Mermaid Melody Live Start (Import) FAQ

by Eab1990   Updated to v2.0 on Feb 14, 2006

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Mermaid Melody Pichi Pichi Pitch/Picchi Pichi Pichitto Live Start!
FAQ by Eab1990/EricAB690

Please note that while GameFAQs spells the third P word as Picchi, it's both
spelled Pitch in the game in English, but the third P word probably
translates to Picchi in Japanese. The pronounciation, however, sounds like
Picchi and not Pitch. And finally, the name of the series itself is Mermaid
Melody Pichi Pichi Pitch (Pure, for the 2nd anime series, but that's beside
the point).

Also note that I realize this game has a long game title name. I'll try to
abbreviate it, and other related names, as much as possible throughout the
FAQ. For reference:

MMPPP = Mermaid Melody Pichi Pichi Pitch/Picchi (1st GBA DDR Game, 1st Anime
Series, or entire anime series in general)

MMPPPP (or MMPPP Pure) = Mermaid Melody Pichi Pichi Pitch Pure (2nd Anime
Series)

MMPPPPPP = Mermaid Melody Pichi Pichi Pitch/Picchi Pichi/Picchi Pichi/Picchi
(*sigh* This feels redundant...) Party (2nd GBA Game, Party/Board Game)

MMPPPPPPLS = Mermaid Melody Pichi Pichi Pitch/Picchi Pichi Pichitto Live
Start! (3rd GBA Game, this game, of course. Sequel to 1st GBA DDR Game)

DDR = Dance Dance Revolution (and all its other countless spinoffs, including
this one)

One final note, you'll find this FAQ is very detailed and... thorough-ness...
Therefore, you'll see that this FAQ is rather, um, large. Yes, indeed...

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1. Introduction

(Please note that I like using ellipsis... That is, "..." I also use
parentheses frequently, and I am prone to typing useless info. Please
tolerate this notice. If my FAQ is too difficult to read, please inform me
via e-mail. Thank you.)

Hello. This is another one of my attempts to make a FAQ, one that will
probably be my first to be posted. This time, I'm making a FAQ for a Japanese
game on Game Boy Advance. And I don't even understand Japanese... >.< I mean,
I can read a little bit of hiragana (Japanese writing for native-Japanese
words/names) and katakana (Japanese writing for foreign words/names), but I'm
clueless with kanji (Japanese writing similar to Chinese) and I can't
translate Romaji (English writing/translation of Japanese, for example,
konnichiwa). BUT! Even if I don't understand much of anything that is read or
said in this game, and perhaps not you either, this is a game you can still
have fun with! Besides, with help from my sources, I've learned a good deal
about this series.

... That's not convincing enough for you, is it? Well, currently, my FAQ is
the only FAQ for this game on GameFAQs (Assuming it is accepted... I mean,
why not, though? It's got no other FAQs...), and it's likely you won't find
any other FAQ anywhere else, at least, as detailed as mine, so DEAL WITH IT!
... Just kidding! No, wait, come back, I didn't mean it! Are you still there?
Yes? Good. Okay...

This game, Mermaid Melody Pichi Pichi Pitch/Picchi Pichi Pichitto Live Start,
which came out in 2004, in Japan, of course, is the third game of this
series. The first game of this series, Mermaid Melody Pichi Pichi
Pitch/Picchi, is a lot like this one, only with improved gameplay. The second
game, Mermaid Melody Pichi Pichi Pitch/Picchi Pichi Pichi Party, is not like
this game at all. Unlike the other two games, which are styled after DDR (see
section 4 for details), Pichi Pichi Party is kinda like Mario Party, minus
the mini-games. Oh, and btw, these first two games came out in 2003. Um,
anyway...

The Mermaid Melody Pichi Pichi Pitch series follows the adventures of three
singing mermaids. (Couldn't you tell from the title "Mermaid Melody?") I
assume you know what a mermaid is, right? Right? Half-human girl, half-fish?
I mean, come on, you've seen the Disney movie "The Little Mermaid," haven't
you? Oh, you know what they are? Okay. I believe you. I'm rambling now... The
series came out in Japan as a manga in 2002, with 7 volumes, and 5 chapters
per volume, excluding the last, which is really an extra volume... The first
story arc included the first 4 volumes/20 chapters, while the second story
arc included the 5th and 6th volumes, chapters 21-30. The anime came out
afterwards, the first story arc as Mermaid Melody Pichi Pichi Pitch, and the
second story arc as Mermaid Melody Pichi Pichi Pitch Pure, both of which are
52 episodes each. I've not seen a single episode of the anime, only what this
game has to offer. At least I have the manga translations...

So, anyways... These mermaids are princesses from the sea, ruling each of their own oceans. But, lately, the ocean is being invaded by a dark force, and these three mermaid princesses must transform into humans and escape onto land. In order to seal away the evil, they must find all seven mermaid princesses and combine their song to summon a goddess to seal away the evil and bring peace throughout the ocean... That's basically it, for the first story arc, at least.

Before we move on, I have a few notes on mermaids. Firstly, it is a common belief (at least, in Japan) that when a mermaid's tail becomes dry, they turn into human legs and feet. Likewise, when her legs and feet become wet, they become a fish's tail. A mermaid going on land is sometimes dangerous, because if it rains, they could very well be left stranded on land. So, obviously, mermaids are best suited for living in the sea.

In this series, mermaids are forbidden to love a human. Of course, our Mermaid Princesses fall in love with humans anyway... But, there are reasons for this forbidden love. The first reason is the fact that they are two different species, separated by different environments. The second reason is the fate that befalls a mermaid that conveys her true feelings to a human. If a mermaid admits her love, or her identity, to a human, the mermaid will turn into foam/bubbles and... die. The only way around this is for the human to figure it out for himself...

Yeah, in case you haven't figured it out, this series is what is called a "mahou shoujo," or "magical girl" series. Examples of series of this genre that I've watched are:

Sailor Moon
Card Captor Sakura/CardCaptors
Tokyo Mew Mew/Mew Mew Power
Magical Girl/Mahou Shoujo Pretty Sammy/Magical Project S
Magical Girl/Mahou Shoujo Lyrical Nanoha (A's)
Sugar Sugar Rune
Pretty Cure/PreCure (Max Heart,)
Akazukin Chacha
Magical Play/Witchland/Mahou Yuugi (3D)

... among others... Anyway, these series focus on young girls who mature physically and mentally over the course of the series. The reason they are magic, though, is because they transform/henshin to show such a change in character. These series are aimed at young girl audiences... Oh, and by the way, I'm a guy, in case you're wondering. Why do I like these kinds of anime? I guess it's 'cause... The girls are just TOO cute! ^_^ ... What? Yes, I'm obsessed, I know that. So what?!! Oh, I'm sorry. Okay, then... Um, skip the next section, if you please, and move on to the next sections, okay?

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2. Version History

Version 1.0:

6/16/05 - Started FAQ
**8/21/05 - ... I don't remember what happened on this day... ?_?
*9/2/05 - Finished FAQ (1-11, 13, 15-16 completed, 12+14 coming soon!)
*9/2/05 - Submitted FAQ to GameFAQs

Happy 16th Birthday, Touin Rina-sama!
cough(Also; Late) Happy 21st Birthday to Coco-chan!*cough*

Version 1.25:

9/26/05 - *10/31/05*
-Added new info on Pitch with Everyone, compliments of MermaidMelody.de.
-Otherwise, the usual, typical minor update. Minor changes, alterations,
corrections, etc.

Happy Halloween!

Version 1.5:

12/11/05 - (*12/31/05 - 1/1/06*)

-Again, minor changes, alterations, corrections, etc., as usual.
-Finished completions on the mascot/doll/figure/whatever list.
-Added Jennifer Houston's song, for the heck of it.

Happy New Year 2006!

Version 2.0:

1/6/06 - *2/14/06*

-Finally added the Character Guide, almost doubling my FAQ's size! Episode
Guide will come in the next update or so, depending on how quickly the
fansubbies do their job and when I finish downloading/watching episodes 1-39.
-Changed the dominant preference of Yuri/Yuuri's name to Yuuri, instead of
Yuri, since two "u's" would be a more correct translation.
-Renamed a few sections.
-Added Song Info to section 13.
-Filled in any missing info that was neglected as a result of a rush of
updating my previous version.
-Did a full revision of the FAQ this time around. Yay~.
-As a result of my revision, and because of my viewing of episode 28, KIZUNA,
subbed, I noticed a typo (*le gasp*!) in the Japanese lyrics of KIZUNA!
Having fixed it, I revised lyrics for all the songs of any other errors.

Happy V for Valentine's Day, and Happy 20th birthday to Karen and Noelle!
If for some reason you don't like Valentines, V can stand for Victory or
Venus or something... >_>

... What? You mean to say that I'm timing the release of versions depending
on holidays and/or birthdays prior to the date of release? ... So? What's
your point? >.> (Expect the next update sometime around Hanon's 16th...)

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3. Starting the Game

When you first play this game, you will be taken to the name entry screen,
where you input your name, in Japanese kana. The name entry screen opens in
hiragana, kana used to write native Japanese names. Press Select to change it
to katakana, kana used to write non-native Japanese names. Press Select again
to change it back. Press Start to finish. You can change your name at any
time in the Options menu.

Here are the translations for the kana, starting at the top left and going
vertically. (That's up to down, mind you.)

The kana, both hiragana and katakana, are as follows:
a, ka, sa, i, ki, shi, u, ku, su, e, ke, se, o, ko, so, (space), (space),
(space), ta, na, ha, chi, ni, hi, tsu, nu, fu, te, ne, he, to, no, ho,
(space), (space), (space), ma, ya, ra, mi, yu, ri, mu, yo, ru, me, -, re, mo,
(space), ro, (space), (space), (space), wa, small a, small tsu, wo, small i,
small ya, n, small u, small yu, tenten, small e, small yo, maru, small o,
(space)

The "(space)" is a blank, obviously.

The "-" is an extension bar. Used to extend letters, or connect two words.

The "small tsu" is a kana used to double consonants, such as the two p's in
Hippo (spelled Hi-(small tsu)-Po).

The "tenten" is a kana that changes the sounds in certain kana, such as shi
to ji, s-sounds to z-sounds, k-sounds to g-sounds, t-sounds to d-sounds, h-
sounds to b-sounds, and so on.

The "maru", like the tenten, also changes sounds in certain kana, such as h-
sounds to p-sounds, etc.

The "small" kana is not the same as their large counterparts. They alter
other syllables to either create new syllables or to indicate screams, yells,
cries, etc.

There really is no point in entering a name, though. It is shown periodically
throughout the game "somewhere," including the Rainbow Notes opening, and it
blocks your view of the video, so it's not very beneficial (to remedy this,
either don't put a name at all, or unlock the Rainbow Notes Opening Video in
Your Room). But anyways... It's your choice if you want to enter a name. You
don't "have" to, at least... You can change your name at anytime in Your
Pitch settings.

After inputting your name, the Rainbow Notes opening will play. Watch it if
you wish, or press Start to skip it. You'll be at the title screen next, and
you can watch and listen to what it has to offer for a bit if you like.
Firstly, you'll see Luchia, Hanon, and Rina as 2nd transformation Pink, Aqua,
and Green Pearl Voice respectively. Rina says "Mermaid Melody", Hanon says
"Pichi Pichi Picchi/(Pitch)", and Luchia says "Pichi Pichitto Live Start!"
while the Rainbow Notes beat plays. If you let it play for a while, it'll go
back to the previous Rainbow Notes opening. After that, the title screen will
change, and you'll see Luchia, Hanon, Rina as 1st transformation Pink Pearl
Voice, Aqua Pearl Voice, and Green Pearl Voice, correspondingly, as well as
Karen as Purple Pearl Voice, Hippo, and Kaito. This time, Karen and Rina, I
believe, alternate saying "Mermaid Melody," "Pichi Pichi Picchi/(Pitch)," and
"Pichi Pichitto," while all four mermaids say "LIVE START!", and the melody
of Yume no Sono Saki He plays. Repeat the process, and check the title screen
once more to see the villains Gaito, Izuuru, Eriru, Yuuri, Maria, and the
Black Beauty Sisters Sheshe and Mimi say the name of the game. Gaito starts
with "Mermaid Melody", but it's not really clear to me afterwards... I think
the Black Beauty Sisters Sheshe and Mimi say "Pichi Pichi Picchi/(Pitch)",
while everyone, or just the Dark Lovers Izuuru, Eriru, Yuuri, and Maria say
"Pichi Pichitto Live Start!", but like I said, I'm not sure. Meh. KIZUNA's
beat plays to this intro. The other two Mermaid Melody games have something
like this, that is, the title screen or opening changing if you leave it be.
It's really nothing special, just something to point out...

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4. Playing the Game

As I mentioned earlier, this game plays like DDR. You know, Dance Dance
Revolution? Like the games you see in arcades, or also in homes, with the
pad, the arrows, and the music? Yeah, what gamer doesn't know what DDR is?
Anyway, this game looks like that. The prequel of this game, MMPPP, is also
like DDR, except this game, MMPPPPLS, has improved gameplay. What's better
in this game is that it's easier to time the arrows, because the arrows get
absorbed into the panels, unlike in the first game. Also, the arrows and
screen are bigger, and the gameplay takes place in the middle, while the
scoring is on the sides, instead of the gameplay on the left, and the scoring
on the right. Finally, the voices sound better, so there's not a painful
sounding difference between lead singers. Btw, this game is made by Konami
(and Konami Computer Entertainment Japan/Tokyo), who also makes the DDR
games.

I know what you're thinking. DDR on GBA? Who would play something like that?
'Cause you know, playing DDR with the controller and not the pad isn't all
too fun. Well, for this game, it is perhaps fun. Why? I don't... really know.
But, there is one major difference between this game and DDR. The difference
is, Dance Dance Revolution is, obviously, dancing to a music's beat. Mermaid
Melody is singing Japanese lyrics. So, what I'm saying is, although this game
"looks" like DDR, the purpose is quite different. The point of this game is
to press the directional buttons and A + B buttons correctly and precisely so
as to let the girls sing, not dance, well enough to get a high score. Get it
now? Good.

When a song is played, the panels (arrows/buttons) scroll upwards from the
bottom, at a relatively quick pace (the tempo of each song is the same). When
the panel reaches its outline at the top, that is when you want to press that
button. If you notice, besides the arrows, there are two outlines for the A +
B buttons. The one on the farthest right is the A button. On the mermaids'
songs, the A button is depicted as Pura/Kura, a jellyfish. To the left of the
jellyfish is Hippo's outline, as a penguin. He indicates when the B button is
pressed.

The four directional arrows, when pressed, causes the mermaids to sing. The
singing counts as one portion of your score, the other half being the rhythm
or beat. Timing is key, if the button(s) is/are pressed at the wrong time or
in the wrong order, the girls sing off-key, or the wrong words/syllables. If
you miss the button completely, they won't sing at all. On the Difficult
difficulty, there are also a series of circles that follow arrows. This
represents an extended note, for example, instead of just "la," it would be
"laaaa~." (Okay, that was a poor example, but whatever.) When arrows are
followed by circles, that direction must be pressed once for the word(s) to
be sung, and repeatedly pressed for the number of circles that follow. It's
kinda like the freeze panels in DDR games, except instead of holding the
direction, you press it multiple times... If these circles are missed, the
girls' pitch goes way off-key, to the point it may almost be painful for the
player. Also note that this "does" count against your score, even though it
does not clear your blue song meter on the left, it has quite a few times
caused me to miss getting a perfect 100 because I failed to hit the
circles... The blue song meter is completedly filled after 30 correctly-timed
consecutive directional arrows. Keep this filled as much as possible.

The A & B buttons are pressed in tune with the beat of the song. They count
as a separate portion of the score; at the end of the song, this is averaged
with the singing portion to make up your final score. Sometimes, in songs,
you may need to press A and/or B along with the arrows, or just by itself.
Kinda like air time in DDR, when you use both feet to press two different

direction arrows, only in this game, you can't press two different directions
on a Control Pad, so this is what you do instead. The A & B buttons don't
seem to have any role in songs by themselves...

Next, I'll explain Pitch Coins. Pitch (P) Coins are used for playing mini-
games, which in turn lets you win more coins or collect stuff to display in
your room. You obtain Pitch Coins every time you correctly time the
Pura/Hippo or A/B buttons in songs, one coin per correctly timed button. When
the blue meter on the left becomes partially filled, you can also multiply
the amount of Pitch Coins you get per button by a certain amount, but only if
you perfectly time the buttons, otherwise, you get only one coin, or none at
all if timed improperly. You can tell if the button is correctly timed if it
is absorbed into the panel, instead of just passing by it, despite whether or
not the button is pressed. The amount in which the coins are multiplied
depends on how full the blue bar is. If it is 1/3 of the way full (10-19),
you get two coins per correctly timed button. If it is 2/3 of the way full
(20-29), you get three coins, and if it is completely full (30+), you get 4 P
coins per beat. Less than 10 arrows on the blue bar means 1 P coin per beat,
regardless of timing, only if it is counted. Also, if you notice the red
meter on the right, if you correctly time 30+ (actually, 31, but whatever)
beats, the meter will reset, and the number on the bottom right corner
increases. At the beginning of the song, it starts at x1, then after enough
consecutive beats, x2, x3, and possibly even x4, depending on the song. This
number, I'm guessing, is a multiplier of the number of coins received. On the
very right side, it counts the coins. A small yellow coin is worth 1 P Coin,
a large yellow coin with a P on it is worth 10, and 2 large yellow P coins
are worth 20. There doesn't seem to be a max number of coins you can hit,
even though you may run out of room for coin counting...

Now, the scoring system. Your score is judged almost like in a kareoke song.
Your score is made up of two parts. One is the singing part of the song
(arrows), and the other is the beat or rhythm of the song (Hippo/Pura). They
are scored out of 100, if you make no mistakes, you get 100 out of 100, or
100%. If you score 100% on both parts of the song, you get a 100 for the
whole song. If you make mistakes, the game will score you on your percentage
correct. With the two scores together, they are averaged out, rounded up if
need be. So, a 99 in singing (the first score) and a 96 in rhythm (the second
score) is a 98. (Did I get that right? 99 + 96 = 195 / 2 = 97.5 ---> 98,
rounded up... Yeah, that's right. Um... Where was I? Oh, yeah.) There are
some exceptions to the rounding-up rule, for example, if you get a 100 and a
99 or a 99 and a 100, you will get a 99. Even if the average is 99.5, you
can't say you got a perfect score, now, can you? There are a few other
exceptions I can't really decipher... To pass a song, you need a 60 or
higher. A 59 or lower will cause you to fail a song.

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5. Events/Tricks

Okay, now, I want to explain an interesting feature in MMPPP. In songs, there
are events called tricks. Tricks are random occurrences that take place
throughout the song, usually making it harder, or at the very least confusing
for the player. Most of these only appear in the Continuous Pitch mode.
Sometimes, there may be multiple tricks in a song, and sometimes even at the
same time! Watch out for these "confuzzling" tricks! I'll list each one,
along with what they do, and how they affect gameplay.

Fast Panels - Panels move at a faster pace than the normal speed. It may move
2x as fast, or perhaps even 3x faster. Also, the measures enlarge, so there
is more space between panels. Fast Panels make the game difficult because it

is easy to miss panels and mess up.

Slow Panels - Panels move at a slower pace than the normal speed. Usually 1/2 the regular speed, but can possibly move even slower? Likewise, the measures shrink, so there is less to no space between panels. Slow Panels make the game difficult by causing the player to press the buttons sooner than usual.

Alternate Speed Panels - Different panels move at different speeds (i.e. some move slow, others move fast). The speeds are consistent to each column. So, certain panels will always move at the same speed. For example, the Pura Panel for the A button may always move fast for the duration of the trick, while the Hippo Panel for the B button may always move slow. Which panels move faster or slower is random. Some panels may move 2x as fast, some panels move 3x as fast, some panels move 1/2 the normal speed, some perhaps slower? And of course, some move at the regular pace. One of the most difficult tricks in the game, probably the most difficult.

