

Original by KOTOR Anon

New Version by Tamerai

Generic Videogame Developer CYOA

Intro

For the next ten years you will be a video game developer, spending your time designing, programming, and marketing your games for the masses. Will you make games that will be remembered with nostalgia for ages? Or will you make games on the level of the infamous E.T. videogame? Regardless, for your ten years here you must stay relevant to video games in some fashion. More clearly defined, while you can be known for being a billionaire and relatively unknown for your work in video games you must still do something related to the creation of video games. You don't have to make them directly, but you do have to help make them in some fashion, even if it means passing legislation to fund games with tax dollars. Regardless of how you choose to do it, you'll have 1000cp to help you along.

Age & Gender

Choose an age and gender for free. If you don't like making your own choices, roll a 1d8+17 for age and retain your current gender.

Career Type (choose 1)

Indie: Essentially a Drop-in, you start in an apartment in some city with no extra memories. The apartment has been leased for one year and paid in advance, you have no roommates unless you want them, and your fridge is empty. Get working!

Small Game Company: You work in an up and coming game studio that staffs less than 50 employees. The atmosphere is nice and relaxed, the people range from decent to really nerdy, and there is a decent amount of down time.

AAA Game Company: Congrats, employee #5247, you've just been hired at one of the biggest game studios in the world. While you have a higher salary than smaller game companies, and more benefits, you'll also be working much more and, at least at the start, will be doing a lot of the grunt work. If you want to succeed, you'll have to work your way up.

Specialization (choose 1)

Programmer: Coder, monkey, button presser. These are all names that you will likely be referred to, usually in jest. Regardless, you are the one that makes sure that the game actually runs, making sure that the game physics behave correctly and implementing the tools needed by other developers.

Artist: Drawing, animation, and lots of scrapped ideas. You have artistic talent, or maybe you just like to draw pretty pictures, but either way you'll be bringing the visuals to life. From characters to castles, and from reloading a gun to running, you'll make sure everything looks good and smooth.

Designer: Stories, myths, and even entire worlds. You are a designer, in charge of defining all of these things for your games and more. You'll make character backgrounds and define their motivations, create entire fictional worlds and the beings that live there, and so much more.

Producer: Sales, sales, sales. The games finished, and now it's time to turn a profit. That's your job. You'll also be in charge of making sure the developers stay on track and deliver the product in a specific time frame.

R&D: Hardware development is your thing. Want to make a VR headset? You might be just the guy to do it. You have the expertise to create the physical pieces of the puzzle that is video games. For the purposes of this specialization, this combined with the Small Company career type means that you work with a small company trying to break into the console market. Combined with AAA Company it means you work for one of the big console companies like Microsoft or Sony.

Starting Era

Roll 1d8 to determine what year you begin or pay 100cp to decide yourself. Location is a first world country of your choice.

1. **1970** – Close to the beginning of it all, you start in a time when games are just starting to become popular. Specifically, this is when games were consumed most commonly in the arcade format, and you'll likely need to make one or two yourself. What the future holds is for you to decide.

2. **1980** – With the popularity of arcade games and the advent and popularization of home computing systems, games in this era are of a different kind than the ones before and show much promise, yet will soon face dire times. Maybe you can save them before they fall?

3. **1990** – First the arcade, then the computer, and now is the time for dedicated systems. Welcome to the era of 8-bit and 16-bit gaming and the transition to 3D, a time in which games like Mario will come to create lasting memories for many. Let us hope your games can do the same, and go down in history.

4. **2000** – The twenty first century. A new age and a new era, a time when games are banned in China and yet still surge in popularity. There seems to be no end in sight.

5. **2010** – Online gaming is more common than ever, with multiplayer thriving because of it. MMOs come out by the dozens, and games have expanded well beyond just the home computer or the console, with mobile phone games hitting the field like never before.

6. **2020** – What does the future hold? More games, VR, AR, and so much more. Games have changed once again, and will continue to change. Now, what will you change?

7. **2030** – Futures untold, possibilities unforeseen. In a world seemingly so distant from our own, where technology can do things we might not even be able to fathom yet. Whatever lies in store, you must prepare yourself for the wonders that the future will bring.

8. **Free Choice of Above**

Perks

All perks in your chosen Career Type and Specialization are discounted by 50%, with the exception of 100cp perks which are free.

