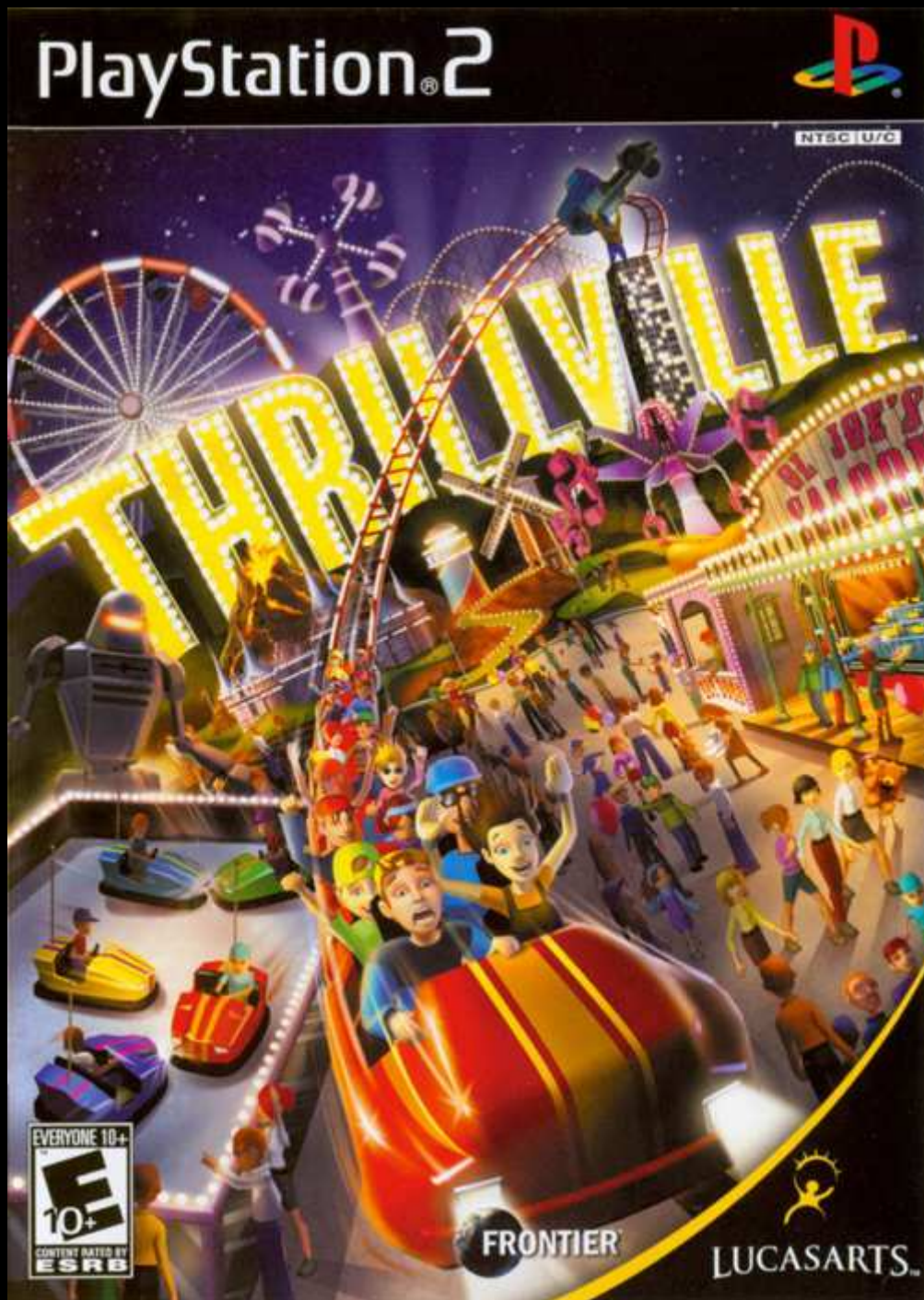




Thrillville Jump

v1.0

by LJGV/Sin-God

The world *Thrillville* and *Thrillville: Off The Rails* take place in is a world that is, at a glance, surprisingly similar to ours, though one with much greater emphasis on theme parks. In this world two significantly influential theme park companies compete for the public's adoration and dollar bills; Thrillville & Globo-Joy.

