, doing their hair and make up and changing into *yukata*. As the sun began to set the girls made their way to the beach, meeting as a group in front of the Robotrix office. Hundreds of people are streaming past, all brightly dressed and in high spirits. As twilight fades, the character's head towards the beach.

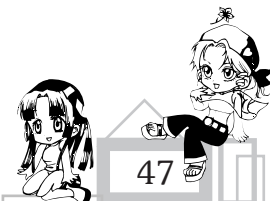
## *Scenario #2 Scenes*

### *Scene 1*

It's around an hour before the fireworks festival is due to commence. The crowd is thickening and everyone is in high spirits. Young couples can be seen everywhere, interspersed between families. People are sipping at cool soft drinks or feeding on yummy-looking *yaki tori*. The characters are free to soak up the atmosphere and loosen up before the brilliant rockets shoot through the air.

As the PCs are mingling the body of people parts and the girls come face to face with a distressed child. She is sniffing and appears barely able to hold back a flood of tears. She is very pretty, dressed in a yellow *yukata* with a balloon tied by string around her wrist. She is turning about in a panic, falling into a short run as space allows. No one passing by seems to notice that she is upset and people merely smile and step around the child.

If approached the youngster is initially shy and hesitant to talk to strangers and seems momentarily more panicked. If spoken to nicely, offered a piece of candy or approached by a character with the Gift Charisma then the child, blinking back tears, introduces herself as Harumi Ito. Upon doing so the pent-up emotion floods out and her shoulders begin shaking; her small hands come up to her eyes to wipe away the tears. If successfully calmed down Harumi sniffs that she has lost her parents and older sister. She doesn't ask the characters for help, but she clearly needs it. If the characters can persuade Haru-chan to walk with them, then with a quick inquiry, a tent for first aid and separated families can be quickly found. Harumi blinks in





the light and is sat down by a first aid worker and given a drink. The girls are thanked for the help they have given. Harumi says goodbye and the characters leave the tent.

A few minutes later the PCs hear an announcement for the parents of Haru chan to make their way to the tent to pick up their young daughter.

With a smile on their lips the girls again merge with the crowd, eagerly awaiting the start of the fireworks display.

### Scene 2

As the girls are moving about through the crowds, going from one stall to another, one of them bumps into a friend from Junior high school. (You can either select a character at random or roll a die to determine which PC meets her friend). Akiko is dressed in a purple and black *yukata*, with her long dark hair tied back. She looks very pretty. Next to her, somewhat shy, is her new boyfriend, Shohei. He's taller than Akiko but the same age and, indeed, the same class.

This is a chance for your gamers to role play two friends catching up and introducing their acquaintances. The Junior high buddies can arrange to meet later and you can take this opportunity to inject a new NPC into the campaign if you desire.

Akiko does have one piece of potentially important news: she saw a couple of older boys harassing some younger girls ten or fifteen minutes ago. The boys were wearing black sleeveless T-shirts with some kind of monster print (members of the Sea Demons!).

### Scene 3

Continuing through the crowds, the characters come across a stall being run by a group of three university students. The students are selling buttered corn and appear to be doing a brisk trade. Gathered around the portable shop are two fiercer looking boys dressed in jeans and sleeveless T-shirts. These two appear from a distance to be arguing with the sellers, gesticulating wildly and

seeming to strike threatening poses. The girls suspect immediately that the two belong to the Sea Demons.

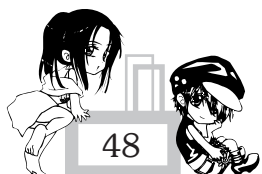
If approached the Sea Demons will simply turn to look at the PCs and tell them, rudely and to the point, to get lost. The university students appear a little shaken, but are emboldened by the presence of others and demand that the two *bosozoku* members refrain from talking to younger girls like that and that they themselves should make themselves scarce. At this the two motorcycle riders become truly incensed and pick up pieces of corn and throw them down to the sand, stamping on the cobs. The two demand money to stop or threaten to destroy more corn.

What happens next is at your discretion. The students can pay a little of their profit to the Sea Demons to be left alone; the stall runners may finally become angry and walk around to confront the bikers, or the characters can intervene or else run for help. At any sign of adult interference, the two gang-members will themselves scarce. They are only trying intimidate the students into surrendering some money and are not looking for a serious confrontation.

If the problem is dealt with satisfactorily then the girls will be rewarded with free corn and cola.

### Scene 4

With a few minutes before the fireworks start flying, the girls can get drinks or food if they want. The surge of people is becoming still now as heads turn upwards in expectation of the first fire flower being seen. Conversation becomes muted and the girls follow suit. Then, bang on seven thirty, the first rocket flies through the air from Kara Shima. A bright light soars upwards against the backdrop of the dark sky before, at the zenith, it splits apart into a thousand sparkling flares of green, yellow, red and purple. Seconds later a boom echoes across the harbor and people gasp in amazement, the first sounds of applause starting. Distracted by the first firework, most of the crowd failed to look lower to see several other lighted stems fly gracefully to the heavens and suddenly the night is filled with rippling colors and delayed cracks of





thunder. All around the crowd sighs in appreciation and delight.

For the next hour and a half all eyes are cast upwards. The girls can buy more drinks or food if they want, but everyone is enjoying the spectacle high above. This is a great chance for couples to move closer and whisper to one another.

## Scene 5

As the crowds of people are leaving the beach, Sandy Side staff members, armed with large black plastic bags, quickly set about picking up any litter strewn across the area. The characters, still excited and high from the spectacle, turn back and begin to head home, talking about their favorite part of the display or else making plans for the next dance rehearsal.

Though it takes sometime to get off the beach through the press of people, once clear, the crowd thins considerably. Near Robotrix the PCs spot the two Sea Demons they saw before. This time the pair are standing over two young girls that are sitting on a bench near the robotics office. The younger girls keep glancing apprehensively to one another, studiously avoiding raising their eyes to look at the boys taunting them. They look like they want to get up and leave. Then one of the boys flicks out his hand, faking a slap to the head of one of the girls. The girl pulls back, shaken and finally gets up to leave but the boy pushes her forcefully back down onto the bench.

The characters need to react quickly here and to inject a sense of urgency you might want to countdown (5 – 4 – 3 – 2 – 1!) to hurry along decisions. No one else passing by appears to notice what's happening, or if they do, they seem to have reached the conclusion that it is just a tiff between a boyfriend and girlfriend, so it's up to the dancers of Livin' On A Dream!

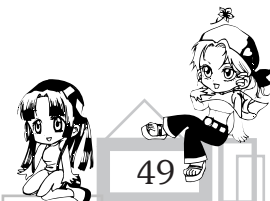
If the girls approach the two aggressive boys they will be immediately recognized and the *bosozoku* will begin taunting the PCs also, teasing them and asking if their 'boyfriends' (the university students) are okay.

The characters have scope here to defuse the situation and role-playing should focus on ensuring the safety of Maki and Aya, the two thirteen-year old Junior High school students. As before, the Sea Demons have no wish to become embroiled in any kind of conflict, especially with adults or figures of authority.

When the situation is under control, Maki and Aya are clearly upset. The characters can call the parents of the younger girls to ask for them to be picked up if they wish on a *kei tai*.

## Wrapping It Up

The characters have no doubt had a much more tiring evening than they had planned. Experience points can be awarded for good role-playing and if the girls made sure that no one came to harm (especially Maki and Aya). Inform the players that it is now getting quite late and if they want to get home they need to catch the last buses leaving. These buses are still packed with people, all talking about the display of fireworks. As the bus journeys through suburbia, heading into the city center, each of the PCs gets off at their bus stop, says a cheerful good night and heads home for a well deserved rest.