General

The Announcer [100cp]: Your games will always have the best voice actors, and even if you pull in a hobo from the street their performance will still be of a masterful level. As a bonus, you too will gain a great voice for voice acting

Microtransactions [100cp]: You can now add microtransactions into any of your games without garnering any fuss, regardless of your prestige in the industry or the genre of the game.

Documentary Time [100cp]: Once per year you will be approached by a film company and be presented two options to choose from. The first is to make a documentary about yourself and the video games you've made, covering topics about the development process, your enjoyment, and what you expect the next big thing in games is going to be. The second option will be presented only if you have released a game already, with the option being to make a film adaptation which will be decent quality and do as well in the box office as the video game did in the market.

Indie

It's My Game! [100cp]: And even if it isn't, for whatever reason you have a tremendous amount of sway when it comes to the direction of development. If you want purple ogres in your sci-fi game, so be it. Want to change the plot from an E rated kids game about flowers to an Adults Only game about flying penis monsters? Probably not. Regardless, whenever you are involved in the development of something you have the ability to change a few parts of it to your liking, even if only to a small extent.

Kickstarter [200cp]: One of the biggest problems in developing a product is getting enough money to make it worth it. While some would take out a loan, or get funding from a business, you happen to have incredible luck with getting normal people to donate to you in order to fund your projects. Note that this may not always 100% fund all of your projects, especially if they are too close together or the project is insanely expensive, but getting 50-70% funding for a movie with a goal of \$1 million once every few years shouldn't be a problem. However, your funders will be expecting a product at some point, even if they have to actually buy it once it's developed, so try to release *something*.

One Hit Wonder [400cp]: For whatever reason, you have the ability to make some of the best games possible, using your skills to the fullest of their potential. Whatever game you make, and so long as you put in some effort, it will have a quality to it that makes it enjoyable for just about anyone to play, and if it gets big enough in the media and market it could easily be known as one of the best games of the year, and possibly even of all time. And despite the name, this isn't limited to a one-time thing. As a bonus, this is one of several capstone boosters that will boost any 600cp perks you have purchased to even further heights. Check the notes section below for details.

Small Company

Trilogy [100cp]: Some franchises suffer from the problem of having too many installments, such as the Friday the 13th horror movies. Maybe it's a problem for them, but for you making a sequel is no longer a problem. For whatever reason, sequels that you make are almost guaranteed to be just as good as their predecessor, if not even better. Note that I said almost. It's still entirely possible to mess up the sequel to a game or other type of project, especially if its sabotaged, but more often than not this won't be the case.

Short Development Time [200cp]: Working at a smaller game company means that sometimes you get contracted out by a bigger corporation to make a game, and they want it ASAP. Well, at least now you can work fast enough to keep up with the deadlines. Usually, anyway. Either way, expect to do half again as much work as you would normally get done in the same span of time, all without losing any quality to your work!

Cult Classic [400cp]: It might not be the most popular game ever, but it still has one of the most loyal fan bases of all time. Every product you make has a chance of developing a cult following, with objectively better games having increased chances. Not all that useful, you say? Well, I forgot to mention that your fans will be incredibly susceptible to influence. Want them to attack a politician on social media? Done. Want them to help fund the next game in your series? Done. This is also a capstone booster, see notes below for details.

AAA Company

Multi-Platform [100cp]: PC? Xbox? PlayStation? Can't decide? Now you don't have to! Any game that you make for one platform now automatically has a separate version for the other platforms, so now you can develop PC games and have them on the PS4 or Xbox One, or whatever the most current installment may be. As an added bonus, the games will behave exactly the same on each platform, meaning you only have to fix the problems on one platform to fix it on all platforms! Post jump this will continue to function as is, while also boosting your ability to port your other software from one platform to a different one.

I Own the Rights [200cp]: Want to work on the new Half Life 3 but work at a rival company? Well, so long as you try to get the rights to the game you will have an increased chance of doing so. Should the opposing company be the one trying to take the rights then you have an almost guaranteed chance of keeping the rights, and will have the opportunity to strike back and take an IP of theirs. Post jump this will work with just about any form of creative media, meaning that if you wanted you could try and take the rights of the Terminator movie series, and have an actual chance of doing so legally.