Thrillville is run by the eccentric inventor Mortimer. These theme parks are silly, goofy, authentic, and strikingly human. Meanwhile, Globo-Joy's parks are run by Vernon

Garrison and these theme parks are well-made but lifeless, run by robots and they accrue billions for the greedy, copycat mechanist. The competition between Thrillville and Globo-Joy is going to heat up in the weeks to come and you arrive here the day that "Uncle" Mortimer sends a message to a relative of his and asks them to become the manager of one of his parks. For the next decade you'll be as involved as you'd want to be with Thrillville and their rival; Globo-Joy. Do you want to be a theme park employee? You could be one if you want! Would you like to be a robot? That's an option as well. Heck you could even treat this like a vacation and just enjoy the remarkable rides and countless thrills this world has to offer.

Take **1000 Thrill Points** to fund your adventures.

Author's Note: *This jump is for the Thrillville & Thrillville: Off The Rails games. These theme park simulator games from the mid 2000s gave players the opportunity to explore and play around in a theme park owned by their eccentric scientist uncle while thwarting the schemes of an evil, robot-loving billionaire.*

Starting Location

All origins start off in a theme park of their choice. You can freely choose between starting off in a Globo-Joy park or in a Thrillville park.

Age and Gender

You can determine your age and gender freely for the purposes of this jump.

Origins

All three origins here are drop-in compatible. Unless you take the Robot perk from the Globo-Joy origin, you are a human being.

Park Guest [+200 TP]

This origin is perfect for jumpers who want to take a relaxing break for the duration of this jump. By selecting this origin you become just a normal person in this world, one not linked to either theme park, though you find your appreciation of theme parks significantly boosted.

Thrillville [Free]

Ah I know who you are. Mortimer is your uncle, and in the minutes before the jump begins he was just looking over some designs for rollercoasters you made. Now you have a new job as the manager for one of the various Thrillville's your uncle has made. Congratulations? Well you'll never be bored, that's for sure.

Globo-Joy [Free]

There's both heartlessness and brains in this origin. By selecting this origin you become a part of the Globo-Joy megacorp owned by wealthy roboticist Vernon Garrison. You can get a lot of knowledge by joining Globo-Joy, but one has to wonder if it's worth it to sacrifice so much heart and creativity to gain knowledge and a willingness to engage in corporate espionage.

Perks

Origins get their 100TP perks for free and the rest are discounted to 50%.

Park Guest

Vacation Proof [100 TP | Free for Park Guest]

Vacations, even the most well-planned ones, are susceptible to a lot of different things. Anything from a delayed flight to someone getting motion sick on a ride can mess up someone's vacation plans. And that'd stink. Fortunately by buying this you will never have to deal with a bit of bad luck fucking up your vacation plans. When you plan and begin a plan for a vacation, bad luck is just a non-factor. Traffic never stops you from arriving to places on time, delays don't happen, and you and your loved ones don't get sick (and find that existing sicknesses lose their edge, just enough to not be able to stop you from having a good time). This also subtly buffs your luck while on vacation to make lucky breaks happen just a little bit more.

Schedule Master [100 TP | Free for Park Guest]

You are an ace when it comes to planning things. Somehow you always know how to plan vacations and other such events such that you get the most out of them without burning yourself out or running out of fun stuff to do. You also know how much energy you and anyone you plan to go on vacation with has when it comes to running around scenic places and riding thrilling rides, so you don't have to worry about overplanning.

Feedback Fiend [200 TP | Discounted for Park Guest]

At Thrillville sometimes an employee will strike up a conversation with a park guest. This happens to you in Thrillville and other places quite regularly. Sometimes these chats will be because an employee is fishing for feedback. You have a particular talent for giving feedback and finding it to actually be taken seriously. If you notice something lacking and call it out to people in power they tend to take it more seriously than they otherwise would. After all it'd be really annoying if people were only pretending to seek out feedback to be your friend or something right?

Gossip Gatherer [200 TP | Discounted for Park Guest]

You attract a very curious kind of gossip. Somehow you know all the places to be and all the people to get to know. There's just something about you that guarantees that you know all the coolest places, all the funnest rides, and can always figure out how to get to really exciting locales. Whether it's a trendy amusement park opening up in a few days or a spooky carnival about to enter your small town, you'll always know where the people are or where they'll want to be. You don't have to worry about missing out, and you also have a healthy buff to your luck when it comes to getting deals to visit such places.

Minigame Master [400 TP | Discounted for Park Guest]

You are... really good at minigames. You just have a knack for them. This comes with a quirky little buff as well; if you have to pay to play a minigame how much you end up paying depends on how well you do. If you play a game that can be beaten and you beat it you end up paying nothing to do so, and if you are in a competitive multiplayer game and you get 2nd place against 5 other players you only pay a pittance of what you

should. Of course if you lose in level 1 in a multilevel game you pay almost full price. No one questions this unless you point out how odd it is. If people challenge you to these games, or if you issue a challenge to them, then after you play you get rewarded for how well you've done with you winning money based on the difficulty of the game, the skill you showed, and the skill of your opponent, so you get more for winning hard games against skilled opponents than you would for losing in an easy game to unskilled players. No part of this actually takes money from someone else, so don't feel bad about it. You're on vacation, no one should feel guilty about happy coincidences.

What counts as a minigame is purposefully broad, so while arcade games count this can also be toggled if you are an athlete and you play a match of your preferred sport.

Vacation Guarantee [400 TP | Discounted for Park Guest]

It wouldn't really do to be a jumper on vacation and to not have the ability to have more vacations in the future would it? With this you have the ability to go on two vacations a year, no matter what. It doesn't matter if you're an evil overlord running a multiplanar empire, if you're an overworked and underpaid hero working for a corrupt hero association, twice every year you'll have a week off where stuff works out and where you can go on vacation safely without worrying about your career, or about the world ending.

Family & Friends Discount [600 TP | Discounted for Park Guest]

Some corporations really like to get on the ground floor and have their employees interact with customers. An eagle-eyed park guest exploring any of Thrillville's parks will find that this curious habit of some companies is extremely true here. You are more eagle-eyed than most and you can derive a most curious benefit from your eagle-eyed nature; you automatically gain a family and friends discount anywhere and everywhere it'd be relevant. The closer you are to someone in a position to give you a discount the more of a discount you get automatically, and this effect is even more pronounced if the person is someone who is higher up on the totem pole of the organization or business you're patronizing. You might only get a 5% or 10% discount if you're talking to and befriend an entry-level employee, but if you're the best friend of the manager you can get astronomical discounts. These discounts can stack as well, which can be incredibly powerful. This cannot result in you gaining money from something but can make it free.

As a secondary but noteworthy buff this perk sharply increases your likeability when you are interacting with employees while they are on the clock and this scales with their importance to the company they work for. This means that the buff is small if you're chatting with someone manning a ride in a carnival, but if you're talking to the owner of a restaurant while they're working you'll be worlds more likeable by their standards.

Thrillville

Manager Effect [100 TP | Free for Thrillville]

If you qualify for a position in some capacity, it wouldn't do for people to question your qualifications would it? This is not something that protects you from being questioned as far as competence and results go, but stuff like your gender, sex, and age don't raise red flags when it comes to you. No one will ever wonder how an eight year old became a park manager, though if you aren't good at your job they may discuss your performance objectively.

Tutorial Time [100 TP | Free for Thrillville]

Look it's silly to expect a kid, a teen, or even most adults to be capable of singlehandedly managing a theme park. Without training that is. This perk fiat backs your ability to get on-job training, by providing you with missions that appear whenever you start a new job moving forward (including when you get promotions, demotions, anything that substantially alters your job-based responsibilities). Time will freeze while you do these tutorial missions and they will be educational, rewarding, and guarantee you can do a range of jobs with some level of skill moving forward. The rewards these missions provide will include actual, direct momentary compensation, so your training will never be unpaid ever again. The "Training is paid" part of this extends to official, conventional parts of future jobs as well, so even if you just do regular training instead of taking advantage of these tutorial missions you'll still be compensated. Unethical labor practices are the bread and butter of Globo-Joy, not Thrillville, so it makes sense that your training here will be paid.

