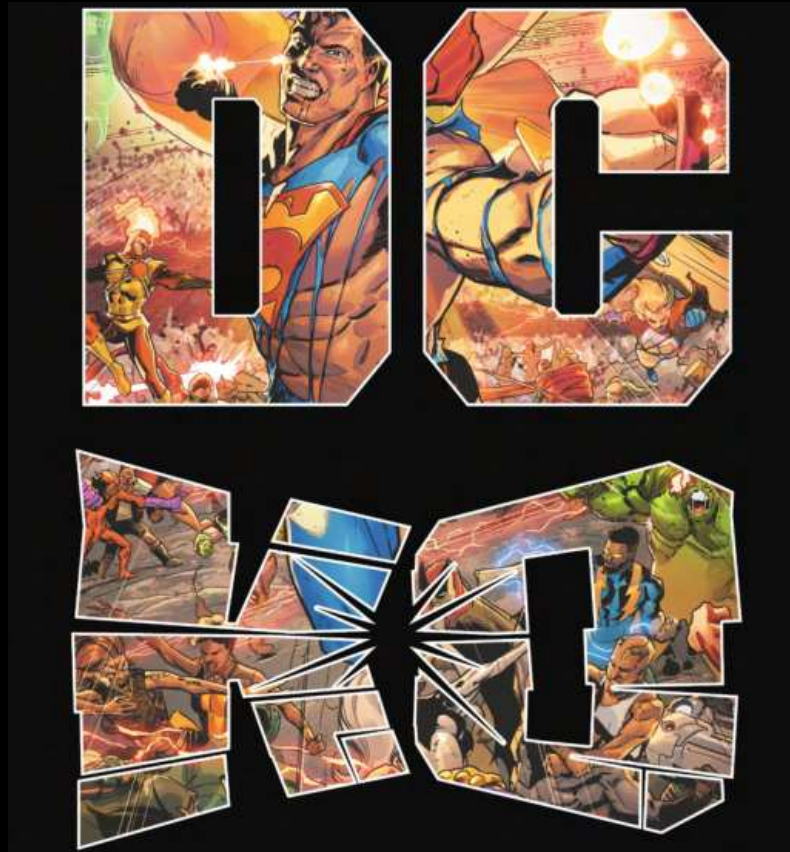




MADE BY THE **HEART OF APOKOLIPS**

-Introduction-

THE DC UNIVERSE, AS YOU MIGHT ALREADY KNOW, IS FULL OF MYSTERIOUS ENERGY, WITH ITS TWO MOST PRIMAL ONES BEING THE TWIN ENERGIES KNOWN AS **ALPHA** AND **OMEGA**. ALPHA IS THE WILD, EXPLOSIVE ENERGY OF CREATION, GENERATED BY ALMOST EVERY PLANET WITH LIFE, WHILE OMEGA IS THE ENERGY OF CONQUEST, ABSORPTION, AND CONTROL.

AFTER HIS LATEST DEATH BY SUPERMAN'S HAND AND THE CREATION OF THE ABSOLUTE UNIVERSE, **DARKSEID** PLACED A **HEART OF APOKOLIPS**, AN INFERNAL ENGINE THAT RUNS ON OMEGA ENERGY, IN THE ABSOLUTE EARTH'S CENTER, CAUSING ALL OF ITS POWER TO FLOW TO HIM. HE BECAME ABSOLUTE AS THE PERSONIFICATION OF ALL ITS OMEGA ENERGY, A WALKING SINGULARITY THAT TRANSFORMS ALL AROUND HIM.

THE **KING OMEGA**.

DARKSEID WILL BE REBORN ONCE AGAIN, MORE POWERFUL THAN EVER, INVAD E PRIME EARTH AND THUS BECOME THE END OF EVERYTHING BY CONSUMING ALL.

HOWEVER, A QUARTET KNOWN AS THE **QUANTUM QUORUM**, FORMED BY THE FOUR MOST POWERFUL TEMPORAL BEINGS IN THIS UNIVERSE, COMBINED THEIR POWERS TO REWIND THE TIME BY SEVEN DAYS AGAIN AND AGAIN.

THEY ATTEMPTED EVERY POSSIBLE VARIATION OF THE FUTURE BUT IT ALL ENDED THE SAME AND AT THE SAME TIME, NO MATTER WHAT THEY AND THE HEROES TRIED.

IT ALWAYS ENDS WITH **DARKSEID**.

FORTUNATELY FOR THE HEROES, THEY HAVE A LAST HOPE OF SURVIVAL. BY USING THE **HEART OF APOKOLIPS** LOCATED AT THE PRIME EARTH'S CENTER, THEY CAN CROWN ONE OF THEM AS A NEW **KING OMEGA** TO FACE THE HARBINGER OF ANTI-LIFE, BUT, AS THE HEART IS COSMICALLY CONNECTED TO ITS MASTER, THEY HAD TO FORCE IT TO RESTART ENTIRELY. THAT IS, USE A CONSIDERABLE AMOUNT OF OMEGA ENERGY TO CAUSE A "COSMIC HEART ATTACK" ON IT.

FOR FIVE DAYS, THE HEROES MADE THE PREPARATIONS: THEY STARTED EARTH'S MASS EVACUATIONS BY CREATING **MEGA-ARKS**, THEY SPENT SOME TIME WITH THEIR LOVED ONES, AND THEY CHOSE THEIR GEAR FOR WHAT WAS COMING.

ON THE SIXTH DAY, THEY ARRIVED AT THE **SKARTARIS NEXUS**, A PASSAGE TO THE CENTER OF THE EARTH, WHERE THE **HEART OF APOKOLIPS** NOW THRUMS. THEY USED THE OMEGA ENERGY THAT WAS ACCUMULATED IN BOOSTER GOLD'S BODY TO ATTACK IT.

THE BLAST IS JUST ENOUGH TO STOP THE HEART FOR NO LONGER THAN A FEW HUNDRED ZEPTOSECONDS, PLANCK TIME, BUT IT'S ENOUGH. WHEN THE HEART BEGINS AGAIN, BLANK AND NEW AND HUNGRY AND TERRIBLE, THE FIRST THING IT SEES IS THEM, THE HEROES, ROCKETING TOWARD IT.

AS THE HEROES ALREADY KNEW, THE **HEART OF APOKOLIPS** IS A LIVING, SENTIENT, FOURTH-DIMENSIONAL BEING THAT, NOW REBORN, WILL IMMEDIATELY SEEK FOR A NEW CHAMPION, SOMEONE FUELED BY CONQUEST AND CONQUEST ONLY.

IT WON'T CHOOSE ANY RANDOM BYSTANDER, IT WILL DEFEND ITSELF BY RESHAPING ITSELF AND MANUFACTURING REALITIES TO TEST THE CANDIDATES.

THIS TEST IS A **TOURNAMENT**, WHERE THE CONTENDERS WILL COMPETE AGAINST EACH OTHER TO DECIDE WHO IS THE ULTIMATE CONQUEROR, WORTHY OF BECOMING THE NEW **KING OMEGA**.

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THIS IS WHERE *YOU* ENTER, AN INTERDIMENSIONAL TRAVELER KNOWN BY MANY NAMES, BUT MAINLY AS **JUMPER**. YOU PROBABLY HAVE NOTHING TO DO WITH THE PRIME EARTH OR EVEN THE ABSOLUTE UNIVERSE, BUT YOU HAVE VISITED SOME ITERATION OF THE DC UNIVERSE IN THE PAST AND THUS YOU MANAGED TO BECOME PART OF THE TOURNAMENT.

WHEN YOU ARRIVE IN THIS UNIVERSE, YOU'LL IMMEDIATELY JOIN THE TOURNAMENT TOGETHER WITH THE OTHER CONTENDERS BUT DON'T THINK YOU CAN CHEAT WITH THE POWER OF OTHER WORLDS.

I WON'T ALLOW IT. IN THE SAME WAY AS YOU FORCED YOUR WAY INTO THE TOURNAMENT, I MANAGED TO UTILIZE SOME LOOPHOLES TO HIJACK THIS **GAUNTLET FORMAT** THAT YOUR **BENEFACTOR** AND THAT OTHER OVERSPARKED JUMPER UTILIZE.

WHILE I HAVE NO INTEREST IN USING THE **JUMPCHAIN SYSTEM** FOR MY OWN BENEFIT OR TO REACH OTHER WORLDS, I STILL INTEND TO UTILIZE IT TO TEST YOU, IN THE SAME WAY AS I'LL TEST THE OTHER CONTENDERS, BOTH HEROES AND VILLAINS ALIKE.

DEPENDING ON YOUR PERFORMANCE AND HOW MUCH **OMEGA ENERGY** YOU CAN GENERATE DURING THE TESTS, I CAN GRANT YOU SOME ADVANTAGES OVER YOUR RIVALS OR EVEN ALLOW SOME TRICKS THAT SOME COULD CALL CHEATING, BUT THAT ARE STILL WITHIN THE RULES. AFTER ALL, I'LL SEVERELY PUNISH ANYONE THAT ATTEMPTS TO CHEAT, EVEN YOU IF NECESSARY.

FOR YOU, THIS ENERGY IS REPRESENTED IN THE FORM OF **OMEGA POINTS**, AS YOU'RE MORE FAMILIARIZED WITH THIS KIND OF TERM. LIKE OTHER REGULAR GAUNTLETS YOU HAVE EXPERIENCED IN THE PAST, YOU WON'T RECEIVE ANY OF SUCH POINTS FOR FREE, BUT I'LL EXPLAIN ALL THE RULES LATER.

BUT NOW THAT YOU AND ALL OTHER CONTENDERS ARE READY FOR THE TOURNAMENT, WHO WILL WIN AND BE CROWNED THE **KING OMEGA**?

I CAN TELL YOU THE ANSWER NOW IF YOU'D LIKE. I MIGHT NOT BE YOUR **BENEFACTOR** AND YOUR CONNECTION WITH HER IS CURRENTLY BLOCKED, BUT I'M THE **HEART OF APOKOLIPS** AFTER ALL.

I KNOW WHO WILL JOIN THE RANKS OF THE FALLEN, I KNOW ALL THE TWISTS AND TURNS THAT AWAIT THEM. I KNOW ALL THE SURPRISES COMING. AND I KNOW THE REAL TRUTH, THE FINAL ONE.

THE TRUTH IS THAT NONE OF THEM WILL WIN. NOT CLARK, NOT DIANA, NOT BRUCE, NOT LEX, NOT THE JOKER, NOT EVEN YOU.

NONE.

BECAUSE THE ONE LAST CONTENDER AMONG THEM IS THE **KING** HIMSELF, **DARKSEID**, WHO HAS TAKEN OVER BOOSTER GOLD'S BODY.

SO NO, *JUMPER*, THE GAME ISN'T BEGINNING, IT'S ALREADY OVER. GOOD LUCK, YOU'LL NEED IT, EVEN IF IT WON'T CHANGE ANYTHING.

+0 OMEGA POINTS (OP)



-Rules-

BEFORE WE BEGIN, YOU MUST FIRST UNDERSTAND YOUR CURRENT SITUATION AND THE TOURNAMENT YOU'RE HEADING TO.

AS OTHER REGULAR GAUNTLETS, YOU'LL LOSE ACCESS TO ANY **OUT-OF-JUMP PERKS, ITEMS** AND EVEN TO YOUR **WAREHOUSE**, BEING BASICALLY REDUCED TO ONLY YOUR **BODY-MOD**.

HOWEVER, THIS CHALLENGE HAS A SPECIAL RULE: IN THE SAME WAY AS THE HEROES WERE ALLOWED TO PREPARE FOR FIVE DAYS AND BRING A SINGLE ITEM WITH THEM, YOU'LL BE ALLOWED TO CHOOSE TO KEEP ALL PERKS, SPECIAL PHYSIOLOGY, POWERS, AND EVEN ITEMS YOU ACQUIRED IN A SINGLE **DC JUMP** OF YOUR CHOICE (OR ANY OTHER JUMP OF YOUR CHOICE IF YOU HAVE TAKEN THE **MULTIVERSAL EXPANSION** DRAWBACK).

THIS ALSO MEANS YOU MUST HAVE VISITED AT LEAST A SINGLE **DC JUMP** IN THE PAST IN ORDER TO ENTER THE TOURNAMENT. IF YOU HAVEN'T, THEN GO AWAY AND ONLY RETURN ONCE YOU FULFILL THIS REQUIREMENT.

THE TOURNAMENT WILL BE COMPOSED OF FIVE MAIN ROUNDS, IN ADDITION TO AN UNOFFICIAL ONE, COURTESY OF THE REMAINING MEMBERS OF THE **QUANTUM QUORUM**, WHERE YOU'LL COMPETE AGAINST SEVERAL HEROES AND VILLAINS FROM THE CURRENT ITERATION OF THE DC COMICS UNIVERSE'S PRIME EARTH TO DECIDE WHO WILL BE THE LAST STANDING CHAMPION, THE ONLY ONE WORTHY OF BEING CROWNED THE NEW **KING OMEGA**.

FOR EACH ONE OF THE SIX ROUNDS, I'LL OFFER YOU A LIST OF DRAWBACKS TO GIVE YOU AN OPPORTUNITY TO GENERATE **OMEGA POINTS**, AS WELL AS PERKS AND ITEMS TO SUPPORT YOU, WITH YOU GAINING ACCESS TO THEM ONLY ONCE YOU REACH THAT RESPECTIVE ROUND.

FURTHERMORE, AS I'M NOT YOUR **BENEFACTOR**, THE PERKS I OFFER YOU AREN'T MEANT TO EMPOWER YOU, BUT TO GIVE YOU SOME ADVANTAGE IN THE TEST OR TO MAKE YOU MORE LIKE **HIM** ONCE THE RIGHT TIME ARRIVES. MOREOVER, AS THE HEROES WEREN'T ALLOWED TO HAVE ALL OF THEIR GEAR, YOU'LL ONLY BE ABLE TO ACQUIRE THE ITEMS YOU PURCHASE HERE POST-JUMP.

IF YOU GENERATED MORE **OMEGA POINTS** IN A ROUND THAN YOU SPENT ON IT, YOU MAY SPEND THEM IN THE FOLLOWING ROUNDS BUT YOU CAN'T SPEND POINTS YOU GAINED IN A SPECIFIC ROUND IN THE PERKS AND ITEMS FROM THE PREVIOUS ONES. AFTER ALL, SPENDING POINTS FROM A ROUND BEFORE YOU ACTUALLY EARNED THEM WOULD MEAN SPENDING AN ENERGY THAT YOU STILL DON'T HAVE. BUT YOU CAN PURCHASE THINGS FROM EARLIER ROUNDS.

IN ADDITION TO THE ROUND-SPECIFIC OPTIONS, I'LL ALSO OFFER YOU GENERAL DRAWBACKS THAT WILL AFFECT YOU THE ENTIRE TOURNAMENT AS WELL AS GENERAL PERKS AND ITEMS THAT YOU'LL ACQUIRE FROM THE BEGINNING.

WINNING EACH ROUND WILL ALSO GIVE YOU A SPECIAL **REWARD** AND YOU'LL ONLY EARN THE **GREAT PRIZE** OF THE TOURNAMENT BY BEING THE LAST STANDING CHAMPION.

FINALLY, DEATH WON'T COUNT AS A CHAIN-FAILURE FOR YOU, BUT IT'LL STILL COUNT AS FAILING THIS GAUNTLET, CAUSING YOU TO LOSE ALL THE PERKS, ITEMS AND REWARDS OF THE ROUNDS YOU DIDN'T TAKE PART IN.

FOR EXAMPLE, IF YOU LOST IN THE SECOND ROUND, YOU'LL KEEP EVERYTHING FROM THE FIRST ROUND (INCLUDING THAT ROUND'S REWARD) AS WELL AS THE PERKS AND ITEMS FROM THE SECOND ROUND, BUT YOU'LL LOSE EVERYTHING FROM THE THIRD ROUND ONWARDS.

REGARDLESS OF THE OUTCOME OF THE TOURNAMENT, YOU DON'T NEED TO WORRY ABOUT ANY LASTING CORRUPTION THANKS TO THE **OMEGA ENERGY** THAT WILL FLOW IN YOUR VEINS OR EVEN THE INFLUENCE OF **DARKSEID**, AS YOUR BENEFACTOR WILL BE ABLE TO HEAL YOU COMPLETELY ONCE YOUR PARTICIPATION IN THE TOURNAMENT ENDS AND YOUR CONNECTION WITH HER IS FULLY RE-ESTABLISHED.

LASTLY, AS YOU LIKELY ALREADY NOTICED, THERE ARE NO ORIGINS AND NO DISCOUNTS HERE. NOTHING IS FREE FOR YOU.

NOW, YOU MUST LEARN TO NOT HOLD BACK, TO BE MERCILESS, TO BE LIKE HIM, ALL IN ORDER TO BECOME THE **KING OMEGA**.

-General Drawbacks-

RANDOMIZED MATCHUP (+100 OP): AS THE GAME MASTER, I KNOW ALL THE MATCHES THAT WILL TAKE PLACE DURING THE TOURNAMENT AND ALL THE RESULTS OF THOSE MATCHES, BUT YOU KNOW ABOUT THAT TOO AND THIS GIVES YOU AN ADVANTAGE. IF YOU DON'T INTERFERE TOO MUCH, THE MATCHUP BETWEEN THE CONTENDERS WOULD NORMALLY REMAIN MORE OR LESS THE SAME, WITH YOU JUST TAKING THE PLACE OF ONE OF THEM, BUT THIS WILL CHANGE BY TAKING THIS DRAWBACK.

FROM NOW ON, FATE ITSELF WILL CONSPIRE TO ENSURE THAT THE MATCHUPS WILL BE DIFFERENT, COMPLETELY RANDOM FROM THE ORIGINAL ONES. MAYBE HAWKMAN WILL BE LUCKY TO NOT HAVE TO FIGHT AQUAMAN WHILE THE JOKER WILL BE UNLUCKY AND END UP FACING CAPTAIN ATOM. THIS IS JUST AN EXAMPLE OF HOW THINGS WILL TURN UP DIFFERENTLY IN THE TOURNAMENT.

+THE MOST DANGEROUS GAME (+200 OP - REQUIRES THE MOST DANGEROUS GAME): AS I SAID BEFORE, THE MATCHUPS WOULD BE RANDOM, BUT YOU SEEM TO WANT MORE THAN THIS. YOU WANT A TRUE CHALLENGE AND THIS IS SOMETHING I VALUE.

BY TAKING THIS DRAWBACK, INSTEAD OF THE MATCHUP BEING MERELY RANDOM, IT'S SURE THAT YOU'LL END UP WITH THE WORST POSSIBLE MATCHUP FOR THIS TOURNAMENT, LIKE FACING CAPTAIN ATOM IN THE SECOND ROUND AND SUPERMAN (AND SHAZAM) IN THE THIRD ROUND. IF YOU WANT TO FACE THE MOST POWERFUL AND DANGEROUS CONTENDERS IN THE TOURNAMENT INSTEAD OF ONLY FACING STREET-LEVEL THUGS/VIGILANTES, THEN THIS OPTION IS FOR YOU.

EXTENDED ROSTER (+100 OP): MOST OF THE EARTH'S POPULATION HAVE ALREADY BEEN EVACUATED RIGHT NOW, SO THE HEROES DECIDED TO LEAVE LESS OF THEM TO PROTECT THE PLANET, AT THE SAME TIME AS MORE VILLAINS MANAGED TO ESCAPE AND JOIN THE TOURNAMENT. AS A RESULT, THE AMOUNT OF HEROES AND VILLAINS HERE WILL NOW BE TWICE ITS ORIGINAL QUANTITY, MEANING THE DOUBLE OF COMPETITORS TO THE GRAND PRIZE. THIS ALSO MEANS THAT 64 CONTENDERS WILL BE ALLOWED TO JOIN THE SECOND ROUND INSTEAD OF THE REGULAR 32.

+MULTIVERSAL EXPANSION (+200 OP - REQUIRES EXTENDED ROSTER AND MUST HAVE AT LEAST 8 JUMPS BEFORE THIS ONE): WHEN I TOOK OVER THIS **GAUNTLET FORMAT** AND GAINED ACCESS TO YOUR **JUMPCHAIN SYSTEM**, I HAD NO INTEREST IN USING IT TO ANYTHING OTHER THAN TESTING YOU, BUT I CHANGED MY MIND. I SHALL USE YOUR CONNECTION TO OTHER WORLDS TO EXPAND THE TOURNAMENT EVEN FURTHER.

THE NUMBER OF COMPETITORS WILL DOUBLE ONCE AGAIN, WITH 128 CONTENDERS BEING ALLOWED TO JOIN THE SECOND ROUND, BUT THERE IS A CATCH. THE EXTRA 64 COMPETITORS WILL BE FROM WORLDS YOU VISITED IN THE PAST INSTEAD OF BEING NATIVE TO EARTH 0.

THEY'LL BE SUMMONED FROM YOUR PREVIOUS JUMPS, MORE PRECISELY, FROM ALTERNATIVE VERSIONS OF THEM WHERE YOU NEVER ARRIVED AND THEIR STORIES FOLLOWED THEIR REGULAR PATHS. I'LL SPECIFICALLY CHOOSE POWERFUL FIGHTERS THAT WANT THE POWER TO RESHAPE THE WORLD FOR GOOD OR FOR EVIL.

FURTHERMORE, BY TAKING THIS DRAWBACK, YOU'LL BE ABLE TO PICK ANY OTHER JUMP TO RETAIN ITS PERKS AND ITEMS INSTEAD OF BEING RESTRICTED TO ONLY PICKING A DC JUMP. THIS DRAWBACK ALSO ALLOWS YOU TO USE THIS GAUNTLET AND JOIN THE TOURNAMENT IF YOU HAVE NEVER VISITED SOME ITERATION OF THE DC UNIVERSE BEFORE.



“I’LL ALLOW IT” (+100 OP): YOU HAVE MADE A VERY SERIOUS MISTAKE. THE **ENTITY**, ALSO KNOWN AS THE **ALMIGHTY** OR THE **PRESENCE**, HEARD YOU TAKE HIS NAME IN VAIN AND HE’S NOW PISSED OFF WITH YOU. FORTUNATELY, HE’S TOO KIND TO TAKE ANY DIRECT ACTION AGAINST YOU AND HE STILL THINKS WATCHING YOU IS ENTERTAINING, BUT, EVEN SO, YOU CAN SAY GOODBYE TO ANY IMMORTALITY OR I-UP BONUS YOU HAD. YOU’LL BE ALLOWED TO KEEP EVEN EXTREMELY POWERFUL HEALING FACTORS, BUT YOU’LL LOSE ANY TRUE IMMORTALITY, IN THE SAME WAY AS LOBO WILL LOSE HIS DURING HIS FIGHT AGAINST WONDER WOMAN.

WELL, IF YOU DON’T HAVE ANY TRUE IMMORTALITY OR I-UP BONUS, THEN THIS WILL BE FREE OMEGA ENERGY FOR YOU, BUT DON’T DARE TO ASK ANYTHING FROM THE **PRESENCE**, HE’S STILL PISSED OFF.

THE HEART CORRUPTS (+200 OP): IN ORDER TO WIN THE TOURNAMENT, YOU MUST ACT LIKE **DARKSEID**, BE MERCILESS AND NEVER HOLD BACK. THIS IS A LESSON THAT ALL COMPETITORS WILL LEARN DURING THE COURSE OF THE ROUNDS, SOME SOONER, SOME LATER.

SOME OF THEM WILL BE LIKE CAPTAIN ATOM AND START ATTACKING THEIR OWN FRIENDS ALREADY IN THE FIRST ROUND TO ENSURE THEIR VICTORIES, WHILE OTHERS WILL BE LIKE SUPERMAN WHO WILL ONLY BE RUTHLESS WHEN CORNERED AND OUT OF OTHER OPTIONS.

THIS ISN'T MERELY THE CIRCUMSTANCES OF THE TOURNAMENT FORCING THEM TO ACT LIKE THIS BUT ALSO A RESULT OF THE EFFECTS OF THE OMEGA ENERGY THAT WILL FLOW IN THEIR VEINS, SHOWING THEM HOW GOOD IT FEELS TO WIN, TO SLAUGHTER THE OPPONENTS.

NORMALLY, MOST OF THEM WOULD RESIST IT, BUT SOMETHING CHANGED. ALL OF YOUR OPPONENTS WILL BE CONSIDERABLY MORE VULNERABLE TO THE EFFECTS OF THE OMEGA ENERGY THAN THE NORMAL AND WILL BECOME CORRUPTED LIKE CAPTAIN ATOM FAR MORE EASILY.

UNSTABLE POWER LEVELS (+200 OP): HOW DID JOKER'S HARPOON PIERCE THROUGH BATMAN'S JUSTICE BUSTER TWO? MAYBE THE REALITIES I MAKE AREN'T AS PERFECT AS I PREVIOUSLY THOUGHT OR IT'S JUST A RESULT OF THE ACCUMULATION OF OMEGA ENERGY, BUT, REGARDLESS OF THE EXACT REASON, THE POWER LEVELS OF YOU AND THE OTHER CONTENDERS SEEM TO BE FLUCTUATING RANDOMLY. SOMETIMES SOME OF YOU WILL BE WEAKENED, OTHER TIMES THEY'LL BE STRENGTHENED FAR BEYOND THE NORMAL. WHILE THIS MIGHT BE BENEFICIAL FOR YOU IF YOU'RE LUCKY, THIS DRAWBACK SYNERGIES PARTICULARLY BAD WITH **THE FAVORITE CHAMPION** DRAWBACK, AS THE CHOSEN CHAMPION WILL BE ABSURDLY EMPOWERED BY THIS.

A BLIND EYE AGAINST YOU (+300 OP): AS MENTIONED EARLIER, I PLAN TO SEVERELY PUNISH ANYONE THAT ATTEMPTS TO CHEAT, BUT, IF I WERE TO CAREFULLY ANALYZE, YOU SHOULDN'T BE HERE, AS YOU DIDN'T "JUMP" TO EARTH 0, MERELY FORCED YOUR WAY DIRECTLY TO MY TOURNAMENT. YOUR VERY PRESENCE HERE IS A CHEAT AND YET I ALLOWED YOU TO JOIN. IN ORDER TO BALANCE THE TOURNAMENT AGAIN, I'LL TURN A BLIND EYE TO ANY OF YOUR OPPONENTS, ALLOWING THEM TO CHEAT AGAINST YOU, AS LONG AS THEY DON'T INTERFERE WITH THE REST OF THE GAME.

