Captain N
(Jumpchain-compatible CYOA)
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Version 1.0

Welcome to Videoland, Jumper. It is a world, or rather a connection of video game worlds that are VERY loosely based off of classic Nintendo games on the NES. It's the 80s and everything is suitably dorky to match. Right now, the evil Mother Brain and her dastardly henchmen are storming the Palace of Power, the center and heart of Videoland. Her goal? To take it over, of course. But, the legendary Power Glove tells of a savior from the real world who will come to save videoland. His name is Kevin Keene, the Gamemaster. Together, he and his new friends will thwart Mother Brain's plans in daily adventures that most certainly isn't a botched marketing exercise from Nintendo. Nope.

But that's where you come in, right? While these worlds aren't quite as dangerous as their game counterparts, it can still be a dicey proposition to survive if you're not careful. Will you join the N-Team as a new member? Will you instead join the dastardly Mother Brain, or seek to take over Videoland all on your own? Or maybe you'll just go somewhere else because this is all incredibly silly.

Make it good, Jumper. +1000 Power Points for your trouble.

Backgrounds:

Age is largely irrelevant for Videoland Natives and Villains, and can be chosen for free. Drop-In and The Gamemaster roll 10+1d8 for age. Gender remains the same. Can spend 100 points to choose age and gender.

Drop-In [Free] – It's you! You're dropped out of the Ultimate Warp Zone at your new location, with nobody knowing about your coming or knowing what to expect. Your anomalous nature seems to be doing funny things to Videoland...and you as well, too. Tastes like glitches.

The Gamemaster [100] – The prophesized savior of Videoland. You were just an ordinary gamer playing on your NES in the real world 80s until your TV suddenly sucked you in and now you're in Videoland. You're told you need to save the world, pronto. Better put your gaming skills to use, right? **IMPORTANT:** There is only one Gamemaster. If you take this background, you must take the 'Not so Keene' drawback for no points, and you cannot import any companions as the Gamemaster. If you don't take the background and instead import a companion into the role, the same conditions apply – only one can take it, and you must take the drawback. You must begin the jump in the Palace of Power.

Videoland Native [100] – You're a video game character, born and coded. You existed in one of the worlds as a normal citizen, hero, or even a Mook trying to make a living. Times don't look so good with Mother Brain around, but maybe that Gamemaser will solve it...or maybe you'll do it yourself.

Villain [100] – You're no goody-two-shoes, good-for-nothing hero! You're a Villain! You're set to conquer Videoland yourself, or maybe ready to work alongside Mother Brain in what will certainly be her moment of triumph! Complete with silly Saturday Morning Cartoon outfit and maniacal laughter. Nobody's as bad as you, no sir. You may start on the Metroid for free.

Locations: (Roll 1d8 or pay 100 to choose your location. Certain origins can start in some locations for free.)
1. The Palace of Power – The central heart of Videoland, currently under attack by Mother Brain.
2. Kongoland – A jungle world on a large, floating island. Home to Donkey Kong.
3. Metroid – Mother Brain's...well, brain-shaped spaceship. Wipe your feet, please. Heroes not welcome.
4. Castlevania – A spooky Translyvania-esque world full of monsters and vampires with terrible accents. Home of Simon Belmont.
5. Mount Icarus – Home of some (very inaccurate) mythological creatures and other assorted Greek nonsense. Home to Kid Icarus.
6. Megaland – A huge, technological city full of brilliant inventors. Home to Megaman.
7-8. Free Pick

Perks: (All perks and items receive a 50% discount for matching their background. 100 point perks and items are free for their respective backgrounds.)

[Drop-In]

You Stop That [100, Free for Drop-In] – Put it simply, a lot of things and people in this world have an annoying quirk behind them. Whether an incredibly bothersome personality defect or verbal tic that doesn't let up whenever someone opens their mouth. With a finger point and a stern word, you can tell them to knock it off – and it will actually work. You can also no longer be driven insane by annoyances except in extreme circumstances. This doesn't work on someone who is actively trying to kill you via quirkiness or actual violence, of course.

Trust Me [200, Discount for Drop-In] – Oh, brother. Everyone here is insufferably gullible, to the point you could probably sell ice to the Ice Climbers. Good thing that works to your advantage, right? You can freely change sides in a conflict, and even easily win the trust of the ones you were fighting beforehand, so long as you didn't cause them serious tragedy or loss that is impossible to ignore (no joining a nation if you zapped their monarch out of existence, but smashing up a few mooks is fine). Everyone is more easily willing to give you the benefit of the doubt, even if you're on Dramatic Betrayal #203. 204th time is the charm, right?

Game Genie [400, Discount for Drop-In] – There's no doubt about it, playing fair is for losers and slowpokes. And you've become an absolute master at cheating. You can easily spot exploits or loopholes in rules, along with various ways you can trip your opponent up to get ahead. You become a much better liar and con artist, able to trip up even someone able to read your mind if you put focus into it. This isn't perfect – being caught flat-footed or not having anything to exploit will make your slippery nature dry up fast, but if you can keep the lies, bluffs, and cheap tricks handy, nobody will be able to catch you with your pants down.

