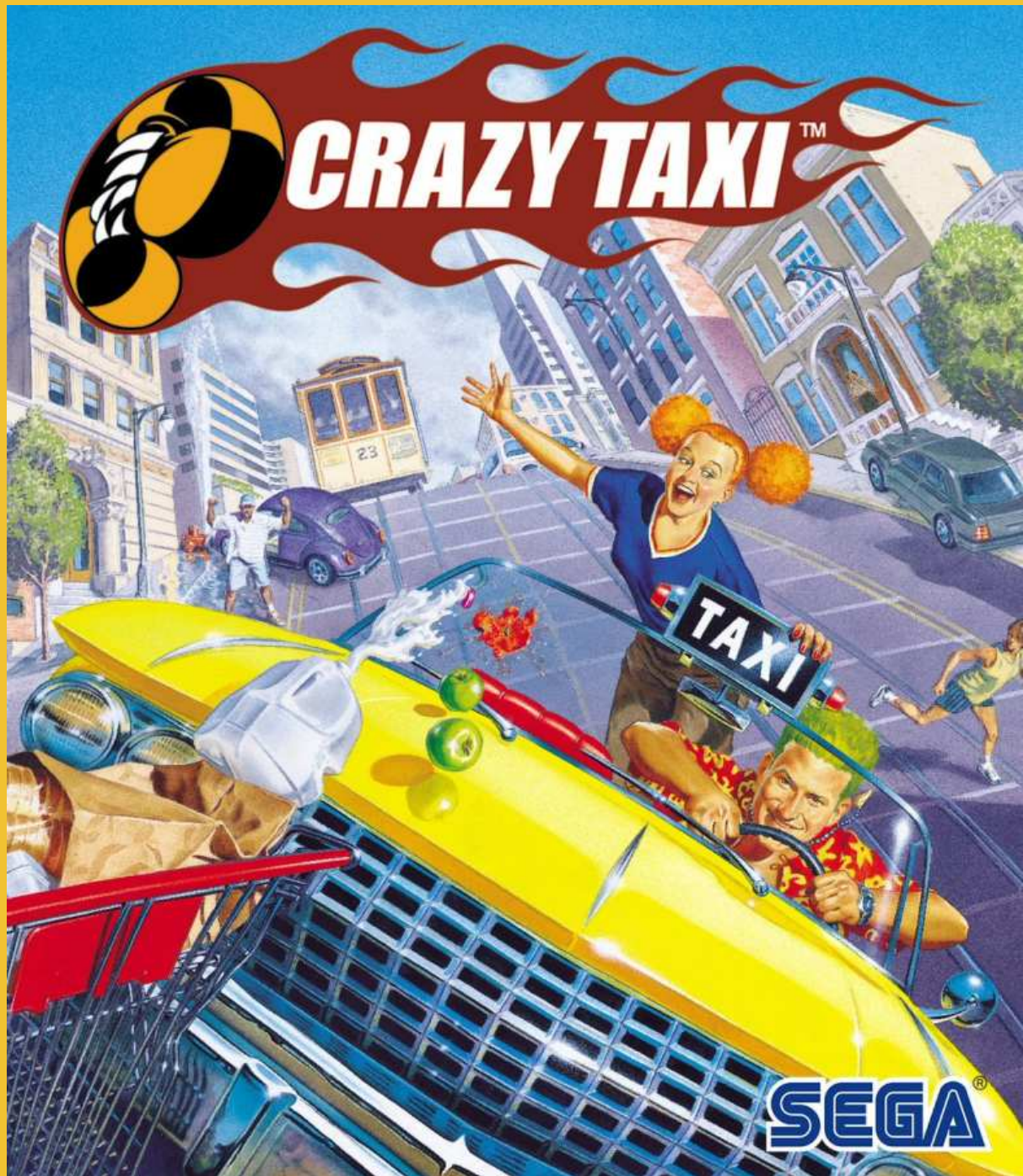




**Crazy Taxi Jump v1.25 (Crazy Update)
by Burkess & Tri-Sevon**

Hey! Get in the car and hurry up. The timer's running and the new song is about to start. Don't need your name or where you're going, I'm already heading there now.

So welcome to the world. This may look like Earth if you're familiar with it, but this place is CRAZY! How crazy? Some old guy started this trend for both young and old people to get into the Taxi business as independent cabbies to earn enough money to do things around here.

And now, thanks to me...I'm dropping you off at the place to get it started. Up to you if you want to join in the chaos and fun or if you want to do other things instead.