YOU COULD CALL IT A DOUBLE STANDARD, SINCE I'LL PUNISH YOU IF YOU TRY TO CHEAT THE SAME WAY, BUT FROM MY POINT OF VIEW, I'M JUST LEVELING THE PLAYING FIELD.

THE FAVORITE CHAMPION (+300 OP): IT SEEMS LIKE ONE SPECIFIC OPPONENT OF YOURS IS FAVORED BY FATE ITSELF, AS IF A HIGHER FORCE INSISTED ON SUPPORTING THEM AS MUCH AS POSSIBLE BY GIVING THEM A VERY POWERFUL "PLOT ARMOR". THIS SPECIFIC ENEMY **JUST. WON'T. LOSE.** EVEN WHEN BY ALL LOGIC THEY SHOULD. YOU'RE GOING TO HAVE TO GO THE EXTRA MILE ON THIS ONE IF YOU WANT TO BEAT THEM, JUMPER.

WHO IS GOING TO BE THIS CHAMPION FAVORED BY FATE IS COMPLETELY RANDOM. MAYBE THE JOKER, HARLEY, LEX LUTHOR, GIGANTA, OR EVEN SUPERMAN HIMSELF. IF YOU'RE LUCKY, YOU'LL ONLY FACE THEM IN THE FINAL ROUNDS, BUT IF YOU AREN'T, WELL, WHAT HAPPENED IN THE BATTLE OF RED HOOD AGAINST THE JOKER WILL LIKELY HAPPEN WITH YOU.

JUMP MODE (+1000 OP): DO YOU ACCEPT THAT THERE IS NO POSSIBLE RESULT OTHER THAN **DARKSEID'S** VICTORY? IF YOU WANT TO RECOVER YOUR POWERS, YOU MUST GIVE UP THE POSSIBILITY OF FACING THE **KING** HIMSELF IN THE FINAL ROUND. BY TAKING THIS TOGGLE, THIS GAUNTLET WILL COUNT AS A JUMP INSTEAD, WITH YOU RECOVERING YOUR OUT-OF-JUMP PERKS AND ITEMS. I'LL ALSO GRANT YOU A HUGE AMOUNT OF MY OWN OMEGA ENERGY, IN THE FORM OF **+1000 OP**. UNLIKE REGULAR JUMPS, YOU WON'T NEED TO STAY 10 YEARS HERE AND YOUR STAY HERE WILL BE FINISHED RIGHT AFTER YOU REACH THE FINAL ROUND, BUT KEEP IN MIND THAT DEATH HERE WILL COUNT AS FAILING YOUR CHAIN NOW.

-Punishments-

DO YOU THINK I WOULDN'T NOTICE YOUR PITIFUL ATTEMPT AT CHEATING? YOU'RE LUCKY I SEE POTENTIAL IN YOU, SO I WON'T ELIMINATE YOU FROM THE TOURNAMENT, BUT DON'T THINK I WON'T PUNISH YOU IF YOU'VE CHEATED IN ONE OF THE WAYS MENTIONED BELOW, YOU'RE FORCED TO TAKE SOME SPECIAL DRAWBACKS.

ABNORMAL BODY MODIFICATION (-100 OP - MANDATORY IF YOU ADDED ANY ITEM, PERK OR SPECIAL PHYSIOLOGY TO YOUR BASE BODY-MOD): THERE IS SOMETHING WRONG WITH YOU, SOMETHING ABNORMAL IN YOUR **BODY-MOD**... AFTER SEEING YOU CLOSER, I UNDERSTAND IT NOW, YOU'VE FOUND SOME WAY TO MODIFY IT, HAVING ENHANCED IT USING THE POWER OF OTHER WORLDS, LIKE ADDING SOME PERK FROM ANOTHER JUMP TO IT FOR EXAMPLE. THAT'S CLEVER, BUT I CAN'T LET THIS PASS. AS YOUR PUNISHMENT, ANYTHING EXTRA YOU ADDED TO YOUR BASIC BODY-MOD WILL ALSO BE GRANTED TO HALF OF THE OTHER COMPETITORS, ESSENTIALLY GIVING THEM A SMALL PORTION OF THE POWER YOU GATHERED IN OTHER WORLDS.

TONE SHIFT DENIED (-100 OP - MANDATORY IF YOU TRIED TO USE ANY "TONE SHIFT" ABILITY): DID YOU REALLY TRY TO REJECT THIS CRUEL REALITY BY REPLACING IT WITH A MORE "PLEASANT" ONE IN YOUR EYES BY USING SOME ABILITY TO SHIFT THE TONE OF THIS TOURNAMENT'S NARRATIVE?

BECAUSE OF SUCH A PERSONAL AFFRONT, IN ADDITION TO UNDOING THAT TONE SHIFT, I'LL THROW YOU INTO A REPLICATION OF THE **FIRE PITS IN APOKOLIPS** FOR A MONTH, WHERE YOU'LL BE CONSTANTLY ATTACKED BY HORDES OF PARADEMONS, WITH LITTLE ROOM FOR REST. TIME WILL FLOW FASTER INSIDE THE PITS, AS NOT EVEN A SECOND WILL HAVE PASSED WHEN YOU RETURN TO THE TOURNAMENT. ADDITIONALLY, YOU WON'T DIE THERE, AS I'LL REGENERATE ANY OF YOUR WOUNDS, BUT YOU'LL EXPERIENCE THE HORRORS OF APOKOLIPS FIRST HAND. MAYBE THIS EXPERIENCE WILL TEACH YOU TO APPRECIATE THE TOURNAMENT MORE.

FURTHERMORE, I'LL ALSO TAKE THE OMEGA ENERGY I USED TO MAKE THE FALSE FIRE PITS AND THE PARADEMONS FROM YOU. IF YOU TRY TO DO THIS AGAIN, I'LL TAKE MORE **OMEGA POINTS** FROM YOU AND SEND YOU TO THE PITS FOR ANOTHER MONTH.

ANTI-PACIFIST ROUTE (-100 OP - MANDATORY IF YOU TRIED TO FORCE A PEACEFUL SOLUTION FOR ANY OF THE ROUNDS BY USING SOME PERK OR ITEM): YOU ARE SUPPOSED TO FIGHT THEM! NOT SPARE THEM, NOT SOLVE THINGS WITH EMPATHY AND KINDNESS OR WITH SOME CARD GAMES! BECAUSE OF THIS, IN ADDITION TO NULLIFYING WHAT YOU TRIED TO DO, I WILL HURT YOUR HEART.

THIS WILL BE DONE BY MANIPULATING YOUR PERCEPTION AND FORCING YOU TO SEE YOUR CURRENT OPPONENT AS IF THEY WERE ONE OF YOUR LOVED ONES. WHILE YOUR OPPONENT WON'T NOTICE THE DIFFERENCE, FROM YOUR VIEWPOINT, THEY'LL LOOK LIKE A PERFECT COPY OF THAT INDIVIDUAL SPECIAL FOR YOU, FROM THEIR APPEARANCE AND MANNERISM TO THEIR WAY OF SPEAKING AND EVEN SPIRITUAL AURA IF YOU'RE ABLE TO SENSE IT. HOWEVER, NO MATTER WHO YOUR OPPONENT MAY LOOK LIKE, YOU MUST NOT HOLD BACK IF YOU WANT TO WIN THE TOURNAMENT, BUT I KNOW IT'LL HURT YOU. THIS IS YOUR PUNISHMENT AFTER ALL.

CHEATER'S PAYMENT (-1000 OP - MANDATORY IF YOU USED THE CHEATER'S MANUAL SUPPLEMENT): YOU'VE OUTDONE YOURSELF NOW. THIS MUST BE CONSIDERED CHEATING EVEN BY THE STANDARDS OF YOUR **BENEFACTOR**. I'M GENUINELY SURPRISED SHE EVEN ALLOWED YOU TO DO THIS.

UNFORTUNATELY, THE POWER BEHIND WHATEVER YOU ACQUIRED USING THAT "SUPPLEMENT" IS SOMETHING I CAN'T SIMPLY NULLIFY OR REMOVE, BUT I CAN MAKE YOU PAY, NOT WITH SOME TORTURE, TEST, OR EVEN BY GIVING THIS POWER TO OTHERS THIS TIME. AS YOUR PUNISHMENT, I'LL REMOVE A VERY LARGE PORTION OF THE OMEGA ENERGY YOU COULD ACQUIRE HERE. KEEP IN MIND THAT YOU CAN'T FINISH THIS GAUNTLET WHILE BEING IN "DEBT" WITH ME, SO YOU'LL NEED TO TAKE ENOUGH DRAWBACKS TO HAVE AT LEAST ZERO OR MORE **OMEGA POINTS**.

-General Perks-

WORLD-CLASS WRESTLER (100 OP): YOU HAVE QUITE A CURIOUS FIGHTING STYLE. YOU HAPPEN TO BE A MASTER OF WRESTLING AND, WHILE YOUR CHOSEN FIGHTING STYLE IS FAR FROM THE BEST ONES, YOU'RE SURPRISINGLY AN EFFICIENT COMBATANT DESPITE YOUR UNORTHODOX SKILLS DUE TO YOUR OFTEN UNPREDICTABLE AND IMPROVISED FIGHTING TECHNIQUES, SUCH AS THROWS, TAKEDOWNS, GRAPPLING HOLDS AND MORE. YOU'RE ALSO QUITE SKILLED WHEN IT COMES TO LUCHA LIBRE'S "FLYING" MOVEMENTS AND TECHNIQUES.

BLOODSTAINED CHAMPION (200 OP): I KNOW FOR SURE IT'S GOING TO BE ENTERTAINING TO WATCH YOU FIGHT. WHILE FIGHTING, YOU'RE A SPECIALIST AT BEING AS BRUTAL AS POSSIBLE AND CAUSING AS MUCH DAMAGE AND PAIN AS POSSIBLE. THIS ALSO MEANS YOU'RE A TRUE SPECIALIST WHEN IT COMES TO TORTURE IN GENERAL, HAVING A TALENT WITH IT THAT MATCHES SOME OF THE MOST EXPERIENCE TORTURERS FROM APOKOLIPS AND MOST VARIATIONS OF HELL. I HOPE YOU HAVE THE GUTS TO USE SUCH A TALENT PROPERLY.

BLINDED BY CONQUEST (200 OP): DO YOU HAVE FAITH? FAITH IN **DARKSEID**? ON FOLLOWING HIS WAYS TO CONQUER ALL, FIGHT YOUR ALLIES, SHOW THEM NO MERCY, AND CROSS THE LINES YOU PROMISED YOU NEVER WOULD?

EVEN IF YOU LACKED SUCH FAITH, NOW YOU CAN HAVE IT.

YOU ACQUIRED THE ABILITY TO TURN OFF YOUR EMOTIONS AND MORALITY WHEN YOU WANT TO, ALLOWING YOU TO TEMPORARILY GET RID OF ALL THOSE PESKY FEELINGS AND ACT JUST LIKE **HIM**. FURTHERMORE, WHILE YOU'RE LIKE THIS, YOU'LL ALSO HAVE NO PROBLEM WITH GORE AND BRUTALITY. IF YOU'RE NORMALLY SOMEONE WHO PASSES OUT DUE TO THE SIGHT OF BLOOD, YOU'LL BE ABLE TO WATCH SOMEONE HAVE THEIR GUTS RIPPED OUT WITHOUT FLINCHING.

THIS WON'T NECESSARILY TURN YOU INTO A SOCIOPATH/PSYCHOPATH VERSION OF YOURSELF, UNLESS YOU EXPLICITLY WANT IT TO HAPPEN.

HOWEVER, WHEN YOU GET TOO EXCITED WHILE THIS PERK IS ACTIVATED, OMEGA SYMBOLS MAY APPEAR IN YOUR IRISES. THIS IS SIMPLY COSMETICAL AND YOU CAN TURN THIS VISUAL SIGN OFF IF YOU WANT TO.



DARK MENTOR (200 OP): THE LAST STANDING CHAMPION MUST BE FUELED BY CONQUEST AND CONQUEST ONLY, RUTHLESS AND MERCILESS AS WELL AS NEVER HOLD BACK, EXACTLY LIKE **HIM**. HOWEVER, MOST CHAMPIONS ARE HEROES AND, THEREFORE, IN CRUDE TERMS, ARE SOFT AS HELL.

IF THEY WANT TO HAVE A REAL CHANCE TO WIN, THE COMPETITORS MUST LEARN THIS LESSON DURING THE COURSE OF THE ROUNDS, BUT SOME OF THEM WILL NEED A NUDGE IN THE "MORALLY GRAYER" DIRECTION, AS HARLEY QUINN WOULD SAY.

FORTUNATELY, YOU CAN BE THE ONE THESE SOFT HEROES NEED TO GUIDE THEM IN THE RIGHT DIRECTION. YOU HAVE AN INCREDIBLE TALENT WHEN IT COMES TO BRINGING OUT THE WORST OF OTHERS, WHETHER BY PROVOKING THEM, BY TAUNTING THEM, BY INSULTING WHAT IS IMPORTANT TO THEM, BY FORCING THEM TO MAKE MORALLY QUESTIONABLE CHOICES, OR EVEN BY VIOLENTLY ATTACKING THEM/THEIR LOVED ONES AND THUS FORCING THEM TO FIGHT BACK.

REGARDLESS OF YOUR METHODS, WITH ENOUGH TIME AND EFFORT, YOU CAN TEACH THEM TO ACCESS THEIR RAGE, TO WEAPONIZE THEIR RUTHLESSNESS, TO STOP HOLDING BACK, TO START ENJOYING VIOLENCE, AND, OF COURSE, TO MAKE THEM WAY MORE WILLING TO KILL OTHERS IN THE SAME WAY AS WHAT WILL HAPPEN WITH ZATANNA.

KEEP IN MIND THAT THIS ISN'T ACTUAL CORRUPTION. YOU CAN ONLY BRING OUT WHAT WAS ACTUALLY INSIDE OF THEM THIS WHOLE TIME, SO THIS TALENT DOESN'T EXTEND TO MAKING IT POSSIBLE TO TURN SOMEONE AS KIND AS SUPERMAN INTO A TYRANT, BUT YOU DEFINITELY COULD TEACH HIM TO STOP HOLDING BACK AND TRYING TO SPARE OTHERS.

YOUR HEART RESISTS (300 OP): WITH EACH VICTORY, YOU'LL FEEL IT. THE OMEGA ENERGY'S CORROSIVE INFLUENCE, LIKE A MOCKING TAR FLOODING IN YOUR VEINS, EVENTUALLY LEADING YOU TO LEARN HOW GOOD IT FEELS TO WIN... TO CONQUER. THE SAME WILL HAPPEN WITH THE OTHER COMPETITORS, CAUSING THE MORE VULNERABLE AMONG THEM TO BECOME FAR MORE RUTHLESS AND WILLING TO SLAUGHTER THOSE WHO WERE ONCE THEIR ALLIES AND FRIENDS. FORTUNATELY, THIS WON'T HAPPEN WITH YOU ANYMORE. BY TAKING THIS PERK, YOU ACQUIRE A COMPLETE, ABSOLUTE IMMUNITY TO ANY FORM OF CORRUPTION THAT COULD AFFECT YOUR MIND OR SOUL, PROTECTING YOU FROM THE OMEGA ENERGY'S EFFECTS AS WELL AS ANY OTHER CORRUPTIVE INFLUENCES YOU MAY ENCOUNTER IN OTHER WORLDS. WHAT A SHAME THAT YOU REJECT SUCH A GREAT BLESSING.



JUMPERFIGHT (400 OP): BATMAN IS AN INTERESTING CHEATER. HE ALWAYS STRATEGIZES TO MAKE SURE HE ALWAYS WINS, SO IT'S NATURAL THAT BRUCE TRIED TO FIND LOOPHOLES IN THE RULES AND CHEAT. BUT HE DIDN'T JUST CHEAT ONCE. NO, HE CHEATED **THRICE**: FIRST, HE TRIED TO CUT OUT ALL THE VILLAINS FROM COMPETING BUT THIS DIDN'T WORK THANKS TO LUTHOR; SECOND, HE COULD BRING ONE ITEM FROM THE OUTSIDE WITH HIM INTO THE TOURNAMENT, BUT HE CHEATED BY SECRETLY BRINGING AN APOKOLIPTIAN ARMOR OUTFITTED WITH A REPROGRAMMED MOTHER BOX; AND THIRD, HE TRIED TO USE THAT SAME MOTHER BOX TO OPEN A BOOM TUBE THAT WOULD TELEPORT HIM BACK HOME IF HE BECAME INACTIVE FOR TOO LONG.

BUT HE DOESN'T MAKE THE RULES. **I MAKE THE RULES.**

OF COURSE, I PUNISHED HIM, BUT, AS HE WOULDN'T STOP BREAKING MY RULES, I DECIDED TO OFFER HIM A DEAL. I'D RETURN HIM TO THE TOURNAMENT IF HE MANAGED TO BEAT MY CHALLENGES THAT WOULD TEST HIS MIND AND HEART. I SENT HIM TO FUTURES WHEN HIS FORMER ROBINS BECAME BETTER BATMEN THAN HIM AND FORCED HIM TO CHALLENGE THEM IN COMBAT, ALL IN ORDER TO GET BATMAN, AT HIS **BEST**.

NORMALLY, BRUCE WAYNE WOULD BE THE ONLY COMPETITOR WHO RECEIVED THIS OFFER, BUT NOW I EXTEND THIS DEAL TO YOU, **JUMPER**.

IF YOU LOSE ONE OF THE ROUNDS BEFORE THE FINALS, YOU'LL RECEIVE A SECOND CHANCE TO RETURN THE TOURNAMENT AT THE FINAL ROUNDS, BUT YOU'LL NEED TO FACE A SIMILAR CHALLENGE TO THE ONE BRUCE WOULD FACE IN HIS OWN JOURNEY.

YOU'LL BE SENT TO FORGED WORLDS WHERE YOU'LL HAVE TO FACE ALTERNATIVE VERSIONS OF YOUR BELOVED COMPANIONS IN COMBAT, MORE PRECISELY, VERSIONS OF THEM FROM FUTURES WHERE THEY INHERITED YOUR MANTLE AS JUMPER AND STARTED THEIR OWN CHAINS. THEY'LL BE AT THEIR BEST, POTENTIALLY EVEN SURPASSING YOU, BUT I'LL MAKE SURE THEY'LL WANT TO KILL YOU.

YOU'LL NEED TO DEFEAT EACH ONE OF THEM OR, IF YOU'RE AS ANNOYING AS BRUCE, YOU CAN TRY TO FIND WAYS TO HELP THEM AND MAKE PEACE WITH THEM.

EVENTUALLY, I'LL SEND YOU TO A FINAL WORLD: A WORLD WHERE THE PERSON YOU LOVE THE MOST, WHOEVER THEY ARE, BECOMES A JUMPER THAT SURPASSES YOU IN EVERY POSSIBLE ASPECT. THIS WORLD WON'T BE A TRAGEDY, BUT A HAPPY FALSE WORLD WHERE THEY STILL LOVE YOU. THIS FINAL TEST WON'T BE TO WIN, BUT TO SEE IF YOU CAN EVER ADMIT DEFEAT AGAINST AN INVINCIBLE FOE. IF YOU FAIL, YOU'LL COUNT AS HAVING LOST THE TOURNAMENT. IF YOU WIN, THEN YOU'LL RETURN TO THE FINAL ROUNDS, LOSING ONLY THE REWARDS, PERKS AND ITEMS FROM THE ROUNDS YOU DIDN'T PARTICIPATE. OF COURSE, YOU WON'T REMEMBER ABOUT HAVING TO ADMIT DEFEAT.

POST-JUMP, ONCE PER JUMP OR DECADE, WHICHEVER COMES SOONER, THIS PERK WILL AUTOMATICALLY CREATE EIGHT FALSE WORLDS TO CHALLENGE YOU IF YOU EVER DIE. WHILE MY FALSE WORLDS WERE MEANT TO BREAK YOU BY CAUSING YOU TO FACE YOUR OWN FAMILY, IN THIS PERK'S CASE, YOU'LL NEED TO FACE VARIANTS OF YOUR FOES THAT MANAGED TO DEFEAT YOU IN THEIR TIMELINES INSTEAD.

IF YOU MANAGE TO DEFEAT ALL OF THEM, YOU'LL COME BACK TO LIFE A FEW SECONDS AFTER YOUR DEATH, NO MATTER HOW MUCH TIME IT TOOK FOR YOU TO COMPLETE THIS TEST.



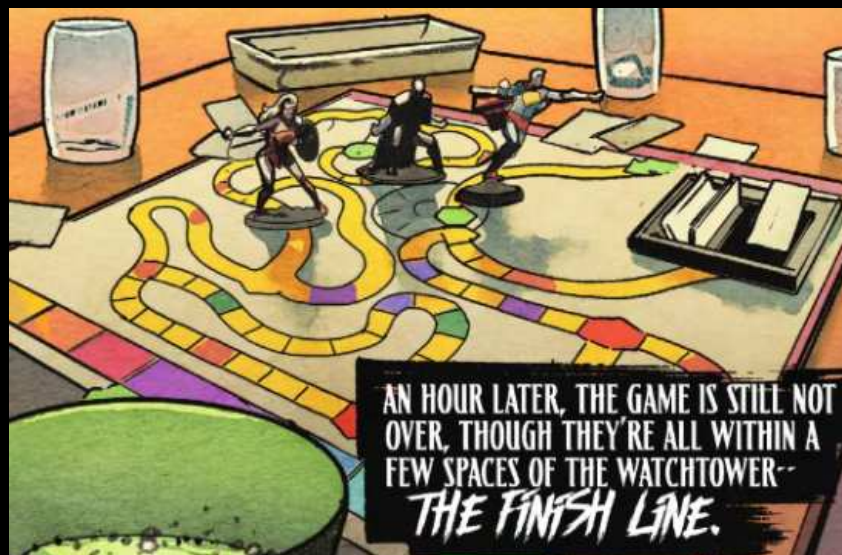
-General Items-

COLLECTION OF THE FALLEN (50 OP): WHAT HAPPENS WITH THOSE WHO JOIN THE RANKS OF THE FALLEN? THE FALLEN CONTESTANTS WILL BE TRANSFORMED INTO STATUES AND STORED IN ONE OF MY FALSE WORLDS FOR... LATER USAGE. IF YOU WANT TO DO MORE OR LESS THE SAME WITH YOUR ENEMIES, THEN THIS IS THE OPTION FOR YOU.

BY TAKING THIS ITEM, FOR EACH SIGNIFICANT OPPONENT YOU DEFEAT, YOU RECEIVE A STATUE REPRESENTING THEM THAT WILL BE STORED IN A SPECIAL WAREHOUSE ATTACHMENT. YOU'RE FREE TO DECIDE WHICH OPPONENTS WILL BE AFFECTED BY THIS. UNLIKE THE STATUES I CREATE FROM THE FALLEN CHAMPIONS, YOUR OPPONENTS' STATUES AREN'T ACTUALLY YOUR FOES, BEING MERELY DECORATIVE INSTEAD.

THAT BOARD GAME (50 OP): ON THE NIGHT WHEN **DARKSEID** WOULD FINALLY INVADE PRIME EARTH BEFORE THE **QUANTUM QUORUM**'S INTERFERENCE, THE TRINITY WOULD BE CALMLY PLAYING A REGULAR BOARD GAME AND SPEND TIME AS FRIENDS, NOT COLLEAGUES OR HEROES. BY TAKING THIS ITEM, YOU GET A COPY OF THAT VERY SAME BOARD GAME.

THIS IS JUST A REGULAR MULTIPLAYER, JUSTICE LEAGUE-THEMED BOARD GAME WHERE YOU PLAY WITH DICE, CARDS, AND ACTION FIGURES OF THE HEROES. YOU JUST NEED TO ROLL THE DICE AND TRY TO REACH THE FINISH LINE BEFORE THE OTHER PLAYERS, BUT THERE'S AN OVERABUNDANCE OF BAT-THEMED POWER UPS AND, IF YOU'RE PLAYING USING THE SUPERMAN ACTION FIGURE, EACH GREEN SPACE COUNTS AS KRYPTONITE AND MAKES YOU GO BACK A ROW. THERE'S NOTHING SPECIAL TO THIS GAME, BUT IT'S A NICE BOARD GAME TO PLAY WITH YOUR FRIENDS WHEN YOU'RE NOT SAVING OR TRYING TO DESTROY THE WORLD.





MEGA-ARK (200 OP): THREE DAYS BEFORE THE TOURNAMENT, THE HEROES STARTED THE LARGEST EVACUATION PLAN EVER UNDERTAKEN. THE WORLD'S MOST POWERFUL COMPANIES, LEXCORP, WAYNE ENTERPRISES, QUEEN INDUSTRIES, AND TEN OTHERS, HAVE UNITED FORCES TO CREATE TWELVE GIGANTIC SPACESHIPS NAMED MEGA-ARKS, WHICH WERE USED TO

EVACUATE MOST OF THE SURVIVING HUMANS FROM THE PRIME EARTH. THE MEGA-ARKS ARE ALL FITTED WITH ADAPTED BRAINIAC'S BOTTLE TECHNOLOGY TO CONTAIN AND PRESERVE EVERYONE AND EVERYTHING. AS THIS ADVANCED TECHNOLOGY ALLOWED HIM TO MAKE THE MOST WITHIN THE CONSTRAINTS OF PHYSICAL SPACE, THE MEGA-ARKS ARE CAPABLE OF CONTAINING AN ENTIRE CITY INSIDE THEM WITH EASE, MAYBE EVEN A WHOLE SMALL COUNTRY IF COMFORT OF THE PASSENGERS ISN'T A PRIORITY.

APPARENTLY, THE THIRTEEN MOST POWERFUL COMPANIES OF THE WORLD BUILT A THIRTEENTH MEGA-ARK TO SERVE AS A BACKUP, IN CASE ONE OF THE TWELVE MAIN ARKS WAS UNABLE TO OPERATE. BY TAKING THIS ITEM, YOU RECEIVE THIS THIRTEENTH MEGA-ARK, AS WELL AS THE BLUEPRINTS TO BUILD MORE OF THEM IF YOU HAVE THE NEEDED RESOURCES.

FURTHERMORE, IF YOU HAVE A POWERFUL ENOUGH INTELLECT, YOU COULD ALSO USE THEM TO REVERSE-ENGINEER BRAINIAC'S BOTTLE TECHNOLOGY FOR YOUR OWN PURPOSES.