Triple A Title [400cp]: Even if your game is terrible, it still sells, and it sells well. Regardless of how bad one of your products is, it will still sell incredibly well as soon as it is made available to the market, even if reviews for it have denounced it for the garbage that it is. And should the product actually be good, it will maintain any hype that it had for several weeks longer than would normally be expected, and will continue to sell considerable amounts. This is also a capstone booster, see notes section for details.

Programmer

Code Monkey[100cp]: Don't know how to code? Not anymore. You gain the basic knowledge of programming necessary to work on video games for any platform, including mobile, with a specialization in game engines and physics. This also comes with a great deal of mathematical knowledge necessary to create both 2D and 3D environments, as well as the physics they might have.

Hit a Key, Any Key [200cp]: Your coding and typing speed is increased dramatically, with your average WPM speed easily being over 150, and with some practice getting up to over 200 won't be much of a problem. What's better is that you will now never mistype, meaning all words will be spelled as intended and you'll never accidentally hit the wrong key. This will also boost your handwriting and drawing speed a good deal, although not quite as much as your typing ability.

Start Your Engines [400cp]: Ever heard of Unity 3D, Unreal, or the Creation engines? 'Cause now you know not only how to build off of preexisting game engines, but you also know how to make your own from scratch. Your skill in this is also decently high, allowing you to implement just about any feature possible, with only the hardware and your programming skills getting in the way. This knowledge can be used for more than just video game engines, but it's up to you how you use it.

Lost Art [600cp]: You are now an expert of the lost art, the art of code efficiency. Any code and software you make will now be far more efficient, using up far less resources for the same results and running significantly faster than most standard code. Your game would normally be 16GB and requires 8GB of RAM? Now it's uses half that, at least. Game causing lag and crashed because too much is going on? Not anymore. Whatever you code, it'll run fast, and it'll run well.

Artist

Drawing [100cp]: The basics. Despite the name, you have an innate talent for most art forms and intuitively know the basics on how to draw, paint, and animate, as well as a much smaller boost to areas like sculpting and pottery. What this means is that you can draw an anatomically correct human, no problem, and even without following real life your art will still look pretty decent.

Backflip for Style [200cp]: You now have an easy time setting a style for your art and animation, and can easily change it to fit the styles of others or one you've previously used. Even if you haven't seen a style for a few years you can still duplicate it perfectly. This goes beyond the scope of normal art as well, allowing you to duplicate things like signatures and the voices of others.

Ultra-High Settings [400cp]: While many may wish they had the beastly computers needed to run games on max settings, many don't. But why should we limit the beauty of your art for such a mundane reason? Your art and animations are such that no matter how hi-res the models or complex the animation it will have a minimal, if any, impact on how well your game runs. This also applies to other items and products you help create, meaning even the shittiest of computers or consoles can run your game at the highest resolution without suffering too much, while products like swords can have designs might seem to hinder a user's ability to swing it when in fact it's just as useable as a normal one.

Bring it to Life [600cp]: Your art is transcendent in more ways than one. Any artistic design that you make is like a story of its own, each drawing worth a thousand words and every expression displaying the exact emotion you intended. Your ability is such that you can make drawings that could be mistaken for photographs, even when inspected by experts, and any animation you make is smooth, aesthetically pleasing, and looks natural. Nearly anything you make, even those drawn on a napkin in just under a minute, are so awe inspiring that that napkin drawing could inspire an entire franchise if shown to the right people.

Designer

Story [100cp]: You are an incredible writer, able to write prose that comparable to some of the best in history, and the stories you tell are pretty interesting, too. You've taken lessons on Carl Jung and Joseph Campbell, and you have an understanding of how a story should develop and what the best end result should be.

Criticism [200cp]: Ever dislike something, but you didn't know why? Not a problem anymore. You now have the ability to understand why you dislike something, as well as how to vocalize to others why you think it sucks. What's better, you can also always come up with at least two or three alternatives to whatever was done. However, none of this means that others will agree with you, and even if they do they might still shoot down your alternatives.

Guitar Hero [400cp]: What is a game without music? You have the musical skills that say "I don't have to find out". What I mean by that is that you can create entire soundtracks of music that fit your games just perfectly, and you know when music should be loud as well as when it should be quiet, or even absent. However, while this does increase your musical ability a good deal, you may need to find others to help you with larger, more complex pieces. And should that be the case, you'll be able to write music that makes full use of their talents.