Oh, here's your stop. And don't worry about paying me. In fact, take these **1000 Crazy Points** to spend on whatever you want. See you out there in the streets...

Starting Location

Pick a starting location or roll whatever dice you want to determine the choice.

West Coast

Based on West Coast USA, this is the origin point of the Crazy Taxi trend for cabbies, alongside 4 particular cabbies of note. A great place for both rookie and veteran cabbies.

East Coast

And on the other side of the USA, where the trend ended up crossing into for other 4 prominent cabbies. Though do be careful, this place ain't for rookie cabbies.

Glitter Oasis

Full of glitter and lights at nighttime, this place is the life of the area. Meaning lots of fares, but lots of competition to compete against.

Anywhere, USA

What it says on the tin, albeit you can pick any city or small town if you want.

Free Pick.

Choose somewhere in this world that ain't in the USA...

Age and Gender

The only requirement as far as age goes, is that you need to be able to legally drive a car at the age of 16. In case you aren't looking to join the Craze, you can instead figure things out for whatever makes sense for you with your age and gender.

Origins

As long as you got something that can make sense for why you decided to take up the Craze, it doesn't matter what your past consisted of.

Race

Human [Free]

You don't have to be one if you don't want to. But given this crazy place you find yourself in, it is an option in case you wish to go that route.

Perks

All of these will cost 100 CP each unless otherwise stated. You also have 7 Taxi Tokens to use as freebies, though if you forgo the freebies, you'll get a stipend of 500 CP for this section only.

Automatic Fare Pricing

You don't need a machine nor a calculator to tell you how much a fare will owe you, because you can easily figure out the initial price, any fees, and also account for any tips they end up giving you.

Master Of Earnings

The faster you drive and the larger the combo you build up, the more money your fare will give you. And yes, this will make sure they actually have enough to cover the sheer amount of money you earn.

Fine Wine Age

Doesn't matter how old you are, you'll stay healthy and would be able to still do stuff like being a stunt driver (if you were one). Also make sure you have no issues with driving vehicles or possibly pedaling bike wheels to go fast.

Stamina Runner

In case you end up having to 'drive' the Bicycle Taxi, you can find that your stamina will never drain in the middle of getting a Fare to their destination. This also improves your stamina for every other activity or task you may undertake.

Street Musician

While you may not have actual instruments, doing the act of music playing with improvisational items means you could still be very great...

...Now just imagine if you had real instruments as well.

Mechanical/Tune Up Expert

Why go to the Mechanic if you're already one? Not only do you save on money, you find it far more advantageous to really fix the parts that need it. And who is to say you can't make things better than what the factory put in your ride.

This will also extend to other mechanical things that aren't just cars in future settings...

Top Racer Skill

If it wasn't for the mayhem, you may actually have been a real contender in the racing circuits. And even if you don't actually want to go there for whatever reason makes sense to you...

...Still doesn't change the fact these skills would translate extremely well to being a Cabbie. No matter what you drive, you know how to get your ride to hit its limit and go beyond it without making the thing break apart. And not to mention, the reflexes and nerves to handle the situation in such a calm manner if it is ever needed.

Trend Maker

Turns out, the Crazy Taxi method for Cabbies was inspired by someone who was wild and open to inspiration. And now, you can find that you have the same talent in finding inspiration to make new trends that'll spread across like wildfire.

Calming Charm

In case you end up getting any angry Fares, you find that your words and charm can easily calm them down, especially if you take a bit too long in getting to the destination.

Infectious Cheer

Either you're shining like the sun, or your optimism just seems to be the right kind of thing to make someone's day just that much better. In short, you'll radiate this aura of spreadable optimism that can easily latch onto your Fares, making it far more likely in turning whatever has them in the dumps and making their day much better...

...While this does make good for playing your part in making the world a happier place, it also makes it more likely for you to earn even more money in your work. After all, happy people can be more generous after all.

This is also toggable, in case you don't want to use this all the time.

Competent Rudeness

In case you aren't keen on being very chatty with your Fares, you can exude this air that'll seem gruff enough that to keep conversations at a minimum. Not to say that you can't still engage in them if you want...

...But you do have a job to do and the last thing you need is the Fare causing you to make mistakes. This is also togglable as well.

Null Driving Laws

Doesn't matter how crazy you drive, you'll never get in trouble via the law as long as you do your job in taking fares as a Taxi.

Indestructible Mayhem

Hitting walls, cars, or buildings? Only worse case scenario is you lose all of your speed. No one inside the Taxi will experience any harm, especially not any form of whiplash. You and the passengers won't accidentally fall out of the vehicle, either.

Harmless Fun

The damage you cause with reckless driving and light hearted mayhem leaves no lasting damage. As long as you don't intend to hurt anyone, then all that property damage will be fixed and nobody will be left worse off.

Crazy Boost

A very crazy maneuver done by shifting gears from reverse to drive quickly, that'll make any vehicle you drive take a massive speed boost. It also comes with a toggle for making flashy flames appear when you do this maneuver.

Crazy Drift

The rather insane drifting, perfect for going around corners and even sending the car sideways while still retaining some speed.

Crazy Jump

A crazy method to get past traffic and to get into areas for shortcuts. By using this, your car will actually jump high enough to go over smaller cars and get further height off ramps or inclined pathways.

Crazy Stop

This special technique enables you to bring any vehicle to a complete stop within a second. It also works on your own body, even when outside of a vehicle.

Limiter Cut

This trick enables you to quickly accelerate a vehicle to its maximum speed and maintain that speed at all times. In addition, the speed of a boost or a drift can be stacked on top of this. While this is difficult to control, mastering it will put your driving on a whole other level.

Impact Bounce

When you collide with something, you can choose to reverse the impact and instead use all of that force to send you flying in the opposite direction. You can choose what direction the impact sends you in.

Wall-Stick

You can move on walls as if they were pavement, and gravity will only catch up with you when you slow down or stop moving. This lets you dodge traffic by driving on the side of a building, among other things.

Impact Teleport

When impacting something at a high speed, you'll materialize elsewhere nearby while moving at a high speed, far away from the point of impact. The random nature of this ability can hinder you or help you. With training, you can learn to control this power and freely teleport to advantageous places when colliding with something at high speeds.

You're The New Boss?

Whenever you're new to something or start again at something, you'll meet helpful people who will show you the ropes. They will stick by you as you rise to the top. They'll be reliable and helpful sorts that want to see you succeed.

Talent Wanted

You'll quickly learn who all the most talented and skilled people are in your field. As well as what prerequisites you'd need to get them on your side. Once you have these requirements, they'll know it too, making recruiting them easier.

Crazy Talents

You're rewarded with a bonus for reckless driving and crazy stunts. Your passengers don't seem to be too bothered by it either. This will additionally spawn opportunities for you to do extreme stunts. Such as suspiciously placed ramps appearing for where you can jump off them.

Automated Passive Income

You can learn to create passive income from anything. With enough time spent thinking about it, you can take anything that gives you some sort of benefit or profit overtime and figure out how to automate it, so it works while you aren't around.

High Roller

You can choose to view a narrated video package of notable and important people in the setting doing what they do best. In this world, you'd see a short intro on a driver and then see them perform a routine. You're able to select for what specific types of people you want to view and what they're good at.

GPS Coordinates and Minimap

You can view your position on a mental map that updates in real time. You have an arrow that points you in the direction of your goal, as well as an internal GPS that leads you to where you want to go.

Super Boost

You can cause a vehicle to become temporarily invincible and give it the ability to smash through obstacles. One use of this would let someone crash a taxi through a crowded street during a traffic jam. And send all the cars flying as they drive past unharmed.

Hop In

You and those you wish to grant this ability to can seamlessly hop into any vehicle and land in the seat they want. This enables someone to leap into a vehicle and step in within seconds. It also works to let them get out of a vehicle just as fast.

Super Drifting

You can initiate a drift while in a vehicle that lets you bump other vehicles out of the way and take corners very easily. You also conserve more momentum while drifting.

Repeated successful drifts builds up a combo, improving the potency and speed of each successive drift.

Side Tasks

You can go on side tasks that let you play extra missions. These missions will challenge you in some way and offer excellent rewards should you manage to complete them.

These include races, time challenges where you have to complete check points, and moments where you're tasked with running down cars with a tank. Each setting you visit will have unique challenges for you to complete.

Pickups

You'll see pickups that spawn for you to collect in the world. This includes things like money, but it could also be fuel for your car and other stuff you might need. Something that rarely drops is extra time. Collecting it gives you more time in the day. You can spend this to make achieving time sensitive goals easier.

Scoreboard System

You're graded for every action you perform and will see a scoreboard whenever you complete a mission. A mission could be something as simple as delivering passengers to the destination. You receive a bonus for the more extreme your actions were and the crazier faster you performed. You can apply this to things besides driving taxi cabs.

Hud Screen

You can tell precisely how fast you're going at all times. As well as exactly how much time you have left to complete an objective.

Mental Music Player

You can play music and sounds you've experienced out loud for other people to hear, or in your own head for yourself. You can adjust the volume of the music.

Background Check

The only people who will apply to positions you want filled will be the sorts that you'd like to work with.

Taking Over The Town

You will experience a series of challenges that will make your success an inevitability should you conquer them. These trials will have you face off against any other competitors so that you can claim what you desire. If you wanted to have the top cab company in the city, you'd be put in a position to go head-to-head with them. And you'd reach the top if you won.

Mass Advertising

You can easily arrange cheap deals to get your ads plastered everywhere. Simply decide how much you want to spend, and the work of getting your ads on the internet, on billboards, and put up on walls will be taken care of for you. This always costs less than if you arranged the deals yourself.

Trusted Brand

People are more forgiving of your mistakes and are highly likely to rate your service positively if it worked for them. You'll get lots of referrals from word of mouth. This helps you stand out and quickly build and maintain momentum, as you'll create many happy customers.

Sabotage Tactics

By spending money, you can arrange deals to sabotage other people and businesses. This includes intentionally sending bad employees their way, spreading rumors about them, and all sorts of underhanded tricks. People may suspect your involvement, but there won't be any evidence to prove it.

Your Secretary

You have a hyper competent secretary who appears when needed. They'll help you run your businesses and assist you with any tasks. Another one spawns whenever you start a new business or begin an endeavor that would benefit from their help. While they all have different bodies and forms, they all share memories and are mentally linked to each other.

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.

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.

These also cost 100 points.

Crazy Collection

All of the Crazy Taxi games in Arcade, Consoles, and any other video game formats that you could want.

OST Hits

If it has been used as part of the soundtrack for any of the Crazy Taxi games, you now own all forms of pliable audio media you could want. Yes, even in vinyl. If you want to share with your friends and companions, feel free to do so...

Vanity License Plate

Perfect for having a way to express yourself, even if it is only on a plate and you have limited space for text.

Taxi Collection

Quite simply, if you see any of the cool rides used by those cabbies out there, you can get a copy of your own to use. They may not like you possibly using their ride, but the copy will still be yours.

In case you don't want any of those, you can instead opt for these even Crazier options such as the Taxi Bike, Taxi Stroller, and Taxi Carriage.

Taxi Conversion Kit

In case you want to make your own Taxi, you can use this conversion kit to make sure that you have whatever you use able to sit/carry up to 4 Passengers and a visible sign you can turn on and off for telling any possible fares if you are available or not.

Wheels & Hydraulics Converter

For allowing you to make any of your ground vehicles able to do all of the Crazy moves, even if you or your companions don't have the Perks active.

Night-Viable Sunglasses

Perfect for keeping the glare of that hot sun off your eyes and also works well in the night, especially if multiple headlights or excessive neon lights and other things may be disorientating. And yes, they do make you look cool.

Upgrade Shop

This place converts cash and/or expensive goods/materials into upgrades. This process happens instantly. If you want to get a new cab or trick out a fleet of cabs, you could do that and have them on the road within minutes. It works for things besides taxis.

Your Taxi Company

Your brand-new taxi company that you're the boss of. It comes with a cab to start off with. The advances your business makes follows you across your chain, as do any improvements you make.

Blimp

This is a taxi blimp. As you can expect, being able to fly is a major advantage when carrying someone to their destination. This one has the maneuverability to land on a busy city street and take off without any problems.

Robot Factory

It produces machines who do actions for you. Such as operating vehicles. It comes with some robots who are already programmed to ferry passengers to locations. For a truly soulless ridesharing experience.

Mystery Trunk

When you do taxi work, your clients will lose items inside of your cab. These lost items become keys to the mystery trunk, which is filled with goodies. When a trunk is opened, a new one spawns shortly after, fully stuffed with things that will be useful to you.

Car Tornado

This is a self-sustaining tornado that picks up and spits out infinite cars. It's intelligent and has the skill to aim at and hit moving targets with the cars it fires.

Crazy Training Facility

This place has state-of-the-art training facilities to teach someone how to become a top tier driver. It has many simulations and special challenges that drivers can use to hone their skills. Training here would let someone gain the same skills as the people from this world, and mastery of Crazy driving techniques.

UFOs

This is a collection of alien spacecrafts that float in the air. You can drive them as you would a taxi.

Companions

Companions can purchase more companions.

Friends From The Roads [50-200 CP]

You got some friends or companions you want to bring along? You can use this to get someone specific brought along for 50 CP Each. Alternatively, you can spend 200 CP to get a group of 8 brought along instead.