The Glitchmaster [600, Discount for Drop-In] – Your ability to act underhanded and crafty has managed to breach the code of Videoland, and now you're able to subvert and twist it. Being able to ignore friction and momentum, being able to phase through walls, pulling out a glitch item from thin air that handles your current predicament – endless chaos and potential can be unleashed at your will. However, this isn't mastery – you merely hold the leash of this beast. Unleashing the power of 'glitch' will let you subvert reality, and while it will always be helpful to you, and on a local level, you cannot consciously control the result you will generate, and it will be different each time. The change is also temporary, up to ten minutes at the most at a time. What's more, it will always be destructive and

obvious – a weapon made of broken, screaming code, a healing potion that's colored an inky black and is consumed by spitting it out into the bottle, and so forth. Excessive use, such as sustaining multiple glitches at once, is extremely tiring and can potentially damage you with overuse, causing your body to be hurt by broken lines of hexadecimal code or swap color palettes as it does so. Thankfully, such damages and 'unhelpful' glitches usually fade out after a few minutes of normality. Feeling lucky?

[The Gamemaster]

High Score! [100, Free for Gamemaster] – You're really good at video games. Like, really, really good. You're what every professional player wishes they could be, and anything you haven't learned to play already, you can master it within hours at the most. This also applies to sports, weirdly enough, but nothing with the intensity of actual combat...VR may be an exception, however.

Playing with Power [200, Discount for Gamemaster] – What's a hero without the skillsets of one? Namely, you can now jump twice as high as you previously could without being hurt by the landing (ONLY if it started with you willingly jumping, mind), and you're now a sharpshooter with a pistol as well as really good with a sword. You'll have to practice all three of these to get the right mileage out of them, but you'd be surprised how many problems can be solved by jumping on them.

Continue? [400, Discount for Gamemaster] – It's not over until the game is over, dang it. You're the hero, the protagonist, and you dying just means you need to put in another quarter. While the ability to Save/Load or revive infinitely is beyond your reach here, you're able to translate this eternal persistence in the ability to cheat death. Once per jump, when something would definitely kill you, you will return to life where you died with '1 HP', teetering on the brink of death but able to get back onto your feet. Your energy reserves will be the same as when you died, or the bare minimum to keep yourself alive if you used them all up. Post-Spark, you can use this as many times as you have US quarters on your person, being used up each time you activate the perk.

Playing with Super Power [600, Discount for Gamemaster] – People always tell you that you can't really learn anything from video games, that they're a huge waste of time and you should go outside and take out the trash. Well, guess what? They were wrong. Skills you use in video games can now be translated into 'real' skill. Really good at fighting games? You can use the martial arts styles of the characters you played, and your 'main' will make you a master of that character's particular style. Really good at first person shooters? You're a pro at running around and being a sharpshooter, and even know how to reload a new weapon just by holding it.

On the downside, while you can learn minor 'crafting' skills, actual sciences or supersciences won't really be learned using this perk. You can't learn any supernatural abilities you don't already have access to this way. It will let you improve them once you have access to them, however. But the amount of things you can learn this way can quickly make you rocket into the realm of hypercompetence – dating sims, platformers, RPGs, and more – all of Videoland is your playground. And nobody plays better than you.

[Videoland Native]

By the Pixel [100, Free for Native] – Videoland is a land of both imagination and data. Mostly data. That said, a lot of things here don't really work the way they do in the 'real world', and requires some thinking outside of the box. You're used to the weirdness, and can easily adapt to strange cultural customs or slightly different laws of physics. This adaptation isn't physical, just mental – you're not

going to be able to suddenly survive a lava flow by making a swan dive into it (thanks for playing, by the way!), but you'll get an idea of how to avoid it if you just use some common sense and footwork. Anything that can hurt or kill you will still do so, so you'll need to find a way around them or use a different ability to deal with it.

Accept the Challenge [200, Discount for Native] – Let's be frank – a lot of old games are harder than what we know today. Things like autosave, tutorials, and mercy heals – these are not for you! You have not only the willpower to press on past hardship, but you develop an eye for spotting ways around incredibly difficult challenges. You also become more physically durable, able to take a few hits from things like laser beams or bullets like a champ before the damage truly begins to sink in. It's all the way from Level One to the Final Boss...and you'll make it there.

It's A Secret to Everybody! [400, Discount for Native] – Well, not you. A lot of things in Videoland don't really bother explaining how things work or what you're supposed to actually do. You're told to defeat the seven Robot Masters or awaken the Sages – then they don't bother telling you where the Robot Masters are, who they are, or what they do, or even how you're supposed to awaken the Sages. You are now able to work with this painfully minimal information, being able to immediately deduce the basic information and danger level of a task you're given even if it's just 'defeat the Big Dragon' - you'd know how tough the dragon is relative to you (though not why) and an idea of where to find it.