*Scenario #3:**The Celebrity Wedding**Setting*

Sandyside beach area, Chapel Gabriel.  
Wedding between Mayumi Hamasaki and Ken Hirao.

*Timeline*

The celebrity wedding is held on the third Sunday of the holiday, commencing at 1 pm.

*Main Antagonist*

• Noboru Yamada, a disturbed fan of Mayumi Hamasaki

*Primary NPCs*

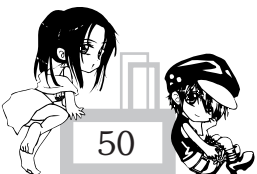
- Sakura (Scene 2)
- Chinami Kishikawa (Scene 3)
- Mayumi Hamasaki (Scene 5)
- Ken Hirao (Scene 5)

*Secondary NPCs*

- Sandyside staff
- Police officers
- TV and media reporters

*Basic Plot*

Noboru Yamada, a disturbed fan that is in love with Mayumi Hamasaki, cannot bear the thought that she will get married and that his 'chance' to wed her will finally come to an end. He has been plotting since he first heard of Mayu's engagement and has decided, in his warped, twisted mind, to punish the beautiful girl. He plans to observe her in her momentary happiness before stealing into her changing room after the ceremony to attack her with a knife. If he can't have her, then no one can.



## Player Character's Goal

For most of the day, the goal of the PCs will simply appear to be to enjoy the spectacle of the wedding and dream of the day each of them weds a handsome boy (perhaps one they're dating now!) in the same chapel as Mayu. As the hours progress it should become clear that something is amiss with a strange figure that seems out of place in Sandyside. Alerted, the characters must save Mayumi from a dangerous attack from a psychopathic fan.

## Introductory Information

The wedding of the year has come to Fukuoka! The marriage between Mayumi Hamasaki and Ken Hirao that the nation has been eagerly anticipating will be happening later today at Chapel Gabriel, Sandyside beach. The girls in *Living On A Dream*, like everyone else, are thoroughly excited and can't wait to get down to the beach and take a day off from dancing to get caught up in the fun and games around the beach side area. The characters arrange to meet at ten in front of the Robotrix office. By mid morning TV crews and journalists are well set up and are enjoying an early lunch. There is some police presence, but the atmosphere is relaxed. Sandy side staff members are getting stressed. This is by far the biggest wedding the chapel has ever had to cater for and the fact that the nation is scrutinizing every aspect of procedure has left senior staff members anxious and tense, this nervousness reflected to a greater or lesser extent in all junior staff members. The center driveway of the pier has been cordoned off and a long red carpet draped over the sand swept ground. Family members, along with various select celebrities, will pull up and walk along the carpet to reach the chapel.

The girls find upon their arrival that the beach area is already humming with activity. Numerous people are already gathering and beachside staff members are completing final tasks to ensure that the wedding chapel and the surrounding area is immaculate.

## Scenario #3 Scenes

### Scene 1

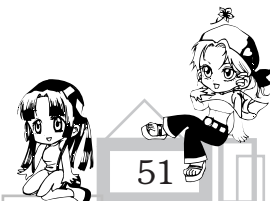
The girls make their way from the Robotrix office down to the beach area. Although more and more people are arriving, a partylike atmosphere has not yet been generated with the various entertainments not scheduled to begin until eleven. The characters are free to look around, meet dates and generally relax and soak up the sun.

Shortly before eleven there is a new surge of activity as various workers take their places at food stalls set up along the beach; the stage erected at the entertainment area is suddenly swamped by people and a brief sound check is carried out. Sandy Side staff members have done all they can now and at eleven the party truly gets going. Staff retreat to the office building to eat a simple lunch and make the last preparations inside the chapel and the restaurant that will host the reception.

Characters should make a Mind check at this point. The Difficulty Level is Good. If successful, the characters should be told that they briefly notice a middle-aged Sandy Side staff member walking off away from the beach area. Characters that possess the Gift Perception automatically notice the man walking away.

The characters are free to sample the food available (ice cream, hot dogs, french fries, cool drinks and so on). Characters may also visit the stage area to watch a looped video of the highlights of *Love Triangle*. Another alternative is to have a go at batting. A baseball is flung from a machine ten meters away and the character has a chance to swing and hit into a surrounding safety net (roll against *Play Baseball*, Difficulty Level Fair). If a character can hit at least four out of five baseballs then a prize is won (a keychain with a photograph of Ken Hirao).

More and more people are flocking to the beach side area now and the level of excitement is growing.





## Scene 2

Once the characters have had a chance to do everything they want to inform them that they come across a young girl (Sakura, 12 years old). She is sitting on the ground and clearly looks distressed with head held down between her knees. If the characters investigate they will find that Sakura is feeling sick and says that she is very dizzy. She has no real energy to stand up and needs to be supported. Her skin is pale and a thin film of sweat covers her body. She hasn't eaten anything and doesn't know why she feels ill. In fact she is suffering from dehydration. She needs water and the PCs should take her to a first aid tent around the beach area (there are two, one near the volleyball courts and the other near Musashi). If the characters can't decide what to do allow them to make a Cool check (Difficulty Level Fair) to remember that there are first aid areas. Any characters with skill ranks in Doctor (Terrible or higher) will immediately recognize that Sakura is suffering from dehydration.

The GM may consider granting one Experience Point to players that role-play this situation well (to be given upon completion of the scenario) and help Sakura.

## Scene 3

It's around noon and the characters are enjoying the atmosphere. Even more people have now arrived and fans of both Mayumi and Ken are becoming hysterical, jealous that their chosen idol will be married in around an hour's time. Girls are crying and boys are shaking their heads in disbelief. Most of the visitors to Sandy Side are beaming, happy to be caught up in the celebration.

From among the crowds of people, the PCs spot Chinami Kishikawa, the young teenage girl that enjoys dressing up as her favorite *anime* characters. If the characters have become acquainted with Chinami over the course of the campaign then she will stop to say hi and have a chat. If you are playing this scenario as a one off then introduce Chinami as an acquaintance, someone the girls know from the beach area. Chinami is very excited, being a big fan of Mayu and wishes her all the best. She says, with a smile,

that she's jealous that her heroine is marrying someone as handsome and successful as Ken Hirao. Give the players a chance here to role-play the conversation, swap information about the wedding and swap anecdotes as to what has happened thus far in the day.

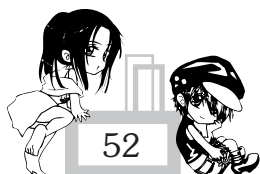
As the conversation wraps up and Chinami is saying her goodbyes inform the players that they notice a middle aged man in the vicinity of Chinami. The man appears to be attempting to discreetly watch the young *anime* fan. He's dressed in a non-descript T-shirt and loose, badly fitting jeans. If any of the characters had spotted the middle-aged Sandy Side staff member in scene one then allow the same PCs to make a Mind check (Difficulty Level Fair). If the roll is successful then the character remembers that this is the same middle-aged man that she saw in scene one dressed in the *aloha* shirt of the beach staff.

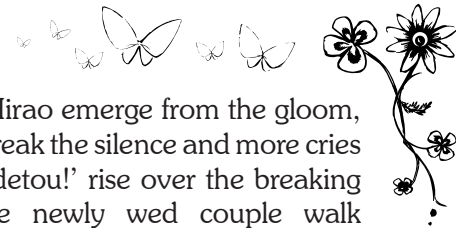
If the man notices he is being watched then he will slink away into the crowds. Otherwise, once Chinami leaves the characters, he will pursue her from a distance.

## Scene 4

As the characters continue walking among the crowds, whether aimlessly or attempting to follow the middle-aged man they may have noticed in scene three, they are collared by an attractive TV presenter. She quickly asks if they would like to give a quick interview as she nods her head towards the camera held by her assistant at her shoulder. The PCs are already distracted from following the sinister man though they may still wish to decline the offer (they will not be able to find the man again however). If the characters agree then the TV presenter smiles warmly and motions for the characters to group together. She then asks a few quick questions ('Are you enjoying the atmosphere?'; 'What do you think of Mayu?'; 'What do you think of Ken?'; 'What do you think about the marriage between Mayu and Ken?'). When complete the TV presenter thanks the PCs and says to watch the local news at six tonight, then she turns away in search of another story.

The characters find the experience exciting, and plan to watch the local news program later. If





the PCs declined the offer of an interview then they can continue to enjoy the party.

## Scene 5

It's approaching one o'clock now and a series of loudspeakers cut in, calling the crowds to attention to announce the imminent arrival of Mayumi and Ken, along with a host of other celebrities. The crowd grows quiet and people move into position so as to be able to get a good view of the idols as they walk along the red carpet leading to Chapel Gabriel. The police also move more noticeably into position, though there is no jostling at all. Then the first limousine pulls up.

From the dark interior steps Mayumi Hamasaki, beautiful and radiant in a white wedding dress that is tight to her hips and thighs before flaring at the knees. Her hair is pulled back and an expensive tiara lies across her forehead, diamonds sparkling in the sun. After a moment's pause the crowd erupts in applause and cries of 'Omedetou! Omedetou!' ('Congratulations! Congratulations!'). Mayumi waves as her parents leave the cool interior of the car to stand by her. Flashes from cameras blaze, dazzling eyes already squinting in the sun. Together the family walks the red carpet towards the chapel, Mayumi noticeably almost overcome by emotion at several points, wiping away tears from the corners of her eyes. At the end of the carpet she turns back to look down the corridor and bows slightly before waving again and entering Chapel Gabriel.

The next to arrive is Ken Hirao, flanked by his parents and brother and sister. Other celebrities arrive in an orderly fashion over the next five to ten minutes, walking the red carpet into Chapel Gabriel. Finally the last limousine pulls away and the silence falls over the crowd when the doors of the chapel close and the ceremony commences. TV cameras have not been allowed into the chapel and there is no indication as to what is happening inside.

Twenty five minutes later, the doors of the chapel are thrown open once again, and smiling celebrities file out, some crying, all grasping handfuls of flower petals. The actors, actresses, singers, and friends line up to form a tunnel from the chapel doorway. Moments later Mayumi

Hamasaki and Ken Hirao emerge from the gloom, arm in arm. Cheers break the silence and more cries of 'Omedetou! Omedetou!' rise over the breaking waves. Together the newly wed couple walk between their friends, being showered in petals as cameras flash and TV presenters talk excitedly into microphones, describing the emotional scene unfolding before their eyes.

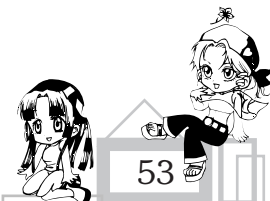
Quickly Mayumi, Ken and the guests are reassembled into a large group and more photographs are taken before the party heads into the neighboring wedding reception hall. The crowd, hoarse with shouting and cheering, begins to disperse when it becomes clear that nothing more will be seen.

## Scene 6

The characters, talking eagerly about the wedding, loiter around the chapel, dreaming of the day they will get married to their dream guy in a similar manner. As the PCs are getting ready to leave they notice the same middle aged man that was following Chinami Kishikawa. He is dressed in the aloha shirt and black pants of a Sandy Side staff member, heading away from the characters towards the rear of the wedding reception hall. The dancers should make a Cool check (Difficulty Level Fair). If the roll is successful then the character has a distinct feeling of unease towards the middle-aged man. PCs with the gift Danger Sense automatically detect that something is amiss with the strange man.

If the character decide to follow the man they can do so with ease. The man walks around to the rear of the wedding reception hall and stops. The girls should be careful at this point not to be seen as there are no others around and will be forced to remain hidden around a corner of the building, peeking around. The sinister man looks to his left and right quickly, then pulls open a window. Making a final check that he is undetected, the man pulls himself up and disappears through the window frame.

If at any time the man is stopped he will attempt to run away and, unless any of the characters have a ranking of Good or higher in Shadow, he will successfully escape. Otherwise the



## Wrapping It Up

girls should bring warning either to a Sandy Side staff member or a police officer (there are several of either about in front of the chapel). The PCs will be asked to indicate where the man entered the building before the adult rushes inside, calling for help and warning others to check on Mayumi and Ken. The girls tag along.

The adult, whether staff member or police officer, along with several others picked up along the way, bursts into the ground floor dressing room. The room is large and a mirror runs down one wall. Hanging off a peg is a beautiful deep purple evening dress and a white ceremonial kimono. Standing in the corner, surprised, is the middle aged man. His surprise doesn't last long and he turns to escape back through the window. The adults in the room bound across the floor and pull him back down, pinning him by sheer weight of numbers to the floor. If a police officer is not already present then one will enter now, alerted by other staff members. The strange man is quickly searched and a wicked looking knife is pulled from his belt. The police officer handcuffs him and calls for help on his radio. The room is quickly cleared and the girls are taken into the hall area of the building. At the top of the staircase the characters notice an alarmed Mayumi Hamasaki looking down before her husband comes to wordlessly move her out of sight.

The darling of Fukuoka is safe!

### Scene 7

The girls are interviewed by a policewoman who takes their names and addresses and thanks them for their help. The police officer is keen to know about the activities of the man during the day and any help the characters can give is much appreciated.

Before the girls leave, Mayumi and Ken, still looking a little apprehensive, approach the dancers. Mayumi smiles in a friendly way and thanks the characters for their help. She asks for the names of 'her heroes', as she calls the girls, and wonders if the PCs would like to join the wedding reception as the guests of honor?

With quick phone calls made to possible worried parents, the girls enter the large dining hall on the second floor to a tumultuous standing ovation. The parents of both Mayu and Ken are quick to offer profuse thanks and surrender their seats to the left and right of the couple. For the next three hours the girls chat with the relaxing stars and have the best meal they have ever tasted. When the party is finally over Mayu presents each of them with a signed photograph and a promise that she will be in touch sometime soon.

The girls learn from a senior police officer that the middle-aged man was a crazed fan of Mayumi's who couldn't bear the thought that she would marry another. Upset and angry the strange man decided that if he couldn't have Mayu, then no one could. He planned to attack her while she changed from her wedding dress into her evening dress for the reception. It was only the swift action of the girls that saved Mayu from a vicious attack.

Experience can be awarded to the players for good roleplaying and ensuring the safety of Mayumi.

## Scenario #4:

### The Hip Hop Dance Competition

#### Setting

This scenario is set at the entertainment area along Sandy Side beach.

#### Timeline

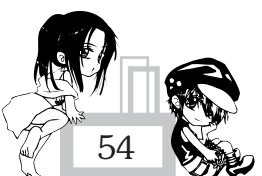
The Hip Hop dance competition takes place on Sunday evening on the fifth weekend of the summer vacation.