Designer [200 TP | Discounted for Thrillville]

You got your job due to the creativity and ingenuity of your rollercoaster designs. It wouldn't do for you to not be a talented rollercoaster designer now would it? With this you have a mechanic's mind for the technical parts of rollercoaster design, and you have the mind of both a child and a physicist when it comes to making rollercoasters. You know how to design cutting edge coasters that can excite park guests and can get the critics raving. This also makes you better able to know where to place structures to minimize their disruptive impact to things that surround them and lets you know roughly where to put things like bathrooms, stalls, and other valuable infrastructure that takes up space but is necessary for a well-designed, sanitary park.

Fast Friend [200 TP | Discounted for Thrillville]

Making friends can be hard. Thankfully you are not some socially awkward wallflower, you are a fast-talking, smooth, charismatic figure. You have the courage needed to go and make friends out of anyone, able to talk to a confident and imposing man with the same ease and skill as someone might talk to an outgoing and friendly child. When you talk to people any nervousness you feel melts away and you find that you can easily befriend people and get their insights and opinions on a lot of different topics including your park. And unlike managers less skilled in outward facing communications and customer service you can predict what others might be feeling towards various topics just by eyeballing them and thinking about what you might want to talk about with them. This sense gets noticeably more accurate the closer you are to them, emotionally, so while it's only a rough hunch when you and someone are basically strangers it gets much sharper when you become friends, good friends, and then best friends with them.

You also never forget a face, ensuring that even if someone can only visit your park once a year, if you see them one year and then see them three years later you'll still remember them.

Training Talent [400 TP | Discounted for Thrillville]

Finding and hiring talent is a critical component to successfully managing a place as robust as a theme park. And you are good not only at identifying someone's talents, you have a rather curious way of training others. So long as you are in a position of superiority over others, even if it's just being in the same position as them but being in it longer, you can turn training into a relevant minigame you play alongside them. The better they do in these minigames the better they become at their jobs, and they also receive momentary compensation if they do well. When they achieve personal bests in these minigames they become more loyal to you and the organization they work for, and you get momentary compensation as well.

Nepo-Manager [400 TP | Discounted for Thrillville]

The duties and responsibilities of managing a Thrillville park are divided into several broad categories; management of employees and budget, dealing with guests and customer satisfaction, building rides, attractions, and stalls, park upkeep, and perhaps to the surprise of those less familiar with theme park management actually enjoying the games and attractions of the park itself. This perk is a general competence boost when it comes to all of these areas, giving you the critical skills to be an able manager who won't run your theme parks into the ground. In the future you'll also get general buffs keyed to the jobs you get hired for that scale higher based on two key factors; the nepotism involved in you getting hired, and also the higher the position you get the opportunity to do. A properly charismatic or connected jumper could get a lot out of this...

Off The Rails [600 TP | Discounted for Thrillville]

You have a genius-level intellect when it comes to one area and one area in particular; having fun. You are gifted when it comes to helping people have fun. This makes you an exceptional inventor of party games, a shockingly talented rollercoaster designer and you can instill rides of all sorts with a curious protection: so long as they are designed to be fun, with the express purpose of causing excitement and joy you can put a field around your rides that prevents people from being harmed by them. This field is subtly recognized by park guests and also ensures they won't and don't get sick while on them (or in the immediate aftermath of riding them), creating a protection so robust that people of all shapes and sizes can find your park a delight to visit. This lets you invent WHOA! coasters and other such attractions, and as you explore this and other worlds you learn about how to create park rides, mini-games and more based on the adventures you have (and have had if this isn't your first jump). WHOA! Rides consume no energy and are shockingly small in terms of actual space they use up so as to encourage you to get creative with them. You find that your more creative rides tend to be big sellers and draw lots of people who might otherwise miss out on your park to your doors.

This perk also sharply increases your talent with *Mad Science*, making you a scientist and inventor on par with Mortimer, able to invent things with worrying ease that have a range of uses. Who knows what sort of wacky mad science you can invent with this and enough time in a chain?!

One final but noteworthy buff this gives you is the ability to propose creative solutions to conflicts. You could use this to get people to agree to all sorts of zany deals, especially as a way of ending feuds and attaining justice. If you find out the perpetrators of felony corporate espionage are refusing to stop even with the threat of a lawsuit you could propose an alternate solution such as betting it all on a competition of some sort. If they agree, and you are very persuasive, they will honor their word even if they are normally the sly, slippery type. The sillier the solution you propose the more persuasive you are in persuading people to try it out. In future jumps you might be able to convince people to skip a nasty civil war and decide who becomes the next monarch with a trampolining competition!

Globo-Joy

Cost Cutting Measures [100 TP | Free for Globo-Joy]

One of the big draws of staffing a theme park with robots is that it keeps costs nice and low. And that's the number one rule in the Globo-Joy company handbook. You take after the spirit of this and are wickedly good at finding ways to keep overhead low, allowing you and others above you to get fatter and fatter stacks of cash.

Research And Development [100 TP | Free for Globo-Joy]

You are an incredible expert when it comes to R&D. There's something almost mechanical about your ability to pour your all into research, and there's something equally inhuman about your abilities with development. Of course this speed and determination can be even scarier if you have *outsourced* ideas you can rip off...

Marketing Master [200 TP | Discounted for Globo-Joy]

Marketing is an important tool and you're a wicked master of it. You know how to pull off the slickest, most persuasive marketing campaigns imaginable, the kind that draw throngs of people to eerie, lifeless amusement parks and get them to spend the big bucks. Man imagine if you had this talent and had product with life? You'd be unstoppable.

Creative Competition [200 TP | Discounted for Globo-Joy]

The word "creative" is the perk name is a bit of a misdirect. This perk buffs your ability to engage in light criminal activity in some contexts. If you are seeking to undercut a business rival there are certain crimes that get massive buffs here. If you try to hurt someone or steal from them those activities won't get buffed but stuff like victimless fraud (so disguising yourself to go somewhere without attracting scrutiny, not pretending to be a celebrity to get a free meal), bribery, and other victimless crimes becomes much harder to trace to you and you can get more mileage out of them. Use this to disguise yourself and go into a rival's place of business to see its ins and outs with impunity! There's a chance you can still get caught with this, such as if someone has a supernatural means of confirming your identity and only you've disguised yourself physically. In such scenarios this loses some of its oomph but it's still nicer than you might expect with punishments being much lighter than they ought to be, and in general it's noticeably harder to catch you in criminal acts so long as your criminal acts qualify for the protections this perk offers.

Robot [400 TP | Discounted for Globo-Joy]

Oh? It seems that you're no longer a person of flesh and blood. Now you're a robot! In future jumps this becomes an alt-form, but for the duration of this jump your robot form is your default form and it comes with all of the reasonable buffs one might expect from a robot body; no basic needs like for sleep, food, or drink, and agelessness. You can choose not to have a robot form for this jump if you wish, though this perk does not shut off your ability to access your other forms. No matter if you pick to be a robot or not you find that your ability to make and don disguises has been greatly improved. All it takes for normal people to not question you on an appearance level is something like a cowboy hat or a fake mustache. Someone who is a guard or otherwise tasked with protecting a place might still see through these low-effort disguises if they focus on you for a while, but for the most part you can get quite silly with this perk.

As a secondary benefit this perk also grants you fiat-backed knowledge of mechanics and robotics, allowing you to create Thrillville robots. These robots are not simple, mindless automatons but creatures that can take initiative, that can form bonds that transcend simple programming, and befriend people other than their creators or fellow robots, while still lacking biological basic needs. You can, if you want, create simple automatons that are actually limited by programming, if you'd rather create them then the mechanical people the series introduces players to. You can also, if you want, with some research and development, create robots that actually look like people. That could be helpful if you want to, say, run a business with robots or use them in capacities where their appearance matters. Though I guess you could just put a cowboy hat on them and call it a day, if you wanted...

Money Talks [400 TP | Discounted for Globo-Joy]

Money is power. And you know that more than most. You are a financial whiz, talented with earning money through eerie manipulation of the market, clever budgetary trickery in any company you work for, and of course shrewd investing. You have the knowledge and ruthlessness needed to turn fifty dollars into a thousand in a week, and you have a sharp sense that lets you know how to put money in places that advances your agenda. Beyond this your ability to bribe people, especially when you aren't trying to bribe your way out of a crime, is incredibly effective and you sense how much straight cash it'd take for people to do your bidding with sometimes eerie accuracy.

You also have a neat little secondary buff for this perk. The more money you spend on something and the more costly it is to make something the better it is at least when it comes to you. This is also pretty limitless but obviously it comes at the cost of, well, actual money. Needless to say you can and will derive power from thoughtful judicious use of money. No one quite understands the saying "It takes money to make money" quite like you, dear jumper.

Copyright Infringement [600 TP | Discounted for Globo-Joy]

Copyright. Who needs it? You don't, that's for sure. Around you copyright and other similar things like intellectual property just don't exist. This perk gives you free rein, legally, to copy and in essence steal things that copyright and intellectual property would normally cover and protect (though this doesn't protect you from, say, actually physically stealing something that belongs to someone else). You can be as flagrant about this as you want, and while this won't stop people from personally striking back against you in revenge they won't have the backing of the law as they do it.

This perk has a secondary but pretty important effect as well. You are incredibly talented at mimicking the inventions and sciences of others, able to steal their technological advancements with uncanny ease, speed, and skill, with this perk even penetrating efforts at blackboxing (though depending on how precise and sophisticated the blackboxing is it'll take you some time and energy to work your way past it). You may not be an eccentric inventor hiding away like a hermit but you can make use of such odd figures like no one's business. If you let others cook who knows what sort of advancements you'll be able to steal?

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 TP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Park Guest

Souvenir [100 TP | Free for Park Guest]

This is a simple souvenir from a trip to a theme park. It's a small bit of memorabilia, maybe a prize from a carnival game or a balloon. It improves your mood and health somewhat and others who see it are open to hearing stories about your trip to the theme park or carnival. It is also unbreakable/indestructible and if stolen or lost reappears in a safe place when you next go home.

Employee Guidebook [200 TP | Discounted for Park Guest]

Despite what it sounds like this isn't a book on company regulations but rather a book that lets you know who works at a given business. With this you will never be caught off guard by an employee chatting you up and you'll know who works where. This can be keyed to any business you want and serves as a handy way of connecting with a business's leadership if for some reason you'd want that.

Vacation Passes [400 TP | Discounted for Park Guest]

This is a set of all-expenses paid passes to any luxury resort and/or theme park that exists in-setting. With this you can guarantee that all of your vacation expenses will be covered, and while it only works twice a year it covers vacation stuff for any number of people, generating accommodations and the food and the like that even a huge party would need. This also pays for the highest quality service and guarantees that you'll be able to skip all the lines and get full access to wherever you're going. This can work on anything that feels appropriately vacation-y, such as becoming tickets to some big music festival, if that's what you want to use it on. It will cover both the entertainment and housing of whatever you use it to visit, so if you go to Thrillville you'll be able to stay at the most fancy hotel in the city even though such a business is not owned or managed by Thrillville.

Thrillville

Robotson [100 TP | Free for Thrillville]

This friendly robot is curiously similar in design to the robots that work over at Globo-Joy... Is this a sign that Mortimer invented these robots first and Garrison just stole their designs like he stole other ideas? Or is this just a nice guy that Mortimer befriended with his trademark quirkiness? Hard to say.

This robot is your pal, your buddy, and he's a nice, well-meaning figure who loves theme parks as much as the next mechanical dude. He's also incredibly skilled at sussing out the machinations of rival park owners, even those armed with wacky mad science. He can and will protect the parks in any way possible, as well as help you out however he can. He's also a pretty handy figure in general and can help out with a lot of different chores. If he gets blown up or destroyed he'll reappear in a safe place 24 hours after his destruction, no worse for wear.

Personal Park Assistant [200 TP | Discounted for Thrillville]

This advanced PDA device contains all the information you need to know about running the park from the financial and marketing points of view. It is chock full of incredibly handy information about the park from various lenses, especially the ones that can be hard to gauge when you're physically in the park itself. This device is also how you make changes to the park and changes you make such as creating and plotting new attractions, stalls, and the like are instantly placed in the park fully ready to go so long as they meet any relevant health and safety standards and you pay a small fee for their construction. This feature is universal in its applicability towards all businesses this device is keyed too.

This device is keyed to all of the businesses you own and/or manage, and gets keyed to ones you acquire in the future. Beyond the immediate utilities of what it offers the device can also be attuned to different businesses you own and/or manage and after a period of attuning that becomes longer the more complex the business in question is (though it's instant when it comes to fiat-backed businesses) offer you quests that will improve the quality and success of the businesses in question. These quests will usually be pretty easy, though the more complicated and labor intensive ones offer rewards that scale to match the effort involved in the quests and their complexity. This functionality also extends to the park, assuming you've taken the Thrillville origin.

Thrillville [400 TP | Discounted for Thrillville]

Here we go. This is the full slate of Thrillville parks, now recognizing you as the owner of the company and the head of all the fun stuff. This item DOES give you access to all of the parks (Thrillville, Thrillville Timewarp, Thrillville Paradise, Thrillville Adventures, Treasures of Thrillville, Thrillville Stunts, Thrillville Giant, Thrillville Explorer, Thrillville Otherworlds, Thrillville Fantasy, Thrillville Frontier, and Thrillville Holiday) from the start, and allows you to run them however you want. You can place them throughout the world in future jumps and fast travel between them. They also retain changes you make to them! They will always generate a nice level of income for you and for their employees, but successful management of them makes them even more profitable.

One final important bit of their capabilities is that as you prove yourself to be a skilled owner and theme park entrepreneur (both by successfully running this business from a pure numbers standpoint and by allowing others to experience all sorts of thrills) you find yourself steadily filling up a bar of progress that you are always passively aware of. When you have filled up the bar completely you'll be able to create a new theme park and place it down somewhere in your current setting that you've been! You can select three subzones for this new park to have and a small number of attractions, as well as enough employees for it to be running. This new park follows you into future jumps as freely and as powerfully as the canon parks, benefitting from all of the same qualities and protections as them.

Globo-Joy

A Nice Suit [100 TP | Free for Globo-Joy]

What sort of businessman doesn't have a nice suit? Like Garrison you have a custom-fitted suit that is always impeccable, stylish, and comfortable to move around in. This suit doesn't restrict your movements in anyway, is always considered appropriate no matter where you wear it, serves as a disguise if you wear it in a non-human form, and scales in how much it boosts your authority, charisma, and wit, based on your wealth, meaning that a truly rich jumper wearing this has equipped a mighty tool.

Robot Factory [200 TP | Discounted for Globo-Joy]

This is a self-run factory that produces a small number of robots a day. These robots are only simple automatons unless you have the knowhow needed to program them in more advanced capabilities but they are androids in design and can easily be put to work in a thousand clever ways by the right jumper. The more wealth you attain the more robots this factory produces in a day.

Globo-Joy [400 TP | Discounted for Globo-Joy]

This is an interesting addition to any jumper's repertoire. With this you not only attain the parks run by Globo-Joy, even the defunct Lice Land (though in an empty and non-stylized state so you could possibly figure out a way to make this bankrupt park run smoothly and profitably), you also attain the total fortune of Vernon Garrison, a man whose bank account number is "Yes!". This comes with a small army of robots to man the parks and to serve as R&D as well as marketing and even a small branch of covertly trained espionage bots that are trained in stealth, subterfuge, and sabotage, but by itself comes with no way to make more robots if you lose any. All of the silly-sci-fi plots and toys Vernon used to try and outwit, undercut, and hopefully one day bankrupt Mortimer are included in this item. This is an evil genius's treasure trove, dear jumper.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend TP to import companions into this jump, giving them 600 TP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 TP per person you do this for, or you can spend 200 TP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 TP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 TP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Daily Upkeep [100 TP]

Somehow, no matter your origin, you'll be stuck doing daily chores. The exact nature of the chores is origin dependent, with someone who is a park guest having to do something like cleaning up their car daily, while a Thrillville jumper will always have to pick up after park guests and a Globo-Joy jumper will be stuck oiling robots for at least a few minutes every day. If you skip a day all the work you have to do will be multiplied, until you more than make up for the time you missed and so over time skipping even a few days will become a real problem.

Longer Lines [100 TP]

Did you have something that would help you skip lines? Oh? Well not anymore. Now lines for things are twice as long. For what, you may ask? Everything. And there will always be a line. Even when it wouldn't make sense. In some ways especially when it wouldn't make sense. You live alone? Well somehow there's still a line to the microwave. Or the bathroom. This is so inconvenient it loops back to being silly.

Easily Fooled [200 TP]

Your perceptiveness has taken an unusual nosedive. It's not that it's easier to sneak past you (though it is) it's that you are breathtakingly gullible relative to disguises and other attempts at subterfuge. A completely inhuman creature could just put on a monocle and you'd believe they are nothing more than a fancy old-timer looking to ride some rollercoasters. I sure hope no one puts you in charge of security or tasks you with running a place that someone might want to sabotage.

Thrillville Dialogue [200 TP]

Oh no. Somehow this may be the worst drawback here for some jumpers. With this everyone in this setting is affected by Thrillville brain and will only be able to repeat the same canned responses to things you say, and you yourself have to work to overcome the urge to say random facts to people or ask them their opinions on your career and place of employment. A steady will and determination can see that you manage to say what you need to say, and you can intuit how people feel about real things you ask from the tone of their canned responses, but this is gonna make the next decade verbally strange at least. If you take this you're quite brave.

Everybody's A Critic [400 TP]

Marketing and many other methods of advertisement lose a lot of their oomph. You know what doesn't? Critics and reviews. For some reason all anyone can think or talk about are reviews, and reviews can make or break everything from book stores to theme parks.

Liability [400 TP]

Oh no, a dreaded thing in a theme park jump; an insurance drawback. Not only does this drawback force you to be insured somehow for the duration of the jump, even if you are a park guest, it also guarantees that if any injuries happen at a park the worst outcome relative to you will be the one that happens. So if you are a guest and you get injured the insurance companies will side with big amusement over you. If you are a park employee in some capacity then the park will be held accountable and you specifically will be held personally liable. You had better make sure your park is as safe as it possibly can be, as if the park takes enough of a hit due to this it can be shut down.

Saturday Morning Villany [600 TP]

Do you enjoy the wacky hijinks and antics of Globo-Joy? If you do this might just be free points. Now everyone and everything has a Globo-Joy equivalent; a rival that is capable of mad-science and cartoon style villany. And they don't like you. They will go out of their way for their stuff to affect you. This could be pretty dangerous as some of Globo-Joy's stuff goes into silly-science territory and these organizations and rivals will be similarly scaled though their reaction depends on what they are a rival of. If you are linked to Thrillville or Globo-Joy expect to have regular encounters with representatives of theirs almost daily.

Theme Park Wars [600 TP]

Well now theme parks are way more dangerous! Theme parks, including Thrillville, have just thrown caution to the wind now when it comes to health and safety. And that's really bad. All theme parks are now pursuing thrills at the expense of everything else. And sadly you'll find that the attractions that the madmen and mad-bots at Thrillville and Globo-Joy invent are really amazing. You'll want to throw caution to the wind and ride as many attractions as you can. Many attractions will be safe enough, but WHOA! coasters and the like are almost impressively unsafe now.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-As a mini changelog I started this jump on December 16th, 2025. I finished it on December 17th, 2025. It's wild to have finished a full jump in less than 24 hours after so long with so much stuff stuck in WIP hell.

-I really enjoyed Thrillville as a kid. I played and 100%-ed both the OG game and Off The Rails. I hope this jump serves as a fun vacation jump for a lot of different jumpers.

-I now have three jumps with origins with big money things: Wario World, Ratchet: Deadlocked, and this. I'm starting to feel like Brennan "The Enemy is Always Capitalism" Lee Mulligan. Still if you like money have another jump that will give you a lot of it and some neat uses for it.

-As usual this is a jump I made using a template. Unsurprisingly, I used the Essence Meta CYOA jump template for it.

-I haven't made a jump in so long that I feel like I might be forgetting something. If I am... it's fine, we're all doing our best.