Inverted Panel Outlines - The panel outlines, which are generally on top, switch to the bottom, left, or right side of the screen. The panels also then flow in that direction. Basically, the inside of your game screen is inverted, but the background and outer boundaries remain intact. Playing this way is generally confusing, especially when the outlines flip without warning. Timing is a little harder and the speed sometimes seems off... When outlines switch to the bottom of the screen, the panels are exactly in the same order as before, just in a different place on the screen. However, with the outlines on the left and right side, things get confusing. On the left side, the panel outlines are ordered from up to down like this: Pura (A), Hippo (B), Up, Left, Right, Down. On the right side, it is ordered Up, Left, Right, Down, Hippo (B), Pura (A), from up to down. Try to memorize the order of these, as it'll prove to be helpful when this is combined with a Scrambled Panels trick.

*Switching Panel Outlines - Panel outlines switch with each other, and with them the columns. Panel outlines switch two at a time (i.e. left panel outline switches with right panel outline), then switch back after a while. Then the process repeats for the duration of the song. The panels can switch between both directional arrows and Hippo/Pura.

Microphone - A microphone appears under one of the directional panels, and any incoming flowing arrows for that panel will be switched to another directional panel when it hits the microphone. For the duration in which the microphone is active, the panel it blocks is unusable. The panel it blocks is random, but it will only block a directional panel, not the Hippo/Pura Panels. Note that unlike Fake Panels, the Microphone will always be in the same spot under a column, regardless of speed. So, that's good news for slow speeds, as you can easily tell where the Microphone pushes the directional arrows to. But, it's bad news for fast speeds, because... Well, you get the point. Watch out for this combination of tricks!

Scrambled Panels - Panels appear as a roulette, preventing you from telling which panel is which, unless you observe which column/row it is in. This goes for all panels.

Fake Panels - For every directional panel that appears, there will be a fake panel that appears with it at the same time. Since you cannot press two buttons at once... But, the fake directional arrow will disappear at a certain point, upon nearing the panel outline. There are no Fake Panels for Hippo/Pura. Also, a tip. If you are playing the Difficult Difficulty, if you come across an arrow that is followed by a series a circles (the extended note panel), the Fake Panel will NOT have those circles, so you can easily

tell which is the real one. One other thing... The faster the speed of the
panels, the sooner the fake panels disappear. On very fast speeds, you
probably won't notice the fake panels at all. Of course, you'll also have a
tough time keeping up with the real one. The time of disappearance for fake
panels probably works likewise vice-versa, meaning the slower the speed, the
later it vanishes... Perhaps.

Consistent Panels - This last event is a rare occurence. This "trick"
involves ALL of the directional panels in a song to point in the same
direction (i.e. right), though the direction is chosen at random, the song
thus becomes invariable, at least, for the arrows. So, for the duration of
this trick, all you would have to do is press that one direction, as well as
the A & B buttons, of course. Yes, this is kinda opposite to that of the
Microphone trick, instead of avoiding a direction, you're pressing the same
one throughout. This panel does not affect the Hippo/Pura Panels, of course.
Based on my experiences, this trick appears on the 96th, or 5th to last, song
in Continuous Pitch. It may appear randomly elsewhere, though, but I'm not
sure. Anyway, you should notice it easily in a song after a while.

*This event/trick occurs only in the Pitch to the End mode, when you choose
the option "Changing" after the difficulty.

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6. Pitch Alone

Go for a perfect score!

The light green button in the shape of a crab, with the picture of Luchia as
Pink Pearl Voice, 2nd transformation, is the main one-player game. There are
three different modes to play.

 _____
| |
|a. Pitch to the End|
|_____|

The first mode, with the picture of Luchia as 2nd transformation Pink Pearl
Voice, in a pink heart outline, is the regular game. You can freely choose
the song you want to play, as well as the singer (if the song is a group
song, and not a solo song), the difficulty (green = easy, blue = normal, red
= difficult), and if you want tricks in the song (purple/pink = usual, green
= feeling, blue = changing). As the difficulty increases, there will be more
panels will in the song. On the Difficult difficulty, some directional panels
will have circles after them which must be pressed continuously after the
panel to stress syllables... For tricks, "usual" is the normal version of a
song, the directional panels will always be the same for a certain character.
"Feeling" has different directional panels each time you play the song, and
"changing" has the panel outlines inverted periodically throughout the song.
You need a 60 or higher to pass a song. The game records your highest score
for each difficulty, but not setting. Only if you save a song will it record
both the difficulty and setting, as well as the score. To save a song, you
need to pass the song and tie/beat the high score. Up to 3 songs can be
saved. See Pitch Live! for more details.

 _____
| |
|b. Continuous Pitch|
|_____|

The second mode, with the picture of Kaito in a starry outline, is Continuous
Pitch. This mode is an insane challenge of 100 consecutive songs, which must

be completed under a certain condition, basically, the game requires you to get a certain score to pass. The game starts after selecting a difficulty, then goes to a screen where it lists the clear conditions for the current song, how many songs left out of 100, and how many "points" you have. If you fail to meet the requirements of a song, the number of points you lack is subtracted from your "points." After clearing a song, if you get a bad score, however, you can retry the song if you want. If you lose only a few points though, you could continue ahead with the lost points, but in time, it may hurt your chances of clearing all songs as you progress... The game saves after each cleared song, however, so don't be discouraged. Don't think this is a consecutive play, or anything... If you lose all 100 points of your "score," however, you start over. So be careful.

For each song, the game chooses one of the 14 songs randomly, along with a random lead singer, if the song is a group song. After a few songs, the game starts inputting tricks in your songs, usually around the middle-end or beginning-middle of the song. In later levels, there may even be two tricks a song, one in the beginning-middle, one in the middle-end. Even later on, tricks will last for the whole song, or even worse, combine with other tricks! Watch out!

The clear conditions for each song also get a little stricter as you go along, although there's a semi-predictable pattern going on... Here are the clear conditions.

Note: The game counts the songs backwards, like a countdown. In parentheses is what the game would show for that song. Also note that ~ means -, hyphen, or between. A number by itself means "at least," thus, I've added (+) after the score. You probably know what I mean... But, although for the first 20 songs I knew that it was "at least," I got confused later when those clear conditions reappeared and thought you had to have EXACTLY the right score... You can imagine how it took a while for me to figure it out and to clear it... Don't laugh... I SAID DON'T LAUGH! Anyway...

Also note that, the tricks to each song are the same every time, it seems. I am unsure of the Consistent Panel Trick, however, whether or not it is random, though I do know it is on song #96 (5) and at the end of one other song, though I'm not sure which one. So, I'll list what the trick of each song is as well. The tricks, like the scores, follow a semi-predictable pattern. After each score is the trick of each song, if any, as well as the duration of the trick in each song. A song can only have one or two tricks, or none at all, and they take place at either half of the song, or for the whole song. However, AFAIK, two tricks cannot take effect for a whole song at the same time. The description for each trick is in the About Tricks section. A trick surrounded in parentheses is for the whole song; if a trick has only a left parenthesis, it is for the beginning to middle half; if it has a right parenthesis; it is for the middle to end half. For two tricks, I'll list both in the order connected with a +. If a song has no tricks, it'll be listed as N/A.

1 (100) - 50 (+) N/A
2 (99) - 60 (+) N/A
3 (98) - 70 (+) 2x fast)
4 (97) - 80 (+) scrambled)
5 (96) - 90 (+) 2x fast)
6 (95) - 55 (+) N/A
7 (94) - 65 (+) N/A
8 (93) - 75 (+) 2x fast)
9 (92) - 85 (+) fake)
10 (91) - 95 (+) 2x fast)

```
11 (90) - 50 ~ 95 N/A
12 (89) - 60 ~ 95 bottom)
13 (88) - 70 ~ 95 (microphone
14 (87) - 80 ~ 95 (scrambled
15 (86) - 90 ~ 95 (fake
16 (85) - 55 ~ 95 2x fast)
17 (84) - 65 ~ 95 alt-speed)
18 (83) - 75 ~ 95 (microphone + fast x2)
19 (82) - 85 ~ 95 (fake + fast x2)
20 (81) - 95 (+) (scrambled + fast x2)
21 (80) - 50 ~ 70 vertical left)
22 (79) - 60 ~ 80 microphone)
23 (78) - 70 ~ 90 (2x fast
24 (77) - 80 ~ 95 (2x fast + scrambled)
25 (76) - 90 (+) (alt-speed + fake)
26 (75) - 55 ~ 70 vertical right)
27 (74) - 65 ~ 80 microphone)
28 (73) - 75 ~ 90 (2x fast
29 (72) - 85 ~ 95 (2x fast + fake)
30 (71) - 95 (+) (alt-speed + scrambled)
31 (70) - 60 ~ 90 (microphone
32 (69) - 60 ~ 85 (bottom
33 (68) - 60 ~ 80 (scrambled
34 (67) - 60 ~ 75 alt-speed)
35 (66) - 60 ~ 70 (fake + fast x2)
36 (65) - 70 ~ 95 (vertical left
37 (64) - 70 ~ 90 (vertical right
38 (63) - 70 ~ 85 (fake
39 (62) - 70 ~ 80 alt-speed)
40 (61) - 70 ~ 75 (scrambled + fast x2)
41 (60) - 60 (+) (1/2x slow)
42 (59) - 60 (+) (1/2x slow) + bottom)
43 (58) - 60 (+) (1/2x slow + fast x2)
44 (57) - 65 (+) (1/2x slow)
45 (56) - 65 (+) (1/2x slow)
46 (55) - 65 (+) (1/2x slow) + microphone)
47 (54) - 70 (+) (1/2x slow)
48 (53) - 70 (+) (1/2x slow + fast x2)
49 (52) - 70 (+) (1/2x slow) + scrambled)
50 (51) - 70 (+) (1/2x slow) + fake x2)
51 (50) - 60 (+) (bottom)
52 (49) - 70 (+) (bottom) + scrambled)
53 (48) - 75 (+) (bottom + left)
54 (47) - 80 (+) (left)
55 (46) - 90 (+) (left + right)
56 (45) - 65 (+) (bottom)
57 (44) - 75 (+) (bottom) + fake)
58 (43) - 80 (+) (bottom + right)
59 (42) - 85 (+) (right)
60 (41) - 95 (+) (right + left)
61 (40) - 60 ~ 95 (2x fast)
62 (39) - 70 ~ 95 (2x fast) + bottom)
63 (38) - 75 ~ 95 (alt-speed)
64 (37) - 80 ~ 95 scrambled)
65 (36) - 90 ~ 95 fake)
66 (35) - 65 ~ 95 (2x fast)
67 (34) - 75 ~ 95 (2x fast) + left)
68 (33) - 80 ~ 95 (alt-speed) + right)
69 (32) - 85 ~ 95 fake)
70 (31) - 95 (+) scrambled)
```

```
71 (30) - 60 ~ 80 (2x fast)
72 (29) - 70 ~ 85 (alt-speed + fast x2)
73 (28) - 75 ~ 90 microphone)
74 (27) - 80 ~ 95 scrambled)
75 (26) - 90 (+) fake)
76 (25) - 65 ~ 80 (2x fast)
77 (24) - 75 ~ 85 (alt-speed + fast x2)
78 (23) - 80 ~ 90 (microphone)
79 (22) - 85 ~ 95 (scrambled)
80 (21) - 95 (+) (fake)
81 (20) - 80 (+) (2x fast) + bottom)
82 (19) - 80 (+) (2x fast) + left)
83 (18) - 80 (+) (2x fast) + right)
84 (17) - 80 (+) (2x fast) + scrambled)
85 (16) - 80 (+) (2x fast) + fake)
86 (15) - 85 (+) (3x fast) + bottom)
87 (14) - 85 (+) (3x fast) + left)
88 (13) - 85 (+) (3x fast) + right)
89 (12) - 85 (+) (3x fast) + scrambled)
90 (11) - 85 (+) (3x fast) + fake)
91 (10) - 90 (+) (bottom) + fast x2)
92 (9) - 90 (+) (left) + fast x2)
93 (8) - 90 (+) (right) + fast x2)
94 (7) - 90 (+) (alt-speed) + scrambled)
95 (6) - 90 (+) (alt-speed) + fake)
96 (5) - 95 (+) (consistent) + fast x3)
97 (4) - 95 (+) (scrambled) + fast x3)
98 (3) - 95 (+) (fake) + fast x3)
99 (2) - 95 (+) (microphone) + fast x3)
100 (1) - 100 (!) (alt speed + fast x3)
```

! On Song 100, the last song, yes, that's right, you must get a perfect score
to not lose points! With the tricks and difficulty weighing down at you at
this point, it's an outrageous thing to do, and yet, it was predictably going
to happen all the same. After you clear this song... You see a picture of
Aqua Regina (or Kaito if you did it with Easy Mode), with the Japanese
characters that apparently translate to "You went for it very well, didn't
you?", while you listen to some victory music. I'd think it to translate to
"Congratulations!" since that is how that was in the first game of Mermaid
Melody Pichi Pichi Pitch, that upon clearing Continuous Pitch, a picture of
Aqua Regina with "Congratulations!" in actual English letters. Depending on
which difficulty you clear Continous Pitch on changes the picture... Anyway,
that's about it. Yup. You did all 100 songs for no reason. No reward at all,
except self-satisfaction. I did all 100 of those songs, three times, in fact,
one for each difficulty, all for naught, except for that reason, and to give
you, the reader, this info. Hmph.

```
_____
|                   |
|c. Pitch the Anime!|
|_____|
```

The third mode, with the picture of human Luchia, Hanon, and Rina in a bubbly
outline, is a Story Mode type of game, one that follows the anime of Mermaid
Melody Pichi Pichi Pitch. The game plays through 3/4 of the anime's first
story arc, or 39 episodes, out of the 52 episodes. Pitch the Anime!, from
what I've seen and read, seems to accurately follow the series. The point of
this Story Mode, is to progress through the story by completing a song with
one or more mermaids with a high enough score, to either defeat sea monsters
the mermaids battle against, or to impress an audience, or even just as a
passing thing. Getting a high enough score is pretty easy, you only need a 60

or higher to pass, and besides, you can tell if you are winning if the
villains cover their ears in pain (if there are any), so it's real easy. If
you happen to be losing for some reason (like say, you suck at DDR, or you're
just not doing anything) then the villains will attack back at the mermaids,
and won't cover their ears, while the mermaid(s) singing cover their ears
(but still singing, if that's what you're doing, that is >.<). And then, at
the end of the song, if you win, the mermaid(s) singing will say "LOVE SHOWER
PITCH!" and possibly "Would you like an encore?" in Japanese if their
opponents are still covering their ears. If you lose, the mermaids cover
their ears, and you'll be brought to a game over/retry screen with the
villain(s) in the background. Anyways, I'll go In-Depth into each episode
later...

----
7. Pitch Together

Everyone can play using a link cable!

The light blue button on the menu in the shape of an apple, and with the
picture of Luchia as Pink Pearl Voice, Hanon as Aqua Pearl Voice, and Rina as
Green Pearl Voice, all in their 2nd transformation, is the multiplayer game.
To play this, you need to link games with someone else. Since I don't really
know anyone else who owns this game, or has even played this game, I'm unable
to play this mode, so I can't offer much info on it. Although, I think I know
how this is played. For group songs, each player picks one character, and
during the song, the arrows are of different colors, pink for Luchia, blue
for Hanon, and green for Rina. Each player individually does their part in
singing the song, but the lead singer must also do the beat, that is, the A &
B Pura/Hippo buttons. This seems to be shown in the Story Mode, Pitch the
Anime!, whenever the computer takes over to play a group song, whether it be
the Black Beauty Sisters song, or the three mermaids' songs.

```
_____
|                  |
|a. Multiplayer Mode|
|_____|
```

The blue heart symbol with Sheshe and Mimi is Multiplayer Pitch, designed for
up to four players. Seeing as how there's only up to three singers, though,
I'm wondering how this works... Maybe 3 of the 4 players are mermaid singers,
and 1 does the Hippo/Pura buttons... But what about with Sheshe and Mimi?
They split the Hippo/Pura buttons, too? And if there's a solo singer? ...
Forget it.

```
_____
|                |
|b. Marathon Mode|
|_____|
```

The double diamond symbol with Gakuto/Gaito (surrounded by rose petals, of
course)? That's Marathon Pitch. As the name implies, Marathon Pitch is
similar to a multiplayer Challenge Pitch. Each player challenges another by
choosing one of the 14 songs, until all the songs are completed. I don't
really understand just how it is played, but...

```
_____
|                |
|c. 2-Player Mode|
|_____|
```

The green double heart symbol with Rina and Hanon is 2-Player Mode.
Basically, if you don't have 3-4 players, you can play this mode instead of

the usual Multiplayer Mode. Not sure if that's exactly how it works, or if
there's any other significant differences, but that's the impression that I
get of the description on MermaidMelody.de (roughly translated from German to
English by Babelfish...).

----
8. Your Room/Collect Pitch

Using coins, play games to collect things for your room!

The orange button, in the shape of a purse, and with a picture of human
Luchia, Hanon, and Rina, is "your" room (Er, actually, it's Luchia's room,
but whatever.). This is an extra mode, where you can play mini-games or
kareoke to songs.

```
 _____
|                      |
|a. Mini-Games/Kareoke|
|_____|
```

To play mini-games, click on the star mirror. Playing a mini-game costs P
coins, which I assume P stands for Pitch. Each game costs 100 P coins to
play, and you start out with 1000 P coins. More coins can be won by playing
the A & B Hippo/Pura buttons correctly in songs and passing the song, or by
playing mini-games. By playing mini-games, you can also win dolls/figures,
posters, or cards of MMPPP characters and items.

There are four mini-games to play.

The first mini-game is called "Comparison Pitch." This is a card-guessing
luck game in which you can win more P coins. In this game, a card is shown to
you, and you must guess if the next card is higher or lower (Aces are the
lowest, Kings are the highest, dunno about Joker). You win 100 coins for the
first guess, and each consecutive guess doubles your winnings (i.e. 200, 400,
800, 1600, etc.). If you guess wrong, you lose all of the coins you earn, so
be careful. You can choose to stop at anytime.

The second mini-game is called "Arrange Pitch," a slot machine game, in which
you can win more P coins. Match the pictures to win coins. Going left to
right, each slot moves faster than the previous slot, however, you can pick
which slot to stop first. Press left and right to choose a slot, and press A
to stop it. On the right, it tells you how much coins you win when you match
up three of whatever character. The higher number of coins they're worth, the
less often they'll appear in the slots. Likewise, the lower number of coins
they're worth, the more often they'll appear in the slots. There's a pattern
going on, so after a few plays, you'll get the hang of it easily.

The third mini-game is a memory match game, called "Match Pitch." Match the
10 cards into pairs. You have 3 chances. If you match 4 pairs, the 5th pair
will automatically reveal itself. There's no real strategy to this, you just
need subpar memory and a little luck. If you match all 5 pairs, you win a
random card or poster. A roulette of cards and posters will appear; the cards
have a picture of a pink seashell and a pink pearl on it, the posters have a
picture of a yellow seashell with a green pearl in it. Press A at anytime to
stop the roulette. The posters can be displayed in your room, the cards
display information of the character on them. There are 29 posters, though
you start out with the mirror one, so you only need to get 28. There are 14
cards, from Ace to King, plus the Joker. You'll likely get doubles of cards
and posters, but you really can't help it, unlike with the dolls in the ne
doubles of cards and posters, but you really can't help it, unlike with the

dolls in the ne doubles of cards and posters, but you really can't help it, unlike with the dolls in the next game.

The fourth mini-game is "Catch Pitch," a crane game. You can win what the game calls mascots of MMPPP characters and items here. Pay 100 P coins to operate the crane game once. Hold the A button to move the crane, then release it over the item you want to pick up. If you're lucky, the crane will carry it all the way to the left, where it can be dropped and collected. I'm sure you've played this kind of game in arcades and wherever before, so you probably know this can get frustrating. Btw, here's a tip. When you start the game, pay attention to what characters fall from the top. That way, you can pick out and focus on winning your favorite characters and items to display in your room. ^_^ Also, another tip. Like the cards and posters, you can get doubles of dolls/figures. Pay attention to which dolls you already have. There are 63 dolls/figures/mascots in total, 6 of which can be displayed in your room.

To kareoke, examine the music box near the star mirror. You'll come to a screen with a "collage" of the seven mermaids,

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|                    |
|b. Collection/Index|
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```

You have three different collections of mascots and posters to decorate your room, and cards to learn some general info on the main MMPPP characters.

To check and display your mascots, examine the cabinet at the top of the room. These are won by playing the crane game mini-game "Catch Pitch" in your star mirror.

Here is the list of mascots that can be collected, listed in counterclockwise order (going right):

1) Luchia, Pink Pearl Voice (2nd transformation)
2) Hanon, Aqua Pearl Voice (2nd transformation)
3) Rina, Green Pearl Voice (2nd transformation)
4) Izuuru
5) Eriru
6) Yuuri
7) Maria
8) Sheshe
9) Mimi
10) Gaito
11) Sara (hooded figure)
12) Luchia, Pink Pearl Voice (1st transformation)
13) Hanon, Aqua Pearl Voice (1st transformation)
14) Rina, Green Pearl Voice (1st transformation)
15) Karen, Purple Pearl Voice
16) Izuuru (w/ water dragon)
17) Eriru (w/ glowing red eyes)
18) Yuuri (w/ Luchia-like hair-style)
19) Maria (w/ ice shard)
20) Human Luchia
21) Human Hanon
22) Human Rina
23) Human Karen
24) Kaito
25) Hippo (penguin form)
26) Pura

```
27) Momo
28) Mitsuki
29) Nikora
30) Taki
31) Human Meru
32) Auri
33) Maki
34) Makoto
35) Jennifer Houston
36) Sakiya Kousuke
37) Richard
38) Mermaid Luchia
39) Mermaid Hanon
40) Mermaid Rina
41) Mermaid Karen
42) Mermaid Noelle
43) Mermaid Coco
44) Mermaid Sara
45) Mermaid Nikora
46) Mermaid Meru
47) Brown Seashell
48) Deep Blue Dolphin
49) Surfer Kaito
50) Sheshe (posing)
51) Mimi (posing)
52) Gaito (w/ wine)
53) Gaito (in pool w/ wine)
54) Mermaid Sara (black, evil)
55) Brown Fish (Sea Monster, Panthalassa/Pantharassa)
56) Blue Fish (Sea Monster)
57) Human Hippo
58) Kaito (King)
59) Mermaid Luchia (shinier tail)
60) Aqua Regina (w/ scepter)
61) Computer
62) Bubble Maker
63) Pink Seashell
```

To see and read your cards, examine the deck of cards near the star mirror
and music box. These are received by playing the memory match mini-game
"Match Pitch" in your star mirror.

Here is the list of cards that can be received, as well as who's on 'em:

```
A (Ace) - Hippo (penguin)
2 - Hanon
3 - Rina
4 - Karen
5 - Izuuru
6 - Eriru
7 - Yuuri
8 - Maria
9 - Sheshe
10 - Mimi
J (Jack) - Gaito
Q (Queen) - Luchia
K (King) - Kaito
JOKER - Sara
```

*Remember that examining the cards brings up their profile, although in

Japanese. The translations of each profile is in the character section.

To see and display a poster, examine the mirror frame on the left side of the room, surrounded by flowers. The default is the mirror itself. These can also be won by playing the memory match mini-game "Match Pitch" in your star mirror.

And finally, here's the list of posters that can be gotten:

1) Mirror (blank, default)
2) Human Luchia
3) Human Hanon
4) Human Rina
5) Human Karen
6) Kaito
7) Luchia, Pink Pearl Voice (2nd transformation)
8) Hanon, Aqua Pearl Voice (2nd transformation?)
9) Rina, Green Pearl Voice (2nd transformation)
10) Karen, Purple Pearl Voice
11) Izuuru
12) Eriru (cute/evil personalities)
13) Maria
14) Yuuri
15) Black Beauty Sisters (Sheshe and Mimi)
16) Gaito
17) Sara
18) Momo
19) SaraxMitsuki
20) KaitoxGaito
21) KarenxNoelle
22) HanonxMitsuki
23) YuurixHippo (Luchia-like hair-style/penguin)
24) KaitoxLuchia
25) Hippo (human/penguin identities)
26) NikoraxTaki (human)
27) Luchia (Formal Mermaid)
28) Kaito (Formal King)
29) Aqua Regina


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|             |
|c. Unlockables|
|_____|
```

Lastly, we have unlockables. You can receive the mermaids' seashell necklaces if you complete each of your collections in your room. These, when examined, open a music video. Although, you've probably already seen these music videos in the game elsewhere... So, really, unlocking these aren't much of a big deal. Although, the seashell necklaces are nice for displaying in your room. And, there is one music video that isn't in this game, but in another game... Here are the music videos, and how to unlock them.

If you collect all 63 dolls/figures/mascots, you get Hanon's aqua seashell locket in the middle of your room. Examine it to see the Daiji na Takarabako Credits Ending Video. These credits are also seen at the end of episode 1-28 of the Pitch the Anime! Story Mode. This video, however, does not have the credits. Also, note that this video is also from Mermaid Melody Pichi Pichi Pitch, which could be seen after clearing Continous Pitch, although in this game, it is remade and a little different. For example, the credits will include the 6 new songs in this game... Another thing, some of the scenes are

different...

Collect all 29 posters, and you get Rina's green seashell locket in the
middle of your room. Examine it to see the Rainbow Notes Opening Video. It's
exactly the same as in the opening of this game, except, if you entered a
name, it won't show on there. Yay. Btw, the Rainbow Notes Opening Video is
also the opening video of the second anime series, Mermaid Melody Pichi Pichi
Pitch Pure.

You can get Karen's purple seashell locket in the middle of your room if you
collect all 14 cards. Examine it to see the Sekai de Ichiban Hayaku Asa ga
Kuro Basho Credits Ending Video, also without the credits. This credits also
plays in Pitch the Anime!, at the end of episodes 29-39.

Finally, complete all three collections, unlocking the above, to get Luchia's
pink seashell locket, and examine it to see a Taiyou no Rakuen ~Promised
Land~ Opening Video, as seen in the first game, Mermaid Melody Pichi Pichi
Pitch's opening, as well as the opening of the first half of the episodes
from the anime series of Mermaid Melody Pichi Pichi Pitch. In this game,
compared to the last one, this has slight alterations, smoother graphics, and
the song is sung by Hippo, and not the mermaids...

----
9. Pitch with Hippo

Make a song that's all your own!

The light-purple button in the shape of a pear with the picture of Hippo,
both as human and penguin, is a one-player mini-mode which involves singing
with Hippo. What you can do in this mode is, with either the default songs or
your own creation of lyrics, have Hippo sing (badly, and even annoyingly) to
it, or for you to play (as in, with the DDR stuff). He has four default
songs. Here are the default lyrics for each of them...

#1) (To the Tune of Yankee Doodle Dandy)

Romanized:

Minna de utao
Hippo ga odoru
Ruchia to Hanon to
Rina no uta da yo
Ahahahahahahaha
Ufufufufufufu
Ehehehehehehe
Ohohohoho

Translated:

Everybody, sing!
Hippo is dancing
This is Luchia, Hanon, and Rina's song!
A ha ha ha ha ha ha ha
U fu fu fu fu fu
E he he he he he he he
O ho ho ho ho

#2)

Romanized:

Pichi pichi no picchi
Tanoshiku utao-yo
Hippo mo utau
Pichi pichi raibu da yo
Minna de asobo-yo
Kirei na utagoe
Suteki na minna no utagoe
Hippo mo yorokobu yo

Translated:

Lively pitch
This is fun singing!
Hippo's singing, too
This is a lively live!
Everyone is playing!
Pretty singing voices
Everyone's cool singing voices
Hippo's delighted, too!

#3)

Romanized:

Suki na uta ni shite
Tanoshimimasu
Hippo de picchi wo
Kiitemimashou
Tohohohohotohohohoho
Hohhohhohhohhohho!
Norinori desu

Translated:

Doing a likeable song
Equals having fun
Pitching with Hippo
Is something we should all hear
Tohohohohotohohohoho
Hohhohhohhohhohho!
We're in high spirits!

#4)

Romanized:

Hippo no koe ga
Waratteiru yo
Ehehehe
Nahanahanahanaha
Ihihi

Translated:

Hippo's voice
Makes me smile!
Ehehehe
Nahanahanahanaha

Ihihi

Press Start to bring up the menu. The first button, the blue one, labeled
"Back", exits and takes you back to the previous menu. The second button, the
yellow one... It's labeled "Save", but... All it seemingly does is that it
bounces... *sweatdrops* Okay... The third button, colored mint and labeled
"Play," plays the song (DDR-style, choose difficulty, no tricks setting, get
score out of 100), while the fourth button, colored pink and labeled "Preview
Song," plays the song (without you doing anything). Finally, the fifth, red
button labeled "Change Song" lets you switch between the four songs.

Remember that you can always change the four songs as your own creations as
well. So, you can save up to four of your own created songs for Hippo to
sing. Why you would want Hippo to sing to it, I don't know. *shrugs* Unless
you're somewhat of a naughty perv who would want him to sing, oh, I don't
know, Chichi o Moge from Konjiki no Gashbell (Japanese version of Zatch
Bell).

----
10. Pitch Live!

Live Start with the data you've saved!

The dark-purple button that looks like an open book with the picture of Kaito
and Gaito is Live Pitch. In the Pitch to the End mode, if you pass a song and
tie or beat the high score, you are able to save it for viewing at the end of
the song. Here, you watch the videos you've saved (up to 3). Until you save a
song though, there's nothing here and "this section's empty!" ... And that's
about it. The videos are shown on a TV with the backgrounds, kareoke lyrics
(on the middle of the screen, however, not the bottom), and without the
arrows or Hippo/Pura, of course, or the meters on the outlines.

----
11. Your Pitch

You can change various settings!

The purple-pink heart with the picture of Nikora and Taki-san is Your Pitch,
basically, your options. Here, you can change your, erm, theme. What I mean
is, you can change the look of your background, pointer, and color theme when
in the menu. It's a little hard to explain, but looking at it, it's easy
enough to understand. I'll break each section down...

The second option on the list, labeled "Background," changes the background
theme. You can change the style of the appearance to:
Luchia (default)
Hanon
Rina
Karen
Kaito
Hippo
Izuuru
Eriru
Yuuri
Maria
Sheshe
Mimi
Gaito

```
Music Sheet (Mitsuki)
Ocean
Sweets/Desserts
Stars
Fish (sharks/manta rays)
Crab
Flowers
```

The third option, labeled "Cursor," changes the menu pointer, on the left and right of menu choices when highlighted. There is a larger variety of choices to decide on, anyways I'll list them too.

```
Blue Arrow
Pink Heart
Broken Heart (Mimi)
Music Notes (Tarou Mitsuki)
Oyster/Seashell w/Pearl (Pink)
Luchia's hand (as Pink Pearl Voice)
Microphone
Crab
(Shooting) Stars (I'd guess Alala from Pure for some reason, but I doubt it.)
Fish (Ocean)
Yellow Fish
Sea Monster (Sheshe)
Red Fish
Black Wavy Arrows (Eriru)
Green Fish (Yuuri?)
Chick (in egg)
Sweets/Desserts
(Human) Luchia
(Human) Hanon
(Human) Rina
```

The fourth option, labeled "Mermaid," lets you choose one of the seven mermaids, which in turn sets the color of the background. The default is Luchia's pink background, but it can be changed to Hanon's aqua background, Rina's green background, Karen's purple background, Noelle's deep blue background, Coco's yellow background, or Sara's orange background. This also sets the color of the seashell locket in the Pitch to the End mode.

The first option is labeled "Headphones," its purpose is obvious. The first option is without the Headphones, so your GBA should be at full volume (or at whatever volume it is). Set it to the second option, and your GBA's volume will be dulled unless you put in Headphones.

The last option is labeled "Name," which obviously changes your name, which you inputted when you first started playing this game.

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12. MMPPP Characters
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Hmm... Seeing as how there's a Story Mode in this game for the series' anime, I thought you might want to know who the characters are... Here's how I'll introduce the characters. If something isn't listed for a character, whether it just plain isn't under that character, or it is blank, then it either isn't known, or it is N/A.

Oh, btw, my notes on each of the characters coincide with others', so it may seem a little repetitive at some points. Please bear with this.

*Name: Name of character, first name, then surname/last name, if available

Name Notes: Translations of the kanji characters of the name, name pronounciation, etc.

Official Profile: The official profile of the character, taken from the manga. Includes statistics like height, age, birth dates, constellations, favorites, least favorites, etc. Only Luchia, Hanon, Rina, and Kaito have official profiles. Those without profiles may or may not have age, birthday, and constellation listed.

Gender: Male or Female

Appearance: Description of character's likeness (note that I really suck at descriptions, so bear with me on this)

Occupation: Mermaid, Human, Villain, etc. (yes, I know occupation means job, but still... you get the idea)

Personality: *insert random personality* Adjectives to describe the person, basically. (another part I will suck at describing...)

Songs: What songs the character sings, if any. Solo songs and group songs will be listed, but note that solo songs in the game are not necessarily solo in the anime.

Card Profile: The character's profile on their card, if any, translated. Gives their name, last name before first name, as is how Japanese give their names, as well as a brief description of their story and personality.

Bio: Their story, and their role in the series.

Spoilers Bio: A more in-depth bio with spoilers of the plot.

Comments: Anything I have to add onto my description of the character goes here, including anything the manga changes I can offer my take on, or a few statements on my appreciation of the character, or just random tidbits.

*Some names have alternate spellings. Whether it is a translation issue, or a manga to anime change, I'll list their names, in order of preference. An example of changes between the names made would be like Gakuto ---> Gaito, and so on... I'll call someone only one way though, whichever one is more preferably on my part. Just because I prefer one way over another, doesn't necessarily make it the correct translation. Meh. Just make sure you know that. Don't blame me if you've been spelling someone's name wrong because of me.

So, here they are!

Name: Luchia/Lucia Nanami
Name Notes: Kanji characters translate to "seven oceans."

Official Profile: Luchia's name is pronounced like Engrish. Meaning, the L is pronounced like R, and vice-versa, if necessary. Therefore, her name would be pronounced "roo-chee-ah," and not "loo-chee-ah."

Nanami Lucia - Profile Translation #1
[from Volume 2, page 49]

```
        NANAMI LUCIA


        Height: 156 cm
        Birthday: July 3rd
        Constellation: Cancer
        Blood Type: 0
        Hobby: Singing
        Special Talent: Making things from bead kits
        Favorite Subject: Home economics
        Least Favorite Subject: Math
        Favorite Color: Pink
        Favorite Flower: Cosmos
        Favorite Food: Shrimp
        Least Favorite Food: Raisins
        Favorite Type of Boy: Someone who will protect her.

Nanami Lucia - Profile Translation #2
[from the official Nakayoshi homepage, http://www.nakayosi-net.com/]

        NANAMI LUCIA
        Height: 156 cm
        Weight: Can't say!
        Birthday: July 3rd
        Zodiac: Cancer
        Bloodtype: O
        Favorite Subject: Music (but she's a terrible singer), Home Ec
        Least Favorite Subject: Arithmetic (Math?), any subject
        that you have to use your head.
        Club Membership: None
        Favorite Color: Pink
        Favorite Flower: Cosmos
        Favorite Food: Shrimp
        Least Favorite Food: Celery, Raisins
        Best at Cooking: Cookies, Poundcake
        Desired Thing: ?
        Hobby: Singing
        Dislikes: Monsters, Being lectured at by Hippo and Nikora.
        Anguish: Not being able to tell Kaito that she's a mermaid.
        Special Skill: Love Shower Pitch!  And the encore, of course.


Gender: Female
Appearance:
   Human - Short blonde hair; blue eyes
   Mermaid - Long blonde pigtail hair; blue eyes; pink bra; pink tail
   Pearl Voice - Same as mermaid form, with pink beaded dress, and    short
gloves and shoes.
   Pearl Voice 2 - Same as above, add a pink ribbon in back of waist, and a
pink gem circlet-like wreath on brow.
Age: 13 (in beginning of manga), 14 (Episode 11)
Birthday: Monday, July 3, 1989
Occupation: Pink Pearl Mermaid Princess of the North Pacific Ocean
Personality: Childish, clumsy, airheaded. A little slow, hates thinking, and
a terrible singer unless transformed (only manga, in anime, once she obtains
pearl, she can sing).

Songs: Solo -
   Legend of Mermaid
   Daiji na Takarabako
   Koi wa Nandarou
   Splash Dream
```

Group (with Hanon and/or Rina) -
Legend of Mermaid
Super Love Songs!
Koi wa Nandarou
KIZUNA
Yume No Sono Saki He
Sekai de Ichiban Hayaku Asa ga Kuro Basho
Taiyou no Rakuen ~Promised Land~ (only in 1st MMPPP game)

Card Profile (Q, Queen): [Nanami Lucia] Pink Pearl Mermaid Princess of the North Pacific. Looking for a boy she saved 7 years ago and gave her pearl to, she arrives in the human world. That boy, her first love, Kaito, is there. A little clumsy, but she goes on fighting for love!

Bio: The main character of the series. When she was young, at the age of 6, she saved a drowning boy named Kaito by using her pearl, the item used by mermaids for singing (though, she is perhaps too young to use it right now). While she saves the boy, she also gives her pearl to him. Seven years later, at the age of 13, considered adult by mermaid-kind, in order for Luchia to become a true adult, she goes to land disguised as a human to search for her pearl. The boy from seven years ago apparently still had it, and after obtaining it back, she is able to transform into a mermaid singer, capable of fighting back dangerous and evil sea monsters. Throughout all this, Luchia finds herself falling in love with Kaito; however, a love between a human and a mermaid is a forbidden love. Nevertheless, she struggles to see it through.

Spoilers Bio: ... What is there to spoil about Luchia? Not much actually, in the boundaries of the first series... If you really want to know more, I suggest you research yourself...

Comments: As the main character, she certainly has to be appealing to the audience. Granted, she is one of my favorite characters, and she is cute, of course! She is quite entertaining throughout the series, but she's also got a kind heart. Her hair, for some odd reason, isn't pink, which makes her the only Mermaid Princess whose color hair doesn't reflect her color pearl and mermaid (tail)... Luchia also has to be a character with one of the most bizarre hairstyles I've ever seen... Though it's also similar to that of Usagi Tsukino/Sailor Moon's.

Hanon Houshou/Hossho/Hoshou/Hosho
Name Notes: Kanji translates to "(ocean) wave" and "sound." Hanon's name is pronounced "hah-non." The "ah" is pronounced like the sound made when opening your mouth. The "non" syllable is pronounced like the French "non," except the "n" is pronounced, not silent. I think... It's difficult to explain... And it's an peculiar name to begin with!

Official Profile:

Houshou Hanon - Profile Translation
[from Volume 2, page 55]

        HOUSHOU HANON
        Height: 152 cm
        Birthday: May 24th
        Constellation: Gemini
        Blood Type: B
        Hobby: Shopping
        Special Talent: Makeup
        Favorite Subject: Japanese

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            Least Favorite Subject: Gym
            Favorite Color: Aqua
            Favorite Flower: Sakura [cherry blossom]
            Favorite Food: Cheesecake
            Least Favorite Food: Natto [fermented soybeans]
            Favorite Type of Boy: A grown-up person.


Gender: Female
Appearance:
   Human: Long (not as long as Mermaid/Pearl Voice) blue hair, with an X-like
wooden hair clip/pin on brow. Blue eyes.
   Mermaid: Long light blue hair, with two stars, one small, one big, on
brow. Blue eyes, blue bra, blue tail.
   Pearl Voice: Same as mermaid form, with light blue dress, gloves, and
shoes similar to Luchia.
   Pearl Voice 2: Same as above, add a blue ribbon on back of waist.
Height: 152 cm, or 4'11"
Age: 13 (in beginning of manga)
Birthday: Wednesday, May 24, 1989
Occupation: Aqua(marine)/Blue Pearl Mermaid Princess, of the South Atlantic
Ocean
Personality: Cheerful, girly (put simply, for lack of a better term), perky


Songs:
   Solo -
   Ever Blue

   Group (with Luchia and/or Rina) -
   Legend of Mermaid
   Super Love Songs!
   Ever Blue
   KIZUNA
   Yume No Sono Saki He
   Sekai de Ichiban Hayaku Asa ga Kuro Basho
   Taiyou no Rakuen ~Promised Land~ (only in 1st MMPPP game)
```

Card Profile (2): [Hosho Hanon] The Aquamarine Pearl Mermaid Princess of the Southern Atlantic Ocean. Crying over cool guys, sometimes very broken-hearted. Sometimes a bit calculating, but always a gentle girl around her friends and allies.

Bio: Luchia's friend, who Luchia meets in her class as a human. But, she really is the Aqua/Aquamarine Mermaid Princess of the South Atlantic Ocean (not Blue). At first, Hanon doesn't reveal who she is when she first meets Luchia, although Hanon immediately knows who Luchia is, which could be the reason as to why she immediately wanted to become friends with Luchia. Although they are friends, they sometimes fight. Their arguments are childish, and pretty humorous, too. Hanon considers herself knowledgeable about love, and her mermaid fortune in Chapter 8, besides the fact she's an "aqua" mermaid, the chances of her finding true love are super good. She knows that a mermaid loving a human is forbidden, and at first disapproves of Luchia liking Kaito, but soon after a lecture, she stumbles upon Mitsuki-sensei, who she soon falls for.

Spoilers Bio: There's not much to spoil about Hanon... Except her love life, though this goes over my set boundaries of the first story arc... Oh well. Just this once. Tarou Mitsuki, Hanon's crush, although he is friendly towards her, he cannot love her, because of his betrayal to Sara. In the end, Hanon must let him go, and they become good friends instead. In the second story arc, a young boy, Shiroi Nagisa, gets a crush on Hanon, and dedicates himself

to her, much to her annoyance, as in her Official Profile, it clearly states how she likes older guys. As such, Hanon rejects Nagisa, despite all his efforts to try to impress her, which usually backfire, until one point in Chapter 25 of the manga (dunno episode number as of now) where he clearly shows his dedication and affection by even risking his life for her. Hanon then acknowledges him as being kinda cool, then later they become friends, in the boyfriend/girlfriend kinda way. Ironic, no?

Comments: My absolute favorite mermaid/magical girl/anime character-in-general. ^_^ She's just that adorable... Her blue locks of hair is gorgeous, especially during transformation. Hehe. I'd think she'd have more fans, but everyone I know on GameFAQs who likes this series favor Luchia more...

Although Hanon is the Aqua or Aquamarine Mermaid Princess, she at first calls herself the Blue Mermaid Princess in the manga, until Noelle comes, in which her title changes to avoid confusion. Her title was always "Mizuiro," however, or "the color of water," which is "aqua."

Based on her official profile, Hanon seems to be your typical, average, everyday teenage girl. Although Hanon is the shortest of the three mermaids, she is also the oldest. Huh.

On another note, I got this game one day before Hanon's 16th birthday on the 23rd of May, 2005. I got Pichi Pichi Pitch the day before, the 22nd of May, and Pichi Pichi Party on May 21st.

One other thing... On GameFAQs and a few other forums I go on, I have made "claims" to her. I've had since only June 2005, though, so it's very possible someone claimed her before me, seeing as how the manga came out in 2002. Then again, since magical girl/mahou shoujo series are aimed at young girls, I don't know any other guys who know this series as much as I do... Or have a certain obsessive infatuation of fictional characters... So I kinda doubt it. But, if someone would prove me otherwise, DON'T TELL ME. Do not crush what little pride I have in me. ;(If you are a girl, fine, but not if you are a boy. Okay?

Name: Rina/Lina Touin
Name Notes: Rina's name, like Luchia's, is also pronounced Engrish-like, so it would be pronounced "lee-nuh." Although, if you spell her name as Lina, it would sort of be pronounced as is.

Official Profile:

Touin Rina - Profile Translation
[from Volume 2, page 83]

        TOUIN RINA

        Height: 163 cm
        Birthday: September 2nd
        Constellation: Virgo
        Blood Type: AB
        Hobby: Reading
        Special Talent: Cleaning and laundry
        Favorite Subject: Math
        Least Favorite Subject: None
        Favorite Color: Green
        Favorite Flower: Lily
        Favorite Food: Vegetarian cuisine
        Least Favorite Food: Fancy stuff

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          Favorite Type of Boy: A steady, brave person.

Gender: Female
Appearance: Green hair
    Human: Wears "boy" clothes
    Pearl Voice: Ankle-length dress with cut in right leg, with elbow-length
gloves and slipper shoes
    Pearl Voice 2: Same as before, add a green ribbon on the back of the
waist, and a golden bead necklace on head
Age: 13 (in beginning of manga)
Birthday: Saturday, September 2, 1989
Occupation: Green Pearl Mermaid Princess of the North Atlantic Ocean
Personality: Calm, cool, mature, tomboyish

Songs:
    Solo -
    Star Jewel

    Group (with Luchia and/or Hanon) -
    Legend of Mermaid
    Super Love Songs!
    KIZUNA
    Yume No Sono Saki He
    Sekai de Ichiban Hayaku Asa ga Kuro Basho
    Taiyou no Rakuen ~Promised Land~ (only in 1st MMPPP game)

Group -
KODOU ~Perfect Harmony~ (Heartbeat ~Perfect Harmony~, Anime)

Card Profile (3): [Touin Rina] The Green Pearl Mermaid Princess of the North
Atlantic. Very cool and unshakeable, a stable person, but sometimes has a bad
habit of worrying alone. But really, she surprisingly says she likes comedy
TV. More than love or fashion, she wants to be a big fancy star on TV.

Bio: At first a cool, practically cold girl, who keeps to herself and is
almost a bit of a loner. She comes to Luchia and Hanon's school as a
"transfer" student. When Luchia tries to become friends with her, Hanon
disapproves of her attitude. They do end up becoming friends though, and Rina
must comment on Luchia's airheadedness. Rina knows Kaito somehow, and is
suspicious of him, and while Luchia feels slightly jealous of Rina observing
Kaito, it's obvious that Rina isn't interested in love, especially with
Kaito.

Spoilers Bio: Rina's suspicions of Kaito are from Gaito, whom she knows as
Noelle's kidnapper. When Karen is introduced into the story, she blames Rina
for Noelle's capture. Rina suspects Karen as her younger twin sister.

Comments: I don't really like this girl's singing voice... It sounds too deep
for a girl, IMO... And yet, it definitely fits her solo song, Star Jewel,
quite well. I just don't use her in group songs... She doesn't seem to have
too many fans, I think...

Rina, although she is the tallest of the three mermaids, is also the
youngest.

Her birthday was on the same day version 1.0 of this FAQ was submitted to
GameFAQs, don't ya know. She's 16 now...

Name: Karen/Caren
Name Notes: You know how to pronounce her name, right? Actually, because of
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how vowels are pronounced in Japanese, her name would be pronounced Kah-ren.
shrugs
Gender: Female
Appearance:
    Human - Several long purple locks of hair, purple eyes. Has a small mole
under left eye.
    Mermaid - Light purple hair, with purple bra and mermaid tail.
    Pearl Voice - Similar to Hanon's dress, minus the frilly skirt.
    Pearl Voice 2 - Really not much difference, actually...
Age: 16 (first appearances, Chapter 9)
Birthday: Friday, February 14, 1986
Star Sign: Aquarius
Occupation: Purple Pearl Mermaid Princess of the Antarctic Ocean
Personality: Impulsive, unless when friends are in danger, mainly opposite
her sister besides this trait.

Songs:
    Solo -
    Aurora no Kaze ni Notte (Riding the Winds of the Aurora)
    Legend of Mermaid (Anime)

    Group (with Noelle/Coco, and Luchia/Hanon/Rina) -
    Legend of Mermaid (Anime)
    KODOU ~Perfect Harmony~ (Anime)

Card Profile (4): [Karen] The Purple Mermaid Princess of the Antarctic Ocean.
As the Arctic Ocean Princess Noel's twin sister, she likes to think it was
Rina's fault Noel was captured. Right now, there's a misunderstanding, she
becomes very reliant on her allies. Over Lucia's group, she's a little bit
like a big sister.

Bio: The younger twin of the polar mermaid princess sisters. Before she was
born on the eve of in the South Pole, Noelle, her elder twin sister, was born
just before that midnight on the opposite pole of Earth, the North Pole.

Spoilers Bio: When word reaches Karen that her older sister was kidnapped,
Karen doesn't hear/understand the whole story. Karen originally thought that
Rina abandoned Noelle. Because of this, Karen vows to rescue her herself,
alone, with no help from Mermaid Princesses or even Aqua Regina. She develops
an extreme hatred of Rina, and blames her for allowing her sister to be
kidnapped. However, contrary to her vow, the Black Beauty Sisters capture and
use her to lure the other mermaids to be captured as well. When the three
mermaids are in danger, she uses the stored power of her Purple Pearl,
originally to be used to help her save Noelle, but instead bestows it to the
mermaids to help them escape. When she is rescued, she makes up with Rina and
realizes that she may have been mistakened with what happened between Rina
and Noelle, and that Rina may not be a traitor to Noelle after all. She feels
that Noelle would have done the same thing to help Rina and her friends...
She takes back her Purple Pearl and goes solo again afterwards, much to
Luchia and Hanon's dismay. But, she'll keep coming back to help the mermaids
when they are in trouble, and eventually soften up and join them.

Comments: ... Oh, wow. ._. Her singing voice is... Well, if you listen to her
song, you'll know what I mean. The echoing chorus makes it a bit catchy
though! Purple hair is okay, but Karen's is a little too flashy for me...
This is one rare instance, in which I like her human/mermaid hairstyle better
than her Pearl Voice hairstyle...

Her birthday... Ha! Good thing she wasn't born on Friday the 13th. Though,
February 14 is Valentine's Day, is it not? Interesting... Her birthday and

Valentine's Day is today, the release of the 2nd (2.0) version of this FAQ!
w00t!

Name: Noelle/Noel/Nuel
Name Notes: Noel? That's not a girl's name, is it? Erm, no, wait, it
seemingly "can" be, but Noelle sounds much more feminine, don't you agree?
Anyway, that's how her name is translated. Noelle's name should be easy to
pronounce too. Just, pronounce it how it looks. If you spell it "Noel,"
though, no, it wouldn't be pronounced as "nole."
Gender: Female
Appearance:
    Human - Picture Karen with Hanon's colors, except color the blue darker.
Also, her mole is below her right eye, not her left.
    Mermaid - Same as above, with a mermaid tail, of course.
    Pearl Voice - Like Karen's dress, which is like Hanon's one-piece dress,
without the frilly skirt again.
    Pearl Voice 2 - No noticeable differences...
Age: 16 (same as Karen, one day older)
Birthday: Thursday, February 13, 1986
Star Sign: Aquarius
Occupation: (Deep) Blue/Indigo Pearl Mermaid Princess of the Arctic Ocean
Personality: Compulsive, unless when friends are in danger, mainly opposite
her sister besides this trait.

Songs:
    Solo - N/A

    Group (with Karen/Coco, and Luchia/Hanon/Rina) -
    Legend of Mermaid (Anime)
    KODOU ~Perfect Harmony~ (Heartbeat ~Perfect Harmony~, Anime)

Bio: The older twin of the polar mermaid princess sisters. Born in the North
Pole before the midnight of the day her younger sister, Karen, was born in
the South Pole.

Spoilers Bio: At some point at or before the beginning of the manga, Noelle's
kingdom is attacked and she flees to Rina's neighboring kingdom.
Unfortunately, her attackers, Gaito and Yuuri, follow her, destroying Rina's
kingdom. Noelle sacrifices herself to them in order for Rina to escape.
Noelle is then captured. In Chapter/Episode 3, Gaito and Yuuri converse with
each other of their latest, recent capture of the Arctic Ocean Mermaid
Princess.

Comments: Deep Blue? Yes, that's right. In the manga, Hanon, although she
once referred to herself as the Blue Mermaid, was unaware of the existance of
another Blue Mermaid (Mermaid Princesses seem to only know each other by
titles, not colors. Exceptions to this are close friends/siblings, like Karen
and Noelle, or Coco and Sara). Once Noelle was fully introduced, however, her
title was, is, and will always be the Aquamarine Mermaid Princess. Some
people, however, tend to shorten their titles, and refer to Hanon as the Blue
Mermaid Princess, while Noelle is the Indigo Mermaid Princess, both of which
are incorrect... to an extent. Noelle, IMO, isn't as cute as Hanon, but...
Then again, Noelle is older, so yeah. Noelle isn't involved with the manga
story much, and she doesn't appear in Story Mode either. She is, without a
doubt, an unappreciated character. It's a little sad, really...

Noelle was born on Thursday the 13th... It's close to Friday the 13th, but I
guess she's not considered unlucky. She is oddly unappreciated, from what
I've read... Her birthday just passed during the 2nd (2.0) version of this
FAQ!

Name: Coco
Name Notes: *sigh* You know how to pronounce Coco, right? Right?
Gender: Female
Appearance: Yellow hair, yellow eyes... Everything about her is sunshiny
yellow-ness! Although, she looks almost golden in her other forms.
        Human - Hair shade is almost the same as Luchia's, though perhaps a
little lighter yellow.
        Mermaid - Goldish yellow features with a yellow mermaid tail.
        Pearl Voice - Golden yellow dress similar to Hanon's.
        Pearl Voice 2 - Same as above, add the frills. An interesting
transformation scene.
Age: 18 (at beginning of anime/manga)
Birthday: Tuesday, August 7, 1984
Star Sign: Leo
Occupation: Yellow Pearl Mermaid Princess of South Pacific Ocean
Personality: Brash in the anime, gentle in the manga

Songs:
   Solo - N/A

   Group (with Karen/Noelle, Sara, and/or Luchia/Hanon/Rina)-
   Legend of Mermaid (Anime)
   KODOU ~Perfect Harmony~ (Heartbeat ~Perfect Harmony~, Anime)

Bio: The second oldest of the mermaid princesses. Coco is the Yellow Pearl
Mermaid Princess of the South Pacific Ocean (As you can see under
Occupation...). Coco is best friends with Sara, the Orange Pearl Mermaid
Princess of the Indian Ocean. Coco is known to be a powerful singer in the
manga, more specifically, when out of Pearl Voice form, and as a human or
mermaid, she is the best singer (contrary to Luchia as a human/mermaid).

Spoilers Bio: Not much is mentioned of her at all in either the 1st story arc
of the manga/anime, but it is revealed in Chapter 6, Episode 13 by Gaito that
he has both the Princess of the Arctic Ocean (Noelle) and the Princess of the
South Pacific Ocean (Coco) captured and in his possession, only giving the
titles, and not the names. Much later on in the story arc, in the manga
Chapter 17, Sara reveals through a flashback how, because of a lost love
affair with a human, she abandoned her title of Orange Pearl Mermaid Princess
and everything about her, including love and hope, then sank into darkness.
She then used a key to release Aqua Regina's seal on Gaito, who afterwards
proceeded to destroy the Indian Ocean Kingdom, as well the South Pacific
Ocean Kingdom, and in doing so, kidnapping Coco.

Comments: Hehe. I guess Coco's a cutie too... Although, she is the second
oldest mermaid princess. Her shining yellow hair almost looks golden... But
enough of that. Coco, like Noelle, isn't much involved in either this game or
the first-story arc of the manga. Thus, not much of her personality is really
known.

;(About her birthday, I'm sorry I missed celebrating her 21st while working
on the first version of this FAQ...

Name: Sara
Name Notes: You know the pronounciation. Though, as in the case of Karen, her
name is seemingly pronounced as "Sah-rah" in Japan. The kanji characters
translate as such: sa = sand, ra = silk gauze/net.
Gender: Female
Appearance:
   Human: Strangely enough, her hair is dark. Not at all bright orange.

Mermaid: Orange hair, orange tail... Do I really need to put this?
    Pearl Voice: Same as above, add the legs. Note that Sara is the only
mermaid with a nude transformation... X_X
    Pearl Voice 2: Same as above, add the frills on the dress.
Age: 21 (at beginning of manga/anime)
Birthday: Sunday, November 22, 1981
Star Sign: Scorpio
Occupation: Orange Pearl Mermaid Princess, ruler of Indian Ocean
Personality: Lovesick
Songs:

Solo - N/A

Group -
KODOU ~Perfect Harmony~ (Heartbeat ~Perfect Harmony, Anime)

Card Profile (JOKER): [Sara] Orange Pearl Mermaid Princess from the Indian
Ocean. 8 years ago, this mermaid fell in love with Mitsuki-sensei. First, the
world was wrecked by Gaito's allies, but she became an ally. Friendly with
Princess Coco of the South Pacific.

*Do the math, Sara met Mitsuki at the age of 13, in the year 1994.

Bio: The oldest of the mermaid princesses. She's practically "absent" in the
manga until the second half of the first story arc. As the Occupation/Card
Profile says, Sara is the Orange Pearl Mermaid Princess of the Indian Ocean,
and is best friends with the Yellow Pearl Mermaid Princess Coco of the South
Pacific Ocean (Card Profile).

Spoilers Bio: As the Card Profile spoils, Sara once fell in love with Tarou
Mitsuki, who Hanon also develops a crush since the beginning of the manga.
However, when Sara and Mitsuki were to elope, Mitsuki was forced by Sara's
"baaya," or grandma, to abandon her, and Sara fell into darkness, abandoning
her title of the Orange Pearl Mermaid Princess. Later, she uses a key to open
the seal of Aqua Regina over Gaito, and her Indian Ocean Kingdom is
destroyed. Her whereabouts become unknown for sometime, until when she
reveals herself to the mermaids and defeats the Black Beauty Sisters.
However, she has aligned herself with Gaito, as the mermaids soon find out,
because of the pain of betrayal she felt, she wants revenge on the world.
Gaito, pitying Sara, ends up falling in love with her. At the end of the
first story arc, Coco, Mitsuki, and Hanon are able to change her ways, and
Sara then becomes the Orange Pearl Mermaid Princess again. Sara then goes to
Gaito, and begs him to stop his destruction. In the end, Gaito submits, and
the mermaids summon Aqua Regina, who seals away both Sara and Gaito together
into a peaceful slumber. This isn't the last the mermaids see of Sara,
however; in the second story arc, Sara appears to Luchia in a dream, and...
well, maybe I won't spoil THAT much.

Comments: *tilts head* I honestly don't think this mermaid is very beautiful.
I mean, maybe in her mermaid form, the shine in her orange hair makes her a
little attractive, but her human form's... Well, maybe it's just me.
Although, she does get quite a few familiar fans throughout the story.

Sara's birthday is right after Kaito's... And 3 days after my brother's
birthday.

Name: Kaito Doumoto/Domoto
Name Notes: Kanji translates to "ocean" and "constellation." His name is
pronounced, NOT Kai-toe (the "ai" in "Kai" would be pronounced like a long
"I" in English), but Kah-ee-toe. If you say it fast though, it would sound

like the first example.

Official Profile:

Doumoto Kaito - Profile Translation
[from Volume 2, page 85]

        DOUMOTO KAITO
        Height: 172 cm
        Birthday: November 21st
        Constellation: Scorpio
        Blood Type: B
        Hobby: Surfing, snowboarding
        Special Talent: Surfing, snowboarding
        Favorite Subject: Gym, math
        Least Favorite Subject: Social studies
        Favorite Color: Blue
        Favorite Flower: ?
        Favorite Food: Stew
        Least Favorite Food: Green pepper
        Favorite Type of Girl: A gentle, docile person.

Gender: Male
Appearance: Light brown hair

Age: 13 (at beginning of manga)
Birthday: Tuesday, November 21, 1989
Occupation: Human, Surfer (Sometimes Snowboarder in Winter)
Personality:

Card Profile (K, King): [Doumoto Kaito] The boy Lucia saved 7 years ago. He
has always treasured the pearl she gave him that time. Very good at surfing,
girls consider him very sexy, mermaid Lucia has been thinking of him all
along. Has a certain mysterious energy since the water world has been
overthrown.

Bio: The male main character of the Mermaid Melody series. Kaito is the
drowning boy who Luchia meets as a young mermaid and who she falls in love
with since they were children. Kaito shares this same love for the mermaid,
but after Luchia goes to land and becomes a human, although it is obvious to
him that human Luchia is in love with him, and not her mermaid self, because
of the fact that if a mermaid conveys her true feelings to a human, she will
turn into foam, leaving the only options for Luchia to have Kaito fall in
love with the human as well as the mermaid, or for Kaito to figure it out
himself.

Spoilers Bio: Kaito... isn't even human. He is actually the younger brother
of Gaito (not a big surprise, actually, seeing as how they look alike, as
well as their names, except for the name Gakuto, but...), both of whom were
born in the ocean, descended from the Panthalassa clan. Apparently separated
from Gaito at birth, Kaito, after the episode where the Young Luchia saves
him from drowning during a storm out at sea with her Pink Pearl, he is found
by musicians who adopt him as his parents. His parents die before they tell
him of his identity of not being their son, and Kaito only finds out after
reading a letter addressed to him by his foster parents.

Comments: Kaito's birthday is a day before Sara's birthday, and 2 days after
my brother's birthday. He was born 4 years after, though.

Name: Tarou Mitsuki

Name Notes: Pronounced "tah-row," simple as that (or so says Pounce...).
Mitsuki should be easy...
Gender: Male
Appearance: To me, he looks rather plain. Mainly because he's brown-haired,
with brown eyes, and brown clothes. Meh.
Occupation: Music teacher
Personality: Friendly, kind

Bio: Mitsuki is Luchia, Hanon, Rina, and Kaito's music teacher, a talented
pianist, as well as Hanon's first crush. Hanon first meets Mitsuki at a
festival, and quickly falls in love after a brief conversation of Mitsuki
giving her a fish won in a kareoke contest, and a tip not to stay out too
late so as not to be late for school. Her love for "Tarou-chan" contradicts
an earlier discussion of Hanon lecturing Luchia not to reveal her feelings
for Kaito by her own volition, otherwise her mermaid body will turn into
foam.

Spoilers Bio: Mitsuki, although he is friendly towards his students,
especially Hanon, cannot return her love because he once fell in love with a
mermaid, but later betrayed their love, and he cannot forgive himself for
that. This mermaid is none other than Sara, the Orange Pearl Mermaid
Princess, who, because of his betrayal, gave up being a mermaid princess and
turned evil. In Chapter 15/Episode 35, Mitsuki creates a melody to enter in a
contest, with inspiration from Doumoto-sensei's (Kaito's father's) music, as
well as his memories of Sara in his travels on a journey. After the first
story arc, Hanon finally recognizes the fact that Mitsuki cannot love her,
and they become friends instead. Mitsuki leaves Japan for Germany, but before
leaving, gives Hanon a melody dedicated to her, the Aquamarine Mermaid,
"Goddess of Peace." This melody is later changed into the song Mizuiro no
Senritsu, or the Aquamarine Song.

Comments: ... I don't have much to comment about Mitsuki-sensei... Only that
I think Nagisa is a better match for Hanon than he is. *shrugs*

Name: Hippo
Name Notes: His name's not pronounced the way you might think. Even if the
name looks like the animal hippo, based on his appearance, a hippopotamus
shouldn't cross your mind... Anyway, his name is weirdly pronounced as...
"Heep-po". Okay...?
Gender: Male
Appearance:
    Penguin Form - Blue penguin in sailor uniform
    Human Form - Blonde, green-eyed boy with sailor uniform.
Occupation: Penguin guardian of Luchia
Personality: Stubborn, pompous, worrywort
Songs: Rainbow Notes (note), Taiyou no Rakuen ~Promised Land~ (3rd game
MMPPPPLS! only)

Card Profile (A, Ace): [Hippo] Lucia knows him as the penguin that came with
her to the human world. His real form is that of a pretty boy! However, the
guarding defense against the problem of elegance "Hibokanbosu" is also an
issue. Lucia cannot completely confess to Kaito, she is always worried.
(Alcy's Note: ... The "Hibokanbosu" thing I left there I'm pretty sure is a
made up thing. I think it refers to an issue in the story where Lucia was
told that if she ever confessed her love to a human, she would turn into
bubbles(/foam).)

Bio: Hippo is a servant of Luchia, and works with Nikora at Pearl Waters. His
main form's a penguin, but he can talk, and transform. Hippo has a good deal
of knowledge of the seas. He has in his possession a Pearl Radar, which is

able to locate any nearby mermaid princess and/or her pearl. Other than this, though, Hippo is seemingly useless. Hippo is pretty much out there for comic relief, as he is apparently an unlucky... penguin. It's often he gets splashed on for "accidentally" walking into the bathroom while the mermaids bathe, or when he gets tackled by penguin girls (both cute and old, in Episode 5/Chapter 4) or human girls (in episode 25).

Spoilers Bio: In Episode 25, Hippo's human form is finally revealed. Apparently, because he's been stuck on land for so long, he can't maintain his "handsome penguin body," and changes form whenever he takes a blow or shock, or when he stays in one form for too long (at first). Hanon, Luchia, and many other girls are swooned by his "pretty boy" form, and Hippo eventually accepts his condition. In this same episode, Hippo meets Yuuri, who takes a summer vacation, and a break from trying to capture the mermaids. Because of her mistreatment from Gaito, and because she also steps on broken glass on the beach barefoot (Ouch!), Hippo finds her crying in a beach house. He comforts her while administering first aid. The two fall in love, but when they find out that they are on opposing sides in the water world, they are forced to stay apart. As a parting gift, Hippo gives Yuuri sandals that he bought from working, so that she wouldn't injure her feet again. She is overjoyed at the gift, and Hippo is glad to see her smile before she leaves. She doesn't get to see Hippo's penguin form, though... They eventually promise each other to meet again someday when the conflict was settled.

Comments: Penguins are awesome, and Hippo's no exception. Hippo and Yuuri are one of the best canon couples in the series, ranking up there somewhere with LuchiaxKaito, and HanonxNagisa. I wouldn't know about RinaxHamasaki, but meh... In Chapter 11 of the manga, though, a misunderstanding causes Hippo and Yuuri to fight. They still make up afterwards, though, just like in the anime.

In the manga, Hippo's first transformation involves him bursting out of his penguin clothes, leaving him completely naked in his human form. Hanon and Rina dress him up into a cute sailor uniform, while Luchia distracts Kaito, so as to avoid a misunderstanding. XD Afterwards, he keeps his clothes when he transforms. His true form (at least, in the manga) is that of a "Hippocampus," a mythical creature who wields the "Key Rod," and his attack is the "Key Rod Release."

Name: Pura(-chan)/Kura(-chan)
Name Notes: Pura's/Kura's name should be easy enough to pronounce... The "u" in Pura is pronounced the same way as in Kura, that is, an "ooh" sound.
Gender: Female
Appearance: A pink jellyfish. What more can I say?
Occupation: Hanon's pet jellyfish
Personality: N/A (She's mainly there just to look cute...)

Bio: First introduced in episode 3, when Hanon moves to Luchia's hotel, this pink pet jellyfish doesn't serve much purpose whatsoever. She doesn't talk like Hippo, nor exhibits any strange powers. She's just there, except when she's not. She doesn't appear too often...

Comments: From what I've read in the manga, Pura-chan's a very minor character. Although Pura's an important mascot in the anime, she only appears on one panel in the manga, in Chapter 7, the same Chapter as Meru's first appearance, and only says the words "I'm Kura-chan!" when introducing herself. Hanon apparently asked her for help when using the Ariake-no-Tsuki Orgel to search for Meru's mother, and that's it. She really serves no purpose otherwise, and doesn't even appear in the Pitch the Anime! Story Mode (except in songs, obviously, as the A button), although in Mermaid Melody

Pichi Pichi Pitch (and the anime opening), it appeared in a small animated cutscene before doing Hippo's song, in which both Pura and Hippo would spin, Hippo would say something, and Pura-chan would get dizzy, and bump into Hippo. Besides that, it is cute, and Hanon's pet jellyfish. And that's it.

Name: Nikora Nanami
Name Notes: Her name's easy to pronounce. It's self-explanitory, and I really shouldn't give, even mention the pronounciation.
Gender: Female
Appearance: Purple hair, can't really describe her otherwise...
Occupation: Luchia's "older sister," protective adult of Luchia, hotel clerk and caretaker
Personality: Mature, motherly (sometimes bossy, sometimes kind, always loving and caring, in a motherly sort of way)
Songs: N/A, despite being a mermaid (Okay, Legend of Mermaid in that one music video, or a "Hey!" in Koi wa Nandarou, but that's it. Really.)

Bio: The "clerk" of Pearl Waters/Pearl Piery, the hotel that the mermaids run and live in. She does chores around the place, along with Luchia, who poses as her little sister. Nikora is a gifted chef, and takes a liking towards Maki(-san). She's a mermaid from the North Pacific Ocean, Luchia's Pink Pearl Mermaid Kingdom, but she doesn't have pink hair or tail either...

Comments: In the manga, Nikora's almost a minor character to the series, although in the anime she appears often. Besides trying to maternally protect Luchia (not physically, seeing as how she cannot fight or sing, even if she herself is a mermaid), she doesn't serve a truly useful purpose... Meh.

Name: Taki(-san)
Name Notes: It's such a simple name, I shouldn't bother with pronounciation.
Gender: Female
Appearance: Old woman wearing dark hooded cloak... Closed eyes, long, grayish green hair. Always carries a crystal ball.
Occupation: Fortune-teller, hotel owner of Pearl Piery

Bio: Her occupation says it all, but she doesn't do much, really. A somewhat minor character, whose age is unknown. Although, despite being a minor character, she plays an important part in the mermaids' lives (in the manga). Taki(-san) is apparently NOT a mermaid. Her fortune-telling is always wrong, and practically fake too (her crystal ball is hooked up to a security camera in the first episode, for one thing). Hanon and Luchia's Mermaid Fortune-Telling cards are more accurate than her fortune-telling. But, she does have possession of some magical items (as demonstrated in episode 23), and her past is rather mysterious, consisting of a lost love, perhaps? (See episode 20.)

Comments: What can I say about her? She's an old hag fortune-teller! But, what with Mermaid Fortune-Telling and whatnot, I'd say she's a little cool, and funny at times. But, that's about it.

Name: Maki(-san)
Name Notes: Rhymes with Taki-san. Heh.
Gender: Male
Appearance: Mature, somewhat plain-looking man.
Occupation: Owner of a fish cruiser and restaurant

Bio: *points to Occupation* That's it... >.> He makes appearances when they are most suitable, but none that really stick out. Nikora is obviously in love with Maki.

Comments: Adult couples as old as Nikora and Maki really don't interest me, actually...

Name: Mami(-chan)
Name Notes: Remember back then when you used to call your mother "Mommy?" Yeah, that's how you say her name, without too much emphasis on the first syllable. Anyway...
Gender: Female
Appearance: Young, cute girl with two pigtails
Occupation: Girl next door

Bio: As the Occupation says, Mami-chan is the girl next door who makes a completely random appearance in episode 20, Love Letter From The Ocean/Sea. As the three mermaid friends try to find the sender and receiver of the letter by way of making an advertisement, they eagerly await anyone to claim it. At the same time, Hippo is getting all worked up over the mermaids discussing things that shouldn't involve them, that it isn't their business and whatnot... Nikora disagrees, and when Mami-chan comes to the door with a gift for Hippo to express her love for him, Hippo is forced to retract his former statements. XD

Spoilers Bio: As the trio sings Super Love Songs! during the Meteor Shower later that episode, or rather, as they wait to sing the second verse, Hippo and Mami make a promise to always be together and have fun. Yeah, good luck with that, Hippo, when you meet Yuuri five episodes later and completely forget about her! *rolls eyes*

Comment: There's really absolutely nothing I can say about her, except that this girl is really random and pointless. Why add her in one single filler episode when Hippo won't end up with her? She's way too young for love anyhow...

Name: Jennifer Houston
Name Notes: An American name. Shouldn't have to be explained if this is an English FAQ on an English website, despite being a Japanese/Japan-only game/anime, etc.
Gender: Female
Appearance: Blonde hair
Occupation: American idol (no, not the reality show!) singer and a famous celebrity

Bio: A minor character who appears in episode 3. Jennifer has troubles involving her engagement with a man named Richard. She carries a green pearled necklace around her neck...

Spoilers Bio: The green pearl in Jennifer's necklace is NOT that of the Green Pearl Mermaid Princess' Green Pearl, as both sides, that is, Nikora, Hippo, and Taki-san, initially thought and investigated, but found to be untrue, as well as Gaito, Izuuru, and Eriru, suspected and eventually found false as well. Her Richard, as she found out, was seen with another woman, but she was only a fan of Jennifer, and nothing more. They make up afterwards, and give Luchia a little reason behind her resolve to find out the truth between Kaito and Rina.

Name: Momo(-chan)
Name Notes: Another simple name to pronounce, as easy as Coco's name. "Momo-iro" translates to peach-colored, so I'm guessing Momo = peach. But, Momo is pink-ish anyway, so I don't know why he's Momo.
Gender: Male
Appearance: Pink dolphin

Occupation: Baby dolphin, messenger for mermaids

Bio: A minor character, who appears in episode 5 of the anime, and Chapter 4 of the manga. A baby dolphin who strayed from his mother and left stranded in the Momoha River, he was taken into the AquaPlace Aquarium where he would regain his health. The mermaids visit him during Christmas, as well as look at fish from their respective oceans. Kaito also shows up to help, as his mother contacted him while surfing. Momo-chan is able to communicate through telepathy, and tells the mermaids his story. Luchia resolves to reunite him with his mother. After Momo-chan is set free, he becomes a messenger for the mermaids, and randomly appears again throughout the series.

Spoilers Bio: Izuuru is the one who separates Momo-chan from his mother. Izuuru intended to use Momo-chan to lure the mermaids into a trap, but her plan is foiled.

Comments: Not much to say about this dolphin. Out of all the sea life in this series, this dolphin is, IMO, not as cute as Pura/Kura or maybe even Hippo... Nah... But he's definitely not as cute as the mermaids... But then again, mermaids are just a myth. Meh.

Name: Sakiya Kousuke
Name Notes: First name is pronounced... like Sakura's, with the emphasis on the first syllable as in the Japanese original version. Surname... You can figure it out...
Gender: Male
Appearance: Brown-haired guy with a yellow shirt.
Occupation: East surfing champion
Personality: Arrogant, egotistical

Bio: The East surfing champion who competes against Kaito twice in the series. His level of self-centered-ness is appalling... He forces Luchia both times he meets her to do situations that tense her relationship with Kaito.

Spoilers Bio: The first surfing contest involving these two champions is a joke, mainly because Maria's is literally handicapping the competition. Sakiya, and all the other surfers, fail quickly and easily, while Kaito sees the oncoming attack to avoid falling into the water, and the mermaids cover him by singing away Maria. The second time, Sakiya has the advantage, as Kaito injured his ankle by protecting Luchia from a suitcase about to fall on them. They made a deal beforehand that the winner would receive Luchia's kiss, and Kaito wouldn't back down, even to Luchia's pleas. As long as Luchia believed in Kaito, though, Kaito would win for her. Because of Rina being attacked by the Dark Lovers however, he never gets his kiss like in the manga.

Comments: This guy replaces Johnny Kawamoto in the manga, who is, as you can tell by the name, the American surfing champion. Sakiya is probably Japanese, though.

Name: Meru
Name Notes: Her name's easy enough to pronounce as "Meh-roo." I'm sure you wouldn't think it would be pronounce "Me-roo" or something, right? Meru is written with characters "flower bud," and "wandering, roaming."
Gender: Female
Appearance: Light aqua blue hair, light aqua eyes
Occupation: Aqua Pearl Mermaid, fan and friend of Hanon
Personality: Playful, childish

Bio: An interesting, yet minor character. Meru's a young Aqua Pearl Mermaid

who wants to grow up to be just like Hanon, and is basically both a fan and friend of her. Meru's part in the story takes place in Volume 2, Chapter 7 of the manga, and Episode 18 of the anime, when she herself transforms into a human and searches for Hanon to help her look for her mother, whom she was separated with when the South Atlantic Kingdom was attacked. Before Meru was separated from her mother, she receives the Ariake-no-tsuke (translates to the visible moon in a brightening sky, usually right before the sun rises) Orgel, a music box that can give the location to any Aqua Mermaid in the world, which Meru gives to Hanon to help her search. Meru and Luchia don't get along well at first, having childish fights and such. When Meru meets Kaito, in the manga, she's quite audacious and flirtatious with him, and yet they become instant perfect friends and strain Luchia's relationship with the both of them. In the anime, she's more disgusted at Luchia for falling in love with a human to realize that she is herself infatuated. She blushes when Kaito calls her cute, yet refuses to admit she likes him until after she finds out even Hanon has a boyfriend. At first, she also finds Hanon's romance dirty, but after hearing her and the others sing, Rina tells Meru that their beautiful singing stems from their love. At the end of the chapter/episode, Meru softens up to Luchia and becomes friendly with the three Mermaid Princesses. She's still seemingly unwilling to give up Kaito-kun, though. >.< In episode 24, she's intent on marrying Kaito, though she did actually ask him in the manga when she grew up if he would marry her. He playfully responded, "Of course!" >.>

Spoilers Bio: When the South Atlantic Ocean kingdom is attacked and Hanon escapes, Meru is left behind, lost, and without her mother. Yuuri meets her and tricks her into believing that Hanon betrayed Meru and her mother. Yuuri promises to help find Meru's mother if Meru helped capture Hanon. In the Pitch the Anime! Story Mode, you can see all this happen, Hanon's capture and Luchia and Rina to the rescue. Yuuri obviously lied to Meru, and Meru and the three mermaids become friends again afterwards. It was later revealed by Pura/Kura-chan, that Meru's mother fled to Luchia's kingdom in the North Pacific Ocean. So, it's a happy ending for Meru-chan... Perhaps.

Comments: Meru's kinda a cute character. Not as cute as Hanon, but... Maybe when she's a little older... Wait, why am I telling you this anyway? You could care less... Well, her fights with Luchia are funny, especially when Kaito flirts with Meru, which is a little... mean, but awfully cute. Also, since she won't get Kaito, maybe she should hook up with Makoto... Nee?

Name: Makoto
Name Notes: Ma. Ko. To. Done.
Gender: Male
Appearance: Looks like a younger Kaito
Occupation: Kaito's cousin
Personality: Picture a younger-looking Kaito... Or Nagisa with brown hair. Meh.

Bio: As the occupation states, Makoto is Kaito's young cousin. As Kaito's younger cousin, he knows his stories of mermaids existing, and dreams of meeting a mermaid himself that will fall in love him.

Spoilers Bio: Makoto meets Luchia in Episode 21. He reads that mermaids can transform to look like humans, but if they get wet, they'll turn back. Therefore, he tries to get the contestants wet at the Miss Mermaid contest in hopes of revealing a mermaid's true form. When he almost drowns after getting attacked by the Dark Lovers, Luchia saves him, although he learns Luchia's true identity. However, he keeps it a secret, because he does further research and finds out the consequences of a mermaid revealing her identity, to the one she loves, that she will turn into foam/bubbles.

Comments: Wow! It took him a single episode to figure out that Luchia was a mermaid? That just makes Kaito look bad. XD As I said under comments for Meru, I think that these two would make a good couple. ^^

Name: Auri
Name Notes: I actually dunno how to really pronounce this girl's name... I say "Aw-ree..." It's probably pronounced "our-ree" or something...
Gender: Female
Appearance: Young girl with brown-haired ponytail
Occupation: Fortune-teller in-training

Bio: A trainee of Taki-san.

Comments: I don't know much about her, since she's only in the anime, and not in the manga. Apparently, though, she's annoying, and Hippo is mainly left with her to suffer. ._.

Name: Aqua Regina
Name Notes: You should know Aqua. Regina? Meh.
Gender: Female
Appearance: Blonde hair, wears white gown, holds a scepter in one hand
Occupation: Goddess

Bio: Aqua Regina is a goddess that was once a mermaid. With her power, she sealed away an evil that threatened to destroy the ocean world, at the cost of her life. She is merely nothing but a ghost now... With the evil back to threaten the ocean, however, Aqua Regina must be summoned again by gathering the seven Mermaid Princesses and their melodies to sing a Mermaid Melody. (Ring a bell? Hehe...)

Spoilers Bio: Aqua Regina appears to Luchia in Chapter 6, Episode 13, at her kingdom and birthday ceremony to grant her the song Super Love Songs!. She talks to Luchia, with words of encouragement to keep on fighting to summon her, so as to protect the ocean and the one she loves. Aqua Regina also promises to protect the North Pacific Ocean Pink Pearl Kingdom from Gaito until he is defeated. Aqua Regina appears to the three mermaids again in Episode 28 to grant them the song KIZUNA, as well as a 2nd transformation (which in turn also helps them to sing the song Yume no Sono Saki He). At the end of the series, when all 7 Mermaid Princesses are together and they sing their Mermaid Melody, Aqua Regina seals Gaito (and Sara) away. She plays a role in the second story arc similar to the first story arc, I won't spoil that part, however.

Comments: For such a major character to the plot, she appears as often as a minor character...

Name: Gaito/Gakuto
Name Notes: Gakuto, in kanji, "Gaku" translates to "music" and "to" to "constellation." As for the name, Gakuto should be simple enough; as for Gaito, it's just like Kaito, except replace the "K" with the "G."
Gender: Male
Appearance: Picture Kaito, but with white/gray/grey?/silver hair.
Occupation: Main Villain of 1st Story Arc
Personality: Gigolo

Card Profile (J, Jack): [Gaito] The big boss enemy, of a tribe known as Pantarassa/Panthalassa. Elegantly mourning the loss of Sara, he wishes to put an end to Aqua Regina. As he puts an end to the ocean world's leaders, he attempts to collect the pearls of the mermaid princesses to end the ocean

world. He has a strange connection to Kaito...

Bio: As the Card Profile blatantly states, Gaito is the first story arc major villain. He leads the Dark Lovers and the Black Beauty Sisters. Gaito plans to kidnap all 7 Mermaid Princesses in order to summon Aqua Regina, and to, as the Card Profile puts, "end the ocean world." Although Gaito is not a mermaid, he can breathe underwater, as well as sing. He also has a rod which can create a powerful song that can hurt mermaids, called the Dark Lovers Requiem. Maria steals this rod in Chapter 16, Episode 38, for her own use against the mermaids.

Spoilers Bio: Gaito is the older brother of Kaito (their names rhyme, and they look alike, so), who were separated at birth.

Comments: Panthalassa/Pantharassa, according to Kotetsu, is the super ocean that once covered the surface of earth 200 to 300 million years ago, the same time that the super continent Pangaea existed (when all lands were connected).

Name: Izuuru/Azule
Gender: Female
Appearance: Red haired woman with purple scales, and purple dress
Occupation: Villain, Dark Lover/Water Demon
Personality: Adult; tries to act feminine, tends to swear a lot

Card Profile (5): [Izuuru] Gaito's minion, one of the "Dark Lovers." Sends water current to attack. Because of her love for Gaito, she stands in service with aim at Lucia's group, but superb tactics aren't her specialty, she has a tendency to make many mistakes.

Bio: One of the four Dark Lovers of Gaito. She is basically a "beautiful" woman, combined with a sea monster, to form a monstrous form of a mermaid. She attacks with water, so she's obviously strongest in the ocean, but she can also utilize her powers when water is nearby. She can create currents, waves, or even transforming the water into sea dragons to attack. When Izuuru hears a mermaid's song, the pain is directed towards her heart, and when the song takes effect, she'll clutch her chest and tremble, as if she's afraid of the song changing her heart. She doesn't often cover her ears like in the game. Her power of the water is also halted, with water currents steadying and water dragons dissipating during a song.

Spoilers Bio: When Gaito's spell is broken at the end of the first story arc, in Chapter 20 of the manga, Izuuru's true form is revealed to be a shark. Izuuru notices, throughout the manga, Gaito's interest in Sara, though she doesn't know that Sara is a mermaid, let alone a Mermaid Princess, the Orange Pearl Mermaid Princess of the Indian Ocean.

Comments: Not really my favorite Dark Lover, by any means. She's practically an insult to mermaids, after all... Being in such a monstrous form like that. Meh. Guess it's not really her fault...

Name: Eriru
Gender: Female
Appearance: Black strands of hair, cat-like ears, black wings, yellow rag
Occupation: Villain, Dark Lover
Personality: Split personality; "cute" phase, singing, dancing, spinning side, and "evil" phase, voice changes, eyes glow red, becomes overall evil and dangerous.

Card Profile (6): [Eriru] Gaito's minion, one of the "Dark Lovers." Her face

spins around, a strange character. Appearing to be insolent and thoughtless, forbidding Lucia's group's singing, an enemy who is incapable of thinking up superb tactics.

Bio: Another Dark Lover of Gaito. Her split personality makes her somewhat of a moron; outside of battle, she enjoys dancing or spinning in place. When she gets angry though, she spins around, and her eyes glow red, her voice changes and becomes darker, and her hands are almost shaped like claws. In this form, she attacks with black, wavy arrows... She could also manipulate objects with her shadow-like powers. Also, she can create whirlwinds with her spinning. The rag or bandana on her head protects her cat-like ears from hearing a mermaid's song. It only works in Episode/Chapter 2, though, because only one mermaid (Luchia) sang to her, and one mermaid's voice probably isn't loud enough. When two or three or more gather though, her rag probably won't make much of a difference, and she has to resort to using sound systems to block out the music and/or hurt the mermaids. When she hears a mermaid's song like Legend of Mermaid, she spins around constantly, holding her ears in pain, and because she is spinning, her face emotion constantly changes, and so does the scream of her voice. It gets annoying after a while... Super Love Songs! can have an interesting effect on her. In episode 15, Eriru is caught in a moment of ecstasy as she finds herself in a field of flowers, while the mermaids sing. Ever Blue has a funny effect on her too. The last two stanzas of the song are sung to her in episode 19, and Eriru is tossed out to sea. Despite the lines reflecting images of a "kirei na umi," or "beautiful sea," the sea tries to drown Eriru (how, I don't know, but she spat out water when she tried to point this out).

Spoilers Bio: When Gaito's spell is broken in Chapter 20, Eriru's true form is a manta ray.

Comments: She's scary when evil, but sometimes humorous when in her "cute" phase. She's not very pretty either, though she is funny and unpredictable. As you may notice in the game's script of the anime, Eriru usually ends her sentences with a "~." In the manga, she sings what she says, so this may be the reason why her sentences end like so.

Name: Yuuri/Yuri
Gender: Female
Appearance: Green hair, red dress
Occupation: Villain, Dark Lover
Personality: Childish, bratty; adult-like only in love

Card Profile (7): [Yuuri] Gaito's minion, one of the "Dark Lovers." Attacks with ESP and her sleep-inducing piano. She is also the one who took Noel captive. She teases Hippo in his pretty boy form, dreaming that someday she will have victory.

Bio: The third Dark Lover, who is the youngest and smallest of all. Since she is so childish, she often whines and cries to get what she wants. Her love for Gaito, however, is apparently adult-like. Yuuri is a pianist, like Mitsuki, strangely enough, and gets her powers from playing the piano, which does adverse effects to her environment, such as hypnotizing humans who listen to it, or summoning sea creatures. Her music doesn't seem to have a painful effect to the mermaids, only that it is in bad taste to them, and that the piano music's volume can block out the singing of only one or two mermaids... It only works once, of course, during her first appearance, like with Eriru, but with the appearance of another villain is another mermaid to increase the volume of the mermaids' song. Besides, Yuuri doesn't "always" have a piano handy, now does she? Yuuri can also create an energy ball made of water, but she doesn't really physically fight all too much, especially in

Mermaid Melody Pichi Pichi Pitch Pichi Pichi Party. >.> When Yuuri hears a mermaid's song, she screams to stop. A lot. Her crybaby/bratty attitude makes it sound like she gets tantrums listening to those songs... Her piano, if she summoned one out of nowhere, like in episode 9, will disappear as well. In Episode 25, however, it is a complete exception. Yuuri takes her "punishment" willingly, as she accidentally attacked Hippo, and can only think about his safety during the ordeal...

Spoilers Bio: Yuuri's quite an in-depth character actually. Moreso than the other Dark Lovers definitely. For one thing, Yuuri seems to be present with Gaito when he destroys the South Atlantic Ocean kingdom, in which she persuades Meru of Hanon betraying them, as well as the Arctic Ocean kingdom and North Atlantic Ocean kingdom, when Gaito and Yuuri chase after and capture Noelle. Another in-depth story of Yuuri is her crush on Hippo's human form. This takes place in Episode 25, Chapter 11, which is also the same chapter of Hippo's first transformation as a human. When Yuuri questions her loyalty to Gaito after she is mistreated and is sent off to find the mermaids instead of taking a summer vacation break with the others, Yuuri meets Hippo as a human. As the Card Profile hints, when Hippo treats her with kindness ("a 'gentleman' not neglecting a 'lady'"), Yuuri finds herself falling in love with him. But when Hippo finds out who Yuuri is and makes the mistake of calling her a child, Yuuri goes berserk and blows Hippo up (not killing him, though). The mermaids resort to singing to her to calm her down, and to save Hippo. Yuuri leaves, and remains loyal to Gaito afterwards. When Gaito's spell is broken, though, at the end of the first story arc, Yuuri's true form is a tropical fish of some sort, perhaps green? When Gaito is sealed away, he pities Yuuri and spares her one night with Hippo in her semi-human form. This part of their story takes place in the third story-arc, in the 7th volume. On that night, Yuuri and Hippo make their vows, that they will find each other again.

Comments: Sniff... Yuuri and Hippo's relationship is really touching... I thought Yuuri was cute too, especially with her Luchia-like hair-style, as I've frequently dubbed throughout the FAQ.

Name: Maria
Gender: Female
Appearance: Blonde hair, white dress, ice crystals for ears and around waist
Occupation: Villain, Dark Lover
Personality: Cold and heartless; sarcastic to mermaids, seducing and sexy to Gaito

Card Profile (8): [Maria] Gaito's minion, one of the "Dark Lovers." Wanting to freeze the ocean, attacks by throwing ice. To earn Gaito's approval, she made up with the Black Beauty Sisters. She uses a mysterious power to aim to capture Kaito.

Bio: The final Dark Lover, Maria is an ice mistress, which means she obviously has powers of ice and wind. Her main attack is a barrage of ice, her Lover's Ice Dance. In Gaito's castle, where she's stronger, she too, can conjure a dragon like Izuuru, but of ice, her Ice Dragon attack. When Maria hears a song, she's more or less scared of the light emitted from the Live Start stage, rather than the song itself. Her ice and wind powers are halted by it, and with Super Love Songs!, her power is even turned against her, causing her to freeze and become immobile until "Love Shower Pitch!" shatters the ice and leaves her dazed.

Spoilers Bio: In the manga, Maria's true form is an eel, revealed in Chapter 20. Maria in the manga is described to be the most beautiful yet heartless of all of the Dark Lovers. Her love for Gaito isn't a faithful one either,

rather, she sees him as (quoting Kotetsu) a "boy-toy." Yet, for this reason, Gaito may love her more than the other Dark Lovers, because her love isn't good and true.

Comments: Periodically, throughout the manga, it's noted that Maria's old. Like, an old lady, and an old hag, old. Is she really that old? She doesn't look like it... Must be her "pichi pichi mud packs" she uses for her skin...

Name: Sheshe/SheShe
Gender: Female
Appearance: Red/Orange hair, blue eyes, wears red, has red fins and one horn, microphone tail
Occupation: Villain, Black Beauty Sister (elder), Water Demon
Songs:

Solo - N/A

Group -
Kuro no Kyousoukyoku ~concerto~ (Dark Concert)
Yami no Baroque (Dark Baroque, Anime, 2nd Story Arc)

Card Profile (9): [Sister Sheshe] As the older sister of the "Black Beauty Sisters," her tail becomes a microphone. The songs they sing together have the power to inflict pain onto mermaids. Always with her sister Mimi, they look after the "Dark Lovers." Never using regular songs, she is a terrible enemy.

Bio: Sheshe is the elder sister of the Black Beauty Sisters. Sheshe is a mercenary of Gaito, not in love with Gaito like the Dark Lovers, but only willing to cooperate with Gaito for personal gain (more specifically, a piece of the 7 oceans). The Black Beauty Sisters are the most powerful servants of Gaito, with a singing voice so strong that the mermaids can barely stand to listen to it.

Spoilers Bio: The reason the Black Beauty Sisters must align with Gaito is because they, like the Dark Lovers, are also transformed by Gaito's spell. Sheshe's true form, revealed in Chapter 18 of the manga, is that of a demon anglerfish, colored red, I assume.

Name: Mimi/MiMi
Gender: Female
Appearance: Blue hair, red eyes, wears blue, has blue fins and two horns, microphone tail
Occupation: Villain, Black Beauty Sister (younger), Water Demon
Songs:

Solo - N/A

Group (with Sheshe) -
Kuro no Kyousoukyoku ~concerto~ (Dark Concert)
Yami no Baroque (Dark Baroque, Anime, 2nd Story Arc)

Card Profile (10): [Sister Mimi] As the younger sister of the "Black Beauty Sisters," always acts alongside Sheshe. When they sing "Kuro no Kyousoukyoku" (Dark Concert) together, they are very powerful, often running down Lucia's group. Often chimes in with "Isn't that the truth!" and "Isn't that so!".

Bio: Mimi is the younger sister of the Black Beauty Sisters. Mimi is a mercenary of Gaito, and not in love with Gaito like the Dark Lovers. Mimi is more of a follower of Sheshe, and in their song, she sings the chorus. Their

song causes pain to mermaids.

Spoilers Bio: Like her sister, Mimi is also transformed by Gaito's spell, and
her true form as a blue demon anglerfish is revealed as well in Chapter 18 of
the manga.

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13. MMPPP Songs

There are 14 songs in this game, not counting Pitch with Hippo's 4
customizable songs. They are:

Rainbow Notes
Sekai de Ichiban Hayaku Asa ga Kuro Basho
Yume no Sono Saki He
KIZUNA
Kuro no Kyousoukyoku ~concerto~
Aurora no Kaze ni Notte
Taiyou no Rakuen ~Promised Land~
Legend of Mermaid
Super Love Songs!
Daiji na Takarabako
Koi wa Nandarou
Splash Dream
Ever Blue
Star Jewel

In the original MMPPP game, there were only the last 8 songs on that list.
Not a lot at all compared to other DDR and DDR-like games, but...

Really, though, in the series, there's quite a lot more, but then, they occur
at the end of the first story arc, and some are only in the 2nd anime series
Mermaid Melody Pichi Pichi Pitch Pure, both of which this game doesn't
involve... In total, there are 33 mermaid songs.

Oh, there's also, not a mermaid's song, but a human's. Pop star Jennifer
Houston's song, that is. Since I don't know where else to type out the
lyrics, here they are: (Btw, since she's English, it's also in English. Not
in Japanese. When Luchia sings it, it's in English too.)

One time, two times, you'd kiss me.
How many times?
Since you've been gone, you don't kiss me.
I don't know why.

You say you love me
'cause we were the one.
Now I'm alone...

Though you aren't running anymore
In the waves and tide
My heart is tired of tears
Day by day.

'Cause I still love you
More and more each day.
Madness deep inside of me
Cannot stay...

In the beginning and end of the songs, the singers usually will say something.

First, before they sing (in Story Mode), the girls will transform from human/mermaid to Pearl Voice/singer (in MMPPP, they showed it in Free Pitch before you started a song, and with the group songs, the lead singer had the larger box; in MMPPPPPP, it didn't really have animation, just a frame by frame slideshow, basically). Anyway, when they transform, they say "*insert color* Pearl Voice!" It is clear that Rina says "Green Pearl Voice!" and Luchia seems to say "Pink Pearl Voice!", although Hanon does not say "Aqua/Blue Pearl Voice!" in English, but "Mizuiro Pearl Voice!" It's difficult to hear though... She says it rather quickly.

Also, if you watch the individual transformations, you'll hear different music. Meaning, if Hanon or Rina transforms by herself, their transformation music will be different from Luchia's solo transformation music, or when they transform in a group (also Luchia's music). When the three of them transform a second time, btw, depending on what song they are going to sing, the opening of that song will be their transformation music. So, if they are going to sing KIZUNA, the transformation music will be KIZUNA's opening, and if they are going to sing Yume no Sono Saki He, the music will be that song's opening. Karen says nothing at all during her transformation (only Purple Pearl Voice before it), and music is absent, only sound effects are heard.

If you play a mermaid's song, the singer(s) will usually at one point in the beginning say "pichi pichi voice, LIVE START!" This catchphrase, as I'll call it, is said before they sing. They don't always say exactly this though, they may say something similar to that. Sometimes they'll say "with a pichi pichi voice, we'll purify you!", or "with a love-love voice...", or something... You get the idea. Expect something "pichi pichi" at the beginning of every song. "Pichi", as I've heard, means quite a few things. I've heard that "peachy", as in the fruit "peach", and also the way "pichi" is really pronounced, means "a cute, young girl," around high-school age, to be precise. This sounds accurate, given the Princess Peach from the Mario series (although her name was once Toadstool). I've also heard "pichi" is how the Japanese describe a splashing sound. I wouldn't know Japanese onomatopoeia, so I can't confirm that... Finally, the meaning of "pichi pichi" itself is similar to "blooming with health and beauty" or something...

Upon finishing a mermaid's song, depending on your score, the singer(s) will have a reaction. If you fail a song (get below 60), the girl(s) will cover their ears in a rose-red background, much like their reaction in Story Mode, when they hear the Black Beauty Sisters song. If you pass a song, but not perfectly (as in, 100), the singer(s) say(s), "Love Shower Pitch!", which is Luchia's attack name, sometimes used in the manga. If you pass a song, and get a perfect 100, depending on the (lead) singer, they'll say their attack name. For Luchia, it's still "Love Shower Pitch!", since it is her attack name, although it would be nice for her to say something else. For Hanon, though, it's "Pretty Sugar Pitch!" Rina says, "Cool Shine Pitch!", and Karen says "Cutie Hot Pitch!"

Also, sometimes in Story Mode, you'll hear the girls say something after they say "*insert name of individual attack here* Pitch!" Next, they might say in Japanese, "anko-ru wai ka ga~?", which means "Would you like an encore?", another catchphrase used after the mermaids successfully sing and defeat their enemies. They also say this when you are inquired to retry in the mini-games in your room.

If you play the Black Beauty Sisters song, at the beginning, they'll say "IT'S SHOWTIME!", which is also frequently said in the manga when it's their

cue to sing. At the end of their song, if they fail, they'll appear angry, as if they've lost to the mermaids, just like in Story Mode. In Story Mode, if they get beaten by a mermaid's song, Sheshe will say "Don't think this is the end!" in Japanese, and Mimi will say "We'll remember this!" If they pass, but don稚 get a 100, they also seem to say "anko-ru wai ka ga~?", or "Would you like an encore?" If they get a perfect 100, and Sheshe is the lead singer, they laugh evilly. Hmph. Not sure what the heck they say when Mimi's the lead singer, though.

Hippo's songs are oddities. He's not really singing, he's just imitating the original singer's voice, whoever that is... I don't exactly know what he's saying in the beginning of the songs he "sings," but at the end, I think he says "Love Shower Pitch (pronounced "Pichi") -desu (NOT pronounced day-ss, as is the correct way, but day-su, as is the cute way)!" That last part, "desu," is a Japanese word form of being. I think it's to be polite, but to pronounce the last part is either to be cute, or... Yeah. Never mind. Btw, at the end of Rainbow Notes, he'll appear as a human, and in the beginning and end of Taiyou no Rakuen ~Promised Land~, he appears as a penguin. During the whole two songs seems to be random scenes, as well as shots of himself as a human or penguin, or the mermaids posing, but not singing. If Hippo fails his song Rainbow Notes, he will be caught in a mousetrap as a human. (This is Hanon's plan to capture Hippo, when she doesn't realize who the "Moonlight Boy" really is... See episode 25 for more info.) If he fails Taiyou no Rakuen ~Promised Land~, his face will be in the screen with a look of fear. Yeah, that is also shown in some songs at least once... He says the same things whether or not you pass a song perfectly or not.

In Group songs, you must pick a lead singer to control. The lead singer's voice will be the loudest, and the only one you really control. For example, if you mess up with the arrows, you'll only mess up the lead singer's voice, the other singers will still sing. Ultimately, though, your score depends on the lead singer. Who you pick as a lead singer kinda makes a "sound" difference (Omg, was that a pun? That wasn't intended, but... Write that down, quick!)... The differences between the choice of lead singer is the arrangement of directional panels, and who's voice you hear the loudest... But, that's really about it. You may develop a preference of who you want to lead in each song. For example, I hate Rina's singing voice, so I refrain from having her as lead singer whenever possible. Don't get me wrong though, she does add something to the group's songs... I don't mind her singing, I just don't want her in the lead... Also, while I do like Hanon's voice, sometimes, it just doesn't fit with the song, or, even if she is the lead singer, she won't be singing the lead lyrics (like Super Love Songs! or KIZUNA).

Okay, I'm seriously typing too much useless info. Here are the songs, broken down.

Song Title (Japanese/English)
Type of Song/Singer(s)

Japanese Lyrics (Romanized)*

English Lyrics (Translated)*

Song Info

Comments

* If a stanza/verse is repeated, an asterick will denote a repeat.

Please note that the game does not play/sing the whole song. For the complete
lyrics of the song, scroll down to the end of this FAQ, and look up the
source from where I got these.

Also note that any capitalized Romanized Japanese words are spelled out in
katakana. In the songs KIZUNA and Kuro no Kyosoukyoku ~concerto~,
KIZUNA/kizuna is actually spelled out.

Rainbow Notes (note)
2nd Opening Theme Song/Solo Song/Hippo, human form

Japanese Lyrics: Rainbow Notes (note)

Nijiiro no asa ga kitara hikari no chizu wo hirogeyou
Kimi ni mo kitto kikoeteru?
Nee... kono hoshi no MERODII

Tokei no RIZUMU wa kodou no SUPIIDO yori
Hayakute tokidoki awatete shinkokyuu suru
Mirai no watashi ga michi ni mayotta toki
Sunao na jibun wo shinjite agetai na...

Ohayou! tte RISETTO kokoro no mimi wo sumashite
Wasureteta mono ga kitto miete kuru

Nanairo no PURIZUMU kara nanatsu no hikari uketomete
Ikiteru kitto sore dake de nee ai wo shitteru
Ano natsu no sangoshou mo misaki wo meguru toritachi mo
DAISUKI!!
Minna kono hoshi no...
Nee... oto no nai MERODII

(Fuku wo kigaete kimi wo mukae ni yuku wo
Koko wa ai to kibou no uta ga afureru WANDAARANDO)

English Lyrics: Rainbow Notes (note)

If a rainbow-colored morning were to come,
then we would unfold a map made of lights.
You can hear it too, can't you?
You know... The melodic poem of this planet.

The rhythm of the clock is sometimes faster
than the speed of your heartbeat, rushing and taking deep breaths.
Whenever the future me is lost in their way,
I just want to believe in my calm, composed self...

Just say "Good morning!" and reset yourself, listening closely to your heart.
I'm sure you'd be able to see that which you had forgotten.

Seven lights reacted to the rainbow-colored prism.
Just by living, you know, you'll surely know of love.
Whether it's that coral reef of one summer,
or the birds flying about the cape...
I love them all!
Everyone surely knows this planet's...
You know... This panel's soundless melodic poem.

(Once I change my clothes, I'll come to pick you up.
This world is a wonderland that overflows with love and hope.)

Song Info: The voice of this song is NOT Hippo's voice. Besides in the usual DDR play modes Pitch to the End, Continuous Pitch, and Pitch Live!, this opening plays in the opening of this game, the opening of episodes 29-52 in the anime, and when you select the Green Pearl Necklace in "Your Pitch" room.

Comments: The hardest song, IMO, especially, of course, on Difficult Mode. Note that in parentheses, this verse is not played in the Rainbow Notes opening video. In Pitch to the End, Continuous Pitch, Pitch Live!, and the kareoke music box in your room, this verse plays at the end. Watch out when you are playing this song in Pitch to the End/Continuous Pitch, 'cause you may think the song ends at one point, but it may not be the end.

Sekai de Ichiban Hayaku Asa ga Kuro Basho/The Place where Morning Comes First
2nd Credits/Ending Song/Group Song/Luchia, Hanon, Rina, 2nd transformation

Japanese Lyrics: Sekai de Ichiban Hayaku Asa ga Kuro Basho

Hora... yoake no VEERU no shita
KYANDORU wo keshite kiss shite

Himitsu no misaki de futari de nekorobu
Sora kara kikoeta kaze no ORUGOORU

Ureshii hitokoto ga ima kikitakute
Nee... soba ni iru kara donna toki demo

Kono sekai no hanbun wa ne...
"Ai" to iu mienai kiseki

English Lyrics: The Place where Morning Comes First

Look at that... underneath the veil of the dawn
The candle dies out, and they kiss.

At the hidden cape, the two of them lay down together
and listened to the music box of the wind.

I want to hear just a single word of happiness.
You know... Since you're always by my side, anytime is fine.

And hey, half of this world is...
Filled with an invisible miracle called "Love."

Song Info: The second Credits/Ending song, this plays at the end of episode 29-52 in the anime, and 29-39 in this game.

Comments: A soft, almost sad song. Since it's the 2nd Credits/Ending theme, which is almost like a parting song for the characters. At least, that's how I feel when I listen to this. Not what's reflected in the translation...

Yume no Sono Saki He/What Lies After A/My Dream/Toward Life Beyond the Dream?
Group Song/Luchia, Hanon, Rina, 2nd transformation

Japanese Lyrics: Yume no Sono Saki He

Moshi mo negai ga kanattara
Sono saki ni nani ga matteru no?
Ima wa ooki na kono YUME ga kanau made muchuu dakedo

Tatakau tabi ai no imi wo toikakeru
Sen no hoshi ga mataita...

Kitto I'm Just Girl!
YUME dake de wa ikirarenai
Ai sareru yokan wo kudasai
Ima ari no mama no watashi to
"Yume no sono saki he..."
"Yume no sono saki he..."

English Lyrics (anime/MermaidMelody.de version): What Lies After A/My Dream

If you want your dreams to be granted,
What waits for you after them?
Your dream is large right now,
And until it's granted you can be engrossed in it,

Going on a journey of fights to find out the true meaning of love.
One thousand stars twinkled and...

Of course I'm just a girl!
I can't just live for only my dream,
So please give me a premonition of your love.
But until then, for now, I'll wonder
"What lies after my dream..."
"What lies after my dream..."

*English Lyrics (manga/Kotetsu version): Toward Life Beyond the Dream

If the wish is fulfilled,
Then what is waiting next?
Now this grand dream
Will bring happiness until the wish is fulfilled.

When there is a battle, the meaning of love is questioned.
A thousand stars are twinkling...

Of course I'm just a girl!
I cannot live in dreams alone.
Please foretell that I will be loved,
Now, with myself full of hope,
"Toward life beyond the dream..."
"Toward life beyond the dream..."

*Don't ask me why I put this... The translations are quite different, yet they have to be the same song... After all, lines 6 and 7, "Sen no hoshi ga mataita/Kitto I'm Just Girl!" are practically giveaways that they are the same song, Yume no Sono Saki He... Although both are quite different from each other, technically, both are correct, but I'm more used to MermaidMelody.de's translation...

Song Info: This song is one of the first songs of Luchia's, Hanon's, and Rina's 2nd transformation. It is generally used against the Dark Lovers when they aren't singing Legend of Mermaid or Super Love Songs!, not against the Black Beauty Sisters.

Comments: The first song I got a 100 on the Difficult Difficulty, yay. This song's got a soft tone and atmosphere to it, so I prefer making Hanon the lead singer a lot. Hanon was the lead singer when I got a hundred... The difference between this song and Sekai de Ichiban Hayaku Asa ga Kuro Basho is

that this song isn't sad-sounding at all. So, I prefer this song a lot more
than the other. As I said, I like it when Hanon is the lead singer of this.

A random tidbit, this song was the only song I know of in which the lyrics
were actually sung by the mermaids (not just Luchia, Hanon, and Rina, but
also Karen, Noelle, and Coco).

KIZUNA/Bonds
Group Song/Luchia, Hanon, Rina, 2nd transformation

Japanese Lyrics: KIZUNA

Itai hodo namida afureru shinkai no yoru wo koe
GARASU no suimen te wo nobaseba hikari ni todoita
Mieru mono dake ga kikoeru koe dake ga
Subete ja nai koto ni kizuite
Shinjirareru mono hitotsu fueta ima nara tsuyoku nareru ne

*Kizutsuite mata kagayaku muteki no KIZUNA kanjiteru
Dareka ja nakute kimi ja nakya DAME
Setsunai hodo motometeru
Kiseki ga kasanareba unmei ni kawaru mitai ni
Utagai nante yaburi suteyou
Katai KIZUNA wo shinjite*

English Lyrics: Bonds

The tears that hurt so much overflow in the nightly depths of the sea.
But as I stretch my hands across the glassy surface of the water,
light reaches them.
The only things I can see can only hear my voice.
Realize the fact that it's not everything.
The things I can believe have all increased by one,
and now I can become stronger.

*After being hurt, I'm shining again and feel our invincible bonds.
It isn't someone, it has to be you.
Through all the pain, I still pursue to increase them.
If miracles overlap one another, it would seem like they could change fate.
Throwing away all doubts and darkness, I believe in our strong bonds.*

Song Info: This song is the mermaids' first 2nd transformation song, which is
at first the only song which works on the Black Beauty Sisters. Super Love
Songs! has no effect on them, and Legend of Mermaid is even "weaker" than
that, so this is the mermaids' only resort... at first. >.>

Comments: This song's even more overused in the Story Mode, Pitch the Anime!,
than Legend of Mermaid is, and perhaps Super Love Songs!. You do it about 9
times in a row before switching over to Yume no Sono Saki He. It's 'cause the
stupid Black Beauty Sisters keep attacking, and KIZUNA's the only song that
works on 'em... A pretty hard song, on Difficult Mode, at least, though I was
able to score a perfect 100 once, with Hanon, of course. The reason being,
there's a lot of stream and voltage in the song, using DDR terms. Meaning,
there's a lot of panels continuously throughout the song (NOT continuous
panels, there's a difference), and because there's so much, it lags the game
and it kinda screws up the background a little at times... Btw, KIZUNA is the
only word in the game that is spelled with English letters... Same with
[kizuna] in Kuro no Kyousoukyoku ~concerto~.

Kuro no Kyousoukyoku ~concerto~/Dark Concert

Group Song/Black Beauty Sisters, Sheshe and Mimi

Japanese Lyrics: Kuro no Kyousoukyoku ~concerto~

Voice in the Dark!
Yami no ~FORIA~
Shinju no kizuna ubae
Voice in the Dark!
Saa! Hajimaru utsukushiku karei na SHOU
Voice in the Dark!
Uta ni nosete
Kodama suru yami no chikara!

Heiwa nante maboroshi
Kagami ni utsuranu mayakashi
Nami no ito wo karamasetara hiki ushio ni naru
Kokoro ni aru maryoku wo ITAZURA na biyaku ni kaete
Yowai mono wo madowasete yuku deshou

Voice in the Dark!
Kuroi nami to kanadeau kono MERODII
Voice in the Dark!
Ai wo tomete katachi naki kusari to nare!

Uzumaku RIFUREIN de...
Shinju no kizuna ubae

English Lyrics: Dark Concert

Voice in the Dark!
The ~Melody~ of Darkness
That steals the bonds between your pearls.
Voice in the Dark!
Now! Let us begin our magnificently beautiful show!
Voice in the Dark!
Our song is brought forth
With the echo of the power of darkness!

Peace is nothing more but an illusion
Falsely reflected off the surface of a mirror.
A string made of waves entwines one another bundling, and becomes a tide.
The demonic energies in our hearts change into a prank-filled vigor.
Surely, it would bewilder those weaker than us.

Voice in the Dark!
A black wave gently plays this melody we sing.
Voice in the Dark!
It stops all love, and becomes a chain with no shape.

That eddy's about you, within this refrain
And steals the bonds between your pearls.

Song Info: This song, sung by the Black Beauty Sisters, inflicts pain on the
mermaids, in the same sense that the mermaids' songs hurt the Dark Lovers.
It's their first and only song in this series, though they'll learn another
song in Pure. They always sing this as a duet, since they're rarely seen
apart to begin with...

Comments: Voice in the Dark! This is an evil, opera-like song. Really, it's
not that bad. For humans, at least... Um... That is, if you don't think

hearing "Voice in the Dark!" over and over again is bad... And if you can't understand what they are saying in Japanese, what with their negative and falsehood words and whatnot... Meh, whatever. I prefer their other song, Yami no Baroque, but meh. Like KIZUNA, this song has a constant stream, more particularly in the beat section (A/B, the wine and rose, or Gaito's favorite symbols). Btw, let me explain one humorous scenario with this song. I was playing this as Sheshe on the Difficult difficulty, trying to screw up her voice as much as possible... And I PASSED. With a 60. Wtf... Just goes to show how quite easy it is to pass... Even if you try not to (unless you don't try at all, of course!).

Aurora no Kaze ni Notte/Riding on the Winds of the Aurora
Solo Song/Karen

Japanese Lyrics: Aurora no Kaze ni Notte

Asahi ga ureshikute (ureshikute)
Omowazu namida ga deru

Dokoka de miteru ka na? (Miteru ka na?)
Onnaji sora dakara tsuzuiteru

Yume wo mada, yume demo
(Let's stay ima anata ga)
Iru basho wo shinjite

*OORORA no kaze ni notte "my wish" todoiteru?
Mukae ni yuku wo datte zettai aitai yo
Juujisei no shita ima wa Two Life hanaretatte
Kokoro wa hitotsu
Onaji One Wish dakishimete*

English Lyrics: Riding on the Winds of the Aurora

I'm so happy about today's morning sun (so happy)
That my tears begin to fall without even thinking about them.

Have I seen this somewhere before I wonder? (Have I?)
Shining continuously bright under this same sky.

My dream now is still but a dream,
(Let me stay together with you now.)
But I'll believe in our place.

*Will my wish riding on the wind of the aurora reach you?
I'm sure it'll make it there,
Because I definitely want to see you again.
Even if our two lives are beneath a star-crossed sky,
Our hearts are one,
And we both embrace the same wish to see each other.*

Song Info: This song is NOT played in the 26th episode of the anime, Karen's Song. Rather, Legend of Mermaid is played. I do not currently know when Karen sings this song in the anime, if ever.

Comments: This song has a chorus in it (lyrics in parenthesis)! In this song, Karen's singing voice is very... squeaky-like, which is unnatural for a girl her age. Oh well, I think it's better than Rina's deep singing voice. The song's tricky, but after a couple of times, you can get into the rhythm and easily score a 100, even on Difficult Mode.

Taiyou no Rakuen ~Promised Land~/Paradise of the Sun ~Promised Land~
1st Opening Theme Song/Solo Song/Hippo, penguin form

Japanese Lyrics: Taiyou no Rakuen ~Promised Land~

Ooki na tabi ni deyou taiyou to kaze no kanata he
Kitto chizu ni wa nai rakuen no DOA wo hiraite

Kono sekai ni kimi ga umareta asa shukufuku no kane ga natta
Tatta hitotsu takaramono wo daite hito wa umaretekuru

Ano hi no kimochi wo wasurenaide kokoro ni nagareru Dear My Songs

Bokura wa tabi no tochuu taiyou no kuni wo mezashite
Donna chizu ni monai yakusoku no basho he
Arifureta monogatari wo hateshinai mirai ni kaete
Kitto ironna yume kanaete yuku kara... waratte

English Lyrics: Paradise of the Sun/Sun's Paradise ~Promised Land~

I'll leave on a journey heading to the other side of the sun and wind.
Surely, without a map, the door into paradise will open.

The morning you were born into this world, a bell of blessings rang forth.
Embracing only a single treasure, people will be born.

I won't forget my feelings from that day. They flow through my heart.
Dear My Songs.

In the middle of our journey, as we aim towards the country of the sun,
Even without a map, we'll make it to the promised land.
Changing the age-old story into a neverending future.
Surely, many dreams can be granted... so smile.

Song Info: The first opening theme song, which plays in episodes 1-28 of the
anime, in the opening of the first MMPPP game, Mermaid Melody Pichi Pichi
Picchi/Pitch, and also when the Pink Pearl Necklace is opened in Luchia's
Room. On occasion, the song is also played on the radio (such as in episode
20) or by the music box at points in the anime.

Comments: Who's this singer? It's Hippo mimicking the original singer's
voice... Anyways, I like this song better in the first MMPPP game, since the
mermaids actually sing it. Then again, with this voice, it's easier for me to
sing to... Uh, yeah. This is a nice catchy theme song. The song is pretty
hard, though not nearly as hard as Rainbow Notes.

Legend of Mermaid
Group Song/Luchia, Hanon, Rina, 1st/2nd transformation

Japanese Lyrics: Legend of Mermaid

Nanairo no kaze ni fukarete tooi miseki wo mezashiteta
Yoake mae kikoeta MERODII
Sore wa totemo natsukashii uta

Higashi no sore he to habataku toritachi
Saa takarajima ni nukeru chikamichi

*Nanatsu no umi no rakuen

Arashi no yoru no ato ni wa ai wo tsutaerutame inochi ga mata umareru
Nanatsu no kuni no MERODIA
Daremo ga itsuka wa koko wo tabidatsu hi ga kitemo
Watashi wa wasurenai*

English Lyrics: Legend of Mermaid

The rainbow wind blows at a far off coast.
Before dawn, there was a melody I heard.
It's a very nostalgic song.

The birds that fly towards the eastern sky
Now escape to the treasure island using this shortcut,

*Where the paradise of the seven seas lies.
After the stormy night, to tell you, my love, I will be born again.
Even if there comes a day where everyone is to journey away from here,
As long as we sing the melody of the seven countries, I'll never forget.*

Song Info: The basic song of the series that practically everyone in the
anime knows, and mainly what the Mermaid Princesses sing. It does its duty
with the four Dark Lovers, though usually it takes a few stanzas before the
pain kicks in (during that period the Dark Lovers usually gape and do nothing
XD). It can also neutralize certain attacks the Dark Lovers use, and it has a
few other uses as well. For example, this song is sung by Hanon to Mitsuki in
episode 9 to help him remember his forgotten melody, and the line "Sore wa
totemo natsukashii uta"/"It's a very nostalgic song." (and maybe "Yoake mae
kikoeta MERODII"/"Before dawn, there was a melody I heard.") reflects that.

Comments: A slightly overused song in the Story Mode, Pitch the Anime!,
though not as much as Super Love Songs! and KIZUNA. It's still a good song,
all the same, with a great instrumental intro. Still, it gets boring after
you do it 4 times in a row, even with different singers... Although I do like
it when Hanon is the lead singer of this song... I suppose this song's better
with different singers than with Luchia leading KIZUNA 5 times, though with
different singers, there's not much difference, except difficulty.

Another random tidbit, in a music video at the very end of the entirety of
this series (Pitch and Pure), a large cast of major and minor characters sing
a line or two of this song (In order: Luchia and Kaito; Hanon and Nagisa;
Rina and Hamasaki; Black Beauty Sisters Sheshe and Mimi; Nikora, Taki-san,
and Maki-san; Mami-chan; Dark Lovers Izuuru, Eriru, Maria, and Gaito; Hippo
and Yuuri; Karen, Noelle, Coco, and Sara; Seira; Aqua Regina; again, Hanon
and Nagisa; Rina and Hamasaki; Luchia and Kaito; and finally everyone
finishes up the song, and also end with the traditional "Love Shower Pitch!"
and "Would you like an encore?" Included in the cast of minor characters who
don't get screen-time singing are Meru-chan, Auri, Jennifer Houston, Richard,
and others. Mitsuki plays the piano in accordance to the music of the song,
and Rihito conducts.)

Super Love Songs!
Group Song/Luchia, Hanon, Rina, 1st transformation

Japanese Lyrics: Super Love Songs!

Star Light!
Hikari wo motto atsumetara
Kono sekai wa kitto kawatteku

Mukai kaze no naka demo kurai umi no soko demo

Kono te wo hanasanaide... zettai

Yume ga hajimaru Super Live!
Hikari to kage no SUTEEJI
Ai wo tsutaete Super Songs!
Yuuki wo kureru... ai no uta

Ai wo migite ni Super Live!
Namida to ase no SUTEEJI
Utaitsudzukete Super Girls!
Omoi wa sekai wo tsunagu yo

English Lyrics: Super Love Songs!

Star Light!
If you gather more light,
You can surely change this world.

Even in the winds ahead lie the depths of the dark seas,
But if you don't let go of my hand... ever!

Our dreams can begin in a super live concert!
On a stage of light and shadows.
With our super songs, we'll convey our love
And give everyone a little bit of courage... in this song of love.

Love in your right hand can be felt in the super live concert!
On a stage of tears and sweat.
Just continue singing, Super Girls!
And the world will be connected with your feelings.

Song Info: This song's an "upgrade" of the Legend of Mermaid song, and works
a lot more effectively on the Dark Lovers, and can even frighten Gaito! The
first two or three lines are enough to cause the Dark Lovers to hallucinate,
have their powers used against them, become frightened, or just the usual
"ear-splitting" pain. This song does not work on the Black Beauty Sisters,
however.

Comments: Star Light! Super Live! Super Songs! Just continue singing, Super
Girls! Okay, I'm done now. This song's even more overused than Legend of
Mermaid, and almost as much as KIZUNA. I still enjoy it, of course.

Daiji na Takarabako/My Precious Treasure Box
1st Credits/Ending Song/Solo Song/Luchia, 1st transformation

Japanese Lyrics: Daiji na Takarabako

Namima wo suberu you ni shiroi YOTTO maru de origami
Naide kaze ni makasete doke he iku no? Chicchaku natte...

Konna soba ni iru noni kimochi ni wa sawarenai
Shinjisasete HONTO no futari wo tashikamete

Takarabako no KAGI akete ageru yo SUNAO ni nareru
Modokashii omoi tsuyoi yuuki ni kawatte iku yo
Zutto suki to ieru

English Lyrics: My Precious Treasure Box

Gliding on the waves like a white origami yacht,

leaving everything to the calming wind, where will I go?
As I become closer from place to place...

Even though you're so close to me, I can't touch your feelings for me.
I want to make you believe in the truth between the two of us and confirm it
for me.

I can open my treasure box for you with my key,
if you can become more gentle.
Your impatient feelings will change into courage,
and then I can tell you I'll love you forever.

Song Info: The first credits/ending song, it plays at many point of the MMPPP
series/games. Again, besides the DDR play modes, it plays at the end of
episodes 1-28, at the end of Continuous Pitch in the first MMPPP game,
Mermaid Melody Pichi Pichi Picchi/Pitch, and when you select Hanon's Aqua
Pearl Necklace in Your/Luchia's Room.

Comments: This song's a lot more cheerful than the 2nd Credits/Ending Song,
Sekai de Ichiban Hayaku Asa ga Kuro Basho. I don't have much to say about
this song, though...

Koi wa Nandarou/Just What is Love
Solo Song/Luchia, 1st transformation

Japanese Lyrics: Koi wa Nandarou

Kiite mune no hajikete tobichiru nan darou
Furete mune no chiisaku moeteru atsui honou
konna kimochi hajimete na no yo

Utaidashitara tomarenai odoridashitara tomarenai
Modorenai magarenai suki ni narezu ni irenai

Aoi umi ni oyogu SANGO no himitsu tsugeru koi wo shitta no
Atashi motto utaitsudzukeru kono mune no tokimeki wo ageru...

Umi ni oyogu SANGO no himitsu tsugeru koi wo shitta no
Atashi motto utaitsudzukeru kono mune no tokimeki wo ageru...

English Lyrics: Just What is Love

When listening to my heart, it bursts open and flies about,
just what is this...?
When I touch my heart, I touch a small flame of burning passion.
This is the first time I've had these feelings!

I won't stop singing once I've begun! I won't stop dancing once I've begun!
I can't go back! I can't turn around! There's no way I'd ever not need love!

*Swimming around in the coral in the blue sea,
let me tell you of my secret - learning of love.
I'm going to continue singing until the excitement of my heart reaches
you...*

Song Info: Luchia's "image" song, she can sing this in the anime in and out
of Pearl Voice form, otherwise in human form. When she sings this with Hanon
and Rina, the two will only say "Hey!" at the appropriate beat parts. Other
people will also say "Hey!" when this song plays, like Momo-chan's audience
in episode 5, or Nikora and Taki-san (when the latter says "Hey!" it's more

like "Hey..." and rather funny XD) in episode . This song was only sung
against Izuuru, and had a fairly quick effect on her. Then again, she's one
of the weaker Dark Lovers...

Comments: A very upbeat song, with an instrumental opening slightly similar
to that of Legend of Mermaid. Or something. I don't really know music...
Ehehe... It doesn't really sound like a love song, but... It just is. The
repeat on this song is kinda weird. It neglects to sing "Aoi," the first word
in the last stanza...

Splash Dream
Solo Song/Luchia, 1st transformation

Japanese Lyrics: Splash Dream

Shiosai no tsumugu MERODII
Michiteku omoi
Kitsuku me wo tojite...

Hoshikuzu no egaku MESSEEJI
Hiroiatsumete
Kono mune ni kizamu

Shinjikiru koto ga naniyori mo tsuyoku

*Splash Dream!
Inori wa you ni
Nanatsu no umi meguri
Toumei na ai wo inuku
Splash Dream!
Hitomi na oku ni Splash Dream!
Subete wo sasagete mamoritai ai dake wo9

English Lyrics: Splash Dream

A melody woven by the roar of the sea
Is being filled with all of your thoughts.
Just close your eyes tight...

And gather the message that's
Being drawn out of stardust
And engraved in your heart.

The things I fully believe are what make me the strongest.

*Splash Dream!
A prayer like an arrow
Revolves about the seven seas
With distinctly clear love, striking people where it goes.
Splash Dream!
I can see the splash dream within my eyes!
I want to only protect this love, so I'll sacrifice everything for it.*

Song Info: AFAIK, it is only sung ONCE in the anime, in episode 20, Love
Letter from the Ocean/Sea, the episode which does not have any villains
attacking whatsoever and mainly consists of singing the seven traditional
MMPPP songs, those only in the first MMPPP game.

Comments: Splash Dream! An unusual, yet cheerful and catchy song. In the
first MMPPP game, Luchia spins every time she sings "Splash Dream!" (assuming

you hit the panels at the right times). Since she says "Splash Dream!" a total of 6 times in the song... Yup. She spins 6 times. It's pretty amusing to watch the music video... But enough about that. In this game, "Splash" in "Splash Dream" seems to be said earlier than usual... Which makes the song sound less catchy, and causes me to prefer the version in the first game or in the anime...

Ever Blue
Solo Song/Hanon, 1st transformation

Japanese Lyrics: Ever Blue

Oto tatezu ni iro kaeteku
BEBII BURUU no sora wo mitsumetetara
Tooi kioku yomigaeru

Nee nanatsu no umi no mukou
Hora dareka ga naiteiru ki ga shite
Mune ga "KYUN" to setsunaku naru yo

Watashi wo tasukete...
Nanika ga shiraseru destiny
Hoshi no michibiki wo mune ni dakishimete

Sore wa EBAA BURUU kagayaku daisuki na ano umi yo
Mirai wo mamoru chikara wo ima atsumete
Aisubeki hito ga ite aisubeki basho ga aru
Kirameku aosa PYUA na kimochi no mama de mamoru tame ni

English Lyrics: Ever Blue

With a sound, the colors were changing.
And if you gazed deeply at the blue sky,
You could bring your distant memories back to you.

You know, beyond the seven seas,
I just have this feeling someone is crying
With their heart squealing in pain.

Please save me...
Something, anything has to notify me of my destiny.
I embrace the guidance of the stars in my chest.

It shines forever with blue, like my beloved sea.
To protect the future, now I gather power
For the people and places I should be loving.
Glittering azure, I want to protect these pure feelings the way they are now.

Song Info: Hanon's "image" song, which, again, she is able to sing in or out of Pearl Voice form, only unlike Luchia, she usually sings this as a mermaid otherwise. The song has the "ear-splitting effect" and is usually sung against Yuuri, but also once with Izuuru and Eriru. Hanon sings this song with both Luchia and Rina, in which the two dance until they sing the "Ever Blue" part, or just Rina, in which they alternate lines.

Comments: My favorite song... And it's not "entirely" because I think Hanon has the best voice and is, of course, my favorite MMPPP character. It's also because, although this is a solumn kinda song, the lyrics are, IMO, sung quite beautifully. But, like I said, maybe it's just me.

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Star Jewel
Solo Song/Rina, 1st transformation

Japanese Lyrics: Star Jewel

Nagareboshi ni negai wo kaketa
Nanatsu no hikari mitsukedashite
Hanarebanare ni natta JUERII SUTAA
Unmei to iu kizuna wo shinjiteru

Tsumetai nami ni toketa namida no yukue wa
Dareni mo kizukarenai mama sotto awa to kiete itta

Nakushita mono wo sagashiteru kokoro ga setsunai
Midori no ame ni tsutsumareta utaitsudzukeru Song for You!

Umarekawaru asa ga kuru nara
Onaji inochi wo mata ikitai
Meguriaeru subete no mono ga
Houseki ni naru kiseki wo shinjiteru

English Lyrics: Star Jewel

I wished upon a shooting star
That I'd find the seven pearlescent points of light.
Like a jeweled star that had been separated from them,
I'd believe in the bonds called, "Fate."

I've thawed myself from that icy cold wave and don't know where my tears lie.
Without anyone noticing, I silently vanish away into bubbles.

I'm looking for that lost item of mine as my heart aches.
Engulfed in the green rain, I continue singing my song for you!

If a newly born morning were to come,
I'd want to live the same life again.
We'd meet again by fate and everything
Would become jeweled, and I'd believe in miracles.

Song Info: Rina's "image" song, and do I really need to type it out again?
Sung as a mermaid or in Pearl Voice form, and sung with Luchia and Hanon, the
two waiting until the last stanza to sing, or just Hanon, with the two of
them alternating lines. The funniest instances happen with this song, such as
Eriru's boombox in episode 10, which was meant to hurt the mermaids while
preventing her from hearing the song, instead blows up on her, and in episode
19, when Hanon and Rina double-team Eriru with their image songs, and by the
time Hanon's song finishes (sang the last two stanzas of the entire song, not
the shortened version), and Rina's song gets past the first stanza, Eriru
calls it quits and leaves out on them, leaving Rina neglected and causing her
to call out to come back! XD)

Comments: Wow... A song that Rina's voice actually goes well with! This
song's a mixture of soft and hard rock, and is a "Song for You!". Sorry,
couldn't resist. For some odd reason, kizuna is not spelled out in English
characters like with KIZUNA and Kuro no Kyoukyoku ~concerto~... Weird.

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14. Pitch the Anime! Episodes
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Coming soon! (Really.)

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15. Copyright & Contact Info
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... Do I really need to do this section? It should be common sense to
anyone... If someone works hard at something, and publicly displays it, it
should be obvious that this work shouldn't be stolen. At the very least, ask
for permission if you need to, and give credit, as I have done to my
sources...

sigh Fine, fine, I'll get this over with. Just to be official, here's my
copyright... (I hope there aren't any loopholes in it or anything... It seems
simple enough, but I'm no lawyer or anything...)

This FAQ is Copyright ⁊2005 by me, EricAB/Eab/Fuzzy, and (currently) belongs
on GameFAQs @ http://www.gamefaqs.com and Neoseeker @
https://www.neoseeker.com. Feel free to use this FAQ for your own personal
use, but do not take credit for it, or any part of it, and claim it to be
yours.

If you have any questions or comments on my FAQ, or my FAQ is too illegible
for you, or you see this FAQ posted elsewhere besides GameFAQs and I have not
given permission or anything, or whatever, you can e-mail me at
eabiason1990@yahoo.com or man58ab@yahoo.com. Preferably the latter, although
e-mailing to the former is also fine. Please, no Spam, Flames, Useless Junk
E-Mails (asking questions my FAQ answers, for example), or anything of the
sort. Any of these E-Mails will be ignored, so don't waste your time doing
so.

In addition to the above, do not, I repeat, do NOT, ask me for ROMs. They are
illegal, and also a very bad thing. It is against the law, and that is not
good. It is stealing. And... What? I'm basically saying the same thing over
and over, with different wording? Well, yeah, but... Look, if you're
desperate for ROMs, look for it yourself. Don't ask me for them, you won't
get them... Perhaps... >-< Look, I'd give them to you, since this game is
Japanese only, but importing's always an option, and I'd rather not be caught
and fined or anything by doing something illegal like that. Sorry.

Anyways, I doubt this FAQ will get much publicity. Be that as it may... Thank
you for your time.

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16. Closing & Credits
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We're at the end of my FAQ. Thank you for taking the time to read this. I
realize my FAQ is incomplete near the end. Those sections are currently
already being worked on, and have a lot of info, but they are still
incomplete. I would also like to submit this FAQ by the end of summer, and as
it is also back-to-school time for me, I won't have a whole lot of time to
work on this FAQ. As a result, these sections will be blank until I complete
them.

Thanks to the following for their contributions and helping me with this FAQ!
Also random people and sites and whatnot that I feel like giving recognition.

These people deserve thanks for making all of this possible...

-GameFAQs/CJayC - For their great site, boards, and for posting this FAQ.

-Nintendo/Konami - For this game, along with their other great games, including ones similar to this (like DDR, of course).

-Yokote Michiko/Hanamori Pink - For the Mermaid Melody series. Thank you very much for this mahou shoujo/magical girl series!

-Del Rey* - For translating the manga and bringing it to North America! Yay!

These people, I must wholeheartedly thank, as they are practically the basis of my MMPPP fandom.

-Pounce - For giving me basic, yet important info of the MMPPP series (anime), much thanks to the pronounciation of each name (XD), and for referring me to the Pearl Song site. :)

-Kotetsu* (@ http://www.boukenshin.net) - For her Pearl Song site, with loads of detailed information of the MMPPP series (manga), and especially her manga translation transcripts. Her Mermaid Melody Pichi Pichi Pitch site, Pearl Song, is http://www.boukenshin.net/pitch.

-Alcy - For much needed and most appreciated translations, of the kana alphabet, menu translations, episode name translations, and the Pitch with Hippo section.

These sites helped me out quite a bit too, specifically, in song lyrics.

-MermaidMelody.de (@ http://mermaidmelody.de) - For the song lyrics and translations to each Mermaid Melody song, English and Japanese, as well as info on the anime, and other tidbits of info, including screencaps/summaries of Pitch with Everyone mode. Their site is in German, btw. Thanks to Kotetsu for posting this link on her Pearl Song site, btw, among other MMPPP sites!

-AnimeLyrics (@ http://www.animelyrics.com) - For Jennifer Houston's song. Not that I really needed it for my FAQ, but meh.

Random people online, most of which I've met, who are good friends of mine.

-You - For reading this FAQ (unless you want to negatively criticize/bash/point and laugh/etc. at it).

-Arcenal221/Centurion Wind/youlosersthe2nd/Negaman51 (and other MMPPP boarders I haven't mentioned, save for the trolls, and maybe the random visitors) - ... For populating the MMPPPPPLS Board? I dunno why I'm thanking you guys... I guess it's because I don't feel lonely on that board... But that's about it. You did claim the board before me, despite not having the game. Only because of the amusing name... Meh... *shrugs* Anyway, the topic's locked and will purge from the boards and our memories eventually, unless I put this here now. So long!

-Turtlesama/Crimsonmon - For also being on the MMPPPPPLS board, and actually watching the series. I'm glad I convinced Turtlesama to get the fansubs. And apparently, Crimsonmon has been in support of MMPPP since "before I was born," and that's a fair exaggeration, but whatever. He's also submitted Codes & Secrets for this game, though not all of them. :) Anyway, these two deserve a spot on the list, I guess, as I've known them to be good MMPPP fans enough for me to give this FAQ all I've got.

-Mew topic posters (Garnet101, The Bad Sonic, StoneCold2010, Da guy is back,

NIK12787) - Well, you guys did find out about this game eventually... <.<

-Anyone else on GameFAQs that I missed. In case I forget anyone important and all... >_<

-Ushi no Tane (UnoT) Forum Members - Just... thanks. For the few MMPPP fans that are on there, and for everyone else who can tolerate me (at least, once in a while). I doubt any one of you guys are reading this, so why would I put this on? Meh... The site does allow me to advertise my FAQ. >_>

The following are fanlistings and/or shrines of MMPPP characters. The fanlistings allow me to advertise my FAQ, and the shrines have useful information. These fanlistings and more are listed at AnimeFanListings @ http://www.animefanlistings.org/. Enjoy.

-Mizuiro no Melody - I didn't take information from this Hanon shrine, but I'd like to thank them anyway. I did ask for permission, then the owner replied, asking for more information about my FAQ first, and I replied back, but... No reply. Oh well. This shrine's URL is: http://www.electric-butterfly.org/hanon/.

Pretty Sugar Pitch! - Hanon's fanlisting, if you couldn't tell from the name, which mirrors her attack name. You should know, whether by reading this FAQ or just knowing me on the boards, that I <3 Hanon. The fanlisting URL is: http://fan.no-needs.net/hanon/. (Hopefully, this one won't die like the last one did. When the last one was dead and removed, I was hoping to make one with help from Nekochi on UnoT and her friend... But the project was sadly forgotten. Oh well.) :(

Daisy - Although I love Hanon, I really like Coco, too! That's why I'm an official fan of her! The fansite URL is: http://www.electric-butterfly.org/fan/coco, though it has now moved to http://coco.electric-butterfly.org/.

Seven Oceans - This one is Luchia's fanlisting. While Luchia isn't my absolute favorite, she is the main character, and I can't be a fan of the series without being a fan of her, too! After all, I'm born a Pink Mermaid... Except, I'm a guy, so I'm technically a Pink Merman... Anyway, the site is: http://aishou.net/luchia/.

The Beautiful Sea of Wishes - Seira's fanlisting. The kawaii (2nd) Orange Pearl Mermaid Princess of the Indian Ocean who has been neglected in my FAQ for the sole reason that she is only in Pure. So sad... The site is at: http://www.dark-sea.org/seira/.

Oh Yeah! Alala (formerly known as Dragonfly) - Alala's fanlisting... of which the fanlistor just recently accepted me for, when I signed up months ago in the summer... Anyway, Alala is my favorite MMPPPP villain, complete with her weird dragonfly and other outfits, chibi-like appearance, and catchy, starry, and flirtatious singing. The site is: http://fan.no-needs.net/alala/.

Do You Notice Me? - A Shiroi Nagisa fanlisting. Wait... Gasp, I joined a male's fanlisting? That's right... I envy this guy for having Hanon as a girlfriend. And for having cool blue hair. >.> Anyway... It's at http://k.domaindlx.com/velvet/noticeme/.

Miscellaneous thanks to the following:

-Ayumi's Animated Gif Page - Nothing to do with my FAQ, but she's got pretty animation on her site, 'specially from Mermaid Melody Pichi Pichi Pitch. I <3

the volleyball scenes of Hanon spinning and Coco spiking! And the henshin scenes too, of course. The site is @ http://yuufa.yu.fnpic.de/Gmelody.htm/.

-Lunar (and A-Flux, but mostly Lunar)/Shoujo-Anime - For fansubbing the anime, so I could summarize it in the anime section. Even if the former group's translations on the songs at first were quite off (it got better later, after episode 23). And even if it took forever to for you to continue releasing fansubbing after episodes 1-19 was released. And... Never mind. That's enough. At least now you're doing better. Hmph. The latter translator group, I can't evaluate yet, as I've only watched two of their episodes, and one wasn't even fansubbed... So, maybe it wasn't from them to begin with?

-And, my friends in real life. - Just because. They rock for having me as a friend. Especially the friends that accept my mermaid obsession/fetish. >.> Which is only one, that I know of. Yeah...

*Currently, Kotetsu is no longer planning to finish her translations of the MMPPP manga (Chapters 23-30, and Volume 7 is not translated on her site.), the reason being that Del Rey now has the manga license, and it is being translated in English and released in North America (Yay!). The first volume is scheduled for release on April 25, 2006 (which, incidentally, is on my mother's birthday). I've already ordered and now currently own the first four books in Japanese at Sasuga Books @ www.sasugabooks.com, so I'm not "really" excited, but... I can't wait for the 2nd and 3rd Story Arcs!

... You think that's a little TOO much thanks? It's almost as long as a credit list at the end of a TV show or movie... Heh. Oh well. XD

On a final note, rumors of a fourth Mermaid Melody game are coming out (At least, I think I read it on MermaidMelody.de, though none is actually scheduled yet, anyway). If it is coming out and in the works, I definitely can't wait for it! I hope to be able to Pitch as Coco, and maybe even Pitch Alala's songs in this next one. But most importantly, please, let's finish the first story arc of Mermaid Melody Pichi Pichi Pitch, and move onto the second story arc, to Mermaid Melody Pichi Pichi Pitch Pure! w00t!

Total ellipses (...) count (including the last one... I think... Oh, great. More ellipses... STOP IT!) = 321 (Trust me, there's a whole lot more in the last incomplete section, so expect this number to get A LOT bigger in the next update.)