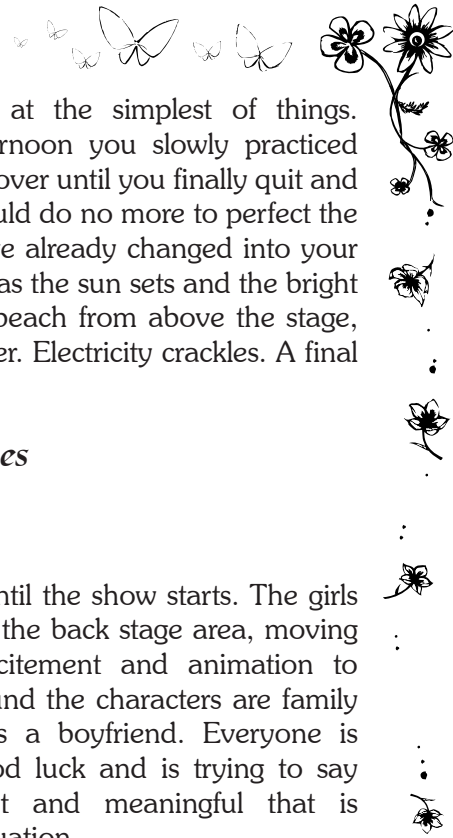
#### Weather

The evening is warm and dry.

#### Main Antagonist

- Jun Kawafumi and other members of the Sea Demons





## Primary NPCs

- Mayumi Hamasaki (Scene 6)

## Secondary NPCs

- Friends and family
- Other dance competitors

## Basic Plot

Victory in the Hip Hop dance competition has been the aim for the girls of Livin' On A Dream throughout the summer. Whatever distractions have been provided, the girls, tonight, will have a chance to vindicate all their hard work through the vacation. For the characters, of course, nothing is ever quite that simple. Though much of the excitement of play will be provided by the dance finals, the PCs must also contend with a plot hatched by Jun and his Sea Demons to disrupt the proceedings. If the girls can thwart the plans of the *bosozoku* leader there's a chance they can snatch a victory. And for the winner goes not just a prize and prestige, but a dinner with none other than Mayumi Hamasaki! The star came to know of the competition during her wedding held a couple of weeks before and volunteered her support. The winning team will get to meet the celebrity and be treated to a fantastic meal of *sushi* in The Mariner's Cabin. This part of the prize has been kept a secret, but Mayumi will also be sitting as a guest judge of the dance off.

## Player Character's Goal

The goal of the character's appears simple: to progress through the qualifying round and then clinch victory in the final dance off. Unfortunately the Sea Demons are determined to ensure that no one enjoys themselves tonight.

## Introductory Information

The day has finally arrived! Later this evening you'll have your chance, your only chance, to win the Hip Hop dance competition. The hours have passed slowly today. All of you have felt edgy and haven't eaten much at all. You have all been quiet most of the day, or have otherwise nervously

laughed hysterically at the simplest of things. Throughout the afternoon you slowly practiced the routine over and over until you finally quit and admitted that you could do no more to perfect the movements. You have already changed into your dance costumes and as the sun sets and the bright lights illuminate the beach from above the stage, you say a silent prayer. Electricity crackles. A final sound check is made.

## Scenario #4 Scenes

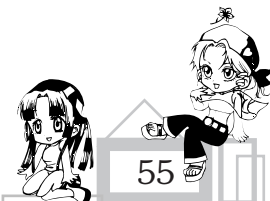
### Scene 1

It's a half-hour until the show starts. The girls are hovering around the back stage area, moving from a state of excitement and animation to outright nerves. Around the characters are family and friends, perhaps a boyfriend. Everyone is wishing the PCs good luck and is trying to say something important and meaningful that is appropriate to the situation.

Role-play some heartfelt conversations going on as the seconds tick by.

### Scene 2

With ten minutes to go family and friends have left the girls alone to take their seats. The four members of Livin' On A Dream are gathered together, nervously looking at one another, or to Yuuki for reassurance. The backstage area is packed now with other contestants, all in a similar state of awe and anticipation. With five minutes to go a huge roar from the audience can be heard from behind the stage, followed by intense clapping. For a moment the characters will not know what has happened, but then a whisper spreads through the backstage area that Mayumi Hamasaki is acting as one of the judges tonight! Even more nervous now, the PCs can do nothing but wait. Then, at half seven, the show's announcer officially gets the hip hop dance competition underway. The speaker introduces all the judges, saving Mayumi until last. When he says her name the onlookers erupt once more. Mayumi has been specially invited at her request to serve on the judging panel. She learned on the competition while she was at Sandy Side for her wedding.





Brief comments from sponsors follow, then the first dance group is called on stage to perform. Music blares from over sized speakers and away the girls go!

### Scene 3

Everything seems to be going very well, though Livin' On A Dream has not yet been called. As time passes the characters relax and actually begin to look forward to performing. Now that the event is upon them they'd rather get it out of the way as soon as possible.

Then, harsh in the pleasant evening, the sound of motorcycle engines being gunned rises above even the amplified sounds of hip hop music. The Sea Demons are out in force.

If the girls rush from behind the stage they can see bright lights shining further down the beach. The *bosozoku* are circling their bikes, churning sand with their rear wheels. The dance competition comes to an abrupt halt and the audience sits in a daze for a moment before angry calls are heard.

The Sea Demons edge closer, trying to goad the public into expending energy and giving chase. Most do not, though a few do rise and leave their seats to venture down onto the beach proper. With little sign that anyone will take the bait the motorcycle gang members finally array themselves into a wedge and speed across the bumpy sands, looking to ride behind the stage area, close to the ocean. Immediately the other dancers panic and rush away from the oncoming bikers, screaming and crying. But the Sea Demons have no mercy and do not stop, but instead speed by.

The characters may well be indignant at this, but there is little they can do about it. Until suddenly the plan becomes clear! Amidst the chaos, the girls notice Jun Kawafumi making his way between the press of young dancers, towards the main generator. Clearly he has mischief on his mind. In fact, his gang has simply served as a decoy, to capture the attention of the crowds. Jun's intention is to cut the power, plunging the area into blackness and completely ruining the night for everyone.

The PCs clearly must act. If confronted, Jun won't back down unless physically restrained. He will not listen to idle threats. The only thing he fears is intervention from authorities. Otherwise he will carry out his plan and escape into the night. It's up to the girls!

### Scene 4

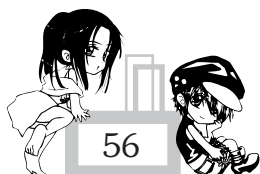
If the girls fail to prevent Jun from pulling the plug, the show will grind to a halt. By the time power is restored, it's too late. The atmosphere has been destroyed, the crowds are departing and worried parents want to escort their children home.

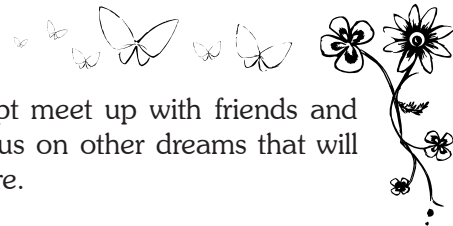
If the girls manage to foil Jun's plan then order can be quickly restored and, when the crowd has calmed down, the dance off continues. Shortly thereafter the characters are called onto stage, introduced to the large audience as the girls that thwarted the plans of the *bosozoku* gang. This news is met with tumultuous applause that lasts close to a minute. Short of breath, the PCs finally calm themselves and take their positions. The lights are dimmed for a couple of seconds that seem like an eternity, then the music starts and the girls, perfectly synchronized, begin their performance.

It shouldn't be too hard for the girls to get past the qualifying round. Each character should make a Dancing (Modern) check against a Difficulty Level of Good. If three of the girls (or more) are successful then Livin' On A Dream manages to pass through to the final round! The girls are ecstatic and leave the stage to more applause. Note: The characters should not be told at this point that they have reached the final round.

Breathless backstage, the PCs congratulate one another and wait to see how the rest of the dancers do.

The rest of acts seem to pass much quicker and later the announcer takes the stage once again. He congratulates all the dancers on fine performances, and laments the interference of the bikers. He then reminds the crowd that a final round is still required to determine the winner. The three finalists are: Go For It! (massive applause), Hip On The Street, Hop To The Beat (even more applause) and... LIVIN'





ON A DREAM!! The girls have done it! They have passed through the qualifying round and will have a chance soon to compete for the top prize.

The backstage area clears now as the teams that didn't make it to the final walk around to the front to watch the last three performances.

The GM can use his discretion at this point. He may simply choose which team wins (whether it is *Living On A Dream* or not) or, probably more exciting because of its unpredictability, the dance off can be conducted using dice.

If you want to let the players roll then allow each girl to roll four FUDGE dice. Modify each girl's Dancing (Modern) skill rating by the factor indicated on the dice. Convert the new skill rating into a numerical value (Superb = 7, Great = 6, Good = 5 and so on) and add the results together. The GM should make similar rolls for the other two dance groups, modifying these Dancing (Modern) skill ratings.

### Go For It!

Dancing (Modern): Good, Good, Good, Great

### Hip On The Street, Hop To The Beat

Dancing (Modern): Good, Good, Great, Great

Whichever team ends up with the highest numerical total for all four members is the winner.

On completion of all three dance routines, the announcer will again take to the stage and, from third place to first place, announce the winners. The characters should not find out until this moment whether or not they have won.

### Scene 5

If the PCs lost then they see Mayumi Hamasaki, with the rest of the judges climb steps onto the stage, congratulating the winners and handing over the prize tickets (a trip to Adventureland). Mayumi recognizes the girls (from Scenario #3) and offers a few words of commiseration. But she can't chat for long as the winning group is to escort her and the other judges and sponsors to The Mariner's Cabin for a celebratory meal. The characters, disappointed, but not bowed, have

little else to do except meet up with friends and family and try to focus on other dreams that will come true in the future.

If the girls won, then that's fantastic! A summer well spent! Mayumi Hamasaki climbs onto the stage, grasping the tickets for a trip to Adventureland. She is so happy to see that 'her girls' won the competition. If at all possible, even better news follows. Mayumi takes the microphone from the announcer and explains to the audience that tonight the winners will be invited to dine with her, the judges and the other sponsors at The Mariner's Cabin, enjoying a sumptuous feast of *sushi*. Breathless, the girls can only grin at one another, leaving the stage to thunderous applause.

### Scene 6

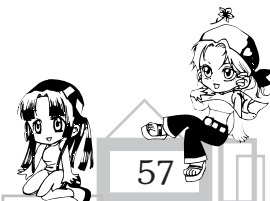
The sushi restaurant of The Mariner's Cabin has been hired for tonight to celebrate the winning of the dance competition. The characters are ushered in behind Mayumi, who invites them to sit at her table. She is more eager, apparently, than they are to have a conversation. Time passes so quickly. The food is as good as the PCs would expect. Mayumi is the perfect host. Even Mr Watanabe gets carried away in the celebrations, hugging the girls and flirting inexpertly with Mayumi, who humors him nevertheless.

That's it, the end to a perfect summer. The girls have realized their dream and only time will tell what the great things the future holds for them.

### Wrapping It Up

The celebration dinner (if the girls won) provides a perfect chance to introduce new elements into the campaign (Mayumi could take this opportunity to invite the girls to watch her begin filming a new TV drama, perhaps in Tokyo). Whatever happens now, the characters have made an important contact, Yuuki especially with her dreams of becoming a model.

If the campaign is to continue then experience can be awarded for winning the dance competition and preventing Jun from ruining the evening.





## *Other Ideas*

The following ideas are provided as catalysts for your own creativity and imagination. Full blown scenarios can be developed around the following themes, or else each idea can simply be used as a one-off over the summer vacation to fill in time between other, more major events. Alternatively, you may even like to develop sub-plots to the campaign based on some of the storylines below.

- At a regular wedding the bride is late to arrive.
- Hisanori discovers something while he's scuba diving north of Kara Shima.
- A party on the beach in front of Musashi gets out of hand.
- There is a fire at one of the tables in Musashi.
- The Sea Demons persist in harassing the girls while they are practicing dance routines.
- The ferry from Kara Shima crashes while docking. No one is seriously hurt but the boat is out of commission for several days.
- A surprise typhoon sweeps the area, perhaps damaging some of the buildings found along Sandy Side pier.

## *Sub Plots*

- Keiki, rather than being Chinese, is a Korean with a similar background. This introduces possible (unwelcome) love interest from Shunji, the leader of the Jackals.
- The girls are invited to the set of a TV show being filmed by Mayumi Hamasaki. This involves a trip to Tokyo or some such place (Osaka or Kyoto are obvious good choices). All expenses are paid as thanks to the characters for the help given in protecting the star at her wedding.
- Candy Popcorn is incredibly busy and the owner offers Kaoru a part time job for the summer, for just a few hours on the weekends.

• Mr Watanabe is in fact a Roricon Magnet and all the girls in *Living On A Dream* fall hopelessly in love with him, competing with one another for his attentions.



Chapter 5:

Extras



*Knowledge skill: Pop Culture*

The knowledge of current popular culture, gleaned from magazines, internet sites and television programs.

*Gift: Motivate Others*

You are gifted at motivating others to strive harder toward achieving a goal.

*Gift: Move On*

You can very quickly get over a relationship and move on with your life. Thereafter you become immune to Manipulative skills used by a former boyfriend or girlfriend with regard to you.

*Fault: Boring*

Over a prolonged period of time you become boring to be around. People do not want to associate with you unless they share very specific interests that match your own.

*Fault: Easily Bored*

You quickly become bored of doing the same thing repetitively, no matter how exciting it seemed in the beginning. As a result of this you are continually looking for a new challenge, hopefully one that is long lasting.

*New Skills, Gifts and Faults*

The following skills, gifts and faults can be used by players to create their own characters specific to the Sandy Side beach area detailed in this book, or these additions can be transplanted to your own campaign settings. In all cases, make sure you have approval from your GM before creating a character using these new skills, gifts and faults.

*Artistic skill: Modeling*

The skill of walking a cat walk or posing for photographs. The difficulty can increase according to the situation (being photographed in a well-lit studio is different from posing on a windswept hillside; similarly an international fashion show tests this ability far more severely than an exhibition of a local fashion designer) or the emotion being conveyed.

*Everyday skill: Play (Game)*

The ability to play a game well. Higher skill levels indicate a greater ability to play and win (as the game allows).

*Knowledge Skill: Business (H)*

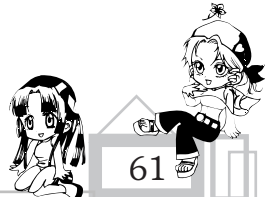
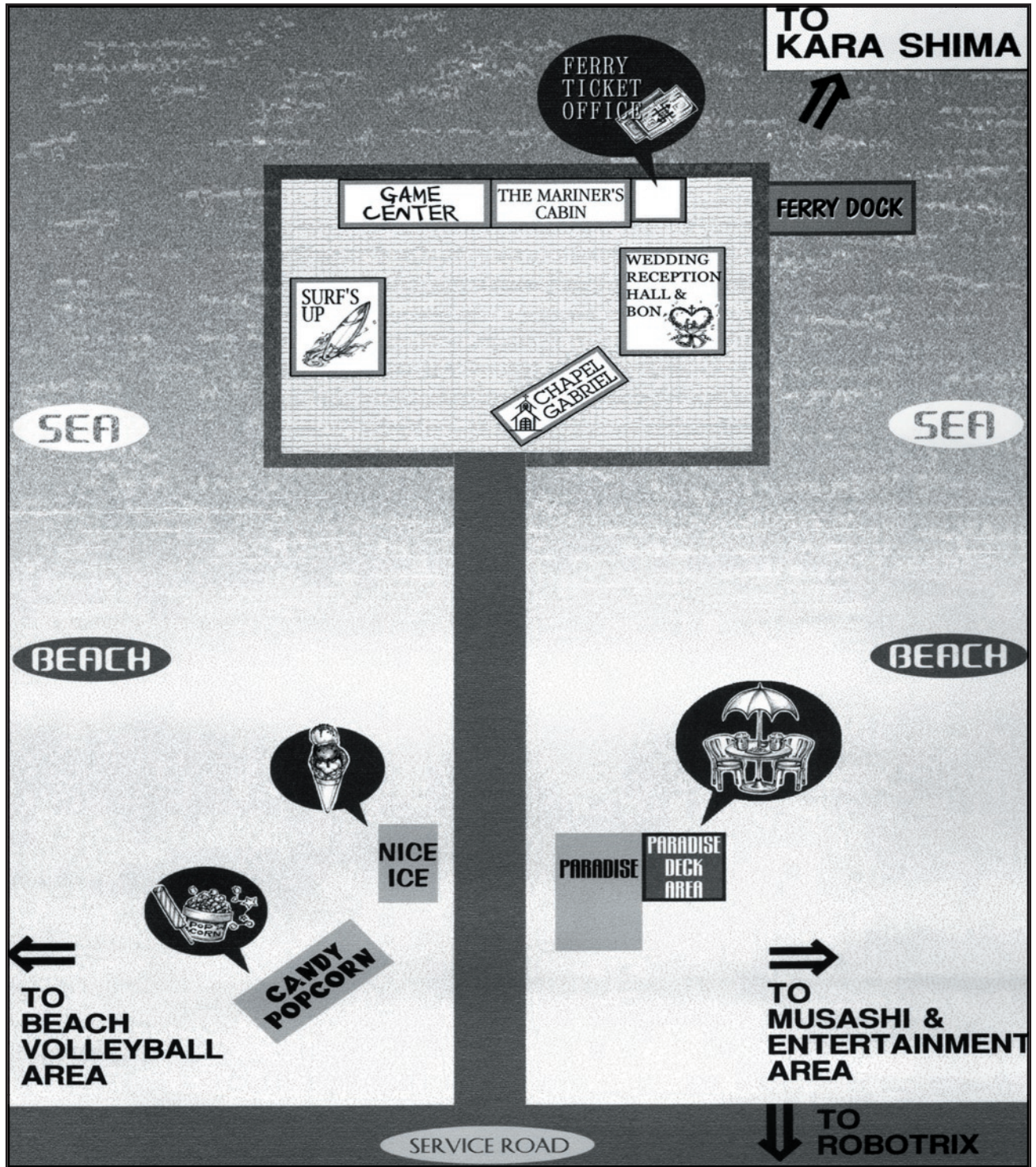
You are knowledgeable in business matters. The higher your skill ranking here, the more likely a business venture that you undertake will succeed. This ability covers both practical and theoretical knowledge, allowing a character to motivate a work force as well as understand tax laws.

*Knowledge skill: Chess*

You are skilled at playing chess. To win a game you must make an opposed Chess skill check against your opponent. If you are successful you win the game.

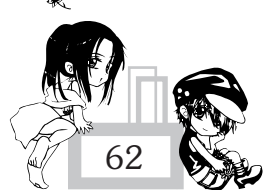
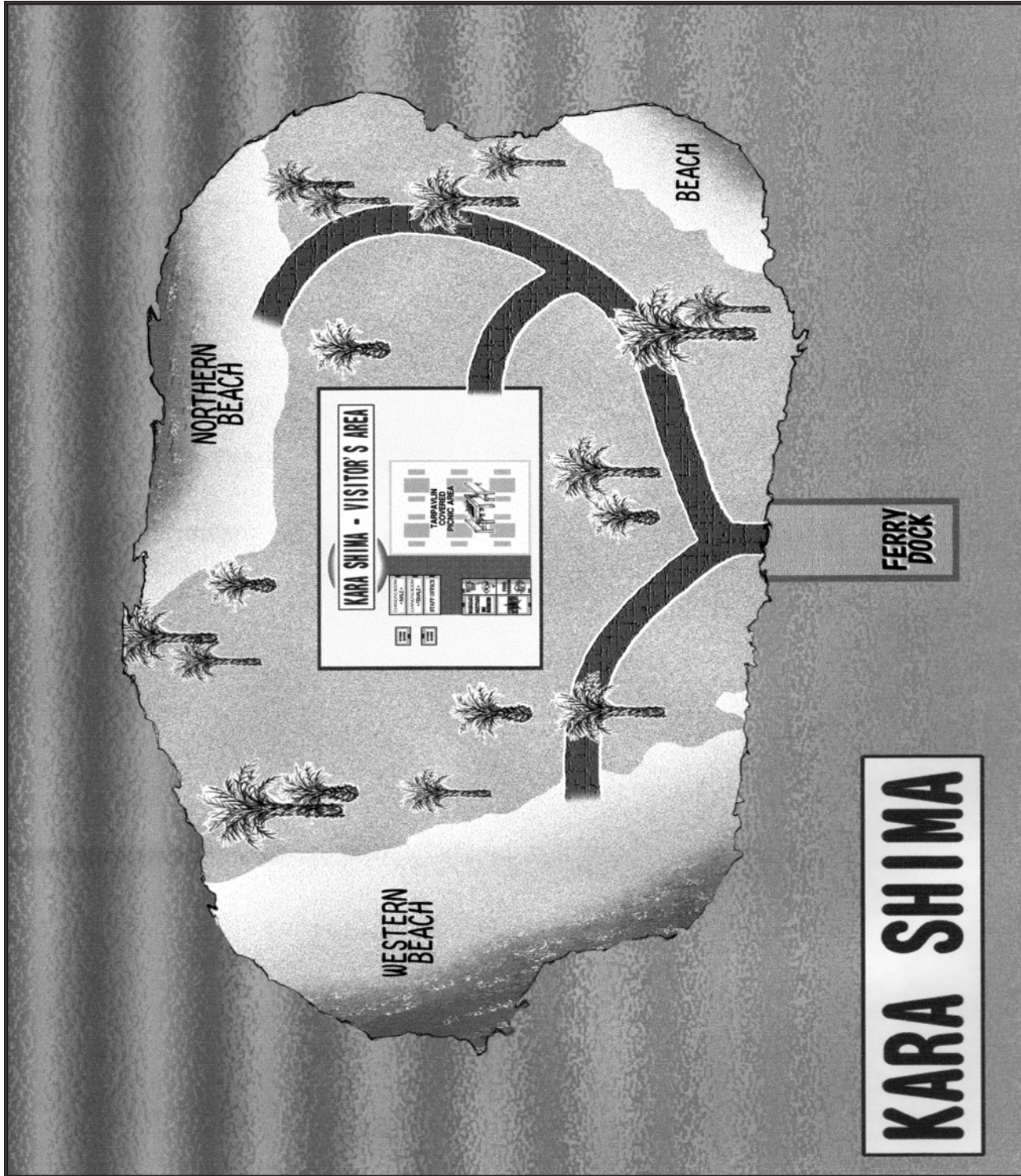
*Knowledge skill: I go*

You are skilled at playing the Japanese game of *i go*. To win a game you must make an opposed *i go* skill check against your opponent. If you are successful you win the game.



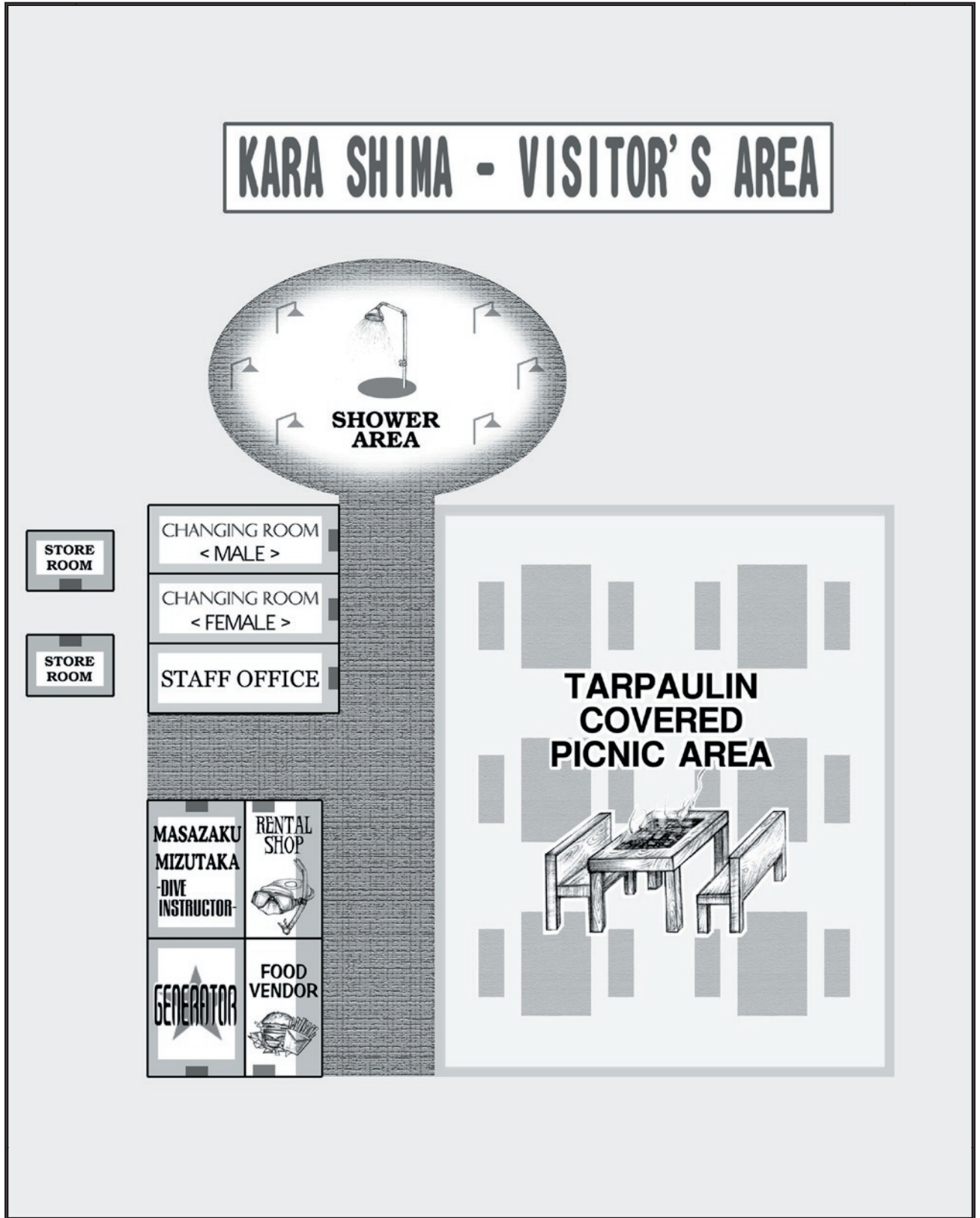


Map of Kara Shima





Map of the Visitor's Area







## Glossary of Terms

*Ai* – Japanese term denoting passionate love (note that there are several kanji that are pronounced as ai, each with a different meaning). Compare to *koi*.

*Ainu* – the original indigenous population of Japan.

*Bosozoku* – motorcycle gang member, usually male in late teens or early twenties. *Bosozoku* members usually drive through towns and cities at high speed during the night along quiet roads, chased by police. *Bosozoku* are known to be violent at times.

*Chan* – suffix attached to a shortened form of a girl's name. Used by older people. Close friends may also use shortened forms of one another's names with the suffix *chan*. For example, Naomi becomes Nao-chan.

*Gung Fu* (aka *kung fu*) – a generic term popularly used to describe Chinese martial arts.

*Hanabi* – literally 'fire flower', or fire work.

*I go* (aka *go*) – Japanese strategy game. Players place white or black tiles on a gridded game board to capture the opposing player's markers.

*Judo* – literally the 'soft way'. *Judo* is a Japanese martial art based on unarmed combat techniques of the *samurai*. Today *judo* is mostly considered a sport and has Olympic recognition.

*Kanji* – *kanji* are simplified Chinese characters, but are nevertheless very challenging to read and write. Three primary writing systems exist in Japan: *kanji*, and the simpler styles of *hiragana* and *katakana*.

*Karaoke* – previously very popular in Japan, but now on the decline. Patrons rent a small room fitted with sofas and a large TV that plays selected music promotional videos. Customers sing along with the lyrics that are printed up on screen. The popular *karaoke* scene in Japan is different from that in the West where singers tend to perform in front of strangers in a large bar.

*Karatedo* – literally the 'empty hand way'. *Karate* came to Japan in the 1920s from Okinawa where the techniques had been influenced by Chinese gung fu. A *karate* practitioner generally uses explosive kicks and punches to defend himself.

*Kei Tai* – wireless portable phone. Virtually everyone over the age of twelve has a *keitai* in Japan and many much younger also possess this accouterment. A *kei tai* can send short email messages, access certain web pages and some provide games to play.

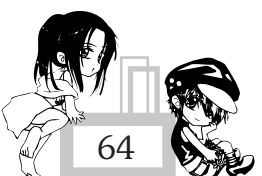
*Kendo* – literally the 'sword way'. *Kendo* evolved from battlefield sword arts employed by the *samurai*. The protective armor a *kendo* practitioner today wears remains almost faithful the original style, but a bamboo sword (a *shinai*) is used to ensure safety in practice. Like *judo*, *kendo* is now almost totally regarded as a sport in Japan and much of the original meaning and doctrine has been forgotten.