The Jumper Parable [600cp]: The stories that you tell, the characters that you design, the worlds that you create. They are all detailed, exquisitely so, and many would be hard pressed to consider them incomplete. They have a depth to them that makes them almost lifelike in their design, as if the characters could actually exist or the worlds themselves were once real. Beyond making you one of the best story tellers to have ever been born on earth, as well as one of the greatest character designers and world builders and many other related things, you will also have the ability to flesh out just about any idea. What this means is that anything that you design, whether it be the ornate details a sword or the paths of a maze, will be incredibly intricate and well thought out.

Producer

Teamwork is Best Work [100cp]: When working in groups, especially larger ones, heads tend to clash together and the differences between people can slow development. Well, at least when you're not around. You have the uncanny ability of not only getting people to settle their differences and work together, but even help groups work better than any individual member would alone, even if only by a little.

It's Not a Bug, It's a Feature [200cp]: Something went wrong in development, and now the game is a bit busted. Maybe characters' fly into space when they get hit by giants, or maybe some random mook is invincible. Either way, you now have the ability to sell any flaws as if they were a good thing, convincing the world at large that that game breaking bug isn't a bug at all. It's a core game mechanic. Post-jump this translates to any personal flaws of yourself and others, as well as the occasional piece of art.

WTF is a Boolean!?! [400cp]: Sometimes people take a look at something and decide that it's way too complex for them to learn. It's a good thing you're around to prove them otherwise. People will gain a major confidence boost and have a far easier time learning new skills and abilities while they're in your presence. While under your tutelage they will also gain a sizeable boost to motivation and work ethic, making even the laziest of employees' into workaholics while working with you.

Steam Sale [600cp]: You know how to make your product sell, and sell a lot. You now have the ability to expertly market just about any product, especially games, to the masses. This isn't your standard marketing either, oh no. You'll also be able to sell just about any product for up to twice what it's worth, depending on quality, before anyone starts to complain.

R&D

Hardware Necessities [100cp]: Video games have two things that make them what they are: games, and something to put them on a screen. While your game making ability isn't improved, your ability to work with the computer hardware is. You have the basic skills required to design and put together hardware, from the GPU to the CPU and beyond. In short, you know how to put together different types of hardware to make a working console or computer, as well as the skill to help design different versions of other software to make it compatible.

ABXY [200cp]: For console games, one of the most important pieces to playing a game is the controller. It needs to fit a player's hands, it needs to have a simple button layout, and it needs to be fun to use. And you can build them without a problem. Controllers you make will more often than not be intuitive to use and have a one-size-fits-most grip that makes it not only easy to hold, but altogether enjoyable to use when playing video games. This will even extend into more advanced variations of the stock controller, allowing you to create specially made variations that offer more options for players or are fitted to make specific games easier to play.

Modularity [400cp]: Hardware incompatibilities are a pain to deal with. Thankfully, you design your stuff to connect together like Lego pieces. You know just how to design and create hardware that is capable of being put together piece by piece rather easily, allowing you to create consoles that can have internal parts replaced like a PC. You can also design your stuff so that it can hold a host of attachments, like a VR headset that connects to your controller or a console with a built-in charging station. If you want to keep adding more and more, that's just what you can do now.

Making Virtual a Reality [600cp]: First came the controller, then much later motion sensing, and later still Virtual Reality, with the future holding untold possibilities. But not for long. You have the ability to design and create just about any kind of hardware imaginable, with such marvels as game controllers that shape themselves to their user's hands or real life holodecks being well within your grasp should you have enough time. This works beyond the scope of video game technology, as well, allowing you to make things like computerized fans that turn on above a set temperature, or things like self-driving cars.

Items

Games! And Game Systems! [100cp]: You now have a copy of every single game and every single gaming console available, and will gain new ones for free when they are released. The new Xbox Z? Yours. Sword Art Online, but in real life? Yours. So long as it is not supernatural, you will have a copy of games and systems both. And if you ever lose it or break it, expect a replacement within the week. This also applies to consoles in different worlds, so long as they are not supernatural in nature.

Salary [One Free/100cp for extra]: The thing needed most for games is simple: it's money. And you're gonna need it. You will gain \$60,000 up front, as well as a salary equivalent to \$60,000 a year, all in the local currency, which will be taken in lieu of a real salary. Don't worry, it's perfectly legal. You can even boost your salary and starting cash by \$100,000 for each 100cp spent. As a bonus, you can continue to gain this money in future jumps, again in the local currency, which can appear in any account you wish or even in your warehouse.

VR Goggles/ Holodeck [100cp/200cp]: You have the consoles, you have the games, now you have the goggles. You gain a set of VR goggles that can be connected to any computer or gaming console that will show the game world from an immersive first person perspective. For 100cp more, you also gain a holodeck attachment to your warehouse that allows you to play the games as if they were real, simulating enemies, terrain, movement, smells, touch, and if you want even pain. It even has an option to change the graphics so that everything looks realistic!

Guide to Games and Game Development [200cp]: Don't have the necessary skills to do what you want in a game? Well, this little guide is just what you need. This guide will adapt itself to your game needs, whether it be learning how to program something you haven't done before, learning how to create a rudimentary new language for a game, or even just show you how to beat a specific game, even if you didn't make it! Whatever it is, so long as it is game related and not too far out of scope of your abilities this guide will change itself to help you achieve your goal, although it won't do the work for you.

The Wonderful Joystick of Oz [200cp]: Well, not really. Not a joystick, I mean, at least unless you want it to be. It's also not from Oz. What it is, however, is the perfect controller. And by this, I mean that it can shapeshift to control nearly any piece of

technology, assuming you could gain access to said technology fairly easily by other means. So while it won't let you control an alien invaders giant robot without you cracking into it so other way, it will transform into any type of gaming controller, a TV remote, a keyboard and mouse, and much more.

Magic IDE [400cp, discount Programmer]: IDE that can use any programming language and can offer improvements as well as picking out error, can make duplicate code that is compatible with different OS, and has the ability to slowly finish a program predefined by Jumper with time scaling with complexity, although its limited by hardware capability and writes the code as well as user would normally, except taking longer.

Modelling Software [400cp, discount Artist]: In the modern day a lot of prototype art is done in the form of 3d models, which requires a drawing tablet and pen as well as software like Maya. While you have the tablet and pen, they are mundane. What isn't is your custom modelling software. Not only is it perfectly designed just for your use, any 3d model you create here has the option of being 3d printed and mailed to you free of charge. So have fun with your plastic 3d printed armor.

Composer's Phone Number [400cp, discount Designer]: You have the phone number of a being named Dave, who happens to be the greatest musical agent in the multiverse. Whenever you call Dave you can ask him to find musical talent for you, which will be a group of up to 10 talented musicians that have both the skill and the instruments necessary to record just about any kind of song that you need, and can work with you to make music that fits just about any scenario, in both games and real life. Another positive is that you will have the option to save songs created by this group into your very own soundtrack, which can be played in your head whenever you want or set to play the song that best fits your actions and environment.

Game Company [400cp, discount Producer]: Congratulations! You are now the owner of one entire game company. For AAA and Small game company career types this means you now own the business that you work at, gaining control of all tools and employees while Indie developers will instead just have upgraded equipment, as well as their own building to work in, sans employees.

Tiny Manufacturing Plant [400cp, discount R&D]: Haven't you always wanted to bring your imaginary tech to life? Well, this is a step in the right direction. In your possession is a machine that can create any technological device that can fit through a 1 meter x 1 meter square. All it takes is time and the schematics. Tech related to video games, such as a console, will take about an hour, while non game related tech will take an extra 3 hours, with incredibly complex technology taking even longer.

Companions

Famous Game Designer [100]: During your stay here you will meet, befriend, and possibly work with a famous game designer of your choice who will join you as a companion in future jumps. If you choose to do so, upon returning to your own world you may integrate your companion and the version of them in your world, giving them all of the memories from your adventures together as well as any abilities they may have gained.

Companion Import [200cp]: Bring up to 8 companions into this world. Each companion gets 600cp to spend on perks or items. All companions receive a new human body of any age as well as a Career Type and Specialization, which they receive all the discounts and freebies for.

Drawbacks

Pick as many as you want, no limit.

It started with a pixel [+0cp]: Ok, I'm gonna be honest, who wouldn't want to see the entire history of videogame evolution and also have a chance to change it? You begin in 1970 regardless of whatever time period you rolled/selected and instead of only staying here for ten years, you'll remain until the end of 2030.

Game World [+0cp]: Don't want to live in some copy of your old world? Now you don't have to! You may now instead choose any setting based around game development as your setting for this jump. This includes, but is not limited to, things like the Code Monkeys TV show, the film Grandma's Boy, or the Game Dev Tycoon videogame,

although obviously supernatural settings or those already covered by another jump are still forbidden.

Re-skin [+100cp]: All the characters in your videogames will look exactly the same. If you make a western game your protagonist will be the generic tough white guy with a shaved head. If you make eastern games all your protagonists will be androgynous anime characters. The NPC's in your games will fall victim to this as well, you'll be sure to see the same sprites and models reused in every one of your games for the next ten years. This will affect any reviews and ratings your game gets, which may in turn affect sales unless you can convince people it's not so bad.

Bad Movie Adaptation [+100cp]: For some reason, any game that you make will get a movie adaptation, whether you want it to or not, and you don't get any of the money. Worse, the movie will always be panned by critiques and audience members alike, which will likely have an effect on your own reviews and sales.

Digital Half-Life [+100cp]: The longer you delay a game the worse it'll be upon release. Once a title is set back beyond its announced release date it'll quickly degrade in quality and neither you nor anyone else can prevent it's fall. For scale, a week long delay will bring a 10/10 to a 9.5/10, while a month would bring it to 7/10 and two months would be 3/10.

Rule of threes [+100cp]: Every game you make in a series past the sequel sucks. For example, let's say you decide to make "Affecting Mass 3" because "Affecting Mass 2" was so successful and ended on a cliffhanger. No matter how much work you put into it, people will always think "Affecting Mass 3" and any other games in the series after it suck horribly. Yes, this overrules the Trilogy perk, although it will extend the effect to the fourth game and beyond rather than the third.

Somebody here is wrong [+200cp]: Every time you try to argue for or against something relating to video games you'll fail spectacularly. People will find flaws in all your arguments and you'll always sound like an asshole in all your debates. This will also affect any game ideas you bring to the table in groups, with the group at best ignoring your advice and at worst doing the opposite to spite you.

EA [+200cp]: Everyone hate's your company. Not literally, but still, gamers far and wide will see your company as the villain of the industry. What's worse, your company will be in one shape or form. Your sequels will take the popular aspects from the previous game and lock them behind a paywall separate from the main game, will lobby to shut down sites and businesses like GOG and Steam, and will personally sue individual people who decide to pirate copies from your game. Simply put, your company will get a lot of hate. If you are not an employee or owner of a gaming company, this will instead effect you personally, meaning gamers will hate you directly and you'll be turned into an asshole for the duration of the jump.

Greedy [+200cp]: You gain an ever present desire for money that cannot be ignored. You'll create games designed to extract as much cash as possible out of customers, sacrificing quality to get a product out in time. Simply put, your games will be shitty cash grabs, and no one will respect you in the gaming industry.

Critical Failure [+300cp]: It looks like game reviewers and journalists are now out to get you. Expect nothing but bad press and criticism from the people who review and report on videogames, this is certain to harm your sales and cause significant public backlash at many of your decisions and comments.

Doing it for the art [+300cp]: You can't use any of the money you get from your company for personal use, it all goes towards making the next game. If you want to spend any cash you'll either have to find a second job or ask for donations. Also, you will be compelled to make games on a regular basis and take enormous amounts of your time, meaning keeping jobs for long won't be possible.

Sail the Seven Seas [+300cp]: Right into poverty, that is. Any game that you make will be pirated far more than it will sell, and you won't make a cent from any of those copies. Worse yet, even your free games will quickly spawn shitty copies which will, for some reason, get more attention than your own. Don't make games, and lobby for them in Congress instead? Your salary is getting cut. A lot.

Hotter than Coffee [+600cp]: Something bad happened and now videogames have become extremely controversial. People are pushing for more content and purchasing restrictions and there are even talks about banning videogames all together. It's up to

you to stop this madness and save the videogame industry, if you can't, then you'll fail the jump and be sent back to earth forever.