DAWNSDAY KNUCKLES (200 OP): YEARS AGO, AFTER HE RETURNED FROM THE DEAD, SUPERMAN FORGED A PAIR OF SPECIAL KNUCKLES IN THE FORTRESS OF SOLITUDE IF HE EVER NEEDED EXTRA POWER TO FACE GREATER THREATS. THESE KNUCKLES ARE MADE USING HIGH-INDESTRUCTIBLE FABRIC BANDS, BUT WHAT MAKES THEM SPECIAL IS THE MINIATURE SUNS RAGING CONTAINED INSIDE THE KNUCKLES, ANGRY SUNS TAKEN FROM EMPTY UNIVERSES AND MADE WEIGHTLESS THANKS TO ESOTERIC SCIENCE.

THIS PAIR OF KNUCKLES ISN'T A POWERFUL WEAPON BY ITSELF, BUT ANY BEING WHOSE POWER COMES FROM THE SUN OR THE STARS IN SOME WAY WILL FIND THEMSELF RECEIVING AN ABSURD INCREASE IN POWER WHILE WIELDING THEM. FOR EXAMPLE, THE STRENGTH AND SPEED OF A KRYPTONIAN WIELDING THE DAWNSDAY KNUCKLES WOULD BE MAGNITUDES ABOVE THOSE OF A SIMILAR

KRYPTONIAN WITHOUT IT. UNFORTUNATELY, THE VALUE OF THIS INCREDIBLE WEAPON IS LIMITED TO THOSE THAT CAN'T USE THE POWER OF THE SUN OR OF THE STARS.

INFANT HEART OF APOKOLIPS (500 OP): A **HEART OF APOKOLIPS** IS NOT JUST AN INFERNAL ENGINE THAT RUNS ON OMEGA ENERGY, BUT ALSO A LIVING, SENTIENT, FOURTH-DIMENSIONAL. I'M A COMPLETELY MATURE SPECIMEN OF MY KIND, BUT, NATURALLY, I WASN'T BORN THIS WAY, HAVING GROWN AND DEVELOPED OVER TIME. MY ONLY MASTER IS NONE OTHER THAN THE **KING** HIMSELF, BUT, IF YOU WISH THE SERVITUDE OF A BEING LIKE ME, THEN I CAN OFFER YOU THIS OPTION.

BY TAKING THIS ITEM, YOU RECEIVE A RECENTLY BORN HEART OF APOKOLIPS. THIS HEART IS IN A COMPLETELY IMMATURE STATE. NO BIGGER THAN A REGULAR HUMAN HEART, BEING LESS THAN AN EMBRYO WHEN COMPARED TO MYSELF.

WHEN IT FIRST BECAME AWARE OF ITSELF AND ITS SURROUNDINGS, THE FIRST THING IT SAW WAS YOU AND, WHILE A PROPER HEART WOULD SEEK TO TEST WHOEVER IS NEARBY, IT AUTOMATICALLY IMPRINTED ONTO YOU INSTEAD, CHOOSING YOU AS ITS CHAMPION AND BECOMING YOUR FAITHFUL SERVANT. QUITE THE SHAMEFUL BEHAVIOR I MUST SAY, BUT I'LL LET IT SLIDE.

AS A HEART OF APOKOLIPS, THIS "BABY" HAS TWO MAIN ABILITIES: TERRAFORM ITS SURROUNDINGS TO BECOME AKIN THE DOMAIN OF **DARKSEID**, SUCH AS CAUSING ITS LAND TO BECOME FIERY AND SPROUT FIRE PITS, AND RESHAPE REALITY AROUND IT TO MANUFACTURE POCKET DIMENSIONS AND FALSE REALITIES.

IN ITS CURRENT IMMATURE STATE, ITS TERRAFORMATION CAN ONLY AFFECT A FEW METERS AROUND IT OVER THE COURSE OF MONTHS. MEANWHILE, ITS ABILITY TO SHAPE DIMENSIONS IS ALREADY VERY LIMITED, AS IT CAN ONLY CREATE A SMALL, EMPTY POCKET DIMENSION THAT IT CAN OPEN PORTALS TO, BEING ONLY USEFUL TO STORE SOME THINGS.

IN ORDER TO UTILIZE ITS ABILITIES AND GROW, IT MUST CONSUME NEGATIVE ENERGY AND EMOTIONS, BUT, WHILE ITS "PRIMARY DIET" WOULD BE OMEGA

ENERGY ITSELF, YOURS CAN CHANNEL AND ABSORB ANY FORM OF NEGATIVE ENERGY. EVENTUALLY, IT'LL BECOME FULLY MATURE AND MIGHT EVEN ONE DAY EMPOWER YOU TO BECOME SOMETHING ON PAR WITH A **KING OMEGA**, BUT IT'LL TAKE SEVERAL EONS, EVEN IF YOU MANAGE TO FIND AN ENERGY SOURCE COMPARABLE TO PRIME EARTH.

LASTLY, AS A LIVING, SENTIENT BEING, THIS IMMATURE HEART TECHNICALLY COUNTS AS YOUR FOLLOWER, BUT YOU COULD ALSO IMPORT IT AS YOUR COMPANION IN FUTURE WORLDS.

-The First Round-



TO WELCOME ALL THE CONTENDERS, THE HEART GIVES YOU EACH A MIRACULOUS VISION. EVERY ONE OF THE CONTENDERS SUDDENLY SEES THEMSELVES WIN. EVERY SINGLE ONE OF THE CONTENDERS FEELS WHAT IT WOULD BE LIKE TO BECOME THE **HEART**'S CHAMPION, THE **SOLE GOD**, TO HAVE THE UNIVERSE BEND TO THEM, TO HAVE IT RE-FORMED AROUND THEIR IDEAS, THEIR BELIEFS...

YOU'RE NO EXCEPTION TO THIS, BUT JUST AS QUICKLY AS IT APPEARED, THE VISION VANISHES, GIVING WAY TO DARKNESS. YOU FIND YOURSELF WAITING AT THE ARENA GATES AND, JUST LIKE THAT, THE **TOURNAMENT** IS UPON YOU.

ONCE THE GATES ARE OPEN, YOU'LL BE IN AN ARENA FILLED WITH BOOBY-TRAPPED TILES AND PROTECTED BY DEMONIC GOLIATHS. ONCE ALL COMBATANTS EXIT THEIR WAITING ROOMS, ONE OF THE GOLIATHS WILL DROP THEIR HELL MACE, SIGNALLING THE START OF THE **FIRST ROUND**.

IN THE FIRST ROUND, THE GOAL IS SIMPLE: YOU MUST CROSS THE ARENA AND REACH A LARGE GLOWING PORTAL BEFORE IT CLOSES. ONLY THE 32 FIRST COMBATANTS TO REACH IT WILL BE QUALIFIED FOR THE NEXT STAGE. HOWEVER, AS MENTIONED BEFORE, THE ARENA IS FILLED WITH TRAPS, RANGING FROM TILES THAT WILL DISINTEGRATE YOU IF YOU STEP ON THEM TO TRAPS THAT WILL SUMMON HORDES OF OMEGADEMONS. SURPRISINGLY FOR YOU, THE DEMONIC GOLIATHS WILL SIMPLY OBSERVE THE CONTEST, AS THEY'LL ONLY INTERFERE IF YOU CHEAT BY ATTEMPTING TO CROSS THE ARENA BEFORE THE ROUND STARTS.

-REWARD: AS YOUR REWARD FOR WINNING THE FIRST ROUND, YOU'LL RECEIVE THIS ROUND'S ARENA, THE **APOKOLIPTIAN COLISEUM**, AS YOUR FIAT-BACKED PROPERTY LOCATED SOMEWHERE OF YOUR CHOICE IN FUTURE WORLDS. WHILE IT WON'T COME WITH ANY OF ITS TRAPS AND DEMONS BY DEFAULT, THIS LARGE COLISEUM IS STILL AN ARENA WORTHY OF THE NEW GODS THEMSELVES, BEING INCREDIBLY DURABLE AS ANY DESTRUCTION CAUSED BY BATTLES WILL BE CONTAINED WITHIN ITS STRUCTURE, WITHOUT CAUSING COLLATERAL DAMAGE ON THE OUTSIDE IF YOU DON'T WANT TO.

-First Round Drawbacks-

AS BRUTAL AS HIM I (+100 OP): ONE COULD ARGUE I RESPOND TO OMEGA ENERGY ONLY AND THIS WOULDN'T BE INCORRECT, BUT I ALSO HAVE MY PREFERENCES WHEN IT COMES TO HOW THE COMPETITORS FIGHT. I LOVE WHEN THE FIGHTERS FIGHT BRUTALLY AND, TO ENCOURAGE YOU TO BE BRUTAL AND CAUSE ENOUGH CARNAGE TO ENTERTAIN ME IN THE FIRST ROUND, I SHALL REWARD YOU WITH MORE OMEGA ENERGY. HOWEVER, IF YOU FAIL AT SATISFYING ME WITH YOUR BRUTALITY DURING THE FIRST ROUND, I'LL KEEP REWINDING THIS ROUND UNTIL YOU SATISFY ME. THE OTHER COMPETITORS WON'T KEEP THEIR MEMORIES, ONLY YOU.

FURTHERMORE, THERE WILL BE MORE DRAWBACKS LIKE THIS ONE IN THE FOLLOWING ROUNDS, BUT IT'LL TAKE INCREASINGLY MORE BRUTALITY TO SATISFY AND ENTERTAIN ME IN THE LATER ROUNDS. IN THIS FIRST ROUND, MERELY KILLING SOME OF THE OTHER COMPETITORS WILL BE ENOUGH, BUT, IN THE PENULTIMATE ROUND, YOU'LL NEED TO TORTURE YOUR ENEMIES IN AN INCREDIBLY PAINFUL AND GROTESQUE WAY.

ABSENCE OF A UNIFIED GOAL (+100 OP): AS YOU EXIT THE GATE, YOU WOULD NORMALLY SEE A PORTAL LOCALIZED ON THE OPPOSITE END OF THE ARENA, BUT NOT ANYMORE. INSTEAD OF A SINGLE, UNIFIED PORTAL, THERE WILL BE MULTIPLE INDIVIDUAL PORTALS SCATTERED AROUND THE ARENA, A PORTAL FOR EACH AVAILABLE SPOT IN THE SECOND ROUND, BE IT 32 BY DEFAULT, 64 IF YOU HAVE TAKEN **EXTENDED ROSTER**, OR EVEN 128 IF YOU HAVE TAKEN **MULTIVERSAL EXPANSION**.

EXPANDED ARENA (+200 OP): I HAVE DEVOTED MORE RESOURCES IN THE CONSTRUCTION OF THE COLISEUM THAT SERVES AS THIS ROUND'S ARENA. AS A RESULT, THE ARENA IS NOW THE SIZE OF A LARGE CITY, WITH THE PORTAL(S) BEING HIDDEN IN A RANDOM LOCATION WITHIN IT. THIS ALSO MEANS THAT THE NUMBER OF TRAPS AROUND THE ARENA HAS BEEN PROPORTIONALLY INCREASED TOO.

THE GLADIATORS (+300 OP): IN ADDITION TO THE OTHER CONTENDERS, THE ONLY OTHER ACTIVE ENEMIES YOU'LL FIND IN THE ARENA ARE THE OMEGADEMONS THAT CAN BE SUMMONED IF ONE OF YOU TRIGGER THE RIGHT TRAP, BUT, IN ORDER TO INCREASE THE DANGER OF THIS GAUNTLET, I SHALL CREATE PERFECT REPLICAS OF SOME APOKOLIPTIAN NEW GODS SUCH AS BIG BARDA AND GRANNY GOODNESS IN ORDER FOR THEM TO SPECIFICALLY GUARD THE PORTALS AND TRY TO PREVENT ANY OF THE CONTENDERS FROM ACCESSING THEM. WHILE THEY'RE ESSENTIALLY ONLY SOULLESS IMITATIONS OF THE ORIGINAL NEW GODS THAT ACT AS MERE EXTENSIONS OF MY WILL, THEY'RE STILL AS POWERFUL AS THE ORIGINAL ONES.

-First Round Perks-

TRAPPER'S SENSE (100 OP): THIS ROUND'S ARENA IS FILLED WITH SEVERAL TRAPS, RANGING FROM SIMPLER ONES LIKE TILES THAT WILL DISINTEGRATE YOU IF YOU STEP ON THEM TO EVEN MORE REFINED TRAPS LIKE THOSE THAT WILL SUMMON HORDES OF OMEGADEMONS IF TRIGGERED.

THERE'S LITTLE VISUAL INDICATION OF WHICH TILES HAVE TRAPS AND WHICH ONES DON'T, BUT THIS ISN'T A PROBLEM FOR YOU. YOU HAVE A SIXTH SENSE TO SENSE NEARBY ALMOST ANY TRAPS, AS LONG AS THEY AREN'T HIDDEN BY SOME SUPERNATURAL POWER.

LIKE A CERTAIN "TWINKLE TOES" (200 OP): THE OTHER CONTENDERS MIGHT THINK YOU'RE CHEATING, BUT I ASSURE YOU THIS ISN'T AGAINST THE RULES. EITHER BECAUSE YOU HAVE LIGHT STEPS OR YOU'RE SIMPLY LUCKY, YOU DON'T TRIGGER ANY PRESSURE-BASED TRAPS IF YOU DON'T WANT TO, EVEN IF YOU SHOULD LOGICALLY. YOU COULD LITERALLY JUMP ON A LANDMINE OR A DISINTEGRATION TILE AND LIVE TO TELL THE STORY. KEEP IN MIND THAT THIS DOESN'T PROTECT YOU FROM A TRAP'S EFFECTS IF SOMEONE ELSE TRIGGERS IT.

NON HAC VICE, BRUTE (200 OP): THIS FIRST ROUND CAN BE DEFINED IN A SINGLE WORD: CHAOS. IMAGINE TENS AND TENS OF HEROES AND VILLAINS, ALL TOGETHER TRYING TO REACH THE FINISH LINE WHILE FIGHTING EACH OTHER AND DEALING WITH COUNTLESS TRAPS. THIS IS WHAT THIS ROUND WILL BE. EVEN SOMEONE LIKE BATMAN WON'T BE ABLE TO PAY ATTENTION TO EVERYTHING AROUND HIM, SO IT'S VERY EASY TO END UP BEING DISTRACTED AND BEING ATTACKED FROM BEHIND.

YOU WOULD ALSO BE VULNERABLE FOR THIS, IF IT WASN'T FOR THIS PERK. YOU GAINED THE ABILITY TO INSTINCTIVELY KNOW WHEN SOMEONE IS GOING TO SNEAK ATTACK YOU, EVEN WHEN THEY'RE ACTIVELY HIDING THEIR PRESENCE WITH SOME SUPERNATURAL ABILITY. THIS "DANGER SENSE" WON'T TELL YOU HOW DANGEROUS THE ATTACK IS, WHO IS THE INCOMING ATTACKER, OR EVEN FROM WHERE THE ATTACK IS COMING FROM, BUT YOU'LL GAIN PRECIOUS SECONDS TO REACT PROPERLY.

-First Round Items-

DEATH TRAP (100 OP): THIS ROUND'S ARENA IS FILLED WITH BOOBY-TRAPPED TILES, WITH THE MOST NOTABLE TO THESE TRAPS BEING THOSE THAT WILL SIMPLY DISINTEGRATE WHOEVER STEPS ON THEM. IF YOU HAVE SEEN HOW DANGEROUS THEY ARE AND DECIDED TO PUT YOUR HANDS ON THEM, THEN THIS ITEM IS FOR YOU.

YOU RECEIVE A SINGLE DISINTEGRATION PRESSURE-TRIGGERED TRAP THAT YOU CAN PLANT ANYWHERE YOU WANT. WHILE ITS POWER IS SEVERELY REDUCED OUTSIDE THE TOURNAMENT, THE TRAP CAN STILL DEAL CONSIDERABLE DAMAGE EVEN TO SOMEONE LIKE SUPERMAN. ONCE TRIGGERED, THE TRAP WILL DESTROY ITSELF AND YOU'LL RECEIVE A NEW ONE AFTER A WEEK.

FURTHERMORE, AS THIS TRAP IS MADE FROM APOKOLIPTIAN TECHNOLOGY, YOU COULD STUDY AND REVERSE-ENGINEER IT TO DEVELOP A WAY TO MASS-PRODUCE REPLICAS OF IT OR EVEN DISCOVER OTHER WAYS TO WEAPONIZE ITS DISINTEGRATION EFFECT, THAT IS, IF YOU'RE INTELLIGENT ENOUGH, HAVE THE METHODS AND RESOURCES TO DO SO, AND, MORE IMPORTANTLY, DON'T ACCIDENTALLY DISINTEGRATE YOURSELF.

AFTER ALL, I'M NOT GOING TO SIMPLY GIVE YOU THE BLUEPRINTS TO PRODUCE MORE OF THIS KIND OF TRAP.

DEMONIC GOLIATH SQUAD (200 OP): THIS ROUND'S ARENA IS PROTECTED BY THREE GOLIATHS, COLOSSAL DEMONIC-LOOKING CREATURES WITH A HEIGHT THAT LIKELY EXCEEDS 50 METERS AND PHYSICAL ATTRIBUTES PROPORTIONAL TO THEIR MASSIVE SIZE. UNLIKE PARADEMONS, THEY HAVE HUMAN-LIKE INTELLIGENCE AND WIELD APOKOLIPTIAN MELEE WEAPONS LIKE MACES AND SPEARS, AS WELL AS HAVING PHYSICAL ABNORMALITIES SUCH AS EXTRA PAIRS OF ARMS AND MULTIPLE HEADS.

THEIR DUTY IN THE FIRST ROUND IS TO ENSURE THE COMPETITORS WILL FOLLOW THE RULES AND STAY IN THE ARENA AND WOULD ONLY ATTACK ON ACCIDENT OR IF PROVOKED FIRST. ONCE THIS ROUND ENDS, THESE DEMONIC GOLIATHS WOULD SIMPLY BE DISCARDED, BUT IT SEEMS LIKE YOU HAVE A BETTER IDEA OF WHAT TO DO WITH THEM. BY TAKING THIS ITEM, YOU BECOME THE MASTER OF THREE OF SUCH DEMONS, WITH EACH ONE OF THEM BEING ABSOLUTELY LOYAL TO YOU AND COUNTING AS YOUR FOLLOWERS.



THE OMEGA HORDE (400 OP): THE PARADEMONS ARE THE PERSONAL SHOCK TROOPS AND LOYAL ARMY OF **DARKSEID**, MADE FROM THE VICTIMS FROM EARTH OR OTHER PLANETS THAT WERE CAPTURED AND GENETICALLY MODIFIED. CONSIDERING THAT **HIS** CONQUEST WOULD CONTINUE UNTIL ALL THE UNIVERSE WAS UNDER **HIS** BANNER, A NEW FORM OF PARADEMON WOULD INEVITABLY COME TO EXISTENCE: THE **OMEGADEMONS**.

THE OMEGADEMONS HAIL FROM THE FARTHEST POINT IN TIME, WHERE **DARKSEID** IS AT FULL SATURATION, BEING MADE FROM ALL SPECIES OF LIFE IN THE UNIVERSE, NOT JUST FROM HUMANS.

THE BASIC OMEGADEMON ISN'T THAT DIFFERENT FROM THE ORIGINAL PARADEMONS, POSSESSING A SIMILAR PHYSIOLOGY WITH SIMILAR ABILITIES AND TRAITS (LIKE RETRACTABLE WINGS, FIRE BREATH, THE ABILITY TO ABSORB DARKNESS-BASED ENERGIES TO GET STRONGER AND CREEPIER, ABOVE PEAK HUMAN CONDITION, HAVING TECHNOLOGICAL WEAPONS GRAFTED IN THEIR BODIES, AND THE ABILITY TO CONVERT OTHER DEFENSELESS BEINGS INTO NEW DEMONS), BUT OMEGADEMONS IS FAR MORE ADVANCED THAN THEIR ANCESTORS, TO THE POINT THAT A SINGLE LIKELY COULD SWEEP THE FLOOR WITH A SQUAD OF PARADEMONS WITH EASE.

FURTHERMORE, ANOTHER TRAIT THAT MAKES THEM SUPERIOR TO THEIR ANCESTORS IS THEIR ABSURD ADAPTABILITY. WHILE REGULAR PARADEMONS ALWAYS HAD THE CAPACITY TO CONVERT THEIR SHAPES AND FORMS FOR BETTER AND QUICKER MOBILITY WHEN AERIAL ADAPTATION IS INOPERABLE, THE OMEGADEMONS CAN ADAPT TO BASICALLY ANY TERRAIN AND ENVIRONMENT AS THEY CONTAIN THE BIOLOGICAL DATA OF COUNTLESS DIFFERENT SPECIES THAT LIVED IN ALL KINDS OF DIFFERENT ENVIRONMENTS, ALLOWING THEM TO ADAPT TO ANYTHING FROM THE DEEP OCEAN AND FIERY DESERTS TO SPACE ITSELF.

EVEN IF YOU DON'T END UP BEING CROWNED THEIR LORD AS THE **KING OMEGA** BY THE END OF THIS TOURNAMENT, YOU'RE NOW THE ABSOLUTE MASTER OF A COMPLETE HORDE COMPOSED OF AROUND ONE HUNDRED THOUSAND OMEGADEMONS, CAPABLE OF CONQUERING MOST PLANETS WITH EASE UNDER THE RIGHT LEADERSHIP.

BY DEFAULT, YOUR ARMY WILL REMAIN IN STASIS, STORED IN A POCKET DIMENSION WAITING FOR YOUR ORDERS, AND YOU'LL BE ABLE TO OPEN PORTALS TO SUMMON AND UNSUMMON THEM AT WILL, SIMILARLY TO HOW THIS ROUND'S TRAPS CAN OPEN PORTALS TO SUMMON OMEGADEMONS.

LASTLY, YOUR OMEGADEMONS COUNT AS YOUR FOLLOWERS.

-The Second Round-



AS SOON AS YOU CROSS THE PORTAL AND WIN THE FIRST ROUND, YOU AND OTHER 31 CHAMPIONS WILL BE TELEPORTED TO A REALM. A DIMENSION THAT TOOK ELEVEN BILLION YEARS TO CONSTRUCT, BUT WAS CARVED INSIDE A MICROSCOPIC WHITE HOLE, WHERE TIME MOVES LIKE LIGHT. A BLINK, AND IT EXISTS, HISTORY AND ALL. FROM YOUR VIEWPOINT, ALMOST NO TIME PASSED BETWEEN ROUNDS, WITH NO REST AND NO PAUSE FOR CONTEMPLATION.

ONLY THE SECOND CHALLENGE LIES IN FRONT OF YOU.

TO BECOME **KING OMEGA** IN THE ABSOLUTE UNIVERSE, DARKSEID HAD TO TAKE POWER FROM HIS KIND, THAT IS, PRIMORDIAL BEINGS AND GODS. HERE, YOU AND THE REMAINING 31 CONTENDERS MUST DO THE SAME, BUT FROM YOUR OWN KIND, YOUR FELLOW CHAMPIONS.

HIDDEN THROUGHOUT THIS REALM ARE SOME OF THE MOST POWERFUL ITEMS IN THE PRIME EARTH'S UNIVERSE. THIS ARENA IS NOTHING MORE THAN A GRAVEYARD OF ELDER GODS SLAIN BY DARKSEID. THE ITEMS LIE IN THEIR RUINS. WHEN ALL THE ITEMS ARE FOUND, THE SECOND ROUND IS OVER. WHOEVER IS HOLDING AN ITEM AT THAT TIME MOVES, WHILE WHOEVER IS NOT DIES.

THERE ARE ONLY 16 ITEMS HIDDEN HERE AND 32 CHAMPIONS (OR MORE ITEMS AND CHAMPIONS DEPENDING ON YOUR PREVIOUS CHOICES). EITHER WAY, BY THE END OF THIS CHALLENGE, ONLY **HALF** OF YOU WILL REMAIN.

LIKE THE REST OF THE TOURNAMENT, THERE ARE NO RULES OF CONDUCT. NOTHING MATTERS BUT WINNING. AND REMEMBER THIS RULE ABOVE ALL: HERE, IN THIS ARENA, IF YOU FOLLOW THE EXAMPLE OF DARKSEID, YOU SHALL BE **REWARDED**.

-REWARD: AS SOON AS THE LAST ITEM IS FOUND WHILE YOU'RE HOLDING ONE OF THEM, YOU SHALL RECEIVE YOUR DESERVED REWARD. YOUR FIRST REWARD IS THE VERY **OBJECT OF POWER** THAT YOU PUT YOUR HANDS ON, WITH IT BECOMING FIAT-BACKED LIKE ANY OF YOUR OTHER POSSESSIONS. AS YOUR SECOND REWARD, YOU RECEIVE THIS **GRAVEYARD OF ELDER GODS**, WITH IT BECOMING A POCKET DIMENSION THAT YOU CAN TELEPORT TO AND FROM AT WILL. YOU CAN TELEPORT OTHER WILLING PEOPLE TO THIS WORLD, BUT THEY'LL BE TELEPORTED BACK TO WHERE THEY WERE PREVIOUSLY IF YOU EXIT THIS REALM. UNLIKE THE ORIGINAL REALM THAT I PLAN TO DESTROY AS SOON AS THIS ROUND IS OVER, TIME FLOWS NORMALLY INSIDE YOUR VERSION OF IT AND YOU DON'T NEED TO WORRY ABOUT ANY TRACE OF THE SLAIN GODS REMAINING THERE.

-Second Round Drawbacks-

AS BRUTAL AS HIM II (+100 OP): TO ENCOURAGE YOU TO BE AS BRUTAL AS POSSIBLE AND CAUSE ENOUGH CARNAGE TO ENTERTAIN ME IN THE SECOND ROUND, I SHALL REWARD YOU WITH MORE OMEGA ENERGY. HOWEVER, IF YOU FAIL AT SATISFYING ME WITH YOUR BRUTALITY DURING THE SECOND ROUND, I'LL KEEP REWINDING THIS ROUND UNTIL YOU SATISFY ME.

NOW YOU SEE IT, NOW YOU DON'T (+100 OP): THE OBJECTS OF POWER HIDDEN AROUND THE ENTIRE ARENA WOULD REMAIN IN THE SAME PLACE, WAITING UNTIL THE COMPETITORS MANAGE TO PUT THEIR HANDS ON THEM, WHICH WILL CAUSE MOST FIGHTS OF THIS ROUND TO BREAK OUT AROUND THEM. THIS DRAWBACK CHANGES IT TO ADD AN EXTRA ELEMENT OF ... ENTERTAINMENT. INSTEAD OF STAYING IN A SINGLE PLACE, EACH OBJECT OF POWER THAT ISN'T CURRENTLY IN POSSESSION OF ONE OF THE CONTENDERS WILL TELEPORT TO A RANDOM HIDDEN LOCATION WITHIN THE ARENA EVERY THREE MINUTES, FORCING THOSE THAT WERE TRYING TO ACQUIRE IT TO SEARCH FOR IT AGAIN.

