

Generic Video Game Jump
v1.0
by LJGV/Sin-God

Welcome to a… well, at least at a glance, a surprisingly mundane world. This world is a lot like the one many jumpers come from, but with a rather quirky distinction. Video games are a lot more common here, and also a lot more popular. In this world video games have a comical amount of influence and power. And this world is packed with video game makers, video game enjoyers, and a tiny handful of video game explorers. Come on down, say hi, and grab a game or two.
Take **1000 Console Points** to fund your adventures.

Starting Location

Your origin determines your starting location. Video game appreciators start off in a video game store, video game makers start off in an office, and video game explorers start off inside a game. You can also determine what town and country you start off in (though you do this less directly if you are a video game maker), or appear in when you exit the video game if you start off in one.

A video game store
This is a normal, real-world, run of the mill game store. It could be a Game Stop, a local store, or any store that sells video games if you want to start off in a Walmart, a Target, a Best Buy or anything else like that. You have a wallet that is filled wth enough cash to buy a new game.

An office
You initiate this jump inside an office in the headquarters of a game development company. You decide which company, and thus where you start this jump.

Inside of a game

Select a game. You begin this jump inside of the game! You can exit the game by finding a loading zone, or by selecting "Log out" if you are in an online game. If you lose in the game you get safely booted out and appear somewhere in the real world.

Age and Gender

You can freely determine your age and gender.

Origins

Video Game Appreciator [Free]
You are a regular person in this world, one who likes video games and who is quite good at them.

Video Game Creator [Free]
You work in the video game industry in some capacity. You are an able programmer just by taking this origin, and you have a stable job working on video game development and creation in a capacity you determine.

Video Game Explorer [200 CP]
Oh. *Oh.* By taking this origin your connection to video games has taken on new shades and mutated in quite a fascinating way. Now you can enter video games, and exist in their worlds. You can also exit them at will.

Perks

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

General [Undiscounted]

Flexible [Free]
There are a ton of video games. Each one, in an ideal world at least, is unique. To be able to appreciate, create, and explore the different worlds each video game transports its players to, you need a certain level of flexibility. You are now a mentally and emotionally flexible person, able to more readily adapt to each of the worlds you learn of and exist in. The benefits this confers are small, mostly giving you the mental space to acclimate to each new world, but this also protects you from becoming inflexible as you travel across your chain.

Video Game Appreciator

Player [100 CP | Free for Video Game Appreciator]
You are quite skilled at video games. You adapt quite readily to video game controls and mechanics, and understand them to the extent that it's helpful to you. This knowledge

Commentator [200 CP | Discounted for Video Game Appreciator]
You are entertaining to watch and always have a quippy remark or astute observation to make. People find you quite charming and you can easily have a fun night gaming with your friends.

Party Leader [400 CP | Discounted for Video Game Appreciator]
You can help people have fun while gaming. You are not only a skilled party leader, you are a joy to play games with, and you can share the joy you feel with others and help them find joy and inspiration while playing games. This also, unsurprisingly, helps them grow as game players and coaxes them to become better at games, faster than they would otherwise.

When In Rome [600 CP | Discounted for Video Game Appreciator]
You have a very peculiar ability. The more time you spend playing a genre of game the better you get at something related to the game. The more time you spend playing FPS games the better you get at using guns, the more time you spend playing platformers the better you get at parkour and platforming, etc. This buff is small, but it stacks and persists across jumps.

Video Game Creator

Creative [100 CP | Free for Video Game Creator]
To make games requires creativity. And you have creativity in spades. You can find the inspiration for games all over the place, and your mind constantly thinks of how to translate things into game-mechanics that are innovative and engaging.

Execution [200 CP | Discounted for Video Game Creator]
You understand the ins and outs of video game creation. You have a remarkable understanding of how to sit down and do the actual work needed to design video games. Now by yourself you may struggle, after all even jumpers can only do so much by themselves, but your breadth of skills is impressive. The depth of your skills is also a bit surprising, but this is primarily to give you a foot in the door to getting stuff done your way, it's much easier to get and lead a team than to do everything yourself. Still, don't underestimate what you can get done with just this.

Developer For Hire [400 CP | Discounted for Video Game Creator]
You are surprisingly flexible in your field of choice related to video game design, from marketing, to coding, to anything related to art and music for video games. You can take this talent and market it elsewhere it'll naturally translate, and you are quite skilled at finding work and paid opportunities to show off this skill set.

Triple A [600 CP | Discounted for Video Game Creator]
You are a remarkably adept video game developer. Somehow, even by yourself, you can design things that seem like they are triple A productions; major blockbusters of games with massive budgets where every cent was spent properly and thoughtfully, even on a shoestring budget (or even without a budget). Games you help develop will be of high quality, and will find ways to impress and astound those who purchase them. This trait extends to other things you create, though to a lesser extent.

Video Game Explorer

Exploration [100 CP | Free for Video Game Explorer]

You have the power to step into the worlds of video games. You can find games and step inside of them, entering and exiting via the physical devices the games are in, or through internet (or an appropriate equivalent in future jumps). While in a game you operate by the same rules as the characters (unless you have perks that would naturally give you benefits over the characters, in which case you gain those benefits). If you get defeated/die in the game you get booted out safely, but exhausted. Time slows when you are in a video game, to a dramatic extent. It can slow to as much as 1/10th, meaning that for an hour to pass in real time you'd have to spend 10 hours in a game, though you can also speed it up such that time in a video game is 1 to 1 to time in the real world. By default you become the protagonist of the game, but over time you can hone this ability and have it import you into a video game as another character.

Party Formation [200 CP | Discounted for Video Game Explorer]
You can now take characters out of, and into, video games with you. Those you take with you into games get the benefits of *Exploration*, but you can boot them out at anytime (and if they betray you you can choose to boot them out immediately). Those who come out of video games with you are brought into the real world of the jump you're in, and their strength is scaled to yours (or their maximum in-universe strength, whichever is lower) and it requires their consent for them to be taken out of the game. People you take out of video games are loyal to you by default but have free will. That said if you die they get sent back into the game they come from and they understand this. You can take this without taking *Exploration* but obviously it's much harder to get the most out of it without the above perk.

Equipment Player [400 CP | Discounted for Video Game Explorer]
Some game characters advance most explosively with items. Now it seems that you are one such game character. You excel at finding items, using the heck out of them, and can use them outside of the game worlds you find them in, taking them with you into the real world. When you use a video game item in the real world, it toggles a cooldown for that specific item before you can use it again, though how long this cooldown lasts depends on the item in question and this can be trained to reduce it.

Game On [600 CP | Discounted for Video Game Explorer]
The feats you accomplish in a game-world become feats you are capable of outside of it. You gain a degree of fiat-backing for your in-game accomplishments, and you become capable of replicating the feats your player characters pull off. These feats aren't replicable exactly from the jump, but you can train to perform them and the more time you spend in the game of the character whose feats you are mimicking the easier it becomes. The difficulty of replicating feats also depends in part on how difficult they are in the setting they come from, so there's plenty of stuff that's fairly easy, such as jumping higher after playing Mario or using basic magic after being in Oblivion for a while. Essentially the more epic stuff is difficult but the simpler things, with simpler being relative to the games you play, is simple. Play a variety of games, get a variety of powers.

Items

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

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

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

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

Video Game Appreciator

Gaming Stipend [100 CP | Free for Video Game Appreciator]
Every week you get a nebulous amount of money, enough for you to buy a newly released game (somewhere between $50-$80 American dollars depending on the gaming console and year) and to get yourself a nice little gamer dinner, perhaps a pizza and some soda (probably between 25-30 dollars). This money can be used to treat yourself to a nice night of quality gaming. In future jumps this stipend adjusts to consider how much a game might cost, or to become usable for some other form of entertainment.

Universal Gaming Console [200 CP | Discounted for Video Game Appreciator]
This gaming console is a special device. It can be used to play any video game, and comes with everything that you'd need to do that; controllers, a monitor/screen (one that can change sizes at will so you can easily take the console on the go or use it to play games with movie-theater sized screens, if you want), and any and all features that one might expect such a thing to have such as online connectivity, unlimited charge, cross-play and cross-saving, and a connection to any and all online game vendors from the Nintendo eShop to Steam (or rather in-jump equivalents), and the ability to connect to services and platforms like YouTube and Twitch (and again, any appropriate in-jump equivalents). This also appropriately buffs the games you play to the extent that you'd want it to, such that older games get better graphics, and minor QOL tweaks (nothing transformative, but enough to make the actual gaming experience a little smoother, a little more fun), but only if you'd want it to.

Gamer Career [400 CP | Discounted for Video Game Appreciator]
You now have a career as a gamer. How exactly this manifests is up to you, you could be a beta-tester, a gaming reviewer, a let's player, or any other such career that involves gaming. In future jumps you can decide how precisely this works, whether you simply get the money as a sort of stipend paid out to you at the same intervals you got paid here or if you want to continue to do the work directly (if possible. And this is possible in a surprising number of settings, such as Star Wars where *Hologames* are an in-universe thing that exists). If you want to continue to do the work the career will be appropriately modified, if it's at all within the bounds of reason, to make it doable. If it's not possible you will still get the money you'd make from the job (determined by how much you're making at the end of the jump), in the form of a regular stipend paid out to you and accessible through your warehouse or some other arrangement you work out with your benefactor.

Video Game Creator

Game Development Software [100 CP | Free for Video Game Creator]
This is a supercharged version of a game development software of your choice, such as a fiat-backed version of *Unreal Engine 5*. This software is tweaked in such a way that you have unlimited, free access to it on any appropriate technology you want to use it on, and you have an instinctual understanding of how to make it sing. As new software for game development is released your super software gets updated to include the best features in rival softwares and remains incredibly easy for you to use. You can also always release games made using this super software without worry of legal issues (at least solely from a game-development software standpoint, if you steal music from someone and use it in a game that can still be something that leads to trouble for you).

Testing Console [200 CP | Discounted for Video Game Creator]
This is a super gaming console keyed to games in alpha, beta, and any other state of pre-release, and deal with bugs, glitches, and errors. You can plug and play any game and it will compile reports on any and all bugs, glitches and errors, and tell you how to fix them (and when possible fix them itself).

Gaming Company [400 CP | Discounted for Video Game Creator]
This is a gaming company you own. It will follow you from jump to jump and you are recognized as the company's founder and CEO. If you want to use an already existing company… You become the head and founder of its jumpchain division. You are still the head of the company for all intents and purposes. This comes with all the benefits of such a position, including a salary, health insurance and any other such things one might expect and be entitled to as a company CEO. If in future jumps such a company cannot possibly make sense, such as in a cave-man world or a fantasy world, the company will shift if possible to produce appropriate goods or this will simply award you a stipend of your expected income.

Video Game Explorer

One Game Jumper [100 CP | Free for Video Game Explorer]
At the start of every jump you get a single game of your choosing. This comes with an updating catalogue of games, which you can use to look through any and all games that have been released. You can freely use these games to travel, just like you can use other games. This catalogue also updates to include fictional games once you've traveled to settings wherein these games exist.

Costume Changes [200 CP | Discounted for Video Game Explorer]
You have access to a set of video game character costumes that minorly boost you in ways related to the characters the costumes are inspired by. People do not find these costumes weird unless you yourself point out how odd they are.

Gamer Powerup Stockpile [400 CP | Discounted for Video Game Explorer]
This is a small suite of gaming power ups that follows you for your journey. When you first acquire this it will only have a few power ups with fairly generic effects such as an item that if consumed temporarily lets you hurl fireballs at people. This item gives you copies of video game power ups, giving you more copies of more commonplace ones such as giving you more super mushrooms and fireflowers than it would give you 1-up mushrooms or super stars. As you enter more worlds and encounter more power ups

this item's stockpile increases. The power ups replenish, though how fast they replenish is proportional to their commonality in the games they come from (rare things take longer to respawn than common things).

Companions

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

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

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years. You can take this up to 3 times for points, and after that it'll just extend your stay without adding to your budget.

Judgmental [+100]
Plenty of folks here are a bit judgmental about people's hobbies and interests. Expect a lot of annoying remarks.

Loss of Understanding [+200]
People will, from here on out, be much more ignorant as to the meaning of games and the game developer's intents, even and especially ones that are not subtle about their

meaning and messages. There will be many annoying remarks, particularly about games you like, where people reveal how dense they are.

Glitchy [+200]
Your favorite games will be highly glitchy. These glitches will sometimes be quite annoying, and at other times will be mostly harmless. If you are an explorer this doesn't affect the time you spend in game worlds, unless you want to add an 200 CP to the points this gives you, but when a game glitches and you're in, if you die you'll pass out for a short while. You'll still be harmlessly booted out of the game though.

Least Favorite Type [+200]
Whatever type of video games you like the least experiences a gigantic uptick in popularity as you enter this jump. For the duration of your stay people will be far more likely to recommend games you just don't like, and such games will experience surges of popularity.

Fandom Wars [+400]
Oh, people are REALLY intense about fandoms. This will regularly result in mild violence, and occasionally result in fairly intense violence. Events will unfold in such a way that you are regularly dragged into these conflicts.

Everybody's A Critic [+400]
Gaming critics are much harsher in this world. Their reviews are scathing and they actually impact a game's sales. This may sound like a boon, but enough bad reviews can shutter a franchise and get it discontinued, not to mention harm the mental health of game developers.

Endless Debates [+400]
Oh no, people are really annoying about this now. The entire time you're here discourse about video games will be happening. Expect endless debates about what some games means whenever you look at the comments section of a gamer you like.

Game Reality [+600]
This world has gotten much, much weirder. Games now bleed through into reality, and popular enough games can find their characters coming to life in the real world spontaneously. Things and people from game worlds operate on rules similar to when game characters are brought out of games, but without being capped at your power level or tied to you. Characters from games will have their own senses of morality and their powers, and thus this world will certainly be very different. Unfortunately, this only begins to happen when you enter the world, perhaps as a consequence of this world being opened to the grander multiverse.

Gaming Wars [+600]
Video Game Explorers, as per the origin, now exist. They have their own copies of the abilities here, and while many are helpful and kind, some are not and like to use their powers selfishly, creating regions they rule over using their powers from an assortment of games to get rich or to live hedonistically.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

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

Notes

-This is an LJGV vacation jump, a sibling to jumps like *Generic Movie* or *Generic Visual Arts*.
-The *Video Game Explorer* origin is a part of a tradition in these jumps, and like all of its sibling origins it has some very handy powers that mean that it can do… a lot, in the right hands.