This also applies to puzzles and mysteries – you get an idea of how to fix a problem so long as you're aware of what the problem is in the first place, and can get a rough idea of what happened on a crime scene with just a single smear on the counter. More detailed information is up to your own investigation skills, but you'll at least have enough to move along with.

Warp Zone Wazoo [600, Discount for Native] – The Warp Zones are what connect all of Videoland together. Just jump right in and a cheery sound effect will play, then you'll appear wherever you need to be. You know what'd be awesome? Being able to make those at will and go where you please. But unfortunately, it just seems like a pipe dream…

Get it? Pipe dream?

Oh, whatever, you're now someone who can create these Warp Zones at will. As long as you can form an accurate mental image (whether seen from a picture or scrying), you can create a Warp Zone that will instantly take you right there. The trip is instantaneous, complete with Mario sound effect, though it will close once it is used. You can maintain a portal to stay open longer, but it's incredibly stressful and draining. This effect is worsened if you try using multiple Warp Zones at once, likely taking the wind out of you for weeks if you're not careful. This cannot be used to travel through time or dimensions – but Post-Spark, your Spark will resonate with the Ultimate Warp Zone, letting you instead warp anywhere, anytime, anywhen, in any dimension. You can even send other hapless people along to other dimensions without being present if you obtain such a reward. You know, if you wanted. Copycat.

[Villain]

Always Hiring [100, Free for Villain] – You're not sure what it is about you. Maybe you're a bully and push enough people around. Maybe you're hard pressed to find some good help in a land full of goody-two-shoes. Either way, you seem to attract at least a handful of either incredibly stupid or incredibly evil (in the Saturday Morning Cartoon sense) henchmen. They never have any remarkable or

unique abilities, even in a world full of superpowers, and are generally willing to do whatever underhanded tasks you need them to. Kidnapping, stealing, taking lunch money, doing laundry, doing groceries, etc. These nameless mooks never count as companions and they're usually easy to replace if the old ones die. Good for disposable labor. Just note that their competence will sharply decrease depending on how important the task is – they'll almost always come back in bandages or bodybags if you try and make them kill the main character, but just kidnapping their incompetent sidekick is do-able. Usually. Still, it's probably best to put these idiots to mundane tasks you can't be bothered with.

Hm? You're not evil at all? Well, then they're a bunch of over-enthusiastic hero wannabes who have more well-meaning than any kind of sense. If you're morally ambiguous, then they're a bunch of unpaid interns.

The Most Beautiful Of Them All [200, Discount for Villain] – You know, like Mother Brain!

...pffft. Nope. Couldn't keep a straight face. Anyways, UNLIKE Mother Brain, you actually look the part. You're pretty gorgeous compared to all the other nitwits here, and maybe even a lot of nitwits not here. More than that, people are more inclined to trust and believe you on a first impression, even against their better judgment – after all, you look so charming and wonderful! This won't overwrite their common sense or any reputation you've gained for yourself, but maybe you can use this to smooth things over...or find an opening to put the so-called 'heroes' in the dirt.

It's Too Dangerous To Finish Off Jumper Now! [400, Discount for Villain] – You know how the heroes always seem to live to fight another day, how they always foil the plans of the bad guys and yet the conflict continues regardless? That's right – you now have villainous plot armor. The heroes will just refuse to deal a finishing blow to you, to the point of even making up excuses – that you may be redeemable, that they don't want to sink to your level, or that you're probably planning something if they take the chance. This applies to your enemies in general...however, it doesn't make you invincible. If a confrontation is 'cinematic' enough to warrant a final episode and your rivals bring enough firepower, this plot armor crumbles like a cookie. It also doesn't stop anything that can kill you from...well, KILLING you. Trying to tank the finishing move is a bad idea. Just saying.

Jumper: The Final Boss [600, Discount for Villain] – You're no run-of-the-mill villain, no Goomba or Octorok. You're certainly not King Hippo or Eggplant Wizard, and you're head and shoulders (pfft) above Mother Brain. And you're gonna prove it. Once a day, after taking any amount of physical damage, you may transform into a gigantic (optionally: robotic) 20-meter tall form with monstrous features, or just change into a glowy version of yourself. All of your abilities and destructive powers are boosted greatly, enough to turn the tide and smash up those pesky heroes once and for all. The problem is that maintaining this is incredibly stressful, and while you can change back anytime, it will take back whatever you use twofold. In short, the longer you're in Final Boss form, the less energy you'll have when you turn back – keeping this form active for longer than 30 minutes can knock you into a coma for several days, leaving you vulnerable. Best used in a do-or-die situation, like when the hero is in your throne room.

Gear:

A Cheater's Closet [100, Free for Drop-In] – The Game Genie, The Game Shark, Action Replay – every cheat engine and cheat program ever designed for video games is now in a USB console that you carry, which can attach itself to any video game console and will load up the appropriate engine, even if it lