



"I hear thunder, pitter-patter". You wake up in a cell, your arms chained to a massive device. Shake your head, nod your head. Feel the pain of your chains weighing you down. Whatever you were before, you are not now. Whatever you did before, you need not care about now. For now you are in a prison. This prison has stripped you of your old powers. If you wish for them back you're going to have to escape. Pull yourself together, get out of prison.

The purpose of this jump is to kill the jailers that's keeping you trapped. They are the key, kill them and you'll be free.

For this jump and it alone you cannot really die. When you are beaten you will instead find yourself right at the beginning, forced to start your entire journey all over again. Try to escape as many times as you like, the only way to fail would be to give up.

You Start Out With 0 CP

Difficulty Select

Choose one

Promenade - 0

You're just here for the story, a vacation from your life crossing multiverses. The enemies are pushovers, their attacks barely scratching your skin while yours rip through them like hard concrete thrown through paper. Your sentence ends with the defeat of The Beat.

Furi - 200

A balanced experience. You and your enemies are on even terms, their blows match yours in intensity. While fair, their tactics reflect those of someone fighting for their survival and the survival of the ones they love. You will fight through a gambit of bosses. Your sentence ends up in the clouds with the defeat of The Star.

Furier - 400

A challenge for the masters of combat. Expect to be barraged with a flurry of blows. Your enemies now require more damage before they can be taken down. You on the other hand

receive no such boon. Not only are the jailers more powerful their skills have also increased, allowing them a wider breadth of abilities. Thankfully there is still hope, just like with Furi you end your journey after you've beat down the ten bosses ending with the Star.

Furious - 600

A trial for the truly guilty. To you your jailers are monsters. The prison becomes a neigh unassailable mountain. You might as well be cardboard to a jailer's blows while your own attacks would barely make them flinch. You will soon come to learn the meaning of the term, a death by thousand cuts. Your enemy's tactics are now tailor made to make you suffer. This will be a difficult one for sure. Hope dies with this path, instead of ten you will meet eleven bosses. The Flame shall ambush you on your path to fight The Star. Only after all eleven bosses are destroyed will you find liberation.

Drawback

Take as many as you wish

Not-Guilty - 0

Perhaps you are truly innocent, your identity mistaken for another. While that's all well and good, the innocent do not slaughter their jailers whose only goals were to protect their world from danger. Well, perhaps you didn't? With this, your prison isn't actually there, neither are its jailers. Everything is merely a simulacrum of the real thing. Bash away at your heart's content, they aren't actually real.

Boss Rush - 100 (incompatible with Unskippable Cutscenes)

Usually you have a bit of time to breath. After every battle you get some time to walk around, maybe stretch your legs and prepare yourself mentally for the next battle to come. No longer. Instead you are immediately thrust into the next match with nary a moment of pause. You still regain life after every boss like normal though.

Unskippable Cutscenes - 100 (incompatible with Boss Rush)

Or perhaps you're more of a leisurely person. That's fine, take your time. Heck, even if you don't want to you'd still be forced to anyway. After every battle you are forced to walk to the next battle. The travel length doubled while all bosses have their introduction time tripled. If you lose you would have to repeat both the walk and the introduction all over again. Perhaps you could learn to enjoy the scenery?

On Wheels - 200

Your legs are strapped to a rather strange one wheeled wheelchair. While your movements forward and back are uninhibited, movement in any other direction is very inhibited. Essentially you are working under tank controls. Strangely enough, your new vehicle has also allowed you to turn around very quickly, so with a bit of practice perhaps you could even turn this to your benefit?

Phased Bullets - 200

Did you know that if two bullets hit each other at certain places they would bounce off one another? Rather weird if not obvious piece of trivia certainly. Ordinarily such things wouldn't matter if you weren't able to accurately return incoming projectiles with projectiles of your own. Except you can, that is without this drawback, with it though? You can't. Your projectiles that hit incoming shots will fail to stop them. Yours would merely disappear while theirs would continue in its motion.

Extra Lives - 200

For your enemies, that is. Jailers now get up one extra time before they go down for good.

Strapped Down - 300

It seems your chains are stronger than intended. Instead of being given free range of movement your arms are held together by a straitjacket that inhibits their movement. You are not able to wield any of your weapons while you have your bindings on. Only after losing a third of your health are you able to acquire the rage required to break free. While wearing the straitjacket you are only able to attack the enemy with your head. To compensate, your headbutts are now a lot stronger than before. It's still paltry compared to your weapons, at least it's something?

Bullet Hell - 300

Bullets that shoot bullets that shoot guns that move around and shoot more bullets!? What kind of sick and twisted mind thought of this? Welcome to your new reality. Your enemies are now able to shoot even more projectiles than they did before. I do hope you have a good memory because there won't be a moment where there isn't at least one bullet in your field of view.

Completionist - 400 (Cannot be taken with Promenade)

Instead of merely completing your chosen difficulty, you must also go through the easier ones as well. If you chose Furi you must also go through Promenade. If you chose Furier instead you would have to do Furi and Promenade. You get the picture. You start at the easiest difficulty and move your way up. If you happen to get knocked out and lose, then you would have to start all the way from the beginning.

Living on the Edge - 500 (incompatible with No Sword)

You follow the path of a certain warrior and have forsaken ranged combat. you are not allowed access to any ranged weapon for the duration of the jump unless you're fighting Bernard. Arrangements have been made with certain foes to make victory possible, but you can be assured that the fight would still be many times more difficult than it should be.

A Game Worth Playing - 500 (incompatible with No Gun)

Same as before but this time you are not given a melee instead. Some games are only worth playing if they challenge you. Rest assured you will be greatly challenged with this choice. It is highly recommended that you don't take this with the Phased Bullets drawback.

Driven Mad - 600

Something about your transition here has taken chunks of your memories. Worse yet, it seems to still be doing that. Every time you lose against a jailor a part of your memory is removed. Perhaps it could be from your prior adventures, removing bits and pieces of crucial skills you've built up along the way. Perhaps you could even forget what you were fighting to escape from in the first place? Unfortunately to give up after forgetting everything is a jump fail and should that happen you would be restored by your Benefactor, your chain continuing as normal with the recollection of defeat forever on your mind.

One Last Stand - 600

At the end of your journey you will face one extra opponent. For this enemy and him only, all drawback effects are disabled. The same is done with difficulty selection. No matter which difficulty or what drawbacks you have, the fight that you would have with this opponent would be at the same difficulty. He is your final challenge. A man of mystery who can replicate the moves and abilities of the other jailers as well as bombard you with abilities of his own. His name is Bernard, and no matter what enemy you have faced before, he would be quite the difficult encounter. You only have to face this monster once if you also took the Completionist drawback.

Perks

Prisoners receive no discounts

The Stranger- 0

Whether or not you were once human, you aren't now. You are a warrior, stronger, faster and tougher than any human could ever hope to be. You have a resting heartbeat of eight beats per minute. Your max speed is 73 km per hour and you can fight for days on end without getting tired. You could face Earth's strongest warriors and come out victorious.

Parry - 0

There is a moment, a single instant in time. That moment starts right when you finish getting into a complete defensive stance and ends mere deci-seconds after. A defensive stance could be anything from raising your shield to blocking with your sword or even merely holding your hands in front of your face. If you manage to completely guard an attack during this parry moment all damage that would be done to you during that moment becomes nullified.

Parri - 200 (Requires Parry)

Your parry moment lasts longer, almost twice as long. If you managed to parry an opponent's attack instead of merely nullifying their attacks you are able to do a counter attack that briefly knocks them off balance.

Precision - 0 (Requires Parry)

Timing is important, the right move at the right moment could mean the difference between life and death. Whenever you parry an attack you gain a minute amount of health.

The Beat In Motion - 400 (Requires Precision)

Timing is especially important now. As you fight you gain a beat, a bit of momentum that enhances your ability as you keep fighting. For every attack you parry and every hit that connects with the enemy, this beat grows. The higher and more frantic the beat the stronger you become. Getting hit or going too long without hitting the opponent causes you to lose your combo as well as the benefits you would gain from this perk.

Deflect - 0

However improbable it might be, you have the ability to direct projectiles right back towards where they came from. You do have your limits though. Continuous beams or large enough shots may still overwhelm you.

Hold Your Ground - 200 (Requires Deflect)

While you are still limited to deflecting shots that could overwhelm you, there are a lot less projectiles that have the ability to do that with this perk. You are now able to deflect shots the size of your body. Moreso instead of throwing them right back at the enemy, you have control of where you wish to reflect the shot.

Make Them Hold Theirs - 300 (Requires Hold Your Ground)

Forget about any limits on the projectiles you can counter. You are able to deflect any projectile as long as you can touch it with your weapon. No matter whether it's a sword wave the size of a building or a laser, if you are quick enough to catch it then you can divert it in any direction you wish.

Life Bar - 0

Your overall vitality is now represented by three square blocks that you can check from the corner of your eye. Each block portrays a third of your total health. You also have a bar of health that represents how much damage you can take before you lose a block of health. Every time you receive an attack you lose a portion of that bar equivalent to the damage you suffer. Only after that bar is completely depleted would you suffer the consequences of the damage you have taken. Only after all three blocks are destroyed could you truly die. You are able to regain your health blocks by taking a short uninterrupted rest.

More Life - 200 (Requires Life Bar)

For every purchase you make you earn another block of health. For every extra block of health you have you gain a third of your health, added to your total.

Breathing Space - 300 (Requires Life Bar)

A short rest could sometimes be too much to ask for. Sometimes you're in a rush and you really need that extra bit of health immediately. This perk increases the rate at which you regain your health is quickened by many times over. Now you only need about half a minute of uninterrupted rest to regain a block of health.

Dash - 0

You are able to perform a short dash at will. This dash spans a distance of about ten of your normal steps. While performing this dash you are transient, your form passing through attacks and projectiles but not walls or solid barriers. While you can dash as many times as you want there is a short pause in between each one that leaves you open for attack. You can boost your swings with a shorter version of this dash, moving forward at a quick pace but you lose the transient effects making it very possible for your enemy to still hit you while doing this. Finally you are able to take a moment to concentrate, infusing your body with energy causing you to do a dash attack. This attack carries the transient nature of your dash as well as serving to make your attack stronger, enough to knock most opponents off guard. Be careful, because while powerful this move does leave you wide open should you happen to miss.

Charge - 200 (Requires Dash)

Your dash's max distance is tripled, moreover your dash attack is upgraded to a charge attack. This attack is even stronger than the original.

Blitz - 300 (Requires Charge)

Your charge attack is upgraded to a blitz attack. This upgrade allows you to change direction during your attack up to three times. While you still keep your max distance you are now able to attack from directions that your opponent might not be expecting.

Sword Lasers - 100

You can now imbue your weapon with energy, allowing you to shoot a beam of energy from said weapon in an area in front of you. While this area depends on the type of weapon you have it is great for clearing groups of small enemies or catching your opponent off guard.

Let the Bullets Fly - 100

An ability that every one of your jailers seem to be able to do, you are able to split projectiles that you've shot into smaller versions of themselves. You can choose when this split happens.

Look To the Skies - 200

Perhaps it is because of a lucky star. Whenever you set your gaze upon the sky you find your mind cleared, your thoughts unclouded. In this peaceful state you are able to make decisions that would normally plague you with hours of doubt. You don't need to be able to see the actual sky with this ability. As long as you are looking up you will find yourself thinking many times faster than you normally would. You also receive a boost to the effectiveness of meditation, perhaps you could get into yoga?

Lunatic - 200

Luckily for you, this is not a difficulty level. Your rate of fire for guns has doubled. If they've doubled before they're doubled even further. If something wasn't an automatic before, it is now. This ability automatically allows you to rapidfire any weapon merely by holding down the trigger. It is hell on your accuracy though.

That Ancient Animal Part in Your Brain - 400

There's something out there. Something you believe is worth fighting for. Whether it is freedom, a loved one or merely the love of the fight. Once per ten years or per jump, whichever is faster, you are able to choose a single thing you're willing to do anything for. As long as your actions are done in benefit to your choice you find yourself able to do the impossible. Your moves are quicker, your swings stronger. You will be able to move without hesitation, no matter how ghastly your actions might be.

Perfection - 400

It is not an art, but pure habit. You have the single minded determination required to put every bit of your focus into training yourself to become better. The very act of improving yourself brings you bliss like no other. Let it be known right now, this is no training booster. This is a perception booster. You do not train faster, instead you find more opportunities to improve yourself. Every swing fixed with the experience of every past swing done before it, every shot done with increasing accuracy. The more you are challenged the more flaws you would find in yourself, and with it, the more you are able to fix.

Fight For Your Freedom - 600

There is power in desperation. The closer you are to death, the more this power grows. The easier it becomes for your enemy to kill you the stronger you will find yourself becoming. Your abilities would double as you are halfway to death's door and when it is time for that final blow? When everything is on the line you would find yourself fighting at five times your original potential. Unfortunately nothing would alter your durability for the better is affected by this power. Can't make things too easy now can we?

The One From Above - 600

Perhaps you are exactly what they say you are. Your very presence erodes the ground you walk on. You have an aura of death that radiates from you over a large radius. Anything that this aura touches has its vitality drained, eventually dying with constant exposure. Your enemies will find themselves racing against the clock to take you down. It is possible to be sturdy enough to survive your presence, yet those that do tend to come out... changed. Since you are buying this with points, this ability can be turned off at will.

Equipment

Any item post jump can be imported into anything else that it resembles.

Sword - free

Rather basic really. A graphene composite saber, able to channel energy through its edge.

Automatic Laser Handgun - free

An energy weapon with a maximum range of 200 meters.

Cool Red Cape - free

This cape almost seems like a living being. It can be surprisingly rigid when it needs to be, moving with your body in ways unnatural to an actual cape. This cape will never get in your way and is so fluid that your enemies won't even think about trying to hold on to it.

Rewards

Defeating a higher difficulty nets you the rewards from lower ones as well

A Free Spirit (Promenade)

Your escape is heralded by a burst of light. As you feel the warmth of the sun on your body once again you find yourself strengthened. The abilities you bought are yours to keep. Along with that, you gain a sense of freedom that can never again be extinguished. No prison can ever hold you again. Even the most preeminent of bastilles could do nothing but merely slow you down. Cracks forming on the walls as your force of will tears it down from the inside.

Companions (Furi)

You've said your piece, the ultimate trial by combat has reached its utmost conclusion and you have been found... innocent. As innocent as you can be anyway. With your freedom and the destruction of the Star, as its fragments turn to dust on collision with the Earth's atmosphere, you meet your jailors once again. Their lives have been pledged to you, just as those same lives were sacrificed in containing you. Whether through conquest or your pleas of innocence given ears you've gained the loyalty of once incontinent enemies. You may take all as companions in a single slot or each separately as you prefer.

Prison Inside a Prison (Furier)

There's something strange about you. A different emotion than expected. Somewhere, somehow within these shifting walls and floating landscapes of your confinement, when you were fighting for your very existence, a part of you started to enjoy yourself. This prison, this manically built, last ditch desperation of humanity has spoken to you. Its whispers calling like a siren song. Your weapon clashing against your jailor's was your answer. Even as you left, as the proof of your power self destructs over earth's atmosphere you felt it. The lingering shade of the prison attached to you. It seems whatever was left of The Architect's delirium wishes to join you. Its form is in that of a prison, much like the one you were stuck in moments before. Whenever you defeat an opponent, or If you were standing in front of someone who can fight no more, you can throw them into a portal which would appear behind you. A prison built from your own memories, given form and shape by your spirit, its anchor your companions. Companions, servants or even other prisoners can be made jailors within this prison. A mass of islands and portals floating chaotically in free space that has only one exit. The only way out are the others within it. Every person has their place, their own stage set within a maze of portals connected randomly through one another. If one wishes to escape they must fight their way through every other being within the prison. Should they fail they would be brought back to their original cage, forced to go again and again until they give up. Anyone that dies in your prison is merely brought back once their stage is cleared of life. You alone are the Architect of this maze, only your will can free prisoners without the standard trials and tribulations.

Don't Stop Me Now (Furious)

Instead of merely gaining your freedom you've asserted your dominance. In the fight for their planet your jailor has pulled out everything they had. Their very being, their very soul burnt to stop your approach. All for naught in the end. Every fight you had was a thorough look of their every move and ability. With the destruction of the alien ship you feel it, your body stronger than it was before. Your fights had improved you in ways that are achingly familiar.

The Chain

The basics. Your first jailer has given you the ability all other jailors share. In basic terms, it's almost like you're a video game boss now. Your swings can send out shockwaves, your bullets oddly firing out stronger shots despite no prior enhancement to your gun. When you are on your last leg you can conjure a field around you that nullifies all projectiles from entering, forcing your opponent to fight you up close. In a fit of desperation you could temporarily make yourself invulnerable, enhancing all of your abilities and equipment many times more than they were before. Be warned that this phase takes everything you have, and if your opponent survives it would be the end for you.

The Strap

You are strangely mobile, even with every one of your limbs tied down. You retain your full range of motion even if your only movement option was to hop around with your legs tied together. Furthermore, you get a boost in speed after being released from your bindings. The longer you were tied down the more of a boost it would be.

The Line

You gain a minor control over time. This ability allows you to flicker in and out of time in short bursts, making it seem like you were teleporting. You can also slow down time in, making it seem as if everything else was moving in slow motion.

The Scale

By focusing for a short time you can create physical illusions of yourself. These illusions are able to perform one action on repeat such as fire projectiles at a certain target or to run forward and attack someone of your choosing. Once created these illusions can be dissipated at your command but cannot change actions.

The Hand

By concentrating all of your energy on your blade you can fire said energy in a cone using your weapon as a focus. This beam carries with it the full force of your swing along with the power you've projected through your sword.

The Song

Mechanical wings now grow from your back. These wings allow you to fly at twice your run speed and can be removed and folded away for later use.

The Burst

Through the power of science you have gained the ability to become almost completely invisible. You still leave a faint outline though and if you lose concentration it is possible to knock you out of it with a hard enough hit.

The Edge

Focus on the path of the blade has given you foresight. Your trials have honed your skills to a knife's edge. Your skills are such that you could wield a piece of wood against an energy saber and not lose an inch.

The Beat

Not all fights happen on the physical plane. You are knowledgeable with traps and know the best ways to make them hurt, even against an unstoppable monster. You are as familiar with the rhythm of battle the way a person is with their favorite song.

The Flame

Fury drives you. A burning flame that scorches all who dares cross you. The worse the deed someone has committed against you the stronger you are in the pursuit to make them suffer. Destroying your property could allow you to break down walls where once you were merely human. Killing your friends and family and leaving you for dead could allow you the power to face even an alien monster in mortal combat.

The Star

Through your benefactor's intervention the ship that you destroyed has been remade, its abilities and power yours to command. The a.i controlling the ship has been bound to you in loyalty along with the army currently in suspended animation. The ones that were defeated by you during your battle are also brought back.

The Architect

While not exactly someone you fought, one could say that the architect was a prisoner in his own right. Your actions have freed him, in thanks he has left you with the knowledge he had used to build the very prison you fought through. Lasers, teleportals, reflexive walls and auto repairing walls are merely the beginning for this futuristic Daedalus. Now it is a part of your might as well. As a bonus you also get a helmet that looks like the top half of a rabbit's head.

Bernard

A nigh unstoppable task, but you've done it. Bernard lays fallen. A man who wielded the abilities of all other guardians before you had lost to someone who was barely a tenth of his might. Because of your momentous deed, every ability earned through this jump is now twice as effective. Your dashes are nigh instant with almost no lag. The aftershock from your sword swing could slice a leaf in motion while the charged shots from your laser pistols might as well be from a beam cannon. Even abilities gained from the other jailors are affected by this perk.

Whether in defeat or in victory you now have one option left.

Towards a Distant Star

Your journey continues. Hope you got what you wanted out of it Jumper.
Do remember, seek joy, in every precious moment.