Each companion also gets **600 CP** to spend on whatever what as well.

Fellow Cabbie [100 CP]

Just because you may be competing in the same business doesn't mean you can't make some friends. Any of those cool guys and gals out there tearing up the streets can be recruited to join you if you can work it out with them. Maybe you can spin the pitch as offering more money, more challenge, or even more thrills...

...And yes, it doesn't matter if they end up being from the West Coast, East Coast, or even Glitter Oasis. Cause all of them are CRAZY!

Scenarios

Show Your Commitment!

Cab driver is a highly lucrative job in this universe, and you can make A LOT of money.

So, your challenge is simple. Make 100,000 total cash from fares, and you win.

-Reward-

What do you win?

Three hundred Crazy Points, of course, to be spent on anything you'd like here.

The Mental Challenge

Your mission is to become a legend. You'll first need to establish yourself as the #1 Driver on both the West Coast and East Coast, and in every big city in between.

Then, you'll have to maintain this rank and fight off any challenges who come to try and take your spot.

Competitors from far and wide will be summoned to compete against you and attempt to dethrone you. And what's more, you'll face off against ***Procedurally Generated Drivers!***

These people were brought into existence for one reason only: to defeat you. And their strengths and skills scale to yours in an attempt to eclipse you.

If you do happen to lose any cities, don't despair. As long as you're ranked #1 by the time you leave this place, you'll have won. So just make sure to stay on top.

So, good luck. You're going to need more than just Crazy Skills. In fact, your skill may need to be...Mental.

-Reward-

You've done it. You cemented yourself as the greatest driver and defended your title. You are now the undisputed champion.

Your rewards are twofold.

First, you get a special group companion slot. It contains everyone who competed against you for your position as a driver, allowing you to take all of them with you on your chain.

Second, you get The Gauntlet. It's a jewel encrusted, shiny golden gauntlet.

By throwing it down, you can start a challenge in a future world, just like the one you experienced here.

Whatever it is people care about out there, you'll seek to establish yourself as #1. And then, once you have, the challengers will appear.

You'll face off against them and if you once again prove your dominance, you get to take said challenges with you in your group companion slot.

You can issue a challenge in practically anything and this'll work.

Are the people wizards? Ninjas? Martial Artists? It doesn't matter. If you throw down the gauntlet, you can challenge them all, become #1, and then reign supreme.

Drawbacks

These offer 200 points unless otherwise stated and you take however many you want. However, do watch yourself...

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Soulless Megacorp: Prestige Mega Corp is here and wants to choke out the other taxi companies. That's bad news for anyone in the taxi business. They're very rich and seek to completely dominate the market, and aren't afraid to use sabotage to do it.

Respect Traffic Laws: You gotta do the speed limit. The cops here care about that sort of thing. And they'll get upset if you break traffic laws.

Squishy Passengers: You can't do as many crazy tricks since people have more normal durability now. If you try and perform too dangerous of a stunt, someone will actually get hurt instead of being shocked, amazed, and delighted.

"Normal" Expectations: People get scared when you do crazy tricks. They'll look at you like YOU'RE the one with a problem here. For some reason, they'd rather you just safely, but quickly drive them to their location.

Busy Streets: You'll encounter loads of red lights now. The streets are more congested, and traffic jams are common.

Public Transportation Initiative: Billions of tax dollars have been put into public transportation, making it free and highly efficient for all citizens. This means less people will need a taxi, and the fares will be fought over.

Expensive Driving: Gas prices are higher. It goes without saying why this is an inconvenience.

Only Speed: You'll end up with more clients who want to be rushed somewhere fast, and will have to go fast quite often. Most of your fares will involve putting the pedal to the metal.

Taxi Lockdown [+600]

You have no external Perks, Gear/Equipment, Powers, or access to your Warehouse.

A price will be assigned to everything that you were restricted from using. You'll have access to a menu that lets you buy back the things that were taken from you using the money you earn from the taxi/rideshare business.

The more powerful something is in comparison to the power level of this world, the more expensive it is.

If you want to use any of your stuff from outside of this jump, you'll need to earn it.

Decisions

You have three choices ...

Speedy Exit (Continue)

Hey, you gotta get going. Hop in and we'll get you going to where you need to be next. And don't worry, it is on the house.

Another Spin (Stay)

Stay and enjoy your current life here, in this crazy world.

Slow Return (Home)

Tired of your travels and want to rest back home? Then this is for you. Grab this ticket to go back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

V1.25

New Text

Taxi Tokens/Stipends

Thematic Companion Text

Minor Fixes