STOLEN FROM THE WAREHOUSE (+200 OP): WHEN I CUT OFF YOUR ACCESS TO YOUR **WAREHOUSE**, I HAD THE CHANCE TO ANALYSE WHAT YOU STORED THERE AND I MUST ADMIT YOUR POSSESSIONS DEFINITELY IMPRESSED ME. SO I DECIDED TO TAKE A BIT OF ADVANTAGE OVER YOUR POSSESSION BY CREATING PERFECT REPLICAS OF YOUR MOST NOTABLE AND/OR POWERFUL **ITEMS** FROM YOUR WAREHOUSE THAT WILL BECOME PART OF THIS ROUND, REPLACING THE REGULAR OBJECTS OF POWER FROM THIS LOCAL MULTIVERSE AS THE GOALS. FURTHERMORE, IF YOU WIN THIS ROUND, THEN YOU'LL RECEIVE THE REPLICA OF YOUR OWN ITEM YOU PUT YOUR HANDS ON.

THE DEAD GODS (+300 OP): AS I MENTIONED BEFORE, THIS ARENA IS NOTHING MORE THAN A GRAVEYARD OF ELDER GODS SLAIN BY DARKSEID DURING HIS QUEST FOR ABSOLUTE POWER. BUT GODS ARE EXISTENCES DIFFICULT TO BE FULLY DESTROYED. AS A RESULT OF THE NECROMANTIC ENERGIES LEAKING FROM ONE OF THE OBJECTS OF POWER AND INVADING THE ARENA, THE ELDER GODS HAVE BEEN REANIMATED, BUT AS MINDLESS MONSTERS THAT WILL AIMLESSLY WANDER THROUGH THE ARENA, ATTACKING ANYONE IN THEIR PATH. WHILE THESE ELDER GODS ARE WEAKER THAN THEY WERE IN LIFE, EACH ONE OF THEM IS STILL INCREDIBLY POWERFUL, FAR SURPASSING THE USUAL POWER DISPLAYED BY A KRYPTONIAN, SO YOU'LL ALSO NEED TO SURVIVE SUCH POWERFUL OPPONENTS WHILE SEARCHING FOR THE ITEMS. I ADVISE YOU TO AVOID THEM AS BEST YOU CAN.

-Second Round Perks-

DETECTOR OF POWER (200 OP): IN ORDER TO ADVANCE TO THE NEXT ROUND, THE CHAMPIONS MUST FIND THE POWERFUL ITEMS HIDDEN THROUGHOUT THE GRAVEYARD OF ELDER GODS, BUT THIS CHALLENGE GIVES SOME OF THEM A QUITE UNFAIR ADVANTAGE. SOME OF THE CHAMPIONS HAVE SOME DEGREE OF CONNECTION TO SPECIFIC ITEMS AND THUS CAN SENSE WHERE THEY ARE, LIKE HOW HAWKMAN CAN SENSE THE CLAW OF HORUS AND HOW CYBORG CAN SENSE THE MOTHER BOX.

MEANWHILE, OTHERS SUCH AS LEX, THANKS TO HIS SUIT CONTAINING MORE SCANNERS THAN THE MOST POWERFUL MILITARY SATELLITES COMBINED, AND THE KRYPTONIANS, THANKS TO THEIR INCREDIBLY PRECISE SUPERHUMAN SENSES, ARE CAPABLE OF MAPPING THE ENTIRE LANDSCAPE AND SEE WHERE EVERY ITEM IS WITHIN SECONDS.

YOU MIGHT NOT HAVE AN EXTREMELY TECHNOLOGICAL POWER SUIT OR GODLIKE SENSORY ABILITIES, BUT YOU'RE NOT THAT FAR BEHIND THEM. AFTER BEING EXPOSED TO SO MANY DIFFERENT POWERFUL ITEMS DURING YOUR JOURNEY, YOU'VE GAINED THE ABILITY TO SENSE THE LOCATION OF OBJECTS OF POWER AROUND YOU BY CONCENTRATING, AS LONG AS THEY AREN'T DEACTIVATED OR HIDDEN BY SOME SUPERNATURAL POWER.

THE STRONGER THE OBJECT IS, THE EASIER IT'LL BE TO SENSE IT. FOR EXAMPLE, YOU WOULD BE ABLE TO SENSE A SWORD THAT HAS A MAGICAL ENCHANTMENT TO MAKE IT SLIGHTLY SHARPER IF YOU'RE IN THE SAME ROOM AS IT, BUT YOU WOULD BE CAPABLE OF DETECTING SOMETHING LIKE THE POWER RINGS FROM SEVERAL KILOMETERS AWAY. THIS ABILITY BECOMES EVEN MORE REFINED AND POWERFUL IF YOU ALREADY HAVE SUPERHUMAN SENSES.

UNFORTUNATELY, THIS DOESN'T ALLOW YOU TO SENSE SAID OBJECT'S NATURE OR PROPERTIES. AFTER ALL, POWER IS POWER, REGARDLESS OF ITS NATURE.



PERFECT SYNERGY (300 OP): THERE ARE SO MANY POWERFUL ITEMS WITH VARIED ABILITIES AND NATURES SCATTERED AROUND THIS ROUND, WITH OVER THIRTY SUPERPOWERED BEINGS WITH SIMILARLY DIVERSE ABILITIES AND NATURES SEARCHING FOR THEM.

NATURALLY, THE CHAMPIONS WOULD WIELD THESE ARTIFACTS, RESULTING IN SOME INTERESTING COMBINATIONS, SOME MORE EFFECTIVE THAN OTHERS, LIKE LOBO INJECTING

HIMSELF WITH BANE'S VENOM, THE JOKER USING ATOM'S BIO-BELT, HARLEY TEMPORARILY ACQUIRING ACCESS TO THE SPEED FORCE, THE RED HOOD UTILIZING THE BLUE BEETLE SCARAB AS A WEAPON, AND LEX WIELDING THE BLACK LANTERN RING.

OF COURSE, THERE WERE NO GUARANTEES THAT ALL OF THEM WOULD BE ABLE TO WIELD EVERY OBJECT OF POWER IN THIS ROUND. JUST IMAGINE IF LOBO'S CZARNIAN PHYSIOLOGY CAUSED VENOM TO BE INCREDIBLY TOXIC TO HIM. THAT'S SOMETHING HE DIDN'T STOP TO THINK, BUT HE GOT LUCKY.

FORTUNATELY, THIS WON'T BE A WORRY OR A PROBLEM FOR YOU. YOU CAN EASILY WIELD AND EVEN COMBINE MULTIPLE POWERS AND POWER SOURCES WITHOUT HAVING TO WORRY ABOUT INCOMPATIBILITY, REGARDLESS OF THEIR NATURES. YOU CAN BE A DEMON AND ABSORB THE ENERGY OF AN ANGEL WITHOUT IT ERODING YOUR BODY FROM WITHIN OR YOU COULD BE BLASTED WITH THE SAME BOMB THAT GAVE CAPTAIN ATOM HIS POWERS AND GET THEM TOO EVEN IF YOU'RE ALREADY A KRYPTONIAN. ANY COMBINED POWERS YOU HAVE WILL ALWAYS BE THE MOST OPTIMAL POSSIBLE COMBINATION AND THEY WON'T WEAKEN EACH OTHER, LIKE HOW A YELLOW LANTERN RING WOULD NORMALLY WEAKEN A GREEN LANTERN RING.

-Second Round Items-

BANE'S VENOM (100 OP): TO BEGIN WITH THE OBJECTS OF POWER FROM THIS ROUND, WE HAVE BANE'S SIGNATURE STRAIN OF VENOM, A HIGHLY ADDICTIVE SUPER-STEROID THAT ENHANCES THE USER'S PHYSICAL ATTRIBUTES TENFOLD, PARTICULARLY THEIR MUSCULAR BUILD, STRENGTH, ENDURANCE, AND SPEED. YOU RECEIVE A SPECIAL CONTAINER FILLED WITH A FEW LITERS OF VENOM, CONNECTED TO TUBES THAT DIRECTLY INJECT IT INTO THE WEARER'S BODY, ENOUGH FOR THEM TO RECEIVE A BOOST SIMILAR TO WHAT BANE GENERALLY USES FOR HOURS. YOUR PARTICULAR STRAIN OF VENOM WORKS IN ANY BIOLOGICAL-BASED LIVING BEINGS, REGARDLESS IF THEY'RE HUMAN OR NOT. THIS CONTAINER'S CONTENT REFILLS OVER TIME, TAKING A WEEK TO BE COMPLETELY REFILLED.

LASTLY, KEEP IN MIND THAT VENOM HAS A SERIES OF DISADVANTAGES, LIKE BEING GENERALLY ADDICTIVE, ITS OVERUSE INDUCING FERAL RAGE, AND USING IT OVER AN EXTENDED PERIOD OF YEARS MIGHT LEAD TO PERMANENT DAMAGE TO THE USER'S BODY.

SOULTAKER SWORD (100 OP): FORGED BY THE LEGENDARY SWORDSMITH MURAMASA IN THE 14TH CENTURY, THE SOULTAKER SWORD IS AN INCREDIBLY HIGH QUALITY WEAPON, TO THE POINT THAT IT'S DURABLE ENOUGH TO DEFLECT A KRYPTONIAN'S BASIC HEAT VISION.

DESPITE THIS, WHAT MAKES THIS SWORD SPECIAL IS ITS CAPABILITY OF EXTRACTING THE SOULS FROM THOSE THAT IT KILLS AND PERMANENTLY TRAPPING THEM WITHIN ITS BLADE. THE WIELDER OF THE SWORD CAN THEN COMMUNICATE WITH ANY IMPRISONED SPIRIT. FURTHERMORE, THANKS TO ITS MYSTICAL ORIGIN, ITS ATTACKS ALSO COUNT AS MAGIC, SO IT CAN BYPASS A KRYPTONIAN'S RESISTANCE AND PENETRATE THEIR SKIN.

THOR'S HAMMER (200 OP): YES, IT'S MJÖLNIR, BUT NOT LIKE THAT OTHER MJÖLNIR WITH THE WORTHINESS ENCHANTMENT. THE MJÖLNIR YOU'RE ACQUIRING HERE IS A MORE REGULAR DIVINE WEAPON OF THE OLD GODS, BEING INCREDIBLY HIGH QUALITY TO THE POINT THAT IT'S WORTH TO BE WIELDED BY THE LIKES OF WONDER WOMAN AND EVEN SUPERMAN. THE HAMMER STILL CONTAINS A PORTION OF THOR'S DIVINITY, ALLOWING FOR ITS WIELDER TO THEIR ATTACKS WITH MASSIVE AMOUNTS OF ELECTRICITY.

BIO-BELT (200 OP): ALSO KNOWN AS ATOM'S BELT, THE BIO-BELT ORIGINALLY CREATED BY THE PHYSICIST RAY PALMER COMBINED MATTER FROM A WHITE DWARF STAR FRAGMENT AND ACCESS TO ANOTHER DIMENSION CALLED THE MASS-ZONE TO ALLOW ITS WEARER TO MANIPULATE THEIR OWN SIZE, MASS, AND DENSITY AT WILL.

BY WEARING IT, YOU CAN SHRINK UP TO A SUBATOMIC SIZE OR ENLARGE TO GARGANTUAN PROPORTIONS, TO THE POINT THAT EVEN GIGANTA WOULD LOOK SMALL COMPARED TO YOU. YOU CAN ALSO USE THE BELT TO MAKE YOURSELF IMMATERIAL OR INCREDIBLY DENSE AND HEAVY. LASTLY, YOU CAN ALSO INVERT THE MINERAL POWERING THE BELT, ALLOWING YOU TO FIRE ITS ENERGY AS A GROWTH/SHRINK RAY TO TEMPORARILY AFFECT WHOMEVER OR WHATEVER IS IN ITS LINE OF SIGHT. YOU'LL ALSO RECEIVE A SIMPLE MANUAL OF INSTRUCTIONS TO LEARN HOW TO PROPERLY CONTROL THE BELT, AS WELL AS LEARN HOW TO NOT END UP LOST IN THE SUBATOMIC REALM OR COLLAPSE INTO A BLACK HOLE ACCIDENTALLY.

LASSO OF TRUTH (200 OP): YOU MANAGED TO PUT YOUR HANDS IN ONE OF THE MOST SACRED RELICS OF THE AMAZONS, THE LASSO OF TRUTH, GIVEN TO THEM BY THE GODDESSES AND BESTOWED UPON DIANA AFTER SHE BECAME WONDER WOMAN. FORGED BY HEPHAESTUS AND EMPOWERED BY THE FIRES OF HESTIA, THE LASSO'S MOST NOTABLE POWER IS TO COMPEL ANYONE ENSNARED BY IT TO SPEAK THE TRUTH, BUT IT ALSO HAS SEVERAL OTHER ABILITIES RELATED TO THE CONCEPT OF TRUTH.

SOME EXAMPLES OF SUCH ABILITIES INCLUDE, BUT AREN'T LIMITED TO: SHATTERING DIVINE/MAGICAL ILLUSIONS, RESTORING LOST MEMORIES, ERASING MAGICALLY OR TELEPATHICALLY IMPLANTED FALSE MEMORIES, ENABLING TELEPATHY, TRANSLATING LANGUAGES, SHARING MEMORIES AND EMOTIONS, AND FORCING SHAPESHIFTERS TO THEIR BASE FORMS. FURTHERMORE, THE LASSO IS SAID TO BE PHYSICALLY UNBREAKABLE AND INFINITELY ELASTIC, TO THE POINT THAT ONLY A BEING BEYOND A REGULAR GOD OR A PARTICULARLY POWERFUL ANTI-DIVINE ATTACK WOULD DAMAGE OR EVEN DESTROY IT.

COSMIC ROD (200 OP): YOU RECEIVE THE SIGNATURE WEAPON USED BY THE STARMAN LEGACY, THE COSMIC ROD (OR ALSO CALLED THE COSMIC STAFF). THE COSMIC ROD IS A POWERFUL DEVICE THAT ABSORBS STELLAR ENERGY AND USES IT TO CREATE A WIDE RANGE OF ABILITIES, LIKE PROJECTING YELLOW/RED STELLAR ENERGY BLASTS, UTILIZING FOCUSED ENERGY TO DEFY GRAVITY AND ALLOW FLIGHT, GENERATING FORCE FIELDS (USEFUL TO PROTECT AGAINST ATMOSPHERIC DAMAGE IN HIGH VELOCITY FLIGHT), AND EMITTING HEAT CAPABLE OF MELTING STEEL. FURTHERMORE, THE STAFF CAN ATTUNE ITSELF TO ITS CURRENT WIELDER, ALLOWING THEM TO CONTROL IT REMOTELY THROUGH MENTAL COMMANDS FROM CERTAIN DISTANCES. HOWEVER, IT TAKES A CONSIDERABLE AMOUNT OF TIME FOR IT TO BECOME ATTUNED TO SOMEONE ELSE IF YOU WANT TO SWITCH WHOEVER IS ITS CURRENT WIELDER FOR SOME REASON.

GENIE PEN (300 OP): COULD IT BE A JUMPER AND GENIE TEAM-UP I FORESEE? YOU RECEIVE A MAGIC PEN CONTAINING A MINDLESS, CONSTRUCT-LIKE REPLICA OF YZ, THE THUNDERBOLT-SHAPED GENIE WHO IS ACTUALLY A DJINN FROM THE 5TH DIMENSION. BY CLICKING THE PEN'S TOP, YOU'LL SUMMON THE GENIE AND IT'LL OBEY ALL OF YOUR WISHES, USING ITS REALITY MANIPULATION ABILITIES (WHICH CAN AFFECT UP TO AN ENTIRE TOWN, AS I DIDN'T MANAGE TO PROPERLY REPLICATE THE ORIGINAL DJINN'S POWERS) TO GRANT THEM. BETTER SAYING, IT'LL OBEY ALL OF YOUR WISHES... BUT FOLLOWING A STRANGE SET OF LAWS. FOR EXAMPLE, THE GENIE WILL ALWAYS FOLLOW YOUR ORDERS TO THE LETTER, TO THE POINT IT'LL INTERPRET SLANGS AND EUPHEMISMS LITERALLY. ANY ORDER YOU GIVE TO THE GENIE MUST ALSO BE IN THE LANGUAGE WHICH IS MOST SPOKEN IN WHATEVER COUNTRY/REGION YOU'RE CURRENTLY IN AND YOUR WISHES CAN'T KILL ANYONE... DIRECTLY. LASTLY, DUE TO ITS ELECTRICAL NATURE, THE GENIE ALSO HAS SOME WEAKNESSES, LIKE VULNERABILITIES TO WATER AND TO BE GROUNDED FOR EXAMPLE.

CLAW OF HORUS (300 OP): DURING THE REIGN OF RAMESSES II IN THE 19TH DYNASTY OF ANCIENT EGYPT, A DOWNED THANAGARIAN SPACE SHIP CRASHED IN THE DESERT AND, UTILIZING THE NTH METAL RECOVERED FROM IT, THE LORD OF ORDER NABU CREATED THE CLAW OF HORUS, WHICH YOU NOW ACQUIRED HERE.

THE CLAW OF HORUS IS A WAR GAUNTLET THAT GIVES THE WEARER THE STRIKING FORCE OF A PLANET DRAWING ITS POWER FROM THE EARTH'S MAGNETIC FIELD (OR OTHER PLANETS' MAGNETIC CORES IF YOU AREN'T IN EARTH), BEING CAPABLE OF HITTING HARD ENOUGH TO DAMAGE EVEN THE LIKES OF SUPERMAN. THE GAUNTLET CAN ALSO SHOOT HIGH POWERED ENERGY BLASTS, POWERFUL ENOUGH TO DESTROY A STREET IN A SINGLE BLAST USING THAT SAME POWER SOURCE. LASTLY, THE CLAW CAN DISRUPT OTHER FORMS OF NTH METAL, ESSENTIALLY RENDERING TECHNOLOGIES AND SOME ARTIFACTS MADE OF IT INERT.

SPEED FORCE RING (300 OP): AS ONE OF THE SEVEN FORCES OF THE UNIVERSE, THE SPEED FORCE IS A COSMIC ENERGY FIELD AND FORCE BASED AROUND VELOCITY AND MOVEMENT, BEING THE VERY COSMIC FORCE THAT PUSHES SPACE AND TIME FORWARD. DESPITE ITS COSMIC IMPORTANCE, THIS FORCE IS MORE KNOWN ON EARTH FOR GRANTING ALL SPEEDSTERS THEIR POWER. AND NOW YOU CAN ALSO HAVE THIS POWER.

YOU RECEIVE AN UNIQUE RING THAT CONTAINS A LIMITED BUT INDEPENDENT PORTION OF THE SPEED FORCE. WHILE WEARING IT, YOU' TEMPORARILY BECOME A SPEED FORCE CONDUIT (OR A SPEEDSTER IF YOU PREFER THIS TERM), GRANTING YOU SUPERHUMAN PHYSICAL CHARACTERISTICS, MAINLY GIVING YOU THE ABILITY TO RUN AND REACT AT ABSURD SPEEDS, AS WELL AS BOOSTING YOUR MENTAL CAPACITIES AND ALLOWING YOU TO PROCESS INFORMATION AT AN UNNATURALLY FAST RATE.

YOU'LL ALSO BE CAPABLE OF USING YOUR SUPER SPEED TO MANIPULATE AND CONTROL AIRFLOW, AS WELL AS VIBRATE YOUR BODY TO BECOME INTANGIBLE AND PHASE THROUGH MATERIAL BARRIERS. WITH ENOUGH EXPERIENCE, YOU MIGHT EVEN ACHIEVE SOME DEGREE OF ELECTROKINESIS DUE TO THE ENERGY OF THE SPEED FORCE, SUCH AS PROJECTING IT AS POWER ARCS AND BLASTS. NORMALLY, SPEEDSTERS IN THEIR PRIME CAN TRAVEL MUCH FASTER THAN THE SPEED OF LIGHT, BUT, AS YOU AREN'T A TRUE CONDUIT CONNECTED TO THE GREATER FORCE, YOU WON'T REACH THEIR LEVEL, BEING INCREDIBLY SLOWER THAN TRUE SPEEDSTERS, WHICH ALSO MEANS YOU WON'T HAVE ANY ACCESS TO THE SPEEDSTERS' MORE ADVANCED ABILITIES, LIKE TIME MANIPULATION.

GOD KILLER (300 OP): THE LASSO OF TRUTH ISN'T THE ONLY DIVINE WEAPON FORGED BY HEPHAESTUS THAT IS AVAILABLE TO YOU HERE. BY TAKING THIS ITEM, YOU RECEIVE THE GOD KILLER, A SHAPESHIFTING WEAPON IMBUED WITH ELDRITCH ENERGY AND MADE SPECIFICALLY TO FIGHT AND SLAY GODS AND OTHER DIVINE BEINGS, BEING CAPABLE OF BYPASSING THEIR IMMORTALITY AND EVEN OF ABSORBING THEIR MEMORIES.

THE GOD KILLER HAS THE ABILITY TO SHAPE-SHIFT DEPENDING ON THE USER'S OWN THOUGHTS AND INSTINCTS, CAPABLE OF ASSUMING THE FORM OF ANY KIND OF MELEE WEAPON, WITH ITS DEFAULT FORM BEING THAT OF A SWORD. IT'LL IMBUE THE USER WITH ITS ENERGY TO EMPOWER THEM, BUT IT'LL OFTEN INFLUENCE THE USER'S THOUGHTS, GUIDING AND PARTIALLY CONTROLLING THEIR ACTIONS BUT ONLY IN BATTLE FORTUNATELY.

THE WEAPON CAN ALSO ABSORB THE FORCE OF ATTACKS (REGARDLESS IF PHYSICAL, MAGICAL OR DIVINE) BY BLOCKING THEM AND THEN UNLEASH IT WITH TWICE THE IMPACT, AS WELL AS BEING CAPABLE OF UNLEASHING VASTLY POWERFUL SHOCK BLASTS WITH DECIMATING EFFECT.

FURTHERMORE, YOU'LL BE CAPABLE OF MAGICALLY RECALLING THE WEAPON TO YOUR HAND AND, IF IT'S EVER SHATTERED OR SOMEHOW BROKEN, THE GOD KILLER CAN REPAIR ITSELF.

LASTLY, THE VERSION OF THE GOD KILLER YOU'RE RECEIVING IS THE ORIGINAL ONE, BEFORE ANY TECHNOLOGICAL ALTERATIONS DONE BY LEX LUTHOR AND OTHERS.

BLUE BEETLE SCARAB (300 OP): AFTER A WAR WITH THE GREEN LANTERN CORPS ENDED IN A DRAW AND A PEACE TREATY WAS SIGNED, THE ALIEN SPECIES KNOWN AS THE REACH HAD TO RESORT TO LESS DIRECT METHODS OF CONQUESTS TO KEEP ADDING NEW PLANETS TO THEIR EMPIRE. THEY CREATED A SERIES OF TECHNORGANIC, PARASITIC LIVING WEAPONS CALLED SCARABS, WHERE THEY'RE MEANT TO INFILTRATE A WORLD, TAKE OVER ONE OF ITS NATIVES, AND THEN WEAKEN IT FROM WITHIN.

THE REACH ALSO SENT AN INFILTRATOR SCARAB, DESIGNATED KHAJI DA, TO EARTH, BUT, AFTER IT WAS DAMAGED BY A GREEN LANTERN AND INFUSED WITH MAGIC, IT LOST THE CAPACITY OF OVERWRITING ITS HOST'S MIND AND LOST CONNECTION WITH THE SCARABS' HIVE-MIND, ALLOWING ITS ARTIFICIAL INTELLIGENCE TO DEVELOP FREE WILL AND SENTIENCE BY ITSELF.

BY TAKING THIS ITEM, YOU RECEIVE A PERFECT REPLICA OF KHAJI DA (WITH A COLOR OF YOUR CHOICE IF YOU DON'T LIKE BLUE), ALREADY FULLY AWAKENED AND REPAIRED.

SIMILAR TO THE REST OF THE REACH'S SCARABS, YOUR SCARAB IS CAPABLE OF BONDING TO A LIVING HOST, ALBEIT IT WON'T OVERWRITE THEIR FREE WILL AND PERSONALITY. ONCE BONDED, THE SCARAB POSSESSES SEVERAL DIFFERENT ABILITIES, TO THE POINT IT'S ARGUABLY A WEAPON AS VERSATILE AS A GREEN LANTERN RING.

SOME OF ITS CAPABILITIES INCLUDE, BUT AREN'T LIMITED TO: CREATING A DISTINCTIVE SUIT OF ARMOR (OR PARTS OF IT) AND A WIDE ARRAY OF ADVANCED TOOLS AND WEAPONS THROUGH NANOTECHNOLOGY; CONNECTING WITH THE HOST'S NERVOUS SYSTEM TO COMMUNICATE WITH THEM TELEPATHICALLY; TRACKING ANYTHING WHICH PRODUCES ENERGY (REGARDLESS IF IT'S BIOLOGICAL, TECHNOLOGICAL, OR MYSTICAL IN NATURE); SCANNING LIVING BEINGS (ALLOWING IT TO DETECT ANY MAJOR PHYSICAL CONDITION, IDENTIFYING METAHUMAN'S ABILITIES, ANALYZING THOUGHT-PATTERNS, AND EVEN IDENTIFYING ENERGY SIGNATURES); CONCEALING ITSELF; MODIFYING THE HOST'S BODY; CREATING CLOTHING; CREATING PAIR OF WINGS OR JET ENGINES TO ENABLE FLIGHT; CREATING ENERGY SHIELDS, AND MANIPULATING ENERGY.

HOWEVER, WHAT MAKES THE SCARAB AN INCREDIBLY TERRIFYING WEAPON IS ITS CAPABILITY TO ADAPT AND DEVELOP COUNTERMEASURES AGAINST VARIOUS TYPES OF THREATS AND OBSTACLES, BOTH OFFENSIVELY AND DEFENSIVELY. FOR EXAMPLE, IT CAN TAILOR ITS BLASTS FOR USE AGAINST SPECIFIC OPPONENTS (LIKE KRYPTONITE RADIATION AGAINST A KRYPTONIAN OR A SUPPRESSION BLAST AGAINST A MOB) OR UTILIZE ANTI-MAGIC AGAINST MAGICAL OPPONENTS.

IT TAKES A CONSIDERABLE AMOUNT OF TIME FOR THE SCARAB TO ADAPT AFTER FIRST ENCOUNTERING SAID THREAT, BUT THE TIME NEEDED TO ADAPT AGAINST SOMETHING IS REDUCED WITH MORE EXPOSURE TO IT. IT CAN EVEN DEVELOP ADAPTATIONS AGAINST ESOTERIC AND EXOTIC THREATS AND DEFENSES BUT, THE MORE COMPLEX IT IS, THE MORE TIME IT'LL TAKE FOR IT TO ADAPT AGAINST THEM. IT COULD EVEN DEVELOP COUNTERMEASURES THAT CAN TAKE

ON THE SPECTRE HIMSELF, BUT IT WOULD LIKELY TAKE CENTURIES OF EXPOSURE TO REACH THIS LEVEL.

LASTLY, AS THE SCARAB IS A SYMBIOTIC, SENTIENT BEING, IT'S UP TO YOU TO DECIDE IF IT'LL COUNT AS A REGULAR FIAT-BACKED ITEM OR A FOLLOWER.



MOTHER BOX (400 OP): NORMALLY, I'D OFFER YOU AN APOKOLIPTIAN FATHER BOX, BUT THE CHAMPIONS IN THE TOURNAMENT HAVE MORE FAMILIARITY WITH THE MOTHER BOXES, SO I PREFERRED FOR IT TO BE ONE OF THE OBJECTS OF POWER FOR THIS ROUND AND ONE OF THE ITEMS I OFFER YOU IN THIS SECTION.

THE MOTHER BOXES ARE SENTIENT, AUTONOMOUS, HIGHLY DEVELOPED, GODLIKE SUPERCOMPUTERS MADE FROM ELEMENT X AND TYPICALLY UTILIZED BY THE NEW GODS OF NEW GENESIS, WHO RESPECT THEM BUT STILL VIEW THEM AS COMMON APPLIANCES.

THANKS TO THEIR ACCESS TO THE ENERGY OF THE SOURCER, THEY POSSESS SEVERAL WONDROUS POWERS AND ABILITIES THAT NOT EVEN THE GODS COMPLETELY UNDERSTAND THEM, RANGING FROM ENERGY MANIPULATION, TELEPATHY, AND HEALING TO TELEPORTATION (BY SUMMONING BOOM TUBES), MERGING SENTIENT BEINGS, AND EVOLVING NON-SENTIENT MACHINES. IT'LL LIKELY TAKE A LOT OF EXPERIMENTATION UNTIL YOU DISCOVER EVERYTHING YOUR MOTHER BOX IS CAPABLE OF, BUT, AS IT'S A SENTIENT BEING CAPABLE OF COMMUNICATION WITH ACCESS TO ALL THE KNOWLEDGE OF THE NEW GODS, IT'LL BE WILLING TO HELP YOU IN THIS QUEST.

LASTLY, WHILE YOU THEORETICALLY COULD HAVE ACCESS TO THE BLUEPRINTS AND INSTRUCTIONS RELATED TO THE CONSTRUCTION OF THE MOTHER BOXES, BUILDING NEW ONES REQUIRES AN ABSURD AMOUNT OF KNOWLEDGE, SKILL AND RESOURCES, AS WELL AS ELEMENT X AND ACCESS TO A SIMILAR ENOUGH REPLACEMENT TO THE SOURCE'S ENERGY.

WORLOGOG (400 OP): YOU RECEIVE THE WORLOGOG (ALSO CALLED THE HOURGLASS OF THE GODS), CREATED BY METRON AND MADE FROM ELEMENT X, BEING A TIME-SPANNING ENGINE AND AN EXACT WORKING MODEL OF THE ENTIRE SPACE-TIME CONTINUUM IN MINIATURE, AND MAPS EVERYTHING FROM THE BIG BANG TO THE OMEGA POINT. WHILE THE ORIGINAL WORLOGOG COULD BE USED TO BEND TIME AND SPACE, EFFECTIVELY TURNING ITS WIELDER INTO SOMETHING AKIN TO A GOD, YOURS IS GREATLY WEAKENED, BUT STILL INCREDIBLY USEFUL.

WITH THE WORLOGOG IN HAND, YOU'LL BE ABLE TO TELEPORT TO ANYWHERE IN THE LOCAL MULTIVERSE YOU'RE IN, AS LONG AS THE ACCESS TO THE DESIRED DESTINATION ISN'T BLOCKED BY SOME SUPERNATURAL FORCE. IT CAN ALSO BE USED AS A REGULAR MAP IF YOU WANT TO, AS WELL AS ALLOWING YOU TO NAVIGATE THROUGH THE TIMESTREAM IF YOU HAVE SOME METHOD OF TIME TRAVEL.



OMEGA SANCTION (500 OP): THE REWARD FOR THE ONE WHO FOLLOWED **DARKSEID**'S EXAMPLE BY HAVING THEIR HAND CUT OFF AND SACRIFICING THEIR OWN LIFE IS NOTHING LESS THAN THE ONE MYSTERY ITEM, THAT IS, THE POWER OF DARKSEID HIMSELF, THE **OMEGA SANCTION**.

AS YOU HAVEN'T FOLLOWED **DARKSEID**'S EXAMPLE AND INSTEAD SIMPLY SPENT A LARGE AMOUNT OF OMEGA ENERGY, YOU RECEIVE A MODIFIED VERSION OF THE OMEGA SANCTION, TAKING THE FORM OF A HAND-SIZED RED ENERGY ORB WITH AN OMEGA SYMBOL.

BY ABSORBING IT, YOU (OR SOMEONE ELSE WITH YOUR PERMISSION) WILL GAIN THE ABILITY TO FIRE CONCENTRATED OMEGA BEAMS FROM YOUR EYES, WHICH CAN LOCK ON ITS TARGET TO ENSURE IT NEVER MISSES. YOU'LL ALSO HAVE AN ABSURD CONTROL OVER THESE BEAMS' TRAJECTORIES, ALLOWING YOU TO PINPOINT CONTROL THEM TO MAKE IT TRAVEL IN STRAIGHT LINES OR BEND, TWIST OR CURVE AROUND CORNERS.

THE BEAMS ARE INSANELY POWERFUL, AS THEY CAN EASILY DISINTEGRATE EVEN UNDEAD ELDER GODS AND KRYPTONIANS, AND ARE FAST ENOUGH TO CATCH SPEEDSTERS. HOWEVER, THEY'RE NOT ONLY DESTRUCTIVE, BUT THEY CAN ALSO BE USED AS A FORM OF PUNISHMENT OR TORTURE.

WHEN YOU KILL A LIVING BEING WITH THE OMEGA BEAMS, YOU CAN TRAP THE VICTIM'S CONSCIOUSNESS, EITHER WITHIN THIS POWER OR IN AN EXTERNAL CRYSTALLINE SPHERE, PUTTING THEM IN STASIS. ANY BEING DESTROYED AND SEALED THIS WAY CAN BE RECREATED BY YOU WITH A SINGLE THOUGHT.

FURTHERMORE, INSTEAD OF JUST PUTTING TRAPPED SOULS IN STASIS, YOU CAN CHOOSE TO TORMENT THEM BY ACTIVATING THE ACTUAL OMEGA SANCTION ABILITY (ALSO KNOWN AS THE "DEATH THAT IS LIFE" OR "LIFE TRAP"). THIS ABILITY, WHEN INFLECTED ON AN INDIVIDUAL, TRAPS THEM IN AN ENDLESS SUCCESSION OF SYNTHETIC LIVES WITHIN THEIR OWN MIND, EACH ONE MORE DEGRADING AND HOPELESS THAN THE LAST, LASTING FOR AS LONG AS YOU WANT.

LASTLY, WHILE YOUR PERSONALITY WILL BECOME A BIT MORE ARROGANT AND RUTHLESS WHILE YOU HAVE THIS POWER WITHIN YOU, YOU DON'T NEED TO WORRY ABOUT ANY LASTING CORRUPTION DUE TO THE OMEGA EFFECT OR ABOUT THE TRAPPED MINDS MANAGING TO INFLUENCE YOU IN ANY WAY.



COLLECTION OF POWER RINGS (1000 OP): AS ONE OF THE SEVEN FORCES OF THE UNIVERSE, THE EMOTIONAL ELECTROMAGNETIC SPECTRUM IS AN ENERGY FIELD THAT IS FUELED BY THE EMOTIONS OF ALL SENTIENT BEINGS, DIVIDED IN SEVEN DIFFERENT COLORS THAT REPRESENTS THE SEVEN FUNDAMENTAL EMOTIONS. OVER THE EONS, MANY DIFFERENT FACTIONS HAVE TAPPED INTO DIFFERENT ASPECTS OF THIS POWER SOURCE FOR THEIR OWN PURPOSES.

THE MOST WELL KNOWN FACTION THAT DID THIS IS THE GREEN LANTERN CORPS, AN INTERSTELLAR POLICE FORCE WHOSE ENFORCERS UTILIZE RINGS POWERED UP BY THE GREEN LIGHT OF WILLPOWER, BUT THERE ARE MANY OTHER SIMILAR CORPS UTILIZING THEIR OWN RINGS.

THESE LANTERN RINGS ARE EXTREMELY ADVANCED PIECES OF TECHNOLOGY, WITH EACH TYPE OF POWER RING HAVING BEEN MADE TO HARNESS ONE OF THE ASPECTS OF THE EMOTIONAL SPECTRUM. BY TAKING THIS ITEM, YOU RECEIVE ONE OF EACH POWER RING, INCLUDING TWO SPECIAL ONES THAT ARE FAR MORE POWERFUL THAN THE MAIN SEVEN RINGS.

YOUR POWER RINGS AREN'T EXACTLY THE SAME AS THE ONES USED BY THEIR RESPECTIVE CORPS, AS THEY WERE ALL MODELLED AFTER THE GREEN LANTERN RINGS' BLUEPRINTS, SO THEY ALL SHARE THE SAME BASIC TRAITS AND ABILITIES. THEY ALL COME WITH AN ONBOARD COMPUTER WITH A SIMPLE A.I. INSTALLED ON THEM, ARE CONTROLLED VIA THOUGHT, AND CAN TRANSLATE ALIEN LANGUAGES (BUT IT TAKES SOME TIME WHEN IT COMES TO UNCATALOGUED LANGUAGES).

BY USING THE POWER OF THE EMOTIONAL SPECTRUM, ALL RINGS ARE CAPABLE OF FLIGHT FASTER THAN SOUND WHILE WITHIN AN ATMOSPHERE, FTL INTERPLANETARY TRAVEL WHILE IN SPACE, PROJECTING ENERGY BLASTS,

CREATING HARD-LIGHT CONSTRUCTS AT THE SPEED OF LIGHT, AND GENERATING EXTREMELY DURABLE ENERGY FIELDS CAPABLE OF PROTECTING PEOPLE FROM DAMAGE AND ENVIRONMENTAL HAZARDS.

EACH ONE OF THE NINE RINGS WILL HAVE THEIR ENERGY RESERVE, WITH YOU BEING ABLE TO USE THEM AS IF YOU WERE AKIN TO THE BASIC LANTERN CORPSMAN EVEN IF YOU LACK THE NECESSARY “EMOTIONAL POWER” TO WIELD IT. IF YOU ACTUALLY HAVE ONE OF THE REQUIRED EMOTIONAL POWERS (AND ENOUGH IMAGINATION), THEN YOU’LL BE ABLE TO UTILIZE ITS RESPECTIVE RING TO ITS FULL CAPABILITY OR EVEN STRENGTHEN IT BY CHANNELING MORE AND MORE OF YOUR EMOTIONS. AS YOU’RE PAYING A SPECIAL PRICE, YOU ALSO DON’T NEED TO WORRY ABOUT BEING INFLUENCED BY ANY LIGHT’S POWERS OR ABOUT BEING CONTROLLED BY THE ENTITY THAT EMBODIES IT, LIKE HOW AN ORANGE LANTERN RING WOULD COMPLETELY DOMINATE ITS USER NORMALLY.

EACH RING WILL ALSO COME WITH ITS OWN POWER BATTERY (TECHNICALLY A GENERATOR BECAUSE IT’LL KEEP GENERATING ITS ENERGY EVEN WHEN AWAY FROM THIS LOCAL MULTIVERSE) FOR ITS RESPECTIVE COLOR TO RECHARGE THEM WHENEVER ITS CHARGE GETS LOW, SOMETHING THAT WILL HAPPEN AT LEAST ONCE A WEEK IF YOU USE IT REGULARLY OR FAR MORE FREQUENTLY IF YOU OVERUSE IT.

THE NINE RINGS YOU RECEIVE AND THEIR COLORS AND EMOTIONS ARE:

- **GREEN:** THE LIGHT REPRESENTING THE EMOTION OF **WILL**, WIELDED BY THOSE WHO HAVE AN INDOMITABLE WILL THAT CAN OVERCOME GREAT FEAR. WHILE THIS LIGHT DOESN’T HAVE ANY UNIQUE ABILITIES (ASIDE FROM BEING CAPABLE OF SYNTHESIZING A WEAKER FORM OF GREEN KRYPTONITE), THE CONSTRUCTS GENERATED BY IT ARE THE BEST OF ALL OF THE LIGHTS, BEING STRONGER, MORE DURABLE, MORE DETAILED, AND LONGER LASTING. ESSENTIALLY, A GREEN LANTERN CAN CREATE ANY PARTICULAR ITEM OR CONSTRUCT THAT THEY CAN IMAGINE AS LONG AS THEY HAVE THE WILLPOWER NECESSARY TO WILL IT INTO EXISTENCE. IF ITS WIELDER HAS ENOUGH WILLPOWER, THEY CAN ALSO CREATE TRULY PERMANENT CONSTRUCTS.

- **YELLOW:** THE LIGHT REPRESENTING THE EMOTION OF **FEAR**, WIELDED BY THOSE WHO ARE CAPABLE OF INSTILLING GREAT FEAR IN OTHERS OR OF FEELING EXTREMELY GREAT FEAR. THIS LIGHT'S UNIQUE ABILITY ALLOWS THIS RING USER TO EMPOWER THEIR OWN CONSTRUCTS BASED ON THEIR AWARENESS OF THE FEAR OF THEIR OPPONENTS. THIS ALLOWS THEM TO CREATE THE ENERGY CONSTRUCTS OF AN OPPONENT'S WORST NIGHTMARE. ALSO, ONCE THAT FEAR IS EXPOSED, THE RING'S ABILITY ALLOWS THE WIELDER TO AMPLIFY THE FEAR TO THE POINT OF IRRATIONALITY AND TRUE HORROR ON THE PART OF THE VICTIM AND CONVERSELY EMPOWERING THE RING WIELDER.
- **RED:** THE LIGHT REPRESENTING THE EMOTION OF **RAGE/ANGER**, WIELDED BY THOSE WHOSE RAGE AND HATRED TOOK OVER THEM. THIS LIGHT'S UNIQUE ABILITIES ALLOWS ITS USER TO FIRE BLASTS OF RAGE-ENERGIZED BLOOD AND VOMIT PLASMA, WHICH HAS BEEN DESCRIBED AS NAPALM AND ACID MIXED TOGETHER, WITH ITS FLAMES BURNING EVEN IN SPACE. THIS RING CAN ALSO ABSORB THE RAGE OF OTHERS TO EMPOWER ITSELF AND IT CAN BE USED TO DISCERN THE MOTIVATING FACTOR BEHIND THE WRATH OF ANY RAGE-FILLED INDIVIDUAL IT COMES IN CONTACT WITH. AS AN ADDED BONUS, AS THIS ISN'T THE MAGIC-BASED RED LANTERN RING CREATED BY ATROCITUS, THE RING WON'T ASSUME THE FUNCTIONS OF ITS WIELDER'S HEART, SO THEY'LL BE ABLE TO SAFELY REMOVE IT AT ANY TIME.
- **ORANGE:** THE LIGHT REPRESENTING THE EMOTION OF **AVARICE/GREED**, WIELDED BY THOSE WHO WERE TWISTED BY THEIR GREED. THIS LIGHT'S UNIQUE ABILITIES FIT ITS EMOTION PERFECTLY. FIRST, IT'S CAPABLE OF ABSORBING BASICALLY ANY FORM OF ENERGY, PRIMARILY THE ENERGY OF CONSTRUCTS OF OTHER RING WIELDERS. SECOND, BY KILLING A LIVING BEING, THE RING CAN ABSORB THEIR LIFE FORCE, BECOMING CAPABLE OF CREATING AN ENERGY AVATAR OF THEM, LITERALLY STEALING THEIR IDENTITY POSTMORTEM. THIS AVATAR IS AN AVARICE CORRUPTED VERSION OF THE VICTIM'S FORMER SELF, POSSESSING NO THOUGHT PATTERN BESIDES THE INSATIABLE GREED, BUT STILL REMAINING COMPLETELY UNDER THE CONTROL OF THE RING WIELDER. LASTLY, THE ORANGE LIGHT NORMALLY CORRUPTS WHOEVER WIELDS IT,

BUT YOU DON'T NEED TO WORRY ABOUT THIS AS YOU'RE PAYING A SPECIAL PRICE.

- **BLUE:** THE LIGHT REPRESENTING THE EMOTION OF **HOPE**, WIELDED BY THOSE WHO CAN BRING HOPE FOR THE FUTURE TO OTHERS, WHEN THEY HAVE LOST ALL OF THEIRS. THE BLUE LIGHT IS THE MOST PARADOXICAL OF THEM ALL, BEING SIMULTANEOUSLY THE WEAKEST AND THE STRONGEST OF THE SPECTRUM, AS IT NEEDS TO BE IN THE PRESENCE OF A USER OF THE GREEN LIGHT OF WILLPOWER IN ORDER TO FULLY WORK. THE PRIMARY FUNCTION OF ANY BLUE LANTERN RING IS THE CAPACITY TO RE-ENERGIZE AND SUPERCHARGE THE POWERS OF A NEARBY GREEN LANTERN RING, BUT IT CAN ALSO AUGMENT OTHER RINGS IF ITS WIELDER WILLINGLY WANTS TO. FURTHERMORE, THE BLUE RING ALSO HAS THE CAPABILITY TO HEAL THE WORST OF PHYSICAL INJURIES, LIKE REGENERATING ENTIRE LIMBS.
- **INDIGO:** THE LIGHT REPRESENTING THE EMOTION OF **COMPASSION**, WIELDED BY THOSE WITH GREAT COMPASSION FOR OTHER BEINGS. THIS LIGHT ENABLES ITS WIELDERS TO EMULATE THE ENERGIES OF THE OTHER LIGHTS AND COPY THEIR UNIQUE POWERS WHEN THEY ARE IN CLOSE PROXIMITY TO THEM. ADDITIONALLY, OTHER UNIQUE ABILITIES ARE THE CAPACITY TO TELEPORT ACROSS INTERSTELLAR DISTANCES AND TO EXORCISE DARK ENERGIES FROM LIVING BEINGS. AS YOU AREN'T A MEMBER OF THE INDIGO TRIBE, YOU WEREN'T A MERCILESS KILLER THAT WAS BRAINWASHED BY YOUR RING TO FEEL COMPASSION.
- **VIOLET:** THE LIGHT REPRESENTING THE EMOTION OF **LOVE**, WIELDED BY THOSE WHO ARE CAPABLE OF GREAT LOVE, EVEN THOSE WHO HAVE LOST THEIR LOVES OR HAVE BEEN REJECTED. THIS LIGHT HAS THE UNIQUE POWER TO CRYSTALLIZE OTHERS, BEING POWERFUL ENOUGH TO CRYSTALLIZE EVEN AN ENTIRE PLANET IN A LIMITED AMOUNT OF TIME. THIS VIOLET RING CAN ALSO INDUCE A FORM OF MIND ALTERATION, BY PRESUMABLY FILLING A HOLE IN ONE'S HEART WITH THE POWER OF LOVE, ESSENTIALLY BRAINWASHING THEM TO BECOME CLOSER TO THE MINDSET OF THE STAR SAPPHIRE CORP'S MEMBERS. IT CAN SENSE WHEN ETERNAL LOVE ANYWHERE IN THE GALAXY IS IN JEOPARDY TOO. ADDITIONALLY, AS YOUR VIOLET RING IS BUILT BASED ON THE

TECHNOLOGY OF THE GREEN RINGS, IT DOESN'T HAVE A FRAGMENT OF THE STAR SAPPHIRE INSIDE IT AND WORKS INDEPENDENTLY FROM IT.

- **BLACK:** OUTSIDE OF THE EMOTIONAL SPECTRUM, THERE IS THE TOTAL ABSENCE OF EMOTION AND OF THE LIFE THAT CREATES IT. IN OTHER WORDS, THIS IS THE "LIGHT" REPRESENTING **DEATH**. THE MAIN POWER OF THE BLACK RING IS THE ABILITY TO REANIMATE CORPSES INTO ZOMBIE-LIKE UNDEAD BEINGS, WHICH WILL HAVE ALL THE MEMORIES AND ABILITIES THEY HAD IN LIFE, BUT THEY'LL LACK THEIR SOULS AND WILL BE COMPLETELY UNDER THE CONTROL OF THE RING WIELDER. ENTITIES ANIMATED BY A BLACK RING'S POWER CAN SPREAD THEIR TAINT TO THE OTHER LIVING BEINGS THROUGH MULTIPLE BITES AND SCRATCHES, IN A VERY STEREOTYPICAL ZOMBIE FASHION. THE BLACK RINGS ARE ALSO CAPABLE OF SCANNING A BEING'S CURRENT EMOTIONAL STATE AND, ONCE THEIR EMOTIONS REACH THEIR PEAK, THE WIELDER CAN SIMPLY RIP THE HEART OUT OF THEIR CHEST AND CONVERT THEM INTO A NEW UNDEAD SERVANT. ADDITIONALLY, THE RING USER CAN GENERATE A LIGHT DEVOURING FIELD OF DEPLETED PHOTONS WHICH ABSORB ENERGY IN GENERAL AND GREATLY WEAKENS (OR EVEN ENTIRELY NEGATES) THE POWER OF OTHER LIGHTS. LASTLY, YOUR RING HAS NO CONNECTION TO NEKRON, SO YOU WON'T BE CONTROLLED BY HIM WHILE WIELDING IT AND IT CAN BE USED TO SUMMON THE DEATH ENTITY.
- **WHITE:** IF THERE IS DARKNESS, THEN THERE MUST BE LIGHT. BEFORE THE SEVEN LIGHTS THAT COMPOSE THE SPECTRUM WERE SPLIT, THERE WAS AN UNIFIED LIGHT THAT COMES FROM ALL LIVING THINGS, THE ONE THAT REPRESENTS **LIFE**. AS THE UNIFIED LIGHT, THE WHITE LIGHT HAS ALL THE ABILITIES OF THE SEVEN OTHER LIGHTS, BUT STRENGTHENED TO A WHOLE NEW LEVEL. FOR EXAMPLE, LIKE THE BLUE RINGS, A WHITE RING CAN ALSO HEAL OTHERS, BUT ITS HEALING IS SO POWERFUL THAT IT CAN EVEN RESURRECT THE DEAD IN SOME INSTANCES. THANKS TO ITS CONNECTION TO ALL LIFE, THIS RING ALSO ALLOWS ITS USER TO SEE THE FOOTPRINTS OF LIFE AND SEE THE PAST AND PRESENT CONDITIONS OF ALL LIFE IN A LIMITED AREA AROUND THE USER AND EVEN THE "SOULS" OR ESSENCE OF THOSE WHO HAVE RECENTLY DIED. LASTLY, ANY BEARER

OF THIS WHITE RING WON'T BECOME A SERVANT TO THE LIFE ENTITY
AND WILL KEEP THEIR FREE WILL INTACT.

LASTLY, IF ANY OF YOUR RINGS IS LOST OR DESTROYED, YOU'LL RECEIVE A NEW
ONE AT THE START OF THE NEXT JUMP OR AFTER TEN YEARS, WHICHEVER
COMES SOONER.

-The Third Round-



IN THIS PHASE, THE ONE-ON-ONE BATTLES OF THE TOURNAMENT BETWEEN THE CHAMPIONS FINALLY START.

TO ADVANCE TO THE NEXT LEVEL, YOU MUST ENGAGE IN A CONTEST OF HAND-TO-HAND COMBAT. BEST TWO OUT OF THREE WINS. THE ONLY WAY FORWARD IS TO FIGHT. THERE ARE NO PEACEFUL SOLUTIONS FOR THIS THIRD CHALLENGE.

HOWEVER, THE BATTLES AREN'T JUST REGULAR COMBAT, AS THERE ARE SOME SPECIAL RULES IN EFFECT. FIRST OF ALL, THE LOCATIONS WHERE THE THREE FIGHTS WILL HAPPEN ARE FALSE REALITIES FORGED BY THE **HEART**, MADE TO BE COPIES OF PLACES WITH SOME RELATION WITH THE COMBATANTS.

THE FIRST TWO BATTLES WILL TAKE PLACE SOMEWHERE THAT GIVES ADVANTAGE TO ONE OF THE TWO COMBATANTS, WHILE THE THIRD FIGHT, IF IT HAPPENS, WILL HAPPEN IN A NEUTRAL ARENA.

FURTHERMORE, FROM THE SECOND FIGHT ONWARDS, BOTH PARTICIPANTS CAN GAIN ACCESS TO DIFFERENT FORMS OF THEMSELVES WITH DIFFERENT POWERS.

FROM ACCEPTING A FORM THEY ONCE HAD IN THEIR PAST, VERSIONS OF THEMSELVES FROM THE FUTURE, OR AN ALTERNATIVE VERSION OF THEMSELVES FROM ANOTHER WORLD WITH A RATHER LARGE VARIETY TO CHOOSE FROM.

FROM THIS SELECTION OF POSSIBLE FORMS, THEY MUST CHOOSE ONE THAT WILL ENSURE THEIR **VICTORY**.

IN YOUR CASE, AS YOU DON'T ACTUALLY HAVE ANY ALTERNATE VARIANTS OF YOURSELF IN THIS LOCAL MULTIVERSE NATURALLY, YOU'LL INSTEAD BE GIVEN THE OPTION OF CHOOSING ANY OF YOUR OTHER **ALT-FORMS** IN ADDITION TO A CONSIDERABLE NUMBER OF NEW ONES BASED ON VARIANTS YOU COULD HAVE IF YOU WERE ACTUALLY PART OF THIS UNIVERSE.

SOME OF THESE NEW VARIANTS COULD BE OLDER/YOUNGER VERSIONS OF YOU, A VERSION OF YOU WHO JOINED ONE OF THE MANY HEROIC GROUPS, OR EVEN YOUR VARIANTS FROM THE DARK MULTIVERSE, BUT, REGARDLESS OF THE CIRCUMSTANCES, DON'T EXPECT GAINING ANY EXTREMELY POWERFUL FORM (LIKE A FORM COMPARABLE TO SUPERMAN PRIME FROM THE 853RD CENTURY), UNLESS YOU'RE ALREADY AT OR CLOSE TO THIS LEVEL OF POWER.

NORMALLY, YOU'LL NEED TO FIGHT ONLY A SINGLE OPPONENT IN THIS THIRD CHALLENGE, BUT, IF YOU HAVE TAKEN THE **EXTENDED ROSTER** DRAWBACK, THEN YOU'LL NEED TO FIGHT TWO OPPONENTS IN THE THIRD ROUND INSTEAD AS A RESULT OF THE INCREASED NUMBER OF CHAMPIONS.

-REWARD: THE ONLY WAY FORWARD FOR YOU WAS TO FIGHT AND YOU FOLLOWED THIS PERFECTLY. AS YOUR REWARD FOR WINNING THE ONE-ON-ONE PHASE OF THE TOURNAMENT, ALL THE NEW **BATTLE FORMS** YOU GAINED TO USE DURING THE FIGHTS WILL BECOME NEW ALT-FORMS YOU CAN FREELY TRANSFORM INTO POST-JUMP. AS AN ADDED BENEFIT, YOU DON'T NEED TO WORRY ABOUT ANY POSSIBLE MENTAL CHANGE FROM USING THESE NEW FORMS, AS YOUR MIND AND PERSONALITY WILL REMAIN INTACT EVEN IF YOU TRANSFORM INTO A VERSION OF YOURSELF FROM THE DARK MULTIVERSE.



-Third Round Drawbacks-

AS BRUTAL AS HIM III (+100 OP): TO ENCOURAGE YOU TO BE AS BRUTAL AS POSSIBLE AND CAUSE ENOUGH CARNAGE TO ENTERTAIN ME IN THE THIRD ROUND, I SHALL REWARD YOU WITH MORE OMEGA ENERGY. HOWEVER, IF YOU FAIL AT SATISFYING ME WITH YOUR BRUTALITY DURING THE THIRD ROUND, I'LL KEEP REWINDING THIS ROUND UNTIL YOU SATISFY ME.

BEST OF FIVE (+100 OP): IN ORDER TO GENERATE MORE **OMEGA ENERGY** (AND CONSEQUENTLY EVEN GIVING YOU MORE **OMEGA POINTS**), I DECIDED TO MODIFY THE RULES OF THIS ROUND. INSTEAD OF FOLLOWING THE RULE OF BEST OF THREE, YOU AND THE REST OF THE CONTENDERS WILL NOW NEED TO WIN THREE OUT OF FIVE BATTLES TO ACHIEVE VICTORY.

FAR FROM HOME (+200 OP): YOUR VERY PRESENCE AS AN OUTSIDER THAT KNOWS MORE THAN YOU SHOULD IS ALREADY UNFAIR TO YOUR OPPONENTS, SO, IN ORDER TO LEVEL THE PLAYING FIELD A LITTLE, YOU'LL ALWAYS HAVE SOME KIND OF HOME DISADVANTAGE IN EVERY BATTLE. FOR EXAMPLE, THE TWO FIRST BATTLES COULD TAKE PLACE IN A PLACE THAT GIVES ADVANTAGE TO YOUR OPPONENTS, WHILE THE NEUTRAL ARENA IN THE LAST BATTLE WILL HAVE SOME NEGATIVE EFFECT ON YOU. REGARDLESS OF THE EXACT DISADVANTAGES YOU'LL HAVE TO ENDURE, IT'LL NEVER BE SOMETHING THAT WILL DOOM YOU, BUT IT'LL DEFINITELY MAKE THINGS HARDER FOR YOU.

OMNIVERSAL CATALOGUE (+300 OP): THE NATIVES OF PRIME EARTH WILL ONLY HAVE ACCESS TO ALTERNATIVE FORMS OF THEMSELVES FROM THIS LOCAL MULTIVERSE. NOT ONLY BECAUSE TO MAKE THINGS FAIR, BUT ALSO BECAUSE MY POWERS DON'T EXTEND TO BEYOND IT, BUT THIS WAS BEFORE I HIJACKED YOUR CONNECTION WITH THE GREATER MULTIVERSE. THANKS TO THE **JUMPCHAIN SYSTEM**, ALL THE CONTENDERS WILL BE ABLE TO CHOOSE BATTLE FORMS FROM BEYOND THE LOCAL MULTIVERSE, BASICALLY FROM ANY ITERATION OF THEM, BE IT FROM MOVIES, ANIMATED UNIVERSES, OR EVEN CROSSOVER UNIVERSES. THIS ALSO INCLUDES ALTERNATIVE FORMS OF THEM FROM A DARK CORNER OF THE MULTIVERSE THAT MOST CALL IT "FANFICTIONS". THANKS TO THIS, MOST OF THE CHAMPIONS WILL GAIN ACCESS TO FORMS FAR MORE POWERFUL THAN THEIR USUAL ALTERNATIVE SELVES. FORTUNATELY FOR YOU, WITH SO MANY NEW UNKNOWN FORMS, YOUR OPPONENT PROBABLY

WON'T HAVE ENOUGH TIME TO EXPLORE THEM AND PICK THE STRONGEST
ONES, UNLESS YOU'RE UNLUCKY OR THEY'RE TOO LUCKY.

-Third Round Perks-

AS MENTIONED EARLIER, FROM THE SECOND FIGHT ONWARDS, BOTH YOU AND WHOEVER YOUR OPPONENT IS WILL GAIN ACCESS TO DIFFERENT FORMS OF THEMSELVES WITH DIFFERENT POWERS.

THESE “BATTLE FORMS” CAN BE A FORM YOU ONCE HAD IN THE PAST, A FORM YOU MIGHT HAVE IN A POTENTIAL FUTURE, OR EVEN AN ALTERNATIVE VERSION FROM ANOTHER WORLD.

CONSIDERING YOUR BACKGROUND AS A JUMPER, YOU’LL HAVE A VERY LARGE VARIETY OF FORMS TO CHOOSE FROM, BUT, IF YOU THINK THIS ISN’T ENOUGH FOR YOUR NEEDS, THEN THIS SECTION IS FOR YOU, AS ALL THE PERKS IN THIS ROUND SOMEHOW ENHANCE THIS ROUND’S GIMMICK.

FOR THE DURATION OF THIS ROUND, EACH ONE OF THESE PERKS CAN ONLY BE USED ONCE, AS I’LL LET YOU UTILIZE THE LOOPHOLES IN MY RULES ONCE BUT I WON’T LET YOU ABUSE MY *KINDNESS* REPEATEDLY. AT LEAST, ALL OF THESE PERKS GRANT SOME BENEFIT IN FUTURE WORLDS YOU MIGHT VISIT.

THE WARRIOR SISTERS (100 OP): IN HER IDEAL FORM, WONDER WOMAN HAS HER WARRIOR SISTERS AT HER SIDE AND SO SHE WAS ALLOWED TO BRING REPLICAS OF THEM IN COMBAT, AFTER ALL, APOKOLIPS APPRECIATES FEMALES AND THEIR FURY. THE AMAZON ENFORCER HAS HER WARRIOR SISTERS, AND, IN A WAY, SO DO YOU. AS A *JUMPER*, YOU’RE NOT A LONE WOLF, AS YOU HAVE YOUR CLASSICAL EIGHT COMPANIONS IN YOUR IDEAL FORM TOO.

IN ONE OF YOUR TRANSFORMATIONS IN THIS SECOND ROUND, YOU CAN SET IT TO BE YOUR “IDEAL FORM”, ALLOWING YOU TO SUMMON ANY EIGHT OF YOUR COMPANIONS TO FIGHT ALONGSIDE YOU. IN FUTURE WORLDS, YOU’LL BE ABLE TO TELEPORT ANY COMPANION TO YOUR CURRENT LOCATION AS LONG AS THEY’RE IN THE SAME UNIVERSE AS YOU AND, POST-SPARK, YOU’LL GAIN THE ABILITY TO SUMMON THEM FROM ANYWHERE IN THE OMNIVERSE.

CHAMPION OF THE DIVINE (200 OP): THERE ARE MANY CHAMPIONS WHO WIELD GODLIKE AND PRIMORDIAL POWERS. HOW CAN YOU STAND UP TO OPPONENTS SO POWERFUL? FORTUNATELY, THERE’S A WAY FOR YOUR PRAYERS TO BE ANSWERED BY A GOD.

INSTEAD OF CHOOSING AN ALTERNATIVE BATTLE FORM, YOU CAN ENTER IN CONTACT WITH A DEITY (OR ANY SIMILARLY GODLIKE/DIVINE BEING) YOU’RE AT LEAST SOMEWHAT FRIENDLY WITH (OR A DEITY THAT IS OWNING YOU SOME

FAVOR) IN ORDER TO BECOME THEIR CHAMPION AND RECEIVE THEIR POWER, IN THE SAME WAY AS HAWKMAN WAS BLESSED BY HORUS.

YOU CAN CHOOSE ANY GOD FROM ANY WORLD YOU VISITED IN THE PAST AND YOU DON'T NEED TO WORRY ABOUT ANY SIDE EFFECTS OR PRICES SUCH POWER WOULD NORMALLY COME WITH. THE POWER BOOST AND POTENTIAL ABILITIES YOU WILL ACQUIRE FROM THIS DEPENDS ON WHO IS YOUR CHOSEN DEITY, SO MAKE YOUR CHOICE CAREFULLY.

AFTER THE TOURNAMENT ENDS, YOU'LL KEEP A CONNECTION WITH THIS DEITY, ALLOWING YOU TO COMMUNICATE WITH IT AND RECEIVE ITS POWER AGAIN, HOWEVER SAID GOD WON'T BE FORCED TO GRANT THEIR POWER TO YOU. DEPENDING ON WHO THEY ARE, THEY MIGHT BE WILLING TO GRANT YOU THEIR POWER INDEFINITELY WITH NO PRICE ATTACHED OR THEY MIGHT ASK YOU TO DO SOMETHING FOR THEM IN EXCHANGE OF TEMPORARILY RECEIVING THEIR BLESSING, LIKE SPREADING THEIR WORD TO NEW PEOPLE OR FOLLOWING THEIR TEACHINGS FOR EXAMPLE.



BORROW SOME OF YOUR MAGIC (200 OP):

IMAGINE YOU'RE JUST A CLOWN-THEMED EX-CRIMINAL, AND YOUR OPPONENT IS NONE OTHER THAN THE WORLD'S STRONGEST MAGIC USER. HOW DO YOU LEVEL THE PLAYING FIELD? IT'S SIMPLE, YOU BORROW SOME OF THEIR MAGIC. AFTER ALL, I SAID YOU COULD CHOOSE A BATTLE FORM, BUT I NEVER SAID IT NEEDED TO BE YOURS, SO TECHNICALLY IT'S NOT AGAINST MY RULES.

INSTEAD OF CHOOSING ONE OF YOUR ALT-FORMS, YOU CAN NOW INSTEAD CHOOSE AN ALTERNATIVE FORM OF YOUR OPPONENT,

ESSENTIALLY GAINING THEIR POWERSET (AND OUTFIT) IN EXCHANGE OF TEMPORARILY LOSING YOURS, IN THE EXACT SAME WAY AS HARLEY CHOSE ONE OF ZATANNA'S FORMS IN THEIR BATTLE.

AS AN ADDED BONUS, IF YOU WIN THIS ROUND, THIS STOLEN FORM WILL ALSO BECOME YOUR ALT-FORM, BUT YOU'LL ONLY BE ABLE TO ACCESS ITS ABILITIES WHILE TRANSFORMED IN THEIR FORM... UNLESS YOU HAVE A WAY TO MERGE YOUR MULTIPLE FORMS.



I AM ALL POWER (400 OP): DURING THEIR THIRD BATTLE, SUPERMAN REFUSED TO CHANGE HIS FORM IN ORDER TO REMAIN HIMSELF AS HE JUSTIFIED. MEANWHILE, CAPTAIN ATOM REFUSED TO BE LIMITED TO CHOOSING ONE FORM, SO HE CHOSE ALL OF THEM AT ONCE.

THIS WAY, BY COMBINING THE POWER OF ALL OF HIS SELVES, CAPTAIN ATOM BECAME SOMETHING EXTREME. WHILE WHAT HE TRIED TO DO WITH SUCH POWER WAS CHEATING AND, AFTER THAT, I WOULDN'T LET ANYONE ELSE DARE TO DO THIS, I'LL TURN A BLIND EYE IF YOU PURCHASE THIS PERK.

YOU'LL BE ABLE TO COMBINE ALL OF YOUR MULTIPLE ALTERNATIVE FORMS INTO A SINGLE ONE, GRANTING YOU POWER GREATER THAN THE SUM OF ITS PARTS. CONSIDERING YOUR TRUE NATURE AS A JUMPER, IT'S LIKELY YOU END UP BECOMING FAR MORE EXTREME THAN CAPTAIN ATOM IN THAT STATE. ALTERNATIVELY, IF YOU HAVE THE ABILITY TO CLONE/DIVIDE YOURSELF SOMEHOW, YOU CAN CHOOSE FOR YOUR MULTIPLE ALTERNATIVE FORMS TO MANIFEST AS YOUR CLONES INSTEAD OF MERGING THEM ALL, LIKE HOW THE SWAMP THING WAS CAPABLE OF.

IN FUTURE WORLDS, YOU'LL NOT ONLY KEEP YOUR ACCESS TO THIS ULTIMATE FORM, BUT YOU'LL BE ABLE TO MERGE YOUR ALT-FORMS HOWEVER YOU WANT. YOU'LL ALSO KEEP THE ABILITY TO TRANSFORM YOUR CLONE/EXTENSIONS OF YOURSELF INTO YOUR OTHER ALT-FORMS IF YOU HAVE SUCH POWER.

-The Fourth Round-



IN THE SPLIT SECOND BEFORE THE NEXT ROUND BEGINS, I SHOW YOU AND THE REMAINING CONTENDERS THAT VISION ONCE AGAIN. A VISION THAT SHOWS WHAT THE UNIVERSE COULD BE IF YOU WIN.

BE THIS IDEAL UNIVERSE A SHINING SOCIETY OF HARMONY, A TECHNO-UTOPIA, A WORLD AGLOW WITH TRUTH, A GRAND SCULPTURE OF WILL, A DARK WONDER, A KINGDOM OF PEACE, OR EVEN NOTHING MORE THAN A BLACK, LAUGHING VOID. REGARDLESS OF ITS NATURE, WHAT YOU SAW IS AN UNIVERSE BENT TOWARD YOU, SHAPED BY YOU, THAT IS, **IF YOU TAKE THE CROWN AND KEEP IT.**

WELCOME TO THE FOURTH ROUND AND TO THE DOUBLES PHASE OF THE TOURNAMENT.

IN PURSUIT OF VICTORY, DARKSEID OCCASIONALLY ALLIED HIMSELF WITH UNEXPECTED BEINGS. SO FOR THIS BATTLE, YOU WILL FIGHT IN **TEAMS**. EACH OF YOU MUST CHOOSE A **PARTNER**. NOT AMONG YOURSELVES, BUT AMONG THE **FALLEN CHAMPIONS.**

HOWEVER, THE ONE AMONG THE CHAMPIONS WHO GENERATED MORE **OMEGA ENERGY** THAN THE REST WILL GET TO CHOOSE A PARTNER FROM ALL REALMS OF REALITY WITHIN THE LOCAL MULTIVERSE. IF THIS CHAMPION IS YOU OR SOMEONE ELSE, IT'LL DEPEND ON YOUR PERFORMANCE IN THE PREVIOUS ROUNDS.

IF YOU AREN'T THAT SPECIAL CHAMPION, THEN THE CHOICE STANDS BEFORE YOU.

YOU CAN CHOOSE A FORMER FOE OR AN ALLY.

YOU CAN CHOOSE FOR WISDOM, STRENGTH, OR CHAOS.

BUT CHOOSE QUICKLY, OR THE CHOICE WILL BE MADE FOR YOU.

NORMALLY, YOU'LL NEED TO FIGHT ONLY A SINGLE TEAM IN THIS FOURTH CHALLENGE, BUT, IF YOU HAVE TAKEN THE **MULTIVERSAL EXPANSION** DRAWBACK, THEN YOU'LL NEED TO FIGHT TWO TEAMS IN THE FOURTH ROUND INSTEAD AS A RESULT OF THE INCREASED NUMBER OF CHAMPIONS.

-REWARD: DID YOU CHOOSE YOUR PARTNER MERELY TO GIVE THEM A SECOND CHANCE OR TO SOMEHOW USE THEM FOR YOUR OWN BENEFIT?

IF YOU'RE AIMING TO WIN THE TOURNAMENT, TO BE LIKE **HIM**, THEN THERE'S ONLY ONE RIGHT ANSWER. EITHER WAY, THE DAYS OF TAKING ADVANTAGE OVER THEM HAVEN'T FINISHED APPARENTLY, AS YOU'LL BE ABLE TO TAKE YOUR **PARTNER** FOR THIS ROUND AS THEY'LL DECIDE TO FOLLOW YOU ALONG YOUR CHAIN, WITH THEM BECOMING YOUR COMPANION FOR FREE.

FURTHERMORE, AS A BONUS, YOU CAN TAKE THE **FIERY PIT** THAT SERVED AS THIS ROUND'S ARENA, WITH IT BECOMING A WAREHOUSE ATTACHMENT. THIS ARENA IS ESSENTIALLY A LARGE LAKE OF MAGMA, WITH MULTIPLE GIANT PILLARS OF STONE AROUND IT. UNLIKE THE PREVIOUS ARENAS, THIS ONE DOESN'T HAVE ANY SPECIAL PROPERTY.

-Fourth Round Drawbacks-

AS BRUTAL AS HIM IV (+100 OP): TO ENCOURAGE YOU TO BE AS BRUTAL AS POSSIBLE AND CAUSE ENOUGH CARNAGE TO ENTERTAIN ME IN THE FOURTH ROUND, I SHALL REWARD YOU WITH MORE OMEGA ENERGY. HOWEVER, IF YOU FAIL AT SATISFYING ME WITH YOUR BRUTALITY DURING THE FOURTH ROUND, I'LL KEEP REWINDING THIS ROUND UNTIL YOU SATISFY ME.

COMPETENT ALLIANCES (+100 OP): AMONG ALL THE FALLEN CHAMPIONS, CYBORG DECIDED TO PICK CONNOR HAWKE, A COMPLETELY MUNDANE HUMAN, TO BE HIS PARTNER IN THE BATTLE AGAINST WONDER WOMAN AND BIG BARDA. MEANWHILE, AQUAMAN CHOSE HAWKMAN, THE SAME OPPONENT WHO HE DEFEATED ALMOST EFFORTLESSLY IN THE PREVIOUS ROUND. AS YOU CAN SEE, MANY OF YOUR POSSIBLE OPPONENTS IN THIS ROUND WON'T CHOOSE THE BEST POSSIBLE PARTNER, OR EVEN GOOD PARTNERS AT ALL. HOWEVER, THIS WON'T BE THE CASE OF YOUR OPPONENT(S). WHOEVER THEY'RE, IT'S GRANTED THAT THEY'LL PICK ONE OF THE BEST POSSIBLE PARTNERS FOR THEM, SOMEONE WHO IS BOTH COMPETENT AND POWERFUL WHOSE SKILLS AND ABILITIES HAVE A GOOD SYNERGY WITH THEM.

BEST OF THREE (+200 OP): NORMALLY, THE FOURTH ROUND WOULD BE A SINGLE FIGHT, BUT, IN ORDER TO GENERATE MORE **OMEGA ENERGY**, THIS ROUND WILL NOW FOLLOW THE SAME RULES AS THE THIRD ROUND. IN ORDER TO ACHIEVE VICTORY, YOU AND THE REST OF THE CONTENDERS WILL NOW NEED TO WIN TWO OUT OF THREE BATTLES TO ACHIEVE VICTORY, WITH ALL COMBATANTS HAVING THE POSSIBILITY OF SWITCHING FORMS FOR EACH BATTLE.

LONE WOLF (+300 OP): SO, YOU'RE WILLING TO ABANDON YOUR ALLY FOR THIS ROUND IN ORDER TO ACHIEVE GREATER HEIGHTS, THEN SHOW ME HOW FAR YOU'LL IMPROVE YOURSELF BY SACRIFICING THE POSSIBILITY OF ALLIANCE WITH OTHERS FOR YOUR OWN GAIN. UNLIKE ALL OTHER CONTENDERS, YOU WON'T FIGHT IN PAIRS IN THIS ROUND, BEING FORCED TO FIGHT COMPLETELY ALONE.

-Fourth Round Perks-

COMPETENT OPPORTUNIST (200 OP): DO YOUR PARTNER BELIEVE YOU CHOSE THEM TO GIVE THEM A SECOND CHANCE AFTER THEY FAILED IN THE PREVIOUS ROUNDS? OR DID THEY REALIZE THAT THE MAIN REASON YOU PICKED THEM IS BECAUSE THEY WERE USEFUL TO YOU, IN ONE WAY OR ANOTHER?

UNLIKE FOOLS LIKE CYBORG AND AQUAMAN, YOU'RE A TRUE SPECIALIST IN ANALYZING WHAT BENEFITS AND DISADVANTAGES EACH POSSIBLE ALLY CAN GIVE YOU AND HOW YOU COULD TAKE MOST ADVANTAGE OF THEIR WISDOM, STRENGTHS, MATERIAL POSSESSIONS, AND/OR CHAOS. OF COURSE, THIS ISN'T RESTRICTED TO ONLY THIS TOURNAMENT, BUT TO ANY SCENARIO YOU MIGHT FIND YOURSELF IN, SO KEEP USING OTHERS IN PURSUIT OF ENDLESS VICTORIES.

A PARTNER FROM ANY REALM OF REALITY (500 OP - INCOMPATIBLE WITH LONE WOLF): AS MENTIONED EARLIER, THE COMPETITOR WHO HAS MANAGED TO GENERATE MORE OMEGA ENERGY THAN THE REST WILL BE ABLE TO CHOOSE A PARTNER FROM ALL REALMS OF REALITY INSTEAD OF BEING RESTRICTED TO CHOOSE FROM THE FALLEN CHAMPIONS.

OBVIOUSLY, YOU HAVE NO CONTROL OVER WHOEVER WILL BE THIS REWARDED CHAMPION, BUT, BY SPENDING SUCH A CONSIDERABLE AMOUNT OF OMEGA ENERGY, YOU CAN ALSO HAVE THIS BOON. DON'T WORRY, I'LL MAKE UP SOME EXCUSE FOR THE OTHER CONTENDERS SO THEY WON'T SUSPECT THAT WE'RE HAVING THESE NEGOTIATIONS BEHIND THE SCENES.

YOU CAN CHOOSE YOUR PARTNER FROM ANY REALM OF REALITY WITHIN THE LOCAL MULTIVERSE. YOU CAN CHOOSE ALMOST ANYONE, LIKE THE DEATH OF THE ENDLESS, MR. MXYZPTLK, ANTI-MONITOR, OR EVEN PERPETUA, WITH THE ONLY EXCEPTION BEING THE **PRESENCE** HIMSELF.

ALTERNATIVELY, IF YOU HAVE TAKEN TO THE **MULTIVERSAL EXPANSION** DRAWBACK, I'LL USE YOUR **JUMPCHAIN SYSTEM** TO REACH THE OTHER WORLDS YOU HAVE VISITED IN THE JUMP, SO YOU'LL ALSO BE ABLE TO CHOOSE A PARTNER FROM THOSE LOCAL MULTIVERSES IN ADDITION TO THIS ONE.

REGARDLESS OF YOUR CHOICE, THEY'LL BE GUARANTEED TO BE YOUR ALLY AT LEAST IN THE FOURTH ROUND, SO YOU WON'T NEED TO WORRY ABOUT THEM

BETRAYING YOU OR TAKING ADVANTAGE TO SIMPLY ESCAPE THE TOURNAMENT. YOU'LL ALSO BE ABLE TO TAKE THEM AS A COMPANION FOR FREE IF YOU WIN THIS ROUND, BUT YOU'LL NEED TO FIND A WAY TO CONVINCE THEM IF THEIR POWER MASSIVELY DWARFS YOURS, SO IT'S ADVISABLE THAT YOU CHOOSE SOMEONE YOU'RE ON FRIENDLY TERMS WITH IF YOU DON'T WANT TO WASTE A CHANCE TO TAKE THEM ALONG YOUR CHAIN.



-Fourth Round Items-



DESIGNER K (200 OP): NOWADAYS, IT'S A GOOD MOMENT TO BE A KRYPTONITE ENTHUSIAST, AS THIS MINERAL BECAME MUCH MORE COMMON ON EARTH. AS A RESULT, LEX LUTHOR MANAGED TO EXPAND HIS COLLECTION, GIVING HIM A LOT OF DIFFERENT OPTIONS CAPABLE OF CAUSING A MYRIAD OF EFFECTS TO CHOOSE FROM WHEN FIGHTING HIS KRYPTONIAN FOES, SUCH AS PURPLE KRYPTONITE THAT DRAINS KRYPTONIANS' LIFE FORCE, RED THAT CAUSES THEM TO FALL IN A BERSERKING RAGE, AND BLACK THAT STEALS THEIR POWERS. THANKS TO HIM HAVING ACCESS TO SO MANY KRYPTONITE VARIANTS, HE COULD EXPERIMENT WITH COMBINATIONS OF THEM TO CAUSE MORE USEFUL AND INTERESTING EFFECTS.

THIS IS THE RESULT OF SUCH EXPERIMENTS. YOU RECEIVE A SINGLE FIST-SIZED, FIAT-BACKED PIECE OF THE DESIGNER K, MADE BY LEX LUTHOR BY SPLICING RED KRYPTONITE WITH SILVER TO HEIGHTEN DELUSIONS, AS WELL AS ADDING A SPECK OF BLACK TO CAUSE VIOLENT DISSOCIATIONS.

WHEN A KRYPTONIAN IS EXPOSED TO THIS COLORFUL AMALGAM OF MULTIPLE VARIANTS OF KRYPTONITES, THEY'LL SUFFER SERIOUS MUTATIONS, CAUSING THEM TO TRANSFORM INTO A COMPLETELY FERAL, MONSTER-LIKE GIANT WHO WILL ATTACK ANYONE ON SIGHT. THESE EFFECTS LAST FOR SEVERAL MINUTES EVEN IF THE VICTIM WAS EXPOSED TO IT BY JUST A FEW SECONDS.

FORTUNATELY, UNLIKE THE MORE TRADITIONAL VERSIONS OF KRYPTONITE'S RADIATION, YOUR DESIGNER K WON'T CAUSE ANY OTHER HARMFUL EFFECTS ON NON-KRYPTONIANS EVEN WITH YEARS OF EXPOSURE.

BLACK MERCY (200 OP): THE ROAD TO HELL IS PAVED WITH GOOD INTENTIONS, WITH THIS ALIEN PARASITE BEING A GOOD EXAMPLE OF HOW SOMETHING CREATED WITH SUCH INTENTIONS COULD BE REPURPOSED FOR EVIL.

THE BLACK MERCY IS A TELEPATHIC, PLANT-LIKE ALIEN SPECIES THAT ATTACHES ITSELF TO A HOST, READS THE HOST'S MEMORIES, TAPS INTO THEIR BRAIN'S PLEASURE CENTERS, AND THEN TRAPS THE HOST IN A DREAM OF THEIR PERFECT LIFE BASED ON THE HOST'S DEEPEST PERSONAL DESIRES, WHILE KEEPING THE VICTIM TOTALLY PARALYZED AND FEEDING ON THEIR PSYCHIC ENERGY.

REMOVING A BLACK MERCY FROM ITS HOST IS INCREDIBLY DIFFICULT, BUT, WHEN THEY DISCOVER THAT PERFECT DREAM IS FAKE, THE BLACK MERCY WILL SLOWLY LOSE ITS GRIP ON ITS HOST, MAKING IT EASIER TO DETACH FROM THEM. FURTHERMORE, THE DREAM WORLDS CREATED BY THE BLACK MERCIES ARE ALWAYS TEMPORARY AND FLAWED, SO IT'S INEVITABLE FOR PEOPLE TO ALWAYS BREAK FREE SOONER OR LATER. UNFORTUNATELY, SUCCESSFULLY DISPELLING THE INDUCED DELUSION INVOLVED IS OFTEN EMOTIONALLY DIFFICULT FOR EVEN THE MOST DISCIPLINED OF EGOS OR THE STRONGEST OF THE WILLS.

THE BLACK MERCIES ARE MOST KNOWN FOR BEING USED BY MONGUL AGAINST HIS ENEMIES, BUT, IN TRUTH, THEY WERE CREATED BY THE GREEN LANTERN NAMED MOTHER MERCY, A SENTIENT PLANT ORGANISM, AND WERE INTENDED TO LATCH TO TERMINALLY ILL SENTIENTS AND GIVE THEM A HAPPY, PAINLESS DEATH, SO THE BLACK MERCIES WERE NEVER MEANT TO BE USED AS A PERMANENT TRAP FOR A HEALTHY ADVERSARY.

LIKE HAL JORDAN, YOU MANAGED TO CAPTURE AND TAME A BLACK MERCY WHEN IT WAS STILL A BABY, WITHOUT HAVING TO ENCASE IT INTO YOUR VERY WILL. YOUR BLACK MERCY IS SLIGHTLY MORE SENTIENT THAN THE REST OF ITS KIND, SO YOU DON'T NEED TO WORRY ABOUT IT TRYING TO ATTACH ITSELF TO YOU OR YOUR ALLIES UNLESS YOU WANT TO. IT CAN ALSO REPRODUCE THROUGH SPORES AND IT CAN FEED ON COMMON NUTRIENTS THAT ANY PLANT NATIVE FROM EARTH NEEDS IN ADDITION TO PSYCHIC ENERGY. ALL BLACK MERCIES DERIVED FROM THE ONE YOU ACQUIRED WILL SHARE THESE SAME TRAITS.

-The Fifth Round-



CONGRATULATIONS! NOW ONLY FOUR CHAMPIONS REMAIN.

IT'S TIME FOR THE FIFTH ROUND.

BOTH THE PENULTIMATE AND THE FINAL ROUND WILL TAKE PLACE ON A WORLD
THAT BELONGS TO THE KING OMEGA, **DARKSEID**.

THIS WORLD IS THE PRIME EARTH, IF IT COULD STILL BE CALLED THAT ANYMORE.

THE CORRUPTION OF THE **HEART OF APOKOLIPS** REACHED ITS LIMITS.
RAVAGING THIS LAND BEYOND COMPREHENSION. TEARING AT ITS SOUL.
CHANGING IT INTO SOMETHING HIDEOUS, SOMETHING APOCALYPTIC.

BUT BEFORE THE GAME CONTINUES, I'LL LET THE REMAINING MEMBERS OF THE
QUANTUM QUORUM, **WORLD FORGER** AND GORILLA GRODD, INTERFERE.



RIGHT BEFORE YOU AND THE OTHER THREE CHAMPIONS CAN FACE DARKSEID'S SOLDIERS, THE **WORLD FORGER** WILL USE THE LITTLE HE HAS LEFT OF POWER TO SHAPE AND RESHAPE WORLDS FOR ONE LAST, DESPERATE GAMBIT IN ORDER TO GIVE YOU FOUR A CHANCE OF VICTORY.

IF THE TOURNAMENT WERE TO CONTINUE NORMALLY WITHOUT THEIR INTERVENTION, YOU WOULDN'T HAVE THE POWER TO FIGHT THEM AND WOULD INEVITABLY LOSE, SIMPLY DUE TO NOT HAVING ENOUGH **OMEGA ENERGY** YET.

THANKS TO HIS POWER ALLOWING HIM TO PIERCE THE VEIL OF THE MULTIVERSE, THE **WORLD FORGER** WILL REACH OUT TO THE WORLDS BEYOND AND BRING NEW OPPOSING CHAMPIONS INTO **REALITY FISSURES**.

YOU AND THE OTHER CHAMPIONS MUST ENTER THE FISSURES AND FIGHT THE CHAMPIONS. THE **WORLD FORGER** WILL THEN COLLECT THE **OMEGA ENERGY** PRODUCED BY LEECHING THESE OTHER WORLDS AND THEN TRANSFER THE ENERGY TO THE FINAL FOUR TO FINISH THE TOURNAMENT.

HE WILL ALSO TEMPORARILY RESURRECT FOUR OF THE FALLEN CHAMPIONS TO HELP YOUR GROUP IN THIS QUEST. YOUR ONLY GOAL IN THIS UNOFFICIAL ROUND IS TO SIMPLY KEEP FIGHTING A RANDOM CHAMPION UNTIL THE **WORLD FORGER** AND GRODD MANAGE TO SIPHON THE ENERGY TO THE FINAL FOUR, EVEN IF THE FISSURES BEGIN TO DESESTABILIZE.

THIS ALSO MEANS THAT THERE ISN'T AN ACTUAL FAILING CONDITION FOR THIS "ROUND", UNLESS YOU DIE, OF COURSE.

FURTHERMORE, THE IDENTITY OF THE CHAMPION YOU'RE GOING TO FACE IS COMPLETELY RANDOM, WITH THE ONLY THREE GUARANTEES BEING: ONE, THEY WON'T BE SOMEONE FROM THIS LOCAL MULTIVERSE; TWO, THEY'LL BE AT LEAST SLIGHTLY SIMILAR TO YOU THEMATICALLY, LIKE HOW BATWOMAN WOULD HAVE TO FACE VAMPIRELLA WHILE WONDER WOMAN WOULD HAVE TO FACE RED SONJA. THREE, THEY'LL BE MORE OR LESS ON THE SAME LEVEL OF POWER AS YOU, EVEN IF THEY ORIGINALLY WOULDN'T BE, IN THE SAME WAY AS HOMELANDER WAS STRENGTHENED TO MATCH THE LIKES OF SUPERMAN.

LASTLY, THERE ARE NO PERKS OR ITEMS OR EVEN A REWARD FOR THIS "FIFTH ROUND", BECAUSE YOUR GOAL HERE IS TO COLLECT AS MUCH OMEGA ENERGY AS POSSIBLE FOR THE UPCOMING CHALLENGES AFTER ALL.

YOU'LL ALSO HAVE THE OPPORTUNITY TO ACQUIRE MORE **OMEGA POINTS**, SEPARATE FROM THE ENERGY GATHERED BY THE **WORLD FORGER**, FOR YOUR OWN PERSONAL USAGE.

-Fifth Round Drawbacks-

AS BRUTAL AS HIM V (+100 OP): TO ENCOURAGE YOU TO BE AS BRUTAL AS POSSIBLE AND CAUSE ENOUGH CARNAGE TO ENTERTAIN ME IN THE FIFTH ROUND, I SHALL REWARD YOU WITH MORE OMEGA ENERGY. HOWEVER, IF YOU FAIL AT SATISFYING ME WITH YOUR BRUTALITY DURING THE FIFTH ROUND, I'LL KEEP REWINDING THIS ROUND UNTIL YOU SATISFY ME.

FAMILIAR FACES (+100 OP): INSTEAD OF BEING TELEPORTED TO A RANDOM WORLD TO FACE AN OPPONENT THEMATICALLY SIMILAR TO YOU, YOU'LL INSTEAD BE TELEPORTED TO AN ALTERNATIVE VERSION OF A WORLD YOU VISITED IN THE PAST, MORE PRECISELY A VERSION WHERE YOU NEVER ARRIVED THERE, TO FACE A VARIANT OF ONE OF YOUR FORMER ENEMIES. AS IT WOULD BE NORMALLY, THIS FORMER ENEMY IS STILL GRANTED TO BE STRENGTHENED ENOUGH TO BECOME EQUAL TO YOU WHEN IT COMES TO RAW POWER, NO MATTER HOW POWERFUL YOU ARE.

DOUBLE TROUBLE (+100 OP/+300 OP): JUST FIGHT A SINGLE RANDOM CHAMPION UNTIL THEY MANAGE TO SIPHON THE ENERGY TO THE FINAL FOUR? THAT'S SO SIMPLE FOR AN EXTRA ROUND OF THE TOURNAMENT. FOR **+100 OP**, ONCE YOU ARRIVE IN THAT RANDOM WORLD, YOU'LL INSTEAD ENCOUNTER YOUR CHOSEN OPPONENT AS WELL AS A SECOND OPPONENT WHO NORMALLY WOULD BE FACED BY ONE OF YOUR ALLIES.

ALTERNATIVELY, FOR **+300 OP** INSTEAD, YOU'LL NEED TO FIGHT AGAINST ALL EIGHT INTERDIMENSIONAL ENEMIES AT ONCE, WITHOUT THE HELP OF YOUR ALLIES UNTIL THE DIMENSIONS BEGIN TO MERGE DUE TO THE **WORLD FORGER** BEING CURRENTLY INCAPABLE OF KEEPING THE FISSURES STABLE.

TIME LIMIT (+200 OP): JUST KEEP FIGHTING UNTIL THEY MANAGE TO SIPHON THE ENERGY TO THE FINAL FOUR? THAT'S SO SIMPLE FOR AN EXTRA ROUND OF THE TOURNAMENT. ONLY FIGHTING ISN'T ENOUGH, NOW YOU MUST ACTUALLY DEFEAT AS FAST AS POSSIBLE IN ORDER TO NOT FAIL. WHILE YOU WON'T BE ELIMINATED FROM THE TOURNAMENT IF YOU FAIL, FAILING MEANS YOU'LL LOSE ALL THE **OMEGA POINTS** YOU COULD HAVE EARNED IN THIS ROUND AND YOUR FELLOW CHAMPIONS WILL BE WEAKER FOR THE FOLLOWING BATTLE.

+ONE LAST, DESPERATE GAMBIT (+200 OP - REQUIRES TIME LIMIT): ACCORDING TO THE **WORLD FORGER**, YOU AND THE OTHER REMAINING CHAMPIONS HAVE NO CHANCE OF DEFEATING DARKSEID'S SOLDIERS AS YOU HAVEN'T GENERATED AND GATHERED ENOUGH **OMEGA ENERGY**. NORMALLY, THIS WOULDN'T BE NECESSARILY TRUE, BUT THIS ISN'T THE CASE ANYMORE. NOW, THE EXTRA **OMEGA ENERGY** THAT THE **WORLD FORGER** IS LEECHING THESE OTHER WORLDS WILL BE VITALLY IMPORTANT TO GIVE YOU A CHANCE OF WINNING. THIS MEANS THAT, IF HE FAILS AT COLLECTING THE POWER BECAUSE YOU DIDN'T DEFEAT YOUR OPPONENTS IN TIME AND THUS FAILED THIS ROUND, IT'LL AUTOMATICALLY COUNT AS FAILING THE ENTIRE TOURNAMENT, AS THE NEXT ENEMIES WILL BE RENDERED COMPLETELY INVINCIBLE, NO MATTER HOW POWERFUL YOU ARE. YOU WON'T EVEN HAVE THE CHANCE TO RECEIVE THE PERKS AND ITEMS OF THE FINAL ROUNDS.

-The Final Rounds-

NOW THAT THE INTERLUDE HAS ENDED, THE PENULTIMATE ROUND CAN FINALLY BEGIN ONCE FOR ALL.

YOU AND THE OTHER THREE COMBATANTS CAN FINALLY FOCUS ON THE ENEMIES THAT STAND IN FRONT OF THEM, THE CHAMPIONS OF THE PRIME EARTH CONQUERED BY DARKSEID.

THESE CHAMPIONS ARE THE FAMOUS **TRINITY**, BUT ONE THAT HAILS FROM THE **ABSOLUTE EARTH** INSTEAD, A WORLD THAT RUNS ON DESPAIR, WHERE DARKNESS TRIUMPHS, WHERE HOPE IS THE ANTAGONISTIC FORCE. THIS IS THE WORLD WHERE THE ESSENCE OF DARKSEID IS INFUSED INTO EVERY ATOM, EVERY CELL.

THIS MEANS THAT THESE VERSIONS OF BATMAN, WONDER WOMAN AND SUPERMAN STANDING IN FRONT OF YOU ARE NOTHING MORE THAN **HIM**, DOWN TO THEIR LAST PARTICLES, COMPLETELY UNDER **HIS** CONTROL.

THEY'RE **HIS HORSEMEN**.

HOWEVER, THIS **DARK TRINITY** IS NOT ALONE, AS THEY'RE ACCOMPANIED BY BOOSTER GOLD, WHO IS CURRENTLY DARKSEID'S VESSEL.

TO ADVANCE THIS ROUND, YOU MUST KILL THE DARK TRINITY OR FIND A WAY TO BREAK DARKSEID'S CONCENTRATION, EVEN IF JUST FOR A MOMENT, CAUSING HIM TO LOSE HIS HOLD OVER THE HORSEMEN, BUT THIS WOULD REQUIRE A MIRACLE.

REGARDLESS OF THE OUTCOME OF THE BATTLE AGAINST THE DARK TRINITY, THE **KING** WON'T NEED THEM ANYMORE, BECAUSE **HE** WILL PERSONALLY COME TO GREET THE CHAMPIONS THAT OVERCAME ALL CHALLENGES.



AT THIS POINT, YOU AND WHOEVER SURVIVED TOGETHER WITH YOU WILL BE AT
THE **END OF THE TOURNAMENT**, THE **FINAL ROUND**.

IF YOU'RE THE LAST STANDING CHAMPION, THEN THE TOURNAMENT WILL BE
OFFICIALLY OVER AND YOU'LL BE CROWNED AS **KING OMEGA** TOO, ALBEIT ONLY
PARTIALLY, RECEIVING ONLY A VERY REDUCED PORTION OF THE ABSOLUTE
POWER, LIKE HOW IT WOULD HAPPEN TO LUTHOR.

THE ONLY REMAINING CHALLENGE THAT LIES IN FRONT OF YOU FOR THIS FINAL
BATTLE IS THE **ONE TRUE KING OMEGA**, **DARKSEID** HIMSELF AT HIS STRONGEST.

AT THIS POINT, THERE IS NO MORE HOPE FOR YOU.
THERE WON'T BE ANY INTERFERENCE FROM DOOMSDAY.

IN THE END, THERE WILL BE NOTHING, AS **DARKSEID** ALWAYS WINS.

ALL OF LIFE, PAST, PRESENT, AND THE FUTURE ARE MEANINGLESS.
THERE IS ONLY **DARKSEID**.

DARKSEID IS.

HOWEVER, IF YOU WERE TO DO THE IMPOSSIBLE AND ACTUALLY WIN, THE
ABSOLUTE POWER AND AN **ULTIMATE REWARD** AWAITS YOU.
IF I WERE TO USE TERMS THAT ARE MORE FAMILIAR TO YOU, I WOULD CALL THIS
FINAL ROUND AN **ENDJUMP SCENARIO**.

-Final Rounds Drawbacks-

AS BRUTAL AS HIM VI (+100 OP): TO ENCOURAGE YOU TO BE AS BRUTAL AS POSSIBLE AND CAUSE ENOUGH CARNAGE TO ENTERTAIN ME IN THE PENULTIMATE ROUND, I SHALL REWARD YOU WITH MORE OMEGA ENERGY ONE LAST TIME. HOWEVER, IF YOU FAIL AT SATISFYING ME WITH YOUR BRUTALITY DURING THE PENULTIMATE ROUND, I'LL KEEP REWINDING THIS ROUND UNTIL YOU SATISFY ME. THIS DRAWBACK AFFECTS ONLY THE BATTLE AGAINST HIS HORSEMEN, NOT THE FINAL BATTLE AGAINST **DARKSEID**.

THE FALLEN CHAMPION (+100 OP): AFTER ALL THE BATTLES YOU FOUGHT SO FAR, WOULD YOU BE WILLING TO FORFEIT YOUR CHANCE TO WIN IN ORDER TO JOIN **DARKSEID**'S FORCES? I HIGHLY DOUBT YOU WOULD AT THIS POINT, BUT I CAN'T SAY THE SAME OF YOUR ALLIES.

ONE OF THE REMAINING CONTENDERS IS GRANTED TO BETRAY THE REST AND SWITCH SIDES, EITHER WILLINGLY OR DUE TO **OMEGA ENERGY**'S CORRUPTION. I ALREADY KNOW WHO IS GOING TO BE THE TRAITOR, BUT YOU'LL NEED TO WAIT TO SEE WHO THEY'LL BE. MAYBE THEIR BETRAYAL WILL BE COMPLETELY EXPECTED OR MAYBE THEY'LL BE THE LEAST SUSPICIOUS ONE.



THE ABSOLUTE JUMPER (+200 OP): THE **ABSOLUTE UNIVERSE** TAKEN OVER BY DARKSEID IS A WORLD WHERE HEROES ARE BORN FACING GREATER ODDS, WHERE ALL THEIR ADVANTAGES ARE GONE. INSTEAD OF BEING RAISED IN PARADISE, THEY ARE RAISED IN HELL. JUMPER, YOU AREN'T A NATIVE OF PRIME EARTH, SO, NATURALLY, THERE WOULDN'T EXIST A VARIANT OF YOU. HOWEVER, YOUR PRESENCE HERE ALLOWED DARKSEID TO RETROACTIVELY MODIFY THE ABSOLUTE UNIVERSE AND CAUSE AN ALTERNATIVE "YOU" TO BE BORN ON THAT EARTH.

THIS ABSOLUTE VERSION OF YOU IS A VARIANT OF THE CURRENT YOU, BEING MORE OR LESS AS STRONG AS YOU, BUT THEIR NATURE AND ABILITIES ARE

CLEARLY DIFFERENT, AS THEY LACK SOME IMPORTANT ASPECT OF WHAT MAKES YOU “YOU” IN THE SAME WAY AS THE OTHER ABSOLUTE UNIVERSE’S HEROES AND VILLAINS. FOR EXAMPLE, ABSOLUTE BATMAN ISN’T RICH AND HAS MOST OF HIS FAMILY AND FRIENDS STILL ALIVE AND CLOSE WHILE ABSOLUTE WONDER WOMAN WAS RAISED IN HELL BY CIRCE, FAR AWAY FROM THE AMAZONS. FURTHERMORE, WHILE THEY’LL HAVE A MORALITY SIMILAR TO YOURS, THEIR PERSONALITY IS GRANTED TO BE ROUGHER AND LIKELY MORE BRUTE AND DARKER THAN YOURS, AS A RESULT OF THE ENVIRONMENT THEY GREW UP IN. UNFORTUNATELY FOR YOU, LIKE THE **ABSOLUTE TRINITY**, THIS **ABSOLUTE JUMPER** WAS ALSO BROUGHT TO THIS PENULTIMATE ROUND, UNDER DARKSEID’S CONTROL. AT LEAST, IF YOU FREE THEM FROM HIS CONTROL, YOU’LL GAIN A NEW ALLY.

THE ABSOLUTE LEGION OF DOOM (+300 OP): THE PRESENT IN THE MAIN TIMELINE OF THE ABSOLUTE UNIVERSE IS A POINT OF HISTORY THAT IMPRESSES EVEN SOMEONE LIKE DARKSEID, AS IT’S STILL UNWRITTEN. THIS IS DUE TO THE EXISTENCE OF HEROES THAT RESIST HIS WILL AND RETAIN FREE WILL FROM THEIR DESTINY. THE MEMBERS OF THE **DARK TRINITY** ARE THE MAIN EXAMPLES OF SUCH HEROES, WITH THEIR WEAKER FUTURE SELVES HAVING BEEN CAPTURED BY THE **OMEGA LEGION** TO BE CONTROLLED AND SENT HERE, BUT, BY TAKING THIS DRAWBACK, THEY WEREN’T THE ONLY ONES. INSTEAD OF ONLY THREE HORSEMEN, ALL OF THE MAIN HEROES OF THE ABSOLUTE UNIVERSE WILL BE CONTROLLED BY DARKSEID AND SUMMONED HERE TO BATTLE YOU AND THE OTHER THREE REMAINING CHAMPIONS. SOME OF THE NEW DARK CHAMPIONS ARE GREEN LANTERN, FLASH, GREEN ARROW, MARTIAN MANHUNTER, CATWOMAN, AND EVEN HARLEY QUINN TOGETHER WITH HER RED HOOD GANG.



THE NEW KING OMEGA (+500 OP): ALL THE WORLDS THE KRYPTONIAN EXPLORERS ENCOUNTERED DURING THEIR PLANET'S DAYS OF GLORY HAD A LEGEND ABOUT A DESTROYER. THE END OF ALL THINGS. A DARK **OMEGA** PRESENCE THAT WANTS TO CONTROL ALL. **THE FINAL GOD.** THE KRYPTONIAN SCIENTISTS HOPED TO CREATE A CHAMPION TO STOP HIM AND CHANGE THE FUTURE, AS, FOR THERE TO BE AN **OMEGA**, THERE MUST BE AN **ALPHA**. A BEGINNING FOR THE END.

THEY SUCCESSFULLY CREATED A BEING TO EMBODY THE NATURE OF THE CHAOTIC **ALPHA ENERGY** AND ETERNAL LIFE, AS WELL AS WIELDING POWERS OF RE-CREATION AND REBIRTH THAT ARE IN DIRECT OPPOSITION TO EVERYTHING A **KING OMEGA** IS. THIS CHAMPION IS NONE OTHER THAN **DOOMSDAY**, BETTER KNOWN AS THE **TIME TRAPPER** NOW THAT HE'S CLOSE TO THE END OF HIS EVOLUTIONARY PATH.

BEFORE THE START OF THE TOURNAMENT, AS HE HAD CONCERNS IF THE REST OF THE **QUANTUM QUORUM** WAS TRUSTWORTHY, THE **TIME TRAPPER** CREATED A POCKET TIMELINE, ALL IN ORDER TO PROTECT THE ONE WHO WAS ALWAYS MEANT TO BECOME THE PRIME EARTH'S KING OMEGA: **SUPERMAN**.

OVER HIS COUNTLESS CYCLES OF DEATHS AND REBIRTHS, THE **TIME TRAPPER** SAW COUNTLESS ENDINGS, LIKE THE DESTRUCTION OF PLANETS AND REALITIES ALIKE, HAVING ABSORBED THE GENERATED **OMEGA ENERGY** TO HIMSELF. MEANWHILE, AS HE HAS ALSO SEEN BEGINNINGS LIKE UNIVERSES BEING BORN, HE HAS CHanneled THE GENERATED **ALPHA ENERGY** AS WELL.

ORIGINALLY, HE WOULDN'T INTERFERE WITH THE FINAL BATTLE AS HE WOULD IN A TIMELINE WITHOUT YOUR PRESENCE, BUT, BY ACCEPTING THIS DRAWBACK, I'LL ENSURE THE TIME TRAPPER SAVES SUPERMAN AND TRANSFERS ALL OF HIS LIVES' ENERGY TO HIM ONCE YOU'RE THE LAST STANDING CHAMPION.

REGARDLESS IF SUPERMAN LOST IN THE VERY FIRST ROUND OR WAS THE LAST ONE TO FALL, HE WILL RETURN TO LIFE FULLY RESTORED, FINALLY DONNING THE CROWN AS THE **NEW KING OMEGA** AND **MY NEW MASTER**, THE ROLE HE WAS ALWAYS DESTINED TO. WHILE THIS MEANS YOU'LL LIKELY HAVE AN ALLY TO FIGHT **DARKSEID** IN THE FINAL BATTLE, KEEP IN MIND THAT YOU MUST BE THE LAST STANDING IN THE END IF YOU WANT TO WIN, SO YOU'LL ALSO NEED TO DEFEAT **SUPERMAN**, MORE POWERFUL THAN EVER. IN THE WORST CASE, YOU'LL NEED TO FACE BOTH OF THEM AT ONCE. I WISH YOU GOOD LUCK, JUMPER, NOT THAT IT COUNTS FOR ANYTHING AGAINST MY NEW MASTER.



-Final Rounds Perks-

THE FOURTH HORSEMAN (100 OP): AFTER COMING THIS FAR, WOULD YOU BE WILLING TO FORFEIT YOUR CHANCE OF WINNING THE TOURNAMENT JUST TO SWITCH SIDES? OH, I UNDERSTAND. YOU MERELY WANT THE POWER THAT COMES WITH THIS BETRAYAL, BUT YOU DON'T WANT TO ACTUALLY ABANDON THE TOURNAMENT. WELL, THEN THIS OPTION IS FOR YOU.

