



Welcome to Japan, Jumper. You've arrived at a very interesting time.

The year you arrive in is 1985. In the larger world, at this time, Japan is on the brink of a massive resurgence economically. In a very short time, asset prices will skyrocket, international interest will soar, and the sheer wealth of Japan for those who are able to capitalize will make it seem like the center of the world. This 'bubble economy' will not last long, but while it does, the fight for land and development will only be matched by the sheer excess of those newly enriched by the era.

However, what can be seen on the surface is only the tip of the iceberg. Behind the scenes and in the shadows, powerful Yakuza families are vying for control as well. Those who can quietly gain control of the major hotspots, like Kamurocho in Tokyo and Sotenbori in Osaka, could find themselves

stronger than ever. And anyone who can bring the true prizes, like undeveloped land, to the feet of their leaders could become among the underworld's most powerful personages overnight.

These facts matter little to two men. Goro Majima, and Kazuma Kiryu. In 1985, both men are tied to the Tojo Clan, with Majima having joined at a young age and Kiryu, an orphan, having only recently joined alongside fellow orphan Akira Nishikiyama. Circumstances will lead to Majima's fall from grace, and Kiryu's gradual ascendance even as his patron and father figure, Shintaro Kazama, finds himself incarcerated.

In the winter of 1988, before Christmas, these two men will become embroiled in a conflict centered on The Empty Lot, a small chunk of undeveloped land at the heart of Kamurocho. Whoever can claim this land could, in theory, hold the future of both the city and the Tojo Clan in the palm of their hands. Murder, death, manipulation, and betrayal shall follow, and those involved will be forever changed.

What your role in this coming conflict might be is up to you. Will you immerse yourself in the dire struggle so many will come to fight and bleed over for The Empty Lot? Will you carve your own path to fortune and power under the neon lights of a resurgent Japanese skyline? Or will you simply indulge yourself in the base pleasures now flooding the streets, drinking and cavorting until the bubble bursts?

Whatever you chose, you've found a very interesting place to do it all, at a very interesting time.

Take **+1000 CP**, and spend it wisely. Unlike money in this era, you won't find it so easy to replace.

Age & Gender:

So long as you can be viewed as legally an adult, this world will have much to offer you. It may be a harder sell if you're a woman, but this time and place can belong to anyone with the fortitude and will to claim it. You may retain your previous age and gender, or change them for free.

Location:

Plenty of action to be had in the Japan of this era, but the heart of the action is where you should want to be. You can choose anywhere in either Tokyo or Osaka to start out, though it might be wise to head straight to Kamurocho or Sotenbori if you want a real head start...



Origins:

Not to put too fine a point on it here, Jumper, but... why are you here? Between the bright lights, flowing money, and enough vice to drown in, there's plenty of reasons to be. What role do you seek to play in the dramas about to unfold?

Tourist (Drop-In): Crime? Conflict? Bloodshed over a lot barely large enough to store a handful of motorcycles!? Why would you waste your time with all of that? Japan is one giant playground at this time, with countless spots popping up overnight to entertain. Why not indulge in that? Everything from host clubs and discotheque, to fine dining and bars, to gambling dens and bright arcades all are calling your name. And somewhere this wild and eager for your cash is somewhere you can easily vanish into if you're even vaguely human... and loaded.

Young Dragon: You are a relatively fresh member of the Yakuza, having gotten past your initial entry and are recognized as a fully-fledged member. That said, you're still young, and likely still doing only minor jobs for your superiors. However, you're capable of ascending further faster than almost anyone else, and if you play your cards right, you can carve out your own legend.

Lord of the Night: Yours is a gilded cage, Jumper. A Yakuza who, for whatever reason, has been forced to perform some duty for the family to make up for past sins. All your inner rage has to be redirected to this duty, all the while building in power and intensity. You'll need to show more strength than ever before to overcome this challenge, all while biding your time until you can free yourself of these shackles. And when you do, anyone who has wronged you will regret their mistake graphically... if briefly.

Yakuza Lieutenant: You're not some young pup, ignorant of how the world really works. No, you already fought your way up the ranks, back when there were fewer scraps to go around, and now you've earned your place as a major officer in the Yakuza. You're a master of the game, and soon you'll be one of those competing for ownership of The Empty Lot. If you can gain control of it, you'll be promoted to Captain... but those you've called 'brother' up until now are sure to act against you as soon as you make your move. And you may have trouble with those self-same young pups, if you manage to make an enemy of them along the way...

Styles:

This is a surprisingly volatile era. People are prone to fight, to prove themselves or line their pockets. As a result, it'd be folly to let you loose into this world without some measure of protection. You may purchase any Style listed here, and if you so wish, purchase their Upgrade to vastly improve it. Young Dragons and Lords of the Night receive +200 CP to use in this section only, and Yakuza Lieutenants receive +300 CP for the same.

100 CP: Brawl (Free for Young Dragon). Pure brute force and cold fury are the hallmarks of this combat style. Punishing blows combined with making good use of one's surroundings both as improvised weapons and as inanimate tag-team partner as you slam and crash foes into them. Basic, but efficient.

100 CP: Force Addiction (Requires Brawl). This upgrade vastly improves Brawl in general, refining it and making it more of a counter-fighter style that can punish opponents for the slightest misstep. It also combines a surprising degree of drunken boxing... literally. The more you drink, the more hits you can tank and the harder you can hit. Just try to find that sweet balance between inebriated and blackout. This won't be of much help if you hit the latter. Combine the two, and you can shock opponents who expected a mere street-fighting style before putting them painfully down.

200 CP: Rush. The skills of a true prize fighter; speed, striking, bob and weave. This style could see you climb the ranks of the boxing world right swiftly, and translate well to a somewhat refined method of combat outside the ring as well.

100 CP: Parry Addiction (Requires Rush). Climb the ranks nothing; earning the top title in the boxing world would be child's play with this upgrade. You hit harder, dodge faster, can block and push through and dazzle your foes, leaving them open to a punishing rapid-fire battering. Heaven help your foes if you have a way to enhance each blow, either by supernatural means or just thanks to some stiff brass knuckles, because at that point you'll be shattering limbs and weapons alike.

200 CP: Beast. With this Style, you're less like a normal person and more like something out of a modern horror movie. This isn't a fast style, but what it sacrifices in speed it makes up for ten times over in raw unrelenting power. A great style for cleaving through large crowds with wide powerful strikes and quick incorporation of even somewhat heavy objects in one's environment as bludgeoning devices. Training in this Style also makes you a lot more resistant to damage, making you more capable of walking through lesser blows to more easily deliver your own.

100 CP: Crash Addiction (Requires Beast). Forget the movies, you're a living breathing nightmare now. You don't move any faster, but on every other level you're a true horror show now. Anything lighter than a small car? You call those 'melee weapons'. Your endurance and resistance to injury? Through the roof. And you now have the power of the Resist Guard; willfully defend yourself at the exact moment an attack from anything less than a handgun would hit, and you can practically negate the effect and potentially break the weapon (or limb) someone tried to use on you. Bear in mind, you need to be able to both detect and time the defense perfectly, or all you'll have done is taken a blow you could've potentially dodged.

400 CP: Dragon of Dojima. (Discount (50%) for each of the following purchased; Brawl, Rush, & Beast. Discounts stack.). A golden fusion of speed and power. This style incorporates elements of Brawl, Rush, and Beast into a flowing Style of strikes, grapples, and impressive counters. That last one is the true powerhouse of this Style; keep an eye on your opponent and pick your moment perfectly, and you can turn many battles around the moment they foolishly attack.

200 CP: Receive You ~Tech Trance Arrange~ (Requires Dragon of Dojima. Discount

(50%) if you completed Scenario: Real Estate Royale.) The true power of Dragon of Dojima has been awakened. In addition to allowing the Upgrades from Brawl, Rush, & Beast to apply to Dragon of Dojima if you've purchased them, this also allows Dragon of Dojima to have no theoretical limits. If you keep practicing it, you'll seemingly always have room to grow faster, stronger, and tougher.

100 CP: Thug (Free for Lord of the Night). This rough, cruel free-flowing combat style is barely above raw street brawling. Similar to Brawl, but exchanging the lean it has towards raw power with swift sadistic brutality. No one who witnesses your use of this Style will soon forget it.

100 CP: One Eyed Assassin (Requires Thug). Cunning & instinct can turn a Thug into a legend. With this Upgrade, your Thug style becomes faster, your dodges swifter, and your counterattacks more punishing. In addition, you'll gain a sixth sense for anyone in the vicinity who happens to be carrying hidden weapons on their person... handy if you're yourself disarmed and looking to remedy the situation while also handling the biggest threat in the room.

200 CP: Slugger. ...wait, where did you get that baseball bat from, Jumper? Well, it's a good thing you have it, since this Style specializes in making a metal bat into a multi-tool of punishment. You'll know how to swing, stab, and counter with this seemingly indestructible bat you can summon or unsummon at will. It may not be the fanciest of Styles, but hell, when you can treat a metal bat like nunchaku and string together absurdly fast blows accordingly, who cares about fancy?

100 CP: One Eyed Slugger (Requires Slugger). Evidently, you care about fancy, since you've damn well weaponized it too. In addition to mastery of your summonable baseball bat, you now also possess mastery of a range of weapons from tonfa and knives to polearms and katanas. In addition, every weapon you wield seems much more durable, and especially thick or well-built ones could even parry bullets. Yes, that does include your metal baseball bat. Have fun.

200 CP: Breaker. *Really?* You weaponized *breakdancing*? I don't even know why I'm surprised. Maybe because you made it actually legitimately deadly? This swift and confusing Style is all about flash and substance cohabiting as you spin, leap, flip, and especially kick your way through your foes. Onlookers might not even realize you're fighting and be too busy cheering your sweet moves, until they notice the broken foes you leave in your wake...

100 CP: One Eyed Dancer (Requires Breaker). Time to style *and* profile, Jumper. Your speed and tempo are now unmatched with Breaker, both when attacking and, oddly, when posing. You can turn what looks like a taunt into a brutal counter should someone think to take advantage, and in general when your foes think your defenses are down, that's when you're at your deadliest. If nothing else, with this, you might even have a shot at taking the crown of the King of Dance.

400 CP: Mad Dog of Shimano (Discount (50%) for each of the following purchased; Thug, Slugger, & Breaker. Discounts stack.) What lunatic gave you that knife?! Much like Slugger, you now have a summonable unbreakable knife, the Demonfire Dagger, and the utter madness that it entails. You're well skilled in striking and stabbing and slashing and dashing, a veritable whirlwind of bloodshed once you really get going. This unhinged Style won't win you a lot of friends, but it'll end a lot of rivalries *real* quick.

200 CP: Receive You The Subtype (Requires Mad Dog of Shimano. Discount (50%) if you completed Scenario: Cabaret Club Czar). Madness realized. With this Upgrade, not only can you apply the Upgrades from Thug, Slugger, & Breaker if you have them, but Mad Dog of Shimano effectively loses all limits. The longer you wield the Demonfire Dagger and surrender to the chaos, the stronger, faster, and more durable you'll become.

Perks:

All Perks are 50% off for their respective Origin, with 100 CP Perks free to that Origin.

General:

100 CP: Show Your Back (Free with Tattoo Item). It seems to be a well-understood message in this world that, when it all comes down to one final fight, any clothing above the belt line is just going to get in the way. Partly this has to do with wanting to showcase one's elaborate tattoos and clearly demonstrate to one's ultimate foe how serious the fight has gotten, but in any case, manually removing layers of suit, shirt, jacket, tie, etc would be cumbersome and ruin the moment. With this Perk, that is no longer a problem. All you need to do is grab the shoulder of your outfit with the opposite hand (e.g., left hand to right shoulder), yank, pull, and throw, and just like that all clothes you were wearing on the top half of your body will come away without harm and land somewhere safely nearby. Intimidate the big bad, showcase your body art, or just make it easier to change out of a business suit at the end of a long day.

200 CP: "Not This Guy!". There's something about this world that makes people abnormally eager to throw hands. Bump someone, have a certain look... you could find yourself having to fend off a significant number of trouble makers, unless you pick up this Perk. This causes people itching for a fight to back off you unless they have a very personal reason not to. In essence, the anti-random encounter Perk. Comes with an on/off toggle.

200 CP: "Never Killed Anyone". I mean... *how?! By all accounts, the kinds of beatdowns you can unleash should have filled up several hospitals by now!* Well, because of this Perk. You can deliver the most insane and violent beatdowns, up to and including impalement, point blank shots, and suplexing someone's spine onto a guard rail, and when the fight is over no lasting damage is left. Still hurts the victim like wild, though. Comes with an on/off toggle for when you *want* to put someone down for good.

400 CP: Revelation. Imagine; you're walking down the street. All of a sudden, you see some mouthy punk try to punch out a drunk. He swings, but the drunk dodges, moving fluidly but in unpredictable patterns, before stumbling away to carry on his business. And all you can think is... holy shit, that's rad! Just like that, you've learned a whole new way to dodge attacks and baffle your opponents. This Perk lets you take semi-mundane if impressive feats you witness and lets you extrapolate them into viable techniques. At the low end this might merely let you augment your existing combat style(s), but if you're lucky sometimes you'll witness something so amazing, it'll inspire a whole new way for you to fight altogether. Such a massive style-inventing Revelation isn't likely to happen more than once per Jump (or ten years, whichever comes first), however.

Tourist:

100 CP: Talented Hobbyist. You take having fun seriously. Pick three common activities used for entertainment in either Kamurocho or Sotenbori; you are exceptionally skilled in each of them. This can include arcade gaming, bowling, a wide array of gambling and strategic games, even working in real estate or hostess club management, but would not include pummeling people with bicycles or having a gun fight on the freeway. You may take this multiple times, with the free discount applying only once for Tourist Origins (they can still take this at 50% off per purchase, however).

200 CP: Dreamer's Luck. Things tend to go your way more frequently. Your draws in mahjong are abnormally lucky, you tend to find compatible dates if you visit a telephone club, and if you make use of the city's Dream Machines you'll frequently end up with shockingly good stuff. Bear in mind, overuse this in gambling establishments and folks might notice...

400 CP: Common Bonds. Whether it's the chef-owner of your local sushi joint, the front desk operator of the bowling alley, or even just some random rich person you happened to meet in the street, you'll find it shockingly easy to establish friendships with people that have interests in common with you. Often, you'll be able to get to a first name basis off nothing more than frequenting these establishments or talking with the person in question, though to develop a deeper bond might require putting in a bit more effort. At its strongest, such folks may be keen to show you favor, help you out, or even go into business with you. Not half bad for just doing something you were going to do anyway.

600 CP: Completion Points. Not exactly the kind of CP you usually earn and spend on your Chain, but for someone really eager to do it all, still worthwhile. Simply put, the more things you do unique to a world, setting, or location, the more Completion Points you build up. Ate one of everything off the menu at the hottest soba restaurant in town? That's a Completion Point. Became close friends with a prominent local? That's a Completion Point. Used a local style of combat to defeat fifty people? A hundred? Two hundred? One Completion Point a piece. In every Jump- this one included -there will now be a place of worship or contemplation where you can spend these points on gaining improvements to whatever skills or abilities you've picked up (you'll know where this is in the world on entry to it, and if there's multiple ones or just one). Don't expect these to be world-shaking boons by themselves, but they'll add some additional minor boons and buffs that fit the world in question. Oddly, not many of them seem to be rewarded for things that could be called the 'main plot' of a given world...

Young Dragon:

100 CP: Unflappable. You're the kind of person who could stare down everything from a dozen armed goons to an attack helicopter and barely even blink. It takes a lot to even make you emote unless you want to, and you can all but radiate Serious Business at will. You can toggle this at will, but when it's on, you'll give anyone seeking to challenge you in any field the shivers if they're not on your level.

200 CP: Duck To Water. People keep underestimating you and what you're capable of... right up until you blow them out the water. You adapt to new jobs, tasks, and roles incredibly swiftly, and even if you have zero clue what you should be doing, you can often fake your way to victory. Bear in mind, this won't make you invincible in a fight, but it might give you enough of an edge to get by on cobbled-together technique and brute strength until you can learn.

400 CP: Absolute Morality. They could shove a gun in your face, threaten everything you love, offer you the world and all its riches... and you could still say no as easy as breathing. Unless you want it to, your moral core is virtually indestructible. Not even powers far beyond the ken of this world can twist you to their whims against your will, and any powers that rely on that will break against you like waves on the shore.

600 CP: The Dragon Awakens. Adversity. Some are broken by it, some fear it so greatly they live their lives on hand and knee to avoid it, and some will sell their souls to surpass it. You? You feed on it. The harder the world pushes, the stronger you get. Isolated, alone, friends and family turned against you? You'll only grow and learn and endure better and better, until your foes can only stare on in

horror at the legend they helped birth. Everything you are grows stronger from this, and if there's an upper limit, it isn't one you're likely to reach any time soon. Learn, grow, and overcome until they have no choice but to recognize you.

Lord of the Night:

100 CP: Unleashed. Look at you, Jumper. You could be the most deadly, dangerous, blood-drenched person on the planet... but until you snap into action, most folks absolutely won't recognize that fact. Everything from your powers to your general attitude, when not in active use in combat, seems to fly under most radars. This makes it a lot easier to separate yourself from the you that fights and maims and kills, letting you build friendships and even love without causing people to recoil instinctively. Do note, however, that especially skilled people with a lot of red in their ledgers might see past this... like does recognize like, after all.

200 CP: Silk Hiding Psychosis. You are an expert actor, born and bred. You can snap from role to role with extraordinary ease. Calm measured night club manager? Psychotic man-child? Shoulder to cry on, loyal protector, a friendly face? Hell, you could wear all those masks and more in a single night and not skip a beat. Just be careful not to act so well you forget which face is the real you...

400 CP: Unbreakable. They could strip you of your powers, chain you to a wall, and take to you with every torment they could imagine... and when someone opened the cell up again a year later, the odds are good you'll have outlasted your captors. Torture can't break you, pain can't break you, even being physically maimed can't break you. When determined enough, you could ignore a thousand cuts if none were fatal. Death by shock, not happening. This won't make you invincible, but you could probably fool an expert interrogator into thinking otherwise.

600 CP: Birth Of Madness. You practically feed off chaos and destruction. The more anarchy the world surrounds you with, the stronger you become. And the more you indulge in it? The stronger you become. You're riding a tiger with this Perk, but with it you only grow in ability and ferocity the deeper you are steeped in the worst ends of the earth. It would be so easy to take a leap off that ledge into utter madness... but this Perk does have one additional benefit. It lets you know where that line in the sand is, and never forget about it, no matter how drowned in darkness you become. They may see a Mad Dog when they look at you, but even at your worst, you'll still be you under it all. So long as you still want to be...

Yakuza Lieutenant:

100 CP: Pledge of Demon. When they look up stubborn in the dictionary, they'll see you... as you come to punch them in the head for reading while you were hunting them down. It doesn't matter how many times you get knocked down, beat down, humiliated, or scorned. Unless they actually kill you, you'll always be able to come back, not just physically but mentally too. Either you kill them, they kill you, or one of you accepts defeat by other means.

200 CP: With Vengeance. You are a powerhouse. The kind of guy who could take a swing at someone, miss, hit the wall behind them and crater it, then keep going without even a fractured finger. By the standards of this setting, you're borderline superhuman and able to soak damage and deal it out better than almost anyone drawing breath. Just remember, this doesn't make you bullet-proof.

400 CP: Archnemesis. Tact, poise, professionalism. All traits ideal to a hired gun, or more

accurately, an assassin. You're an expert in various fields, from unarmed combat to needles to swords to firearms. And your agility is through the roof, making you the equal of the finest free-runners in the world. This won't make you a master in the same way an Upgraded Style could, but knowing a little of everything at a solid level will make you a scary threat even to those who possess that level of prowess.

600 CP: Twin Dragons. The underworld is a dangerous place. Anyone looking to move up in it is going to make enemies above, below, and to either side. At least, they will unless they know how to play the game as well as you do. You gain the skills of a human chessmaster, able to play calm and collected and recognize the strengths and weaknesses of everyone on the board. Tweak this one, turn on this one at the right moment, let this one bash the other one half to death. What's more, this veils you in a level of plausible deniability... it will be much harder for folks to recognize your hand in things, so long as you don't reveal it yourself. Play it right, and by the time your rivals realize what is going on, they'll have no choice but to call you 'Boss'.

Items:

All Items are 50% off for their respective Origin, with 100 CP Items free to that Origin. Tourists gain **+400 CP** for this section only, while all other Origins gain **+200 CP**.

General:

Free: Like A Dragon. This will raise all kinds of questions around here, but I won't tell if you won't. You gain a large crate filled with Yakuza 0 merchandise including: copies of the game on all systems plus the machinery to play them; the soundtrack on digital, CD, and vinyl; t-shirts, jackets, hats, and blankets; statues of the main cast; and the Business Edition's stainless steel business card holder, complete with twenty cards with your name and (if available) number on it. Mind you, a good chunk of this won't be of much use in 1988, but a nice jacket and some business card can always come in handy.

Free/100/200 CP: Bankroll. Cash is king, in this era more than most. To make anything of yourself, or even just to enjoy yourself, you'll need funding. For free, you can enter here with one million yen. For 100 CP, ten million yen. For 200 CP, one hundred million yen. Whatever you pick, you'll get that value each year in a set of steel cases. Be careful walking around with this kind of money, Jumper...

Free/100 CP: Apartment. You're going to need somewhere to crash in between all this madness. For Free, you can take a simple apartment in either Kamurocho, Sotenbori, or just outside of either and a short taxi ride away. It has full utilities and is rent free, but other than a bathroom, closet, and main room isn't much to speak of. For **100 CP**, it instead becomes a penthouse suite, similarly rent free with full utilities, but expansive and luxurious with private elevator access for added security. In future Jumps, you can Import whichever version you picked for free, or use them as a Warehouse extension. If the latter, they'll retain the same view from the windows, if any, that you had in this world.

200 CP (Discounted all Origins except Tourist): Tattoo. On your back, and potentially on much more of your body, there is now an extensive tattoo unique to you. This tattoo can be as small or large, simple or elaborate as you'd like, though traditionally it's at least large enough to cover the majority of your back. Whenever this Tattoo is exposed and visible- i.e., when your back is exposed -you gain an overall boost to all your abilities, and and become more resilient to damage. This can also serve as a boost to intimidation, especially with the criminal class, as anyone who sees your ink in full will recognize that you're likely a legitimate threat. Just be mindful; if you emulate the design or motifs of someone else, they might come looking to crack your skull. As they say, there can be only one dragon.

Tourist:

100 CP: Bar Card. Best way to unwind after a busy day seeing the sights? Hit up the local bar and tie one on! This Bar Card is good each night for upwards of twenty-five thousand yen worth of excitement at any Bar in Japan. Play darts and pool, sing karaoke, and indulge in whiskey and karage. The card will recharge itself at sunrise each day, giving you another night's debauchery over and over and over again. Post-Jump, this card will give an equivalent line of credit for any similar locations in that setting (pubs, inns and taverns, etc.) with the same recharge rules.

200 CP: Fisherman's Kit. A surprisingly relaxing activity, fishing off the piers and docks or along the riverways is a great way to pass the time, catch a fresh dinner, or even make some serious cash. This red fishing kit, roughly the size of a toolbox, will make such efforts much easier and more

profitable. Inside the kit's extradimensional space can be found a Peerless Pole, the greatest fishing pole of the age, along with an endless supply of Quality Bait to scatter and lure in the prey. In addition, any fish caught can be kept perpetually fresh and in stasis within the Fisherman's Kit, without contaminating the Bait or Pole. Lastly, any time you intend to catch fish using this Kit but instead catch and bring up junk, there's a very high likelihood what you fish up will be worth a hell of a lot. Who keeps losing Gold Plates and designer handbags with cash in them in the freaking river, anyway...?

400 CP: Dream Machine. This large standing device, with bright flashing lights and a number of colorful images of potential prizes, is essentially public vending machine gambling. A value appears, between ten thousand yen to a million yen, and if paid in the machine will dispense... something. It could be as worthless as a stuffed animal or energy drink, or something as valuable as a fine expensive watch, rare materials like pearls and silver, or even absurdly powerful golden firearms. This Dream Machine is all yours; place it in a public place and watch the chaos unfold as you rake in the money, limited only by the Machine's odd awareness of when someone has used it recently and not permitting a second play for some time for any one individual. Once a year, you can use the Dream Machine for free, but don't be shocked if all you do is walk away with some nice booze or a classy new jacket in your size, though you too might sometimes get lucky. In future Jumps, it retains its functions including your 1/year free draw, but the pool of potential prizes fits that setting instead.

Young Dragon:

100 CP: Memento. This relic of a simpler time in your life, in the form of a photograph with content personalized to you, can serve as a focal point for any angst, suffering, or mental strain you're under. After a brief time venting and lamenting (and perhaps downing a drink) in sight of this Memento, you can greatly reduce these strains for an extended period. No matter the misery of today, the joy of yesterday can relieve those burdens at least for a while.

200 CP: Sacrifice Stone. This strange stone bears an abnormal power to it. While it is on your person, if you should ever suffer an injury that would kill you, the stone instead shatters, leaving you on the brink but miraculously alive. In effect, it acts as a 1-Up, but one you can hand to someone else if needs be. After every Jump (or ten years, whichever comes first), if the Sacrifice Stone was expended, a new one will appear in your Warehouse.

400 CP: Dragon Shirt. This fashionable if excessive shirt, emblazoned with a stylized dragon on the back, is immune to wear and tear. While wearing it, virtually so are you. Your resistance to almost any form of damage goes through the roof. Oddly, it synergizes with Show Your Back; if removed in that fashion, you'll retain this resistance for the duration of the battle Show Your Back was used in, or until an hour has passed, whichever comes first.

Lord of the Night:

100 CP: Eyepatch. This world leaves scars, takes its pound of flesh, then moves on expecting those it maims to keep up or perish. You will keep up. This begins as an eyepatch but can take the form of whatever else it needs to, from a prosthetic hand or arm to a foot or leg. This will not replace the lost part in question, but will allow you to function virtually as if you hadn't lost it. In the case of a lost eye, for example, one could fight and observe and act virtually as if one had not lost half their vision and depth perception, which could be a nasty surprise for someone assuming such an injury would make you an easier target...

200 CP: Incomparable Habu Drink. Even for a Jumper, I think this might be unsafe to consume! This energy is absurdly powerful. How powerful? Instant restoration powerful! Anyone who consumes this will have their mind, body, heart, and soul fully restored to their peak performance. The taste leaves something to be desired, but the results speak for themselves. The recipe can't be properly emulated, at least not to this level, but you'll find a new- singular! -can of Incomparable Habu Drink in your Warehouse after every Jump (or ten years, whichever comes first).

400 CP: Ama no Murakumo. This ancient sword, forged anew in the modern day, is a katana of incomparable power. Even were you to take this into an era of myth and legend, few would find a blade sharper or stronger. When thrust or slashed, it briefly generates a cutting shockwave that can bring down even a distant foe. Take care with this, Jumper; a weapon like this scarcely belongs in a world like this one, and could open you up to a whole new kind of chaos.

Yakuza Lieutenant:

100 CP: Yakuza Pin. These small brassy lapel pins represent whatever family/clan you claim membership in, and you receive a lacquered box that has exactly enough of them for yourself and each of your Companions & Followers. Wearing this clearly indicates that the owner is a part of that organization, complete with all the pros and cons that comes with it. Bear in mind, anyone wearing the Yakuza Pin who violates the rules or otherwise enrages the higher-ups will inevitably reflect on you, so bear that in mind when you start handing these out. In future Jumps, you can have the Yakuza Pin instead reflect an organization you are part of in that Jump, giving all Companions & Followers you grant these to equal membership and hierarchical connection to you as it does here.

200 CP: Oath Of Enma. Sometimes, you have to get your hands dirty. When that time comes, take these. A motorcycle that never runs out of gas or needs maintenance, which if you ever crash on it will cause you no injury. An iron pipe and pair of steel knuckles, each of which are virtually unbreakable and can be pulled from the motorcycle or returned to it as if from thin air. And a set of wraps for your midsection that fit without notice under any attire and provide a surprising level of extra durability for your whole body. Make those who cross you remember you, Jumper.

400 CP: Spider's Web. This trio of black folders are empty, until such time as you write a name in the label flap. Afterwards, they will fill up with biographical information on the person written, with a special focus on vulnerabilities. Hidden shames and secrets, crimes and sins, weaknesses and vices, and anyone or anything that you could target that could hurt them. In short, a perfect collection of materials to either break a man or put them under your thumb. Once used this way, a black folder becomes mundane and normal for the duration of the Jump, at which point all three black folders will revert to their neutral state and can be used again in the next Jump.

Companions:

50/200 CP: Import. No one should stand alone on the streets of Kamurocho, Jumper. For **50 CP**, you can Import an existing Companion, or you can import eight for **200 CP**. Each Companion gains the Origin of their choice, the appropriate bonus CP that Origin receives for each area of this document, and 600 CP to spend however they want.

50/100 CP ea.: Chinpira. It helps to have muscle, even if that muscle isn't on your level. Each purchase of this will grant you a pack of five Followers, low-level Yakuza in flashy clothing for **50 CP** and the slick professional suit-and-tie Men In Black for **100 CP**. While not on par with the true powerhouses of the era, they can hold their own in a fight and know their way around intimidation rackets, shakedowns, and all sorts of other underworld activities. The Men In Black take this even further, with considerable martial arts training and a ruthless efficiency towards any task you assign them. If any Chinpira are slain, they'll appear again the following day with at most a couple bandages or a new scar for their troubles.

100 CP: Export. Got your eye on some locals, do we? For 100 CP each, you'll have a slot open you can use to recruit someone from this world. You can pick anyone, excluding those listed in the Scenarios and two others you'll find below...

200 CP: Kazuma Kiryu. The future Dragon of Dojima, Kiryu is young here but powerful, with undeniable ability and seemingly endless growth potential. He comes with all General and Young Dragon Perks, the Styles Brawl, Rush, Beast, and Dragon of Dojima with Upgrades, and the 100 & 200 CP Items for Young Dragon.

200 CP: Goro Majima. The future Mad Dog of the Shimano, Majima is already a deadly force that the coming years will only hone sharper. He comes with all General and Lord of the Night Perks, the Styles Thug, Slugger, Breaker, and Mad Dog of Shimano with Upgrades, and the 100 & 200 CP Items for Lord of the Night.

Drawbacks:

So much to do, so little time... and points. Perhaps you'd be willing to make things interesting in exchange for a few more? You can take as many Drawbacks as you'd like, and will gain the listed CP for each in return.

+100 CP: Oblivious To Love. You could be a streetwise savvy sort, a natural born detective... but when it comes to folks being attracted to you, you haven't a clue. Anything short of someone jumping you or outright pointing to a love hotel and demanding you follow them in is going to see you just blinking off their hints or behavior. Which could be especially bad if this happens to frustrate or anger them, and you won't have the slightest clue why...

+100 CP: Customer Is King. You've got an odd blocker; when it comes to your job, you're gentle as a lamb. That is to say, so long as someone is your customer, you cannot raise a fist to them in anger. Even defending yourself is tricky, since it can never be overly aggressive. A clever person might find ways around this and be able to make unruly customers still regret it, but it's going to be a serious effort and you might not like the road to get there.

+100 CP: Everything Is Serious Business. No, seriously. Everything. That children's tournament you somehow ended up in? Serious Business. That pick-up game of darts down at the bar? Serious Business. Trying to pick up a date for the movies? Serious Business. Everything you do, you'll give off the air of someone taking things *vastly* too seriously, unless it actually is a matter of life or death.

+100 CP: Zero Fashion Sense. I know it's the eighties, but come on, Jumper. You have absolutely the worst taste in outfits. The best that can be said of an attire you choose for yourself is it'll probably fit you fine, but otherwise everything from the style of clothing to the colors you pick is going to stand out like a sore thumb. Hope you weren't planning on blending in anywhere...

+100 CP ea.: Onast! Bad luck, Jumper. Looks like at least one of your Companions has fallen in with a bad crowd... specifically, the Order of Munan Chohept Onast, a cult headquartered in Sotenbori. Led by the enigmatic Guru Munan Suzuki, this cult is prone to brainwashing its members, forcing them to give up their worldly goods to the cult, and cutting all ties- and even memories! -of their friends and family from before. You can take this multiple times, but only up to a maximum of the number of Companions you have in the Jump with you. Unless you want to answer some really awkward questions in ten years, you're going to want to stage a rescue operation, but be warned; Munan Suzuki might look like a fool but he's a trained fighter and no easy mark. And if your Companions are skilled in combat, he might even enlist them to protect himself. If you can break through to them, they might remember you, but if all else fails defeating Munan Suzuki will do the trick. Good luck, and Hepton!

+100/300 CP: Lasting Scars. Something has been taken from you, and it isn't coming back. For **+100 CP**, this is 'just' a finger, a clear sign you've failed and been punished harshly. For **+300 CP**, this is something much more debilitating, like the loss of a hand or eye. No healing or replacement will fix this; the best you can hope for is a simple prosthetic or an eyepatch.

+100/300 CP: Framed. Someone has pinned the blame on you for a crime you did not commit. While it hasn't gotten so far as to reach the cops yet, this could result in a lot of issues for you until you resolve the problem. For **+100 CP**, this is a minor crime, but those it impacted will likely be very upset with you and act accordingly. For **+300 CP**, this is a major crime, and it's only because those impacted want to settle your hash without cops involved that you're not on the evening news right now...

+200 CP: The Weight of Age. You're not as young as you once were, Jumper, and at times you really feel it. Not only are your physical abilities occasionally hampered, but you'll find it hard to shift your attitude or take younger threats as seriously as you should.

+200 CP: A Gilded Cage. Pick either Kamurocho or Sotenbori; you now start here. And unless you're especially clever, you're *staying* here. The Yakuza have eyes on you, night and day, and if you try to leave your starting location, the word will go out and you'll find threats on you almost immediately. If you play along and stay put, you'll still be under watch, but at least they won't start coming for you head... yet.

+200 CP: There He Is! Were you hoping for anonymity? Give that up, real fast. One out of every four people on the street is going to recognize you moving forward, and any deeds you do or reputations you gain are going to spread like wild fire. This might sound nice, but unless you were planning on spending the next ten years just on practicing your arcade and pool skills, you're likely to run into trouble thanks to this sooner or later. Doubly so if you start making enemies who come looking for you...

+200 CP: Troublesome Kyodai. There is someone in this world who you care deeply for, Jumper. Someone who has your back and you have theirs, a sworn brother (or sister) to the end. Trouble is, they're in the Yakuza, and they're a damn mess. It might not be entirely their fault, but that won't matter much as you find yourself often getting caught up in whatever they do. On the plus side, if you can keep them alive for the entire Jump- which might be no easy feat -they'll have wised up and be willing to join you as a Companion on your Chain for free.

+200 CP: Target On Your Back. Someone around here must be talking some impressive trash about you, or otherwise put a bounty out for your head. Either way, you'll find yourself a frequent target of everyone from street punks and biker trash to low-level Yakuza and the mysterious Men In Black, all eager and willing to throw hands even in the middle of crowded streets. They won't go seeking you out per say, but if you bump into them or cross their field of vision, they'll often take the time to charge you for a brawl.

+200 CP: Distracted By The UFO Catcher. There's so much to do around here! So many wonderful games, so many exciting forms of entertainment, and all the food and drink you could ask for! Huh? Empty Lot? Yeah, that does sound important, but can it wait until after this hand of poker? You're going to be amazingly easily distracted and drawn in by the myriad pleasures of this place, so much so that it could seriously hamper your ability to get important stuff done. You won't neglect to defend yourself or your loved ones just because you're racing a toy car, but you might need those loved ones to drag you away to handle actual business.

+200 CP: I Need A Drink. Jumper, this is admittedly a very stressful place, but... you've taken to the bottle damn hard. You are, by any standard, an alcoholic, and without a drink in you won't operate well. Any and all resistances you have to alcohol or the effects of overindulging in it are out the window for the duration of this Jump. You can beat this, but only the old school way, no powers or Perks involved. Or, you can just keep one tied on through your waking hours for a decade. Up to you.

+200 CP: Rules & Regulations. You are a firm believer in Jingi, the code of ethics that the Yakuza allegedly swear to. In your case, however, it's a firm undeniable matter. No killing civilians, no disobeying those above you, no showing disrespect to your elders, no bringing dishonor to your family

or clan. In the event you have to break Jingi, or the code itself becomes contradictory (such as, for example, someone above you ordering you to kill a civilian), it will be a soul-rending experience for you every time.

+200 CP: A Mushroom Merchant's Luck. You should probably work on your pitch, Jumper. You're prone to give people who don't know you the wrong impressions about you. Sometimes they'll think you're trying to be tough, sometimes they'll think you're actually weak when you're not, and sometimes they'll think you're trying to scam them when all you were doing was selling produce. This won't happen all the time and you can be coached to avoid the worst of it, but you'll never fully shake this so long as you're in this Jump.

+200 CP: Side Job. Adventure, excitement, a Jumper craves all these things. But you're now going to have to schedule all that around your shift. You now have a regular job (day or night, your call) that you'll need to be working at each weekday. If you Import or gain control of a property here, or undertake a Scenario that requires you to run a business, running those can count, but otherwise it'll be a thankless office job or work in a fast food joint. And while you can potentially get promoted up the ranks doing such work, you can never quit or skip a day (unless you have time off cleared by your boss). If you own the business, you **must** put in five days' work in person each week or the business itself will suffer drastically. Even if all that means is sitting in the back office and coming out to handle problems, you still need to do it.

+200/400 CP: Wanted. Okay. *Now* the cops are involved. The proper authorities think you've done something illegal and want to arrest you, and if given the chance will do so. For **+200 CP**, this is a minor crime, worth maybe a year in prison if convicted and sentenced to the maximum. For **+400 CP**, this is a major crime, something akin to arson or murder, and not only will you be looking at a lot of jail time if arrested, there's a good chance these cops will assume you're armed and dangerous and act accordingly if you resist or run. This is not permanent, however; if you can somehow beat the rap or prove you didn't do it, you'll be fine. Though that may mean figuring out who did if it wasn't you...

+300 CP: Mr. Shakedown. When you hear the sirens, it's already too late; Mr. Shakedown has spotted you. This towering behemoth of muscle, rage, and a seemingly bottomless wallet (given how much cash they can steal) now considers you a worthy target. Surprisingly resilient to damage and hitting harder than any human has a right to, they also seemingly can never die... worse, every time they're defeated, they'll come back harder and stronger the next time, with no upper limit. Even an experienced Jumper might want to avoid beating them too many times, unless they want the last sight on their Chain to be a boot stomping towards their downed face... though as a saving grace, he won't normally kill you if he beats you. He'll just rob you of your money. Instantly. And then walk off happily, leaving you on the brink of collapse.

+300 CP: Damnit, Yoneda... You really should not delegate, Jumper. Even when you tell folks not to do something- even if you're right there in the room with them! -there's a very good chance they'll do it and muck up your plans. You're going to have to be personally involved in everything you want done right, and even then you'd be amazed at how folks can just horribly screw everything up right before your very eyes if given half a chance.

+300 CP: Kuze Everywhere. Gah! The hell is wrong with this guy? Daisaku Kuze now officially hates you, whatever your standing otherwise is with the Tojo Clan and/or Dojima Family. And he'll make sure you know it at the ends of his fists. Losing to you only seems to piss him off worse, and nothing seems to keep him down forever. Worse, he has a horrible habit of showing up where you'd

least expect- or want -him to be, with another meaty fist waiting for your face. And unlike Mr. Shakedown, if he can manage it, he'll happily see you dead under his heel.

+300 CP: Minor Crime Reveals Major Plot. It'd be nice if something you got involved in around here was simple. Pick up a side gig with a real estate company, or just frequent a particular dance club, or do some work for hire for a loan shark... but simple isn't something you'll usually have the luxury of. On a surprisingly regular basis, the minor things you agree to do or decide to involve yourself with spiral into massive sprawling matters that at their height will be matters of life and death. Hey, at least you're not likely to get bored.

+300 CP: The Right Jumper For Every Job. You know, normally you'd need to pay CP to get this level of trust from folks. Then again, you might come to regret the purchase. Unless someone outright hates you, if they have a job they need doing and you're so much as walking by, odds are excessively good they'll tap you as the perfect person to help them out. You could end up doing everything from helping people make connections to filling in on filming sets to running goods halfway across town in a limited time frame. It's a great way to build a reputation and make friends, and you might even get rewarded for the effort sometimes, but more often than not it's going to be you getting caught up in some weirdness on behalf of others... a lot.

+300 CP: Marusa. Oh, this is not good, Jumper. The National Tax Agency has its eyes on you and your dealings. And they're everywhere. Anyone could be one of their agents. Even me! Even you! Well, probably not you. But from here on in, everything you do, you're going to have to report. And you're likely to have these 'Marusa' agents stopping by regularly if you begin bringing in tons of cash from elsewhere, failing to report income and pay the proper taxes, or otherwise messing with the economic bottom line of Japan in any way other than helping it make more money and giving it the share it demands of you. And if you fail to or try to trick Marusa? Those agents are going to get very fiat-immune very fast. Forget the Perks, if you screw this up, you're going to need an excellent lawyer...

+300 CP: Heir to the Family. Good news, someone thinks you're important to the future of a Yakuza clan! Bad news, that someone is 'everyone you don't want to'. Cops will keep an eye on you, rivals will plot against you, and a surprising number of your 'friends' will just be hanging around to see what they can get out of you. You're going to be at the center of a lot of storms moving forward, and any plays you make are going to be made with an audience. On the plus side, anyone who sticks with you through even this is bound to be a true friend.

+300 CP: The Lost Decade. A crash is coming, Jumper. And when it comes, it's going to come hard and aimed right for your skull. You now have only six years before the bubble bursts and takes your assets with them, and whatever you do you will never fully recover. Businesses, properties, stocks and bonds, it's all going to implode and what you're left with- including any properties you Imported -will be ruined and worthless. Get the most out of things now, and hit any milestones you were after as soon as you can, then try to figure out how to survive this total economic ruination for the remaining four years you're here...

+300 CP: Never-Ending Nights. The dark side of Japan is a hole with no bottom. Take down one group of street punks and two more spring up. Bust one organization, someone or someones will come along to pick up the pieces. There will always be antagonists, always be criminals, always be threats and scams and schemes. For someone who adores peace or wants to see this place improve, this Drawback could turn the next ten years into hell. For someone who revels in the darkness and wants

there to never be an end to the foes you can fight, no matter the cost to the people? Enjoy your points.

+400 CP: The Majima Tax. Ah hell. Looks like Goro Majima's chat with that official went so well, it's even impacting the Jumpchain. You've been taxed so hard, your Perks crashed. You're reduced to your Body Mod, plus whatever Perks/Style you purchased here, for the duration of the Jump.

+400 CP: Expedition Target: Warehouse! Wh- damnit, Long Hua! Your Warehouse has become a target of Agents of the Long Hua Expedition or one of her competitors, going after rare weapons and materials. Therefore, for security reasons, your Warehouse will remain in lockdown for the duration of the Jump, which means no access for you either.

+400 CP: An Aura Of Suffering. To know you- to care about you -is to know misery. Those in your orbit will eventually see wreck and ruin come to them if you're around long enough. Loved ones will suffer and die, businesses and reputations ruined, agony and heartbreak will haunt your steps. This won't escalate to hurting you directly, but when all this is being directed at the ones you hold dearest, how much of a difference does that make?

+500 CP: A Year In The Hole. Did we say you've got ten years? Our mistake, you have nine. Because for your first year, you're going to be in the loving embrace of the torture experts of an especially hostile Yakuza family. Any pain resistances you have are reduced to half their efficiency, and any pain or injury immunities are effectively reduced to a fraction of their normal effects during this year. We can't promise what shape you'll be in when the doors open and you're turned loose, but we can promise you'll be feeling the effects for a while. How badly do you want those points, Jumper?

Scenarios:

This is a world with a lot to do, a lot to see, and rich rewards to reap if you're up for the challenge of doing it all. Take as many or as few Scenarios as you wish.

Scenario 1: Epicurean. Kamurocho and Sotenbori are both popular destinations in this era, known for their many pleasures. But what pleasure is at once more base and more refined than good food and drink? From fine dining to food stands, dive bars to upper class establishments, there's always plenty on offer. Which is good, since to complete this Scenario you will have to consume 200 unique offerings across both areas. Every individual item on a menu counts, but only counts once towards this goal. And luckily, you have the duration of the Jump to accomplish this. So get to indulging a hopefully diverse palate, Jumper!

Reward: Gourmand. If you didn't have a diverse palate before starting this challenge, you probably have one now. And better still, you have the skills to make the most of it. First, any time you want to enjoy a meal, you will. Food and drink will just taste better, so long as you want it to. Second, you seem to have developed a hollow leg... or perhaps an extradimensional digestion system. You can eat and drink as much as you want with no negative side effects from overindulging. Lastly, any food you consume has a minor but noticeable healing effect on you, patching your wounds and fixing your injuries as you feast.

Scenario 2: A Friend In Need. Friendship is a hard thing to quantify. At what point does one go from knowing someone to being their friend? It's shockingly easy to get some folks to open up, while others require Herculean efforts, but perhaps by the end of your visit here you'll be able to answer better what friendship really means. For this Scenario, you must befriend 10 strangers. No Companions, no Followers. Could be anyone, from the richest man in Sotenbori to a sushi chef to a wayward cop or a video store attendee. No using charisma or instant-friendship Perks; you need to earn this the old fashioned way. Talk to them, get to know them, open up to them and let them open up to you. For each person you befriend, eventually you'll learn of a problem they're experiencing, one you'll be in a unique position to help them with. Once you have, you'll inherently know that the bond you've built has reached its peak. Do that with ten different people, and you'll have completed this Scenario.

Reward: A Kinder World. Making friends is a two-way street. They enrich your life, and you in turn enrich theirs. In that small way, if only for two souls in a sea of them, the world is made better. Now, however, this effect is amplified. The more friends you make in a world, the better things seem to become. A little less crime, a little less sickness, a little more happiness with each connection forged. It alone won't fix a broken world, but you can perhaps rest better knowing that a little friendship really can go a long way.

Scenario 3: Gambler's Paradise. Feeling lucky? Or do you just have the itch? There's a wide range of places one can travel if they'd like to risk their cash, from the underground casino in Sotenbori to the many games of West Park in Kamurocho, and the mahjong parlors scattered about each. Your mission in this Scenario is, if not to break the bank, then to at least make them know your name. Not counting losses, you must win fifty million yen over the course of your stay in this world by way of the above gambling efforts or similar. You could do this in a single night if your bankroll is large enough and your luck holds out, but doing it in pieces here and there is perfectly acceptable as well.

Reward: Steel Business Card. Under normal circumstances, especially in places swimming in

Yakuza, you'd expect that a gambler winning so much would be at risk of at least getting kicked out and banned, and at worst being taken down to the docks and turned into fish food. Now, however, you've got borderline immunity. This steel business card, with your name emblazoned on it, will be treated as not only a VIP badge for any gambling establishment, but it will also neatly excuse any excessive winning you've been doing. You could practically clean out table after table and so long as they can't prove you're cheating or catch you for breaking an actual rule, any gambling establishment will just shrug their shoulders and comp you another drink. Also, in a pinch, this stunningly sturdy card could make a surprisingly good improvised weapon. Damn thing packs a legit punch.

Scenario 4: Game-Master. All that gambling above... it's a bit much, don't you think? High stakes and high risk might yield high rewards, but it could also leave you with high blood pressure and a low bank account. Wouldn't you rather do something more fun and relaxing with your time here? Then take up this Scenario! All you need to do is travel to the myriad of arcades across this region and place at the top of fifteen different high score boards, then top that off with winning fifteen unique prizes from the UFO Catchers. Finally, take top trumps across two different pastimes; win the top prizes at the batting cages for hitting targets, and score a turkey (three consecutive strikes) at the bowling alley. In retrospect, maybe all that gambling is lower in stress than this one...

Reward: King Of Games. Holy heck, Jumper, you're amazing! When it comes to games, there's none better. Not only can your skill in any games from now on only improve- no matter the gap in time between games or any other debilitating conditions -but when introduced to new games or pastimes, you can pick up the rules near-instantly no matter how complex or alien the game would otherwise be. Go forth and dominate the world of gaming, Jumper!

Scenario 5: Pocket Circuit Champion. Gambling? Arcade games? Bah! There is only one true sport of kings when it comes to gaming around here... Pocket Circuit! Enjoyed by those both young and old (okay, mostly young), this sport sees racers customize their pocket-sized motorized cars and then race them on track that can range from the simple to the outlandishly punishing and complex. It isn't about who is the most powerful, has the most cash to throw around (though that helps), or who they are out in the waking world. In the Pocket Circuit, it's all about how your car that you personally tweaked and tested performs against the other racers and the tracks themselves. Think you've got what it takes? Then take on the challenge; come in first across enough races to qualify for, and win, the King of Speed Cup, and then outrace the legendary Pocket Circuit Fighter himself!

Reward: E For Everyone. Congratulations! Now you're the new Pocket Circuit Fighter! ...what, you don't want that title? No worries, no worries. You're getting two prizes out of this. First, you've gained an aura that makes it so any time you participate in a casual nonviolent activity, such as model car racing intended for children, it will be seen as perfectly reasonable and valid no matter your apparent age or even species. Want to go for a picnic as a dragon in the middle of Central Park? No one will bat an eye. Second, you gain the ability to take the sport of kings with you on your Chain, as you receive the **Pocket Circuit Stadium** as a property Item. Complete with an endless supply of car parts, track parts, and your very own **Pocket Circuit Fighter!** The actual guy who normally oversees and commentates over races and sets up tournaments and the like, and is also notoriously the greatest Pocket Circuit racer of all time until you came along. He's also a dyed-in-the-wool good guy and loyal friend, so now that he's technically on your payroll, maybe look into upping his pay? Poor dude has to hand out promotional tissues during the day just to make ends meet.

Scenario 6: Adult Entertainment. You didn't think we'd ignore the darker side of these neon-lit streets, did you? There's a lot of fun to be had, from telephone clubs for finding dates to adult video

theaters, from collecting racy telephone card sets to the infamous underground JCC (Japan Catfight Club) where women compete in mixed martial arts brawls in... unorthodox attire. In honor of this side of the world, we put to you a set of challenges; go on five dates, watch ten unique 'adult' films, collect ten complete sets of telephone cards (three to a set, and often found hidden in the oddest places), and bet on a winner in a JCC tournament from start to end. For what it's worth and because we're respectful folks around here, the dates don't need to be through the telephone club if you already have a special someone. The rest still holds true, so hopefully they're a very *understanding* special someone.

Reward: ...I Did It For The Perk. Woo, that was... a lot, Jumper. You'd best be careful getting up to that sort of thing, or you could end up with a rotten reputation. Well, you would have if it weren't for this Perk. Now, when you indulge in a bit of harmless adult fun, so long as you're not breaking any laws in doing so, no one will negatively care. *No one*. The Goddess of Chastity herself could shrug off tales of your naughty exploits and shoot you a blessing, and even the hungriest tabloid editor would pass over pictures of you in the act as if they were photos of a brick wall. Anyone who would *positively* care, though, will still be effected, so if you're looking to build a good reputation in those circles, you're all aces.

Scenario 7: The Long Hua Expedition. After all that excitement, you might be looking to get away from these streets for a little while and stretch your legs. Or perhaps you'd just like to provide a bit of help to a family-owned business in Sotenbori looking to expand. Welcome to The Dragon & Tiger, a wonderful Chinese restaurant run by married couple Fei Hu & Long Hua that also happens to be among the finest black market weapons hunters and crafters in the land. However, that expansion can only come from Agents in the field and/or the funding needed to get those Agents where they need to go. To complete this Scenario, you must fund and/or go yourself on behalf of D&T to 20 different locations around the world to hunt for rare weapons and exotic materials. From a Hidden Ninja Village in Japan to Inca Ruins in South America, from a Secret Base in Nevada to Kowloon Walled City, you and/or a series of well-funded Agents will be scouring the globe and running into all kinds of excitement in the pursuit of arms & armor, and both the materials and the plans to craft them. Then, with the results of these hunts under your belt, Fei Hu will ask to test your skill with the finest of the weapons you've discovered. He's not only an expert smith, but also a master of almost every melee weapon known to man and a walking encyclopedia of information regarding them. Win or lose in these sparring matches, he'll simply be looking to gauge your heart and desire. Unless he finds you truly wanting, this will complete the Scenario.

Reward: The Dragon & Tiger. Given how much help you gave Fei Hu and Long Hua, allowing them to expand and truly thrive in this world, it's only fitting they'd like to return the favor. They, and their restaurant/cover facility, will join you on your Chain. **Long Hua** is a master of logistics and managing people, being responsible for the global network of Agents that hunts for everything from lost treasures to impossibly powerful weapons. Her husband, **Fei Hu**, is a master smith and a master of martial arts. And between them, they can put together some damn fine food on top of that. The two share a Companion slot for the purposes of Importing, but if not Imported can simply stay in the Dragon & Tiger and run its operations of all shapes and sizes for you. In either case, Long Hua comes with her own band of Followers, a set of Agents she can deploy (If funded) to scour whatever world they're in and search for rarities not unlike what her Agents did in Sotenbori.

Scenario 8: Real Estate Royale. In Kamurocho, a storm is brewing. Five men, known as The Five Billionaires, are quietly carving the area up, buying controlling stakes in businesses and properties and using thugs and other immoral tactics to force those who are unwilling to sell. Their goal, and the goal of the mysterious figure behind them, is nothing short of total domination of the region at the cost of

those who call it home. If you want to prevent this, and to profit yourself, you're going to have to fight fire with fire and literally buy Kamurocho out from under them yourself. Buy up their properties, face down their thugs, and run their whole operation into the ground. You won't be alone in this endeavor. Merely declaring that you'll take on this Scenario grants you a series of boons. First, you'll gain a central office in Kamurocho, along with two employees; **Yamanoi**, one of the last hold-outs fighting off The Five Billionaires, and his assistant and office secretary **Marina**. Between them, you'll also have an automatically updating map and model of Kamurocho, showing what parts of it you control and what parts are controlled by your rivals. You'll also have help based on the other Scenarios you've completed: for each one of the Scenarios 1-7 in this Jump you completed, you can select two of the entries below to come join your efforts:

- **Kasuga**, an eager investigative reporter more than willing to put his life at risk for a story, and an able Manager.
- **Nugget**, a live chicken who is not only a wonderful domesticated pet and seems to bring luck to bowlers but is also a shockingly good Manager... better than a lot of humans, actually!
- **Sachiko**, a high school student who ran a burusera ring, but now wants to go legit and use the skills she's honed as a real estate Manager.
- **Papillon Kato**, an eccentric local director with surprisingly deep ties to the media landscape, and a strong if erratic Manager.
- **Steven Spining**, director of such hit films as A.T. and Indian Jeans, an extremely reliable Manager.
- **'Video Boy'**, an avid fan of adult films, looking to improve himself by finding work as Security.
- **Koshimizu-kun**, a newcomer to the field of real estate and the kind of person who would defend a helpless animal from attack, who is getting his start acting as Security.
- **Officer Kikuchi**, a policeman who until recently specialized in stop-and-search, but has overcome trauma and wants to help the community more by moonlighting as Security.
- **Li Leung**, a man tied to one of the black markets of Kamurocho and a man skilled in secrecy and subterfuge, making him ideal for a role in Security.
- **'Mafia Boss'**, the current head of an Italian Mafia family who fell into it after his dreams of creating perfect mushroom pasta fell through; having achieved that dream, he is now looking to get back to his roots and is willing to get hands on with Security for the region.
- **'Masochistic Man'**, a man of somewhat unusual desires, but an able and experienced consultant who would be happy to serve- er, help you as an Advisor.
- **Krazy Kyo**, the lead singer of the Yokimichi Silvers (a 'yanki'-style band) who portrays himself as a hooligan but is actually a kind well-mannered lad and a very capable Advisor.
- **Mama-san**, also known as Ako, the owner and bartender of Earth Angel, a former gang member, and an incredibly wise soul who is eager to serve as your Advisor.
- **Marusa Marui**, a field agent for the National Tax Agency willing to do anything to take down cheats and threats, and quite happy to help shut down the Five Billionaires as your Advisor.
- **'Fortune-teller'**, an unnervingly potent and accurate predictor of the future, she has seen that you could use her talents as an Advisor here... and in the future.
- **Miracle Johnson**, the Popstar Prince, one of the most famous singers and dancers of the age and a lover of Japanese culture, who can also serve as an incredible Advisor on all this business.

Anyone you pick from here can count as a Companion for free for this Jump and can share a slot in future if Imported. If you can manage to buy out enough territory to force the Five Billionaires to face you, defeat them, force their reclusive leader the Finance King out into the open, and defeat

him, you'll have won the Scenario.

Reward: Make An Offer... In Cash! One might worry that someone with (potentially) Yakuza ties might make it hard to arrest the Finance King for his misdeeds. Fortunately, you had an able undercover agent with you all this time; Marina upgrades to **Undercover Officer Marina**, who can wrap all this up and get you nothing but thumbs up and gold stars from the law in this regard and any other trouble you might've gotten into recently. She's an excellent officer and expert in deception, making her a strong ally for the Chain. You'll also gain the **Real Estate Office** as a permanent property you can make into an attachment for your Warehouse or Import to future Jumps; it will always have a perfect map of the region, showing what you own, what you can buy, and when you can collect resources awaiting you. Lastly, you'll gain the Perk this Reward is named after, which will allow you to be able to buy out any non-government building or business in any region, so long as you can meet an appropriate price. It might cost an absurd sum to just roll in and buy out your competition, but with this Perk they'll never say no once the number (which you'll inherently know) hits the sweet spot.

Scenario 9: Cabaret Club Czar. The dazzling lights of Sotenbori shine brightest on these new spots, the Cabaret or Hostess Clubs. These clubs focus on the customers' interactions with Hostesses, women skilled in conversation and livening up any evening. Those who can succeed at running a Cabaret Club can reap incredible profits night after night, while those who fail fall hard. Five clubs, known as the Five Stars of Sotenbori, have been ruthless in seeing to it all their competitors do the latter, running down businesses and being quite willing to get violent in order to shut down any contenders. In order to succeed in this Scenario, you must give the Five Stars a taste of their own medicine and take over their territories and customers, running the Five Stars out of business. However, the method for doing so- in an ideal 'no one calls the cops' sort of fashion -is to create a Club so superior to theirs that you can crush them in head to head competitions for clients and cash. Doing this will require a few things to start off with, which you'll receive as soon as you accept this Scenario. First, Club Sunshine, a small but certainly viable Club in a prime spot that just needs some hard work put in to make it sparkle. Next, the about-to-be-former owner and full-time manager of Club Sunshine, **Youda**, a kind-hearted but somewhat hapless man. Last, the current star Hostess employed by Club Sunshine before you came along, **Yuki**, an exceptionally clumsy but eager Hostess with seemingly boundless energy and potential. In addition, you'll gain several potential boons based on your existing hard work; for each Scenario 1-7 you completed, you can select two boons from the list below.

- **Ai**, the Number One Hostess of Club Mars, who always tries to improve every situation and despises bullies and backstabbing.
- **Saki**, the Number One Hostess of Club Jupiter, an athletic tomboy known as 'Busy Bee Saki' for her outrageous stamina and ability to work weeks on end without a break.
- **Hibiki**, the Number One Hostess of Club Mercury, a deeply devoted family woman who works primarily to care for her ill mother and younger brother.
- **Chika**, the Number One Hostess of Club Venus, a woman who both delivers and respects honesty but has rather bad taste in men, preferring selfish ones.
- **Mana**, the Number One Hostess of Club Moon, said to be the greatest hostess in all of Sotenbori, though also a remarkably odd girl prone to strange behavior and conversational tangents.
- **Miss Isobe**, the famed Disco Dancing Goddess of Sotenbori, who is more than willing to try her hand at work as a Hostess.
- **Etsuko**, the feared Obatarian of Sotenbori, a belligerent woman in her late middle ages alleged to have an incredible network of informants and a shockingly good Hostess for those interested

in some juicy gossip.

- **Dolly**, a single mother whose kindness and maternal charm makes her a desirable Hostess for many customers.
- **Unknown**, a mysterious woman with mysterious origins tied to a mysterious man named Simon who may or may not have compelled her to join you as a Hostess for mysterious reasons.
- **Erranda**, also known as Emi, a total gold-digger whose skill at playing men does admittedly mean she's a fairly solid and reliable Hostess.
- **Gandhara Sotenbori**. This adult film video store is surprisingly popular, with very loyal clientele, which makes them an ideal Business Partner to advertise through.
- **Komian**. This traditional kaiseki-focused restaurant caters to the wealthy, high-class, traditional, and sophisticated; all of these could now be your customers with Komian as your Business Partner.
- **SEGA HI-TECH LAND**. This popular arcade attracts a diverse set of customers and a lot of eyeballs, making them a perfect Business Partner.
- **Le Marche**. This high-end boutique sells designer clothes, jewelry, and other accessories. In short, with them, you can dress your Hostesses in style, and attract more potential Hostesses easily.

Any Hostess you pick from here can count as a Companion for free for this Jump and can share a slot in future if Imported, and any Property becomes yours and can be attached to your Warehouse or Imported into future Jumps as normal. If you can steal away enough customers from each of the Five Stars to force them into Rival Battles, crush them there and shut down their operations, and force their true leader out into the open to defeat, you'll win the Scenario.

Reward: Sunshine Fever! Congratulations on making Sotenbori just a little better and a little brighter, Jumper. You've earned a good set of rewards for that. First, it seems Yuki has learned a lot from all this... so much so she's transcended to a level decades ahead of its time! **Diamond Hostess Yuki** is capable of it all, from management to floor duties, better than anyone else in the game; left on her lonesome, she could probably run the club single-handedly and turn a profit to boot! She might get the chance, as you'll also receive **Club Sunshine** as a permanent property that can be attached to your Warehouse or Imported for free to future Jumps; so long as you staff it, Club Sunshine can turn a profit under virtually any conditions, and pull in a surprising wealth of information from its clients in each Jump you visit. Lastly, you gain the Perk this Reward is named after, which will instantly create a massive boom in customer morale, employee health and stamina, and overall sales for any business you own when you use it. It can only be used when you're present at the business and there must be customers on hand as well, and it is limited to once per week, but the effect is so considerable that you'll be hard pressed not to try and make use of it when and where you can.

Scenario 10: The Head Of The Clan. To undertake this Scenario requires some considerable investment in time and energy, Jumper; you must complete Scenarios 1-9 before this even becomes an option. Once you have, however, you may select this, at which point you'll receive a message urging you to come to the Bullfighting Arena. Regardless of how many you might have at this time, you'll be limited to bringing one Companion, if any, with you. Upon arrival, you'll find two figures; So Amon, and his son, Jo Amon. So Amon is the current patriarch of an ancient and powerful clan of assassins, with Jo training to be his successor. They've recognized your abilities and skills, and So Amon has had a vision that told him the greatest warrior that will ever pass through this world is you. Therefore, for the sake of the Amon Clan, they must defeat you and end your life in combat. No matter how skilled or powerful you are, this father-son duo is no pushover; Jo Amon is a master of the Styles presented in

this Jump, and can swap any Item you possess with poisons and tissue packets if you're not careful. So Amon is a powerhouse, hefting around and using as a weapon anything from steel tables to the seemingly infinite-ammo cannon he brought with him to the battle. Both can survive enough damage to kill a hundred men or more each, both hit like runaway trucks, and should you begin to win the fight, they'll call in helicopter support to bomb the battlefield and litter it with potential weapons. You, and whoever you might have brought with you, will need to be at the top of your game to not only survive but defeat So Amon and Jo Amon. Whether you spare their lives or not, defeating this father-son duo will suffice to win the Scenario.

Reward: Fiercest Warrior. With the best of the Amon Clan conquered, no one can deny you are the greatest warrior of this era. Your rewards are well earned. First, both you and your Companion (if you brought one) receive **Amon Sunglasses**. While wearing this fashionable dark shades, any attacks you perform will have their damage significantly increased, going doubly so for any Styles or weapon Items from this Jump specifically. Second, as to have gotten this far you had to put a lot of time and effort into them, it would be a shame to leave them behind... you receive the whole of **Sotenbori** and **Kamurocho** as property Items that you can choose to have as attachments for your Warehouse or have Imported into future Jumps either as settlements themselves or integrated seamlessly into existing cities in that world. You may combine either with other Property Items you own, and while in these areas you'll find your mind, body, and soul heal faster and your skills improve more rapidly. Lastly, with these comes their champions; you receive the Companions **Kazuma Kiryu** and **Goro Majima** for free, refunded if you spent CP on them. Congratulations, Jumper.

End:

Time marches on. The neon dims, the sun rises, and both the pleasures and pains of the night world fade into memory. Your ten years in this place are up, Jumper. Time to make a choice.

Go Home: For all the fun and frivolity, this is, was, and likely will remain a world of loss and pain. Perhaps it is better to recognize the good left behind and call things here. You'll return to your world of origin; your Chain ends here.

Stay Here: Then again, who can deny the sheer wealth of this world, the myriad wonders and delights? Why return home when here could be a vastly better home, so long as you can claim and keep it? You remain in this world; your Chain is over.

Continue: Stop now? When it's just getting fun? If this world taught you anything, one hopes it would be that there's countless things to do and see, battles to be fought, heart and minds won, schemes to plot and friends to make. That there are things worth fighting for, things worth enduring for. This substory is complete; bring the best of what you have to offer onward, Jumper, and let this be the next step in your own legend.



End

Notes:

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We somehow got this far with no Yakuza Jumps? Hope this fixes that, and captures that spirit of balancing between the dramatic and the absurd.

For the two Legend styles, if someone has all three Styles that provide discounts for them, then the Legend style (Dragon of Dojima or Mad Dog of Shimano) is free.

The summonable weapons from the Slugger and Mad Dog of Shimano Styles are singular in nature, so you can't start a business selling them or hurl unbreakable Demonfire Daggers in an endless stream. If you want to dual wield with a bat in one hand and a knife in the other, though, that is both reasonable and awesome. Go wild.

The Upgrades for Styles, along with the Yakuza Lieutenant Perks, are all named after songs from the Yakuza 0 OST. If you haven't played the game, look them up; they make for excellent 'Jumper is throwing down' music for writing, I find.

Completion Points are intended to provide a ton of fun side activities to track in each world, and some helpful benefits for doing so. It is not intended as a cheat for things Perks/Rewards/Items in that Jump already provide. Fanwank responsibly.

With Vengeance plus Beast Style Upgraded would probably put a Jumper all-else-equal into the tier of an Amon boss or an abnormally empowered Mr. Shakedown; in other words, the kind of superhuman monster of destruction more suited for a capes-and-cowls kind of world than this one. Those alone won't make you invincible around here, but damned if most folks won't be able to tell the difference.

Yes, a Tourist could get a Tattoo and Yakuza Pin and make use of both. This is almost certainly going to raise eyebrows, though, and with no pre-established ties to the Yakuza, it will only tie the Jumper's Companions and Followers to themselves as a new wild card player in the Japanese underworld. Which in and of itself could make for a fascinating new spin on the story...

With Troublesome Kyodai, at the end of the Jump if they're alive, build them as if they were an Import Companion that took any Origin other than Tourist. Age, gender, and all other relevant information is up to the author to decide.

The Scenarios are intended to represent the sheer volume of side activities and other things tied to the Completion Points system and checklist in Yakuza 0, complete with an optional final boss fight against the Amon(s) for finishing the rest. Yes, if you picked up the Perk Completion Points, your Jumper probably would earn a massive chunk of them just from doing all ten Scenarios.

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Version 1.0: Created Jump

Created by Astrangeplaytomake