Jumper's Inferno: The Videogame [+600cp]: For your duration here you will, day and night, work your ass off to create the hardest game in the world that is still possible to beat. You think Dark Souls was difficult? The first level of this game will be harder than the entire series on a no deaths run combined. And your jumper powers? Well, the more you have, and the more relevant they are to creating a video game, means that the game will be even longer and harder to beat. Then, at the end of 10 years, you have to jump your new game, without your powers. That's right, you have to live in the new world and play it until you beat it. Dying will still hurt, you'll still feel hunger, and worst of all, all of your memories about your new game are removed once you enter it. There is no loss condition here, but be prepared for spending countless years trying to beat the hardest game in existence without your powers.

Outro

Congratulations, you survived the ten years and managed to keep yourself occupied in the gaming industry as well. Regardless of what you decide to do, any drawbacks you selected are removed and your memories will be archived so can easily access them.

Go Home: You return to earth at the exact moment you left, however, you'll find that your studio now exists in this world as well and it's just as successful as it was when you left it. All the games you created are available for purchase, along with any technology required to play them, and you receive a small percentage of any profits made by your studio for as long as it exists. Aside from your game studio, you also get to keep any items and abilities you've purchased.

Stay Here: Money, fame, video games, why leave? You remain in this world for the rest of your life and your disappearance on earth will be dealt with.

Move On: It's time to quit the game. You leave this world and travel to another universe, you get to keep anything you've purchased here and you can find your game studio, along with all the titles it's released, again in any world you visit.

Notes

- You get a free copy of every game that you made or helped make in this jump as soon as it is released, or at the end of this jump if it doesn't get released. No, you don't have to purchase Games! for this, only for games made by other people.
- For Documentary Time: these options are optional and can be turned down, will only be presented when you have either just made a game or are currently making one, will only occur in worlds where being approached would make sense, and finally you won't make a cent from any of it.

Capstone Boosters:

INDIE:

Programmer: Not only are your games and programs highly efficient, but your code is also highly modular, meaning that new additions are incredibly easy to implement. Your code is also supernaturally efficient, using significantly less memory and resources than should be possible while maintaining the same results and quality while also making your games even faster.

Artist: Your artwork is now at the point that it could easily go down in history, and the same can be said for your work in animation. Beyond this, you have the ability to literally bring your artwork to life, at least temporarily, with said art behaving just as you intended, although there is a hard cap to the arts level. Summoning a being on the level of a standard knight in plate mail is the limit, although their purpose doesn't need to be combat related, and you can only have 3 creations active at once.

Designer: Your skill in writing is such that you can now write stories that will go down in history, and will be considered to be like a modern day Iliad or Shakespeare play, with your other designs also being lauded as some of the best of all time. Beyond

this, any story that you write has a chance to entrance those who read or otherwise experience it. These entranced people will be filled with incredible inspiration and gain a great deal of talent, and will inevitably set out to improve the knowledge in a field related to your story. For example, a game set in medieval times might inspire someone to become a historian, and they would go on to discover many things not already known about the time period and the people that lived during that time. Write a science fiction story, and a reader might become a scientist who tries to find a cure for common deadly diseases.

Producer: Your ability to sell things is enhanced a great deal, boosting the prices you can get for a product even further. Beyond this, the quality of the product will actually increase with price, at least to an extent. As an example this means you could take a rusty sword and then sell it at triple what it would normally sell for, and the sword itself would increase in quality due to the transaction so that it becomes worth just as much as it was sold for. However, the increase in quality will start to go down very quickly depending on the complexity of the product, so a sword can increase its quality a good deal while a super computer would only increase slightly.

R&D: Quality over quantity is your motto now. Or at least, it should be, considering your devices are a couple steps above the rest. And by couple, I mean more like a few hundred. For whatever reason, any devices or products that you create are made better than the competition, even when extreme measures are taken to save money and resources. Even when using half the material that a device should normally have, at worst it will work just as well as if someone else made it correctly, and when using all the materials required it works so efficiently it seems like the future itself has been imbedded in your devices. Simply put, the stuff you make is a lot better quality than it should be.

SMALL COMPANY:

Programmer: You now have the ability to allow your fans/consumers to reverse engineer your software. By allowing others to do so, which is merely a mental on and off switch, a small group of people will try, and eventually succeed, to do so. This is regardless of complexity, although more complex programs may take many years, with a scale of millennia not being out of the question.

Artist: Your art now has influence over those who view it. By making a piece of art with the intent of it invoking a specific emotion, you will be able to draw things that can make people feel sad, or paint something that makes people feel angry, or any other emotion, to a degree that would otherwise be impossible. Simply put, your art could make a viewer incoherently angry, blissfully happy, or... you get the idea. With an added degree of effort and intent, you can also create art that can get across more complex ideas that some might not even normally be capable of feeling, like giving an immortal the feeling of mortality, or giving a being without emotions the feeling of emotions. The only limit to the type of emotion felt is that you must have felt it yourself, and the level of the emotion felt is relative to the effort put into the painting.

Designer: Your stories are such that, given time, they will become legends and myths told throughout the ages. More interestingly, your stories will become gospel for new religions, with you at its head as either a god or a prophet. The members of this newfound religion will look to you for guidance, and will likely do just about any command that you give barring the most extreme. Perfect if you want to be the next L. Ron Hubbard. This ability is done at will, meaning that while creating the story you have to will it to have this effect, otherwise those reading your work will behave as normal.

Producer: Oddly enough, whenever you sell your products “on sale”, i.e. less than what would turn a profit, you still break even somehow, and can occasionally actually earn money. While this doesn’t work with giving your stuff away for free, it does mean that even if you sell a AAA game for \$0.99 at release you would still earn the whole \$59.99 per unit, and have about a 5% chance of earning even more than that. As a bonus, no person or legal entity will see this as strange unless you want them to, though even if you do they likely won’t find anything that relates it to you.

R&D: Look, maybe your stuff just doesn’t have the quality that some other companies have (although it might, you being a Jumper and all). What you do have is products in abundance. You have the skill to easily mass produce nearly any technological device you’ve created personally. No, that exact replica of the Death Star doesn’t count. However, that custom design hover car? Free game. So long as it is of your own design, and isn’t too far beyond the technology of the world you’re in, you could easily create tens of thousands, maybe even hundreds of thousands or even millions, lack of resources be damned.

AAA:

Programmer: Funny thing. It seems that now any software that you personally create improves itself over time, without you having to do anything. That means that, slowly over time, your games will gain higher FPS, better optimization, better physics, and much more, while your other programs will see similar results, all without you having to actually do a thing.

Artist: Your art now has the ability to shift the appearance of the world, although only to a small extent. By creating a group of paintings, drawings, or animations, and by willing it to happen, you may alter the visuals of the world to more closely fit that of the paintings, drawings, etc., although this will in no way change the lethality of the world around you nor will it change any events or people's way of thinking. Want Breaking Bad to be an anime? Sure. The limit to this is that the artwork must follow a similar theme and must be made by you, so you can't rip off ten different artists and make a world look like a mishmash of them all. As a bonus, you can at will change the world back to normal, and can even reapply any themes you've used before in whatever setting you are in.

Designer: You know what people want, and you know what they'll do for it. Beyond creating complex branching narratives, you also know how to make a story that everyone wants. More than that, you know exactly what people want even outside of stories. You know that that person over there wants a BLT with fries even before they order, and you know that most of the people outside want the rain to stop. Whatever it is that others want, you know what it is even if they won't admit it, though getting them what they want might not be any easier for you. As a bonus, you also know exactly how much work they are willing to put in to get what they want, which is great if you ever need to trim away all of the lazy candidates.

Producer: Your sales were good before, but now they are the best! Almost literally! Products that you sell will sell out almost immediately, with demand for your product being such that eventually it will become a staple of life, found in nearly every home in the country of origin and still found in many homes in different countries. Beyond this, your products have the strange ability to literally improve an entire economy by themselves, even in terrible economic systems or during times of deep

recession. This means that, should you be able to sell enough of your product at a value that turns a profit, you could quite literally fix a broken economy or strengthen a decent one a great deal, and said economy will continue to hold together at the new level so long as your products are still being sold in the market.

R&D: You set the standard of the industry, and the industry learns from that standard. The more of your technological devices that become common, widely used products, the more advanced newly released technology will become. For example, should your new, state of the art console become the most widely used console in the country, then the technology in that country will gain a boost to the speed at which it advances. And while small, this boost to technological advancement scales with how advanced your own product is as well as how many people have access to it. What this means is that the more advanced your own technology is, and the more common it is in the world, the faster the technology of the world will advance.