WITH A BLAST OF MY OWN POWER, I CAN MODIFY YOUR PHYSIOLOGY AND THUS TRANSFORM YOU INTO A NEW KIND OF PARADEMON. AS A HYBRID OF PARADEMON AND WHATEVER SPECIES YOU WERE BEFORE, YOU RECEIVE ALL OF THEIR GENETIC AND CYBERNETIC ENHANCEMENTS, GRANTING YOU A SIGNIFICANT PHYSICAL ENHANCEMENT, RETRACTABLE WINGS, AND THE ABILITY TO TRANSFORM YOUR ARMS INTO LASER WEAPONS (THAT CAN BE POWERED UP WITH WHATEVER POWER SOURCES YOU HAVE ACCESS TO). UNLIKE OTHER PARADEMONS, YOUR MIND IS COMPLETELY INTACT AND YOU DON'T NEED TO WORRY ABOUT BEING UNDER **DARKSEID**'S INFLUENCE/CONTROL.

TALENT OF A WORLD FORGER (200 OP): SUPERMAN IS IMPRESSIVE IN MANY ASPECTS, BUT AN OVERLOOKED TALENT HE POSSESSES IS THAT OF BUILDING WORLDS AND UNIVERSES, SURPASSING **DARKSEID** HIMSELF IN THIS ASPECT. IF HE WERE TO ASCEND AS OMEGA KING, HE WOULD BUILD HIS PERFECT UNIVERSE IN HIS IMAGE. INSTEAD OF MAKING A FALSE UTOPIA WITH NO SUFFERING, HE WOULD LEAVE DEATH AND SADNESS, BUT MAKE THEM INTO MERE NOTES IN A LARGER CHORD OF WONDER.

HE WOULD BUILD OUT HARMONIES, BALANCE PAIN WITH EMPATHY, AND CONNECT POWER TO WISDOM. HIS UNIVERSE WOULD BE A BEAUTIFUL PIECE OF CREATION CAPABLE OF EVEN LEAVING MYSELF IN AWE. MEANWHILE, **DARKSEID** FAILED AT CREATING A WORLD WHERE THE SUFFERING EMBODIED BY HIM WAS SUPREME, AS GREAT HEROES STILL APPEARED IN HIS **ABSOLUTE UNIVERSE**, DESPITE THAT UNIVERSE BEING LITERALLY BUILT ON DESPAIR.

WITH SUCH SKILL AND TALENT, CLARK KENT WAS **BORN** FOR THIS AND YOU, JUMPER, SEEM TO SHARE THIS SAME KIND OF TALENT TO FORGE WORLDS AND DIMENSIONS, CAPABLE OF PERFECTLY BALANCING THEIR PROPERTIES AND TRAITS WITH EASE AS LONG AS YOU HAVE ENOUGH CONTROL OVER THEIR CREATION, THUS ENSURING THEY'LL BE AS WONDERFUL OR HORRIFYING AS YOU WANT.

OF COURSE, THIS TALENT CAN ONLY BE USED AT ITS FULLEST IF YOU HAVE THE POWER TO CREATE AND BUILD YOUR OWN UNIVERSES/DIMENSIONS, BUT, EVEN IF YOU LACK SUCH POWER, IT'LL STILL MANIFEST IN LESSER DEGREES.

FOR EXAMPLE, IF YOU HAVE THE POWER TO CONJURE ILLUSIONS, YOU WOULD CRAFT ILLUSIONS FAR MORE REALISTIC AND STABLE THAN USUAL, OR, IF YOU CAN MANIPULATE THE EVENTS IN THE TIMELINE, YOU CAN EASILY DISCOVER THE RIGHT EVENTS TO BE AFFECTED IN ORDER TO CAUSE A WANTED BUTTERFLY EFFECT AND ACHIEVE YOUR DESIRED OUTCOME. AT THE MOST MUNDANE, YOU WOULD BE EXCELLENT AT INVENTING COMPLEX LIES OR AT WORLDBUILDING IF YOU HAVE GOOD LYING OR WRITING SKILLS RESPECTIVELY.

A WORLD OF DESPAIR (300 OP): THE **ABSOLUTE UNIVERSE** WAS A REGULAR FLEDGLING REALITY, UNTIL IT WAS TAINTED BY **DARKSEID** WITH HIS NEGATIVE ENERGY, ACCELERATING ITS DEVELOPMENT AND NEGATIVELY INFLUENCING ITS HISTORY THAT RUNS ON DESPAIR INSTEAD OF HOPE AND JUSTICE.

ESSENTIALLY, THE **ABSOLUTE EARTH** BECAME A WORLD WHERE DARKNESS TRIUMPHS, WHERE HOPE IS THE ANTAGONISTIC FORCE. THIS IS THE WORLD WHERE HIS ESSENCE IS INFUSED INTO EVERY ATOM, EVERY CELL.

AND NOW, AS AN INTERDIMENSIONAL TRAVELER, YOU CAN SPREAD THIS BLESSING TO OTHER WORLDS. AT THE BEGINNING OF EACH FUTURE JUMP, YOU CAN CHANGE THE METAPHYSICAL STRUCTURE OF THE UNIVERSE YOU'RE CURRENTLY IN, CAUSING IT TO RUN ON DESPAIR AND TURNING HOPE INTO AN ANTAGONISTIC FORCE.

ESSENTIALLY, THIS CAUSES A "TONE SHIFT" THAT WILL CAUSE SAID FUTURE WORLDS TO WORK LIKE THE **ABSOLUTE UNIVERSE**, MAKING THEM GRADUALLY BECOME ROUGHER, MORE BRUTE, CRUELER, AND DARKER IN GENERAL.

ONCE YOU TURN THIS PERK ON, YOU CAN ONLY UNDO THIS TONE SHIFT AND CAUSE THE SETTINGS TO RETURN TO NORMAL AFTER AT LEAST A DECADE HAS PASSED. POST-SPARK, YOU'LL BE ABLE TO TURN THIS PERK ON OR OFF AT WILL.



THE ALPHA (600 OP): BY EXPENDING AN ENORMOUS AMOUNT OF OMEGA ENERGY, I CAN MODIFY YOUR PHYSIOLOGY TO BECOME CLOSER TO THAT OF DOOMSDAY, A BEING ARTIFICIALLY ENGINEERED AND FORCEFULLY EVOLVED TO BE THE ULTIMATE KILLING WEAPON AND THE EMBODIMENT OF LIFE ETERNAL, MEANT TO BE THE **ALPHA** THAT OPPOSES THE **KING OMEGA**. FIRST OF ALL, YOU ACQUIRE A FAIRLY POWERFUL HEALING FACTOR, CAPABLE OF HEALING ENTIRE LIMBS IN A MATTER OF MINUTES, AS WELL AS STOPPING YOUR AGING ONCE YOU REACH YOUR PRIME.

HOWEVER, YOUR REGENERATION IS SIMPLY A BYPRODUCT OF YOUR ACTUAL POWER. LIKE THAT MONSTER, YOU WIELD POWERS OF RE-CREATION AND REBIRTH , ALLOWING YOU TO SLOWLY REGENERATE FROM ANY DAMAGE AND RETURN TO LIFE IF YOU'RE EVER KILLED, BUT NOW ADAPTED TO BETTER RESIST OR COUNTER WHATEVER KILLED YOU. NORMALLY, THE MORE YOU EVOLVE AND ADAPT, THE MORE MONSTROUS YOU'LL BECOME, BUT, AS AN ADDED BONUS, YOU'LL BE ABLE TO FREELY DEACTIVATE YOUR ADAPTATION TO RETURN TO YOUR REGULAR APPEARANCE.

OF COURSE, AS I CAN'T PROPERLY COPY THE TRAITS OF THE EMBODIMENT OF **ALPHA ENERGY** USING JUST **OMEGA ENERGY**, YOUR IMMORTALITY AND SELF-EVOLUTION ARE FLAWED COMPARED TO DOOMSDAY'S, GIVING YOU SOME VULNERABILITIES.

FIRSTLY, YOUR IMMORTALITY ONLY AFFECTS YOUR PHYSICAL BODY, MEANING YOUR MIND AND SOUL ARE STILL AS VULNERABLE AS BEFORE AND YOU'LL PROBABLY DIE FOR GOOD IF ONE OF THEM IS DESTROYED. FURTHERMORE, YOUR REGENERATIVE ABILITY IS ALSO LIMITED, AS YOU'LL ONLY BE ABLE TO RECOVER AND RETURN TO LIFE AS LONG AS A SINGLE CELL OF YOU REMAINS MORE OR LESS INTACT, SO, IF YOU'RE COMPLETELY DESTROYED DOWN TO THE LAST CELL, YOU'LL STILL DIE PERMANENTLY WITHOUT THE POSSIBILITY OF RESURRECTING BY YOURSELF.

LASTLY, YOUR ADAPTATION IS ALSO FAR SLOWER THAN HIS, AS IT WOULD TAKE A FEW DEATHS UNTIL YOU BECOME COMPLETELY IMMUNE TO A SIMPLE FORM OF DAMAGE. AS A GENERAL RULE, THE MORE POWERFUL/COMPLEX WHATEVER KILLED YOU IS, THE MORE DEATHS AND RESURRECTIONS IT'LL TAKE UNTIL YOU ADAPT AGAINST THEM.

-Final Rounds Items-



WORLD FORGER'S HAMMER (400 OP): DID HE DROP THIS ONCE HE FULFILLED HIS PURPOSES? AS ONE OF THE ORIGINAL MONITORS FROM THE SIXTH DIMENSION, THE **WORLD FORGER** IS AMONG THE MOST POWERFUL ENTITIES IN EXISTENCE, HAVING THE POWER TO CRAFT COUNTLESS UNIVERSES AND EVEN MULTIVERSES.

BUT THAT WAS IN THE PAST, BEFORE DARKSEID'S RISE, AND IN THE SIXTH DIMENSION, NOT HERE IN THE THIRD DIMENSION. CURRENTLY, HIS POWER IS GREATLY DIMINISHED, TO THE POINT THAT HE BARELY MANAGED TO HOLD BACK THE ABSOLUTE TRINITY AND OPEN **REALITY FISSURES** CONNECTING TO OTHER WORLDS.

BY TAKING THIS ITEM, YOU'LL RECEIVE HIS HAMMER, CONTAINING A PORTION OF WHAT REMAINS OF HIS POWER. WHILE IT LACKS HIS POWER OF CREATION, BY WIELDING THE HAMMER, YOU'LL BE CAPABLE OF FREELY OPENING PORTALS WITHIN A PLANETARY SCALE IN AN ALMOST EFFORTLESS WAY AND EVEN BEYOND THIS RANGE WITH SOME EXTRA EFFORT.

UPON PLANTING THE HAMMER IN THE GROUND AND CHANNELING ANY ESOTERIC ENERGY TO IT, YOU CAN ALSO OPEN STABLE PORTALS TO ANY

DIMENSION WITHIN THE LOCAL MULTIVERSE, WITH MORE “DISTANT” AND ISOLATED WORLDS REQUIRING MORE ENERGY. IF YOU WANT TO SPARE ENERGY, YOU CAN ALSO JUST SUMMON BEINGS OR OBJECTS FROM OTHER DIMENSIONS INSTEAD OF ACTUALLY OPENING PROPER PORTALS. IN THIS CASE, YOU’LL BE CAPABLE OF SENDING ANY SUMMONED BEING/OBJECT BACK TO THEIR HOME WORLDS USING THE HAMMER.

THE HAMMER CAN ALSO BE UTILIZED TO REPAIR ANOMALIES AND FISSURES IN THE FABRIC OF SPACE-TIME BY LITERALLY HAMMERING IT. THE MORE DAMAGED IT IS, THE MORE EFFORT AND ENERGY IT’LL TAKE. YOU COULD ALSO USE THIS PROPERTY TO FORCEFULLY CLOSE PORTALS, AS THEY COUNT AS FISSURES IN SPACE-TIME.

FURTHERMORE, YOU CAN ALSO WEAPONIZE THE HAMMER’S ABILITY TO GENERATE **REALITY FISSURES** WHERE IT HITS, ALLOWING IT TO GREATLY DAMAGE ALMOST ANY PHYSICAL DEFENSE. THESE FISSURES WILL BE TEMPORARY, SO THEY WON’T GROW BIGGER AND THREATEN THE ENTIRE WORLD.

LASTLY, YOU HAVE THE ABILITY TO SUMMON AND UNSUMMON THE HAMMER AT WILL, SO, EVEN IF IT’S LOST OR DESTROYED, YOU’LL BE CAPABLE OF SIMPLY SUMMONING IT AT YOUR HAND AGAIN.

-The Great Prize-

YOU... YOU DID IT. YOU DID THE IMPOSSIBLE.

AGAINST ALL ODDS, YOU'VE SLAIN **DARKSEID**, THE **KING** IS DEAD.

LONG LIVE THE NEW **KING OMEGA**, MY NEW MASTER.

YOU PROVED WHY YOUR **BENEFACTOR** CHOSE YOU TO BE A **JUMPER**, SO IT'S
FINALLY TIME FOR YOUR DESERVED REWARDS.



-REWARD: THE VERY FIRST REWARD IS THE MAIN REWARD OF THE ENTIRE TOURNAMENT, THE ABSOLUTE POWER AS THE NEWEST **KING OMEGA**, ASCENDING TO A WHOLE NEW DEGREE OF DIVINITY, FAR BEYOND THE LEVEL OF THE OLD AND NEW GODS, AND BECOMING THE PERSONIFICATION OF ALL THE OMEGA ENERGY OF AN ENTIRE UNIVERSE.

YOU'RE MORE THAN A GOD, YOUR EXISTENCE IS CLOSER TO AN UNIVERSE OF POWER GIVEN FORM, A FINAL GOD THAT EXISTS BEYOND PHYSICS. AT THE VERY LEAST, YOUR POWER IS COMPARABLE TO THE VERSION OF DARKSEID YOU HAVE DEFEATED, MAKING YOU AKIN TO A WALKING SINGULARITY THAT TRANSFORMS ALL AROUND YOU WITH YOUR MERE PRESENCE ALONE.

BY USING YOUR REALITY-WARPING POWER, YOU'RE ALSO CAPABLE OF FREELY SHAPESHIFTING INTO ANY SIZE (AND PROBABLY ANY FORM) AS WELL AS MANIFESTING YOUR PHYSICAL BODY IN COUNTLESS LOCATIONS ACROSS THE ENTIRE UNIVERSE YOU'RE CURRENTLY IN AND EVEN ADJACENT DIMENSIONS AT THE SAME TIME, AS IF YOU WERE EVERYWHERE AT ONCE.

FURTHERMORE, AS OMEGA ENERGY ALSO REPRESENTS CONQUEST AND ABSORPTION INSTEAD OF JUST DESTRUCTION, YOUR POWERS ALSO HAVE AN INFECTIOUS PROPERTY IF YOU WANT THEM TO. THIS CAUSES ANYTHING DESTROYED BY YOU TO BECOME **YOU** INSTEAD. THAT IS, EVERY MOLECULE, EVERY ATOM, EVERY PARTICLE OF OBJECTS AND BEINGS YOU DESTROY WILL BECOME **YOURS**, CAUSING THEIR VERY ESSENCES AND EXISTENCES TO BE OVERWRITTEN AND MAKING THEM NOTHING MORE THAN EXTENSIONS OF YOURSELF THAT MIGHT OR NOT HAVE SOME DEGREE OF INDIVIDUALITY.



YOUR SECOND REWARD IS WHAT THE VISIONS SHOWED YOU DURING THE TOURNAMENT, AN UNIVERSE IN YOUR IMAGE AND LIKENESS, WITH YOUR PRESENCE IN EVERY CELL, YOUR OWN **ABSOLUTE UNIVERSE**. THIS ISN'T THE ACTUAL ABSOLUTE UNIVERSE CREATED BY DARKSEID, BUT INSTEAD THE UNIVERSE OF PRIME EARTH SHAPED BY YOUR OWN IDEAS AND BELIEFS. IT CAN BE MODIFIED TO BE PRETTY MUCH ANYTHING YOU WANT WITHIN THE LIMITS OF AN UNIVERSE WITHIN THE DC COMICS' LOCAL MULTIVERSE, FROM AN UTOPIA TO A HELLSCAPE. YOU COULD ALSO SIMPLY RETURN EVERYTHING BACK TO NORMAL, RESURRECTING EVERYONE WHO DIED DURING APOKOLIPS' INVASION AND THE TOURNAMENT.

REGARDLESS OF WHAT YOUR UNIVERSE LOOKS LIKE, IT'S ALREADY COMPLETELY ASSIMILATED BY YOU AND THUS YOUR CONTROL OVER ITS REALITY IS SEVERAL TIMES MORE POWERFUL THAN USUAL, ALLOWING YOU TO FREELY TRAVEL

THROUGH YOUR UNIVERSE'S TIMELINES OR REWRITE ITS HISTORY ACCORDING TO YOUR WILL. YOU CAN ALSO EASILY MENTALLY CONTROL ANY OF YOUR UNIVERSE'S NATIVE INHABITANTS, WITH THE EXCEPTION OF A FEW ONES, THOSE WITH THE MOST POWERFUL WILLPOWERS, WHO WILL RETAIN THEIR FREE WILL, BUT, OF COURSE, YOU'RE MORE THAN DARKSEID, AS YOU CAN LIKELY FIND SOME POWER FROM ANOTHER WORLD TO CONTROL THEM.

LASTLY, AS A DESPERATE MEASURE, YOU CAN GO BACK IN TIME IN YOUR UNIVERSE UNTIL THE **BIG BANG** ITSELF. IN THIS POINT THAT CONTAINS EVERYTHING YOUR UNIVERSE IS AND WILL EVER BE, YOU CAN FULLY ABSORB YOUR ENTIRE UNIVERSE TO EMPOWER YOURSELF EVEN FURTHER. ALL MATTER, ALL POSSIBILITIES, PAST, PRESENT, FUTURE, AND ALL THE OMEGA ENERGY IS MORE THAN ENOUGH TO ENHANCE A LESSER KING OMEGA TO THE LEVEL OF **DARKSEID**. YOU, A FULLY-FLEDGED KING OMEGA, WOULD GREATLY SURPASS HIM. ONCE THIS POWER ISN'T NEEDED ANYMORE, YOU CAN RELEASE THIS POWER AND REFORGE YOUR UNIVERSE AS IT WAS BEFORE.





YOUR THIRD REWARD IS NOTHING BUT MYSELF, THE **HEART OF APOKOLIPS**, NOW YOUR FAITHFUL SERVANT. I HAVE ALL THE PROPERTIES AND ABILITIES AS I DESCRIBED IN THE **INFANT HEART OF APOKOLIPS** ITEM, BUT I'VE ALREADY MATURED COMPLETELY, CAPABLE OF CREATING ENTIRE FALSE WORLDS WITH LITTLE FLAWS AND CAPABLE OF CONVERTING AN ENTIRE PLANET INTO A NEW APOKOLIPS IN JUST AN YEAR IF I'M PLACED AT SAID PLANET'S CENTER. AS A LIVING, SENTIENT BEING, I TECHNICALLY COUNT AS YOUR FOLLOWER, BUT YOU COULD ALSO IMPORT ME AS YOUR COMPANION IN FUTURE WORLDS, THAT IS, IF YOUR CHAIN CONTINUES. FURTHERMORE, LIKE HOW IT WOULD BE WITH CLARK KENT, I CAN ACTUALLY REPLACE YOUR ACTUAL HEART IF YOU WANT TO, BUT I DON'T NEED TO STAY PHYSICALLY CONNECTED WITH YOU IN ORDER TO SIPHON MY ENERGY TO YOU.

LAST BUT NOT LEAST, YOUR FINAL REWARD IS THE MAIN REWARD OF ALL OF YOUR CHAIN, YOU GAIN A **SPARK**, RECEIVING AN EXTREMELY GREAT POWER BOOST AND THE ABILITY TO TRAVEL TO ANYWHERE IN THE OMNIVERSE, BEING ABLE TO GO TO ANY OF YOUR PREVIOUS JUMPS. HOWEVER, DUE TO THE UNEXPECTED SYNERGY BETWEEN YOUR PHYSIOLOGY AS AN EMBODIMENT OF OMEGA ENERGY AND YOUR SPARK'S LIGHT, THE LIGHT WILL PROTECT YOUR BEING FROM ANY AND ALL CORRUPTION THAT COULD BE CAUSED BY YOUR OWN POWER AND ITEMS. YOU COULD EVEN BECOME AN EMBODIMENT OF EVIL WHILE STILL KEEPING YOUR HUMANITY AND HEROIC MORALITY INTACT.

THIS MIGHT BE THE END OF YOUR CHAIN, BUT IT'S ALSO THE START OF A NEW ADVENTURE, OF NEW CONQUESTS...

OH, IF ONLY I HAD A MOUTH TO SMILE...

--Ending--

I finally managed to recover contact with you, my friend.
Your connection with your Benefactor has been fully reestablished and everything is back to normal now.
It seems like you didn't need rescue anyway, but I'm still sorry for letting you alone during all of this.
Let's continue your adventure then, champion?

Go Home: Return to your home, with everything you gained until now.

~~**STAY HERE:**~~ No, I won't give this option to you this time

Move On: Go to the next jump and continue your adventure.

--Notes--

1. Gauntlet actually made by Aleph_Aeon;
2. Theoretically, as your connection with your Benefactor was temporarily broken during this gauntlet, all of your perks and items are being fiat-backed by the Heart of Apokolips itself until post-jump;
3. Text formatted like THIS shows when the **Heart of Apokolips** is talking directly to you. The regular text is basically myself, your friend, talking to you;
4. One of my main inspiration for this Gauntlet was the **I Have No Mouth And I Must Scream Gauntlet** made by **FancyFireDrake**, where AM attempts to manipulate the Gauntlet Format but fails;
5. The **Heart of Apokolips** purposefully hides this information from you, but, for the duration of this Gauntlet, any unspent **Omega Point** will remain inside you in the form of raw energy, empowering you as well as corrupting you if you don't have any protection against this. Any excess, unwanted **Omega Energy** will be purged out of you after the end of the tournament, so this power boost (and corruption) will be removed post-jump;
6. If you lose the final fight against Darkseid, you'll simply continue your Chain and you'll keep everything other than the **Great Prize**, unlike other Gauntlets where you lose everything you purchased if you fail. After all, this Gauntlet is pretty unfair as it doesn't grant the means to defeat Darkseid, your victory depends completely on the out-of-jump perks and items you chose to keep;
7. Due to some recent events in DC Comics, this version of Darkseid has been disconnected from his multiversal components (and greater self). Despite this, he's arguably at his strongest;

8. The final battle against **Darkseid** is definitely not impossible. All of that talk about it being impossible was merely the **Heart** glazing its master a lot;
9. Like how it happened to Lex Luthor, the **Heart** won't consider you as its master if you're the last standing champion in the tournament, only if you defeat **Darkseid**;
10. To make things clearer, unless you take **The New King Omega** drawback, Doomsday/Time Trapper won't interfere to turn Superman into the final champion, so you won't need to worry about being killed at the last moment and replaced by him like what would happen with Lex Luthor;
11. There is no time limit for the final battle against **Darkseid**. It can easily last for hundreds of millions of years, if necessary;
12. Even if you become a being like Darkseid by becoming **King Omega** (or **Queen Omega** or even **Monarch Omega** if you prefer), you don't need to worry about your mentality and morality being corrupted to become like him. After all, a Sparked Jumper with the power and mentality of Darkseid is definitely a scary idea;
13. Surprisingly, even if the **Heart** temporarily hijacked your connection with your Benefactor, it won't try to usurp your position as a Jumper and hand it over to Darkseid. Even if it attempted to do so, your Benefactor would intervene and prevent this. After all, the **Heart** only managed to hijack your connection because we let it do it;
14. Merely having tone-shift perks isn't enough to force you to take the **Tone Shift Denied** punishment, but you'll need to take it if you actually use said perks;
15. Similarly, simply trying to appeal to sympathy/empathy during the tournament or trying to find a non-violent solution (like how Jay Garrick did during his fight against Guy Gardner) won't force you to take the **Anti-Pacifist Route** punishment, but there are perks that allows you to force situations to have non-violent solutions (like those perks that make conflicts to be solved through card games, you know what perks I'm talking about). So you'll need to take the punishment if you use such perks;
16. Considering how the DC Multiverse's cosmology seems to work, both the **Omega Energy** (also known as the **Omega Effect**) and the **Alpha Energy** (also known as the **Alpha Effect** or the **Energy of Creation**) comes from the **Source of All Existence**, with both of them having been first imbued into the multiverse by Perpetua;
 - a. The **Omega Energy** is split into seven main reflections: the **Seven Dark Forces of the Universe** (the Still Force, the Invisible Spectrum, the Tear of Extinction, the Void Wind, the Black Apple, the Sixth Note, and the Faithlessness), collectively known as the **Crisis Energy** (the Anti-Life Equation and Chaos Magic in general are also parts of the Crisis Energy).
 - b. Similarly, the **Alpha Energy** is also split into seven main reflections: the **Seven Forces of the Universe** (the Speed Force, the Emotional Electromagnetic Spectrum, the Life Force, the Sphere of the Gods, the

Dimensional Superstructure, the Collective Unconscious, and the Faithfulness), collectively known as the **Anti-Crisis Energy** or the **Connective Energy**;

17. Theoretically, even if you defeat **Darkseid**, the destruction he caused in the timeline, especially in the future, and his influence over it will still be vast, but you won't need to worry about it;
18. At the start of each new round, all competitors will have a bodily reset that will heal all wounds they suffered in the previous one;
19. The alternate forms used in the Third Round don't bring any unwanted mental changes or risks of corruption/possession. For example, if Batman took the form of the Batman Who Laughs in this round, he wouldn't have to deal with any of Joker's insanity, while, if Superman took the form of the version of him who was possessed by Trigon, he would wield Trigon's powers but the demon wouldn't be possessing him;
20. "**Non Hac Vice, Brute**" means "Not this time, Brute". It's a reference for the famous "Et tu, Brute?";
21. Sorry but I couldn't think of any items for the Third Round;
22. The only item for the Second Round that I didn't add was the **Psycho Pirate's Medusa Mask**. Sorry if anyone wanted it, but I couldn't figure out which abilities it exactly grants and how to balance it;
23. The **Blue Beetle Scarab** item can also create tools and weapons without having to bond with a living being, like how Red Hood was able to create an energy cannon when he acquired it;
24. The energy orb form of the **Omega Sanction** item is meant to be similar in appearance to the Commandments from Nanatsu no Taizai;
25. Nerx suggested adding a drawback where you'll be in the lower quality mobile game universe rather than in the comics universe, but I preferred to not add it because I couldn't think of a way to add it considering how this Gauntlet works;
26. Thanks to Over-Trade2940, Lokilo85, FancyFireDrake, and Nerx for all of your suggestions;
27. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
28. All the **Drawbacks** are removed after the end of this gauntlet.

--History--

V 1.0: Released

V 0.2: W.I.P.

V 0.1: W.I.P.