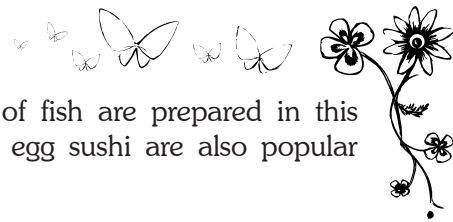
*Kimono* – the traditional wear of the social elite. Though this style of clothing remains expensive, *kimono* are affordable to most middle-class families. A *kimono* is like a long bathrobe, tied at the waist with a wide belt. A ladies' *kimono* is handstitched and beautifully decorated. A *kimono* for a man is much simpler in design, but nevertheless very striking.

*Koi* – traditional Japanese term for love. *Koi* indicates a strong attachment between a couple, but the concept does not include passion. Compare to *ai*.

*Macha* – green tea. Green tea plant leaves arrived in Japan when Buddhist monks returned from China, one of Japan's two parent countries (the other being Korea). Since that time the strict practice of the tea ceremony has been closely identified with Zen Buddhism. *Macha* is extremely bitter to taste, but is regarded as being very healthy.

*Manga* – popular Japanese style comic books that have, in recent years, come to be read around the world with numerous titles translated into English, among other languages.





*Onsen* – hot spring. These springs are incredibly popular among Japanese people and the most famous can be found on Kyushu Island. Communal bathing is common in Japan (though in nearly all cases, the sexes don't mix) and a recommended highlight for any tourist.

*Ramen* – Chinese style noodles with vegetables and pieces of meat.

*Samurai* – Japan's famous warrior elite. The *samurai* class was one born into. Comparable to European knights but with a code that promulgated self-sacrifice and strict obedience. And like the knight of Europe, the romantic story and the historical story of the *samurai* are vastly different.

*Sashimi* – raw fish eaten with soy sauce (*sho yu*).

*Shinkansen* – bullet train. For sometime the fastest train in the world. The current main *shinkansen* line extends from Sapporo in Hokkaido (the northernmost main island), south through Tokyo and Osaka on into Fukuoka City (Hakata, to be exact). The line will be extended further south to Kagoshima in the foreseeable future.

*Shinto* – *Shinto* is a nature-based religion devoid of a written dogma. *Shinto* ceremonies in Japan traditionally celebrate life, while at more solemn moments, Buddhism is the vehicle to express grief. The Japanese as a people in general have no problem at all with the idea of following two religions.

*Sumo* – a grappling martial art the developed from *samurai* fighting styles. Unlike the majority of popular martial arts which have affinities with Buddhism, sumo is closely tied to *Shinto*. Nowadays, immensely large but nevertheless strong and supple wrestlers compete to throw the opponent to the floor or from the ring. A *sumo* wrestler enjoys great prestige and privilege in Japan. Recent years have seen the popularity of this sport lessen as compared to baseball, K-1 kickboxing and soccer.

*Sushi* – raw fish served on a dollop of rice. *Sushi* remains popular in Japan and has found a sympathetic culinary audience in foreign countries

too. A wide variety of fish are prepared in this way. Cucumber and egg sushi are also popular alternatives to fish.

*Ulon Tea* – Chinese tea.

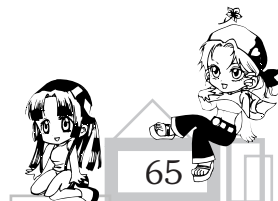
*Yaki Niku* – pre-cut pieces of meat (and vegetables) are cooked over a flame grill, then dipped in a sauce. *Yaki niku* originated in Korea and is one of the most popular foods found in Japan. Very popular among Westerners visiting Japan.

*Yakuza* – Japan's 'mafia'. Surprisingly however, *yakuza* live openly among the general public and are well known to police. I even know of one *yakuza* family that sponsors (openly) a sports day of a nearby elementary school. The *yakuza* keep conflict between the different families and ensure that violent acts do not take place in public or that common people are affected. Most of the violent crime in Japan is committed by *bosozoku*, *yakuza* wannabes or random individuals. That said, *yakuza* are known to scam the public.

*Yatai* – food stand or food stall. Most *yatai* sell *ramen*.

## Recommended Bands and Recommended Reading

The popular music industry in Japan places a heavy premium on promoting young, cute, fashionable stars. Musical talent, frankly, plays second fiddle to the ability of a boy or a girl to captivate the interest of the opposite sex. As a result of this, careers for most tend to be very short lived. The appellation 'one-hit wonder' is hardly applicable in this context, as most of the 'talents' do not even produce a hit song, let alone a CD that sells significantly enough to ensure a long-lasting career in the music biz. Those that do endure are those able to reach the very pinnacle of a difficult and demanding career. Popular singers appear almost constantly on TV programs as special guests, in TV commercials, and as models endorsing a wide variety of goods. Given the use of the Japanese language, a star in Japan will be virtually unheard of outside of the nation, and typically no further than Asia. Year long world



tours then are not undertaken, but rather a slew of public appearances and the release of one CD after another characterize most careers. Very few pop stars in Japan are singer-songwriters. Virtually all the talents sing songs written by an unseen composer.

One refreshing point is that the young and early-adult Japanese public simply doesn't care about musical integrity. While a westerner may be inclined to dismiss the work of, say, a boy-band as being artistically vacant and wanting and refuse to listen to such music, much less buy a CD, the Japanese recognize that the job of a talent is to provide entertainment. For as long as the talent is able to amuse an audience, any artistic shortcomings are forgiven.

The following singers and groups are established pop stars in Japan.

**Ayumi Hamasaki:** Currently the biggest star in Japan. From Fukuoka, a former 'yankee' and now a pop icon. Ayumi is most famous for her lyrics, which have captured the imagination of millions of girls throughout Japan.

**Hikaru Utada:** Highly recommended, and the first of a new breed of Japanese performer, putting substance before image. Hikaru is a singer-songwriter, and it shows, with music that is both meaningful, pleasant to listen to and delivered with incredible control and skill. Hikaru is currently completing a degree in the United States.

**Misia:** Most famous for her ballads, another cultural icon, and also from Fukuoka. Misia has never attained the same heights of stardom as Ayumi Hamasaki or Namie Amuro, but her career has developed well.

**Morning Musume:** Currently one of the biggest names in J-pop. The group has retained its name while members are shuffled in and out according to who is the most popular at any time. Most members are between the ages of 13 and 16. Songs are fun with no pretense to seriousness.

**Namie Amuro:** The girl that defined what it was to be cute for a generation. Still popular in Japan, but marriage, a kid, divorce and the rise of

Ayumi Hamasaki have seen Namie dwindle in the eyes of a once adoring public.

**SMAP:** The number one boy band in Japan and home of Takuya Kimura, or Kimutaku, held to be the best looking guy in Japan. What SMAP lack in vocal talent is more than made up for by exciting and intricate dance routines. Absolutely huge, with their own TV show.

## *The Artist Would Like*

### *To Thank*

Everyone that has ever helped me. Thanks a lot!

## *The Author Would Like*

### *To Thank*

Akeru Tenjou for her brilliant (and I mean brilliant) art work that outshines my own writing and really brings this book to life.

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The people I've met in Japan, almost always good, that have inspired me and made me feel welcome. Writing about shoujo is, I guess, more evidence for you to assert that, features and a foreign passport aside, I am actually Japanese.

Members of the Hakata Hackmasters for the games, beer and camaraderie. Paul, Thom P and Kayo, Tom C, Dave and Junko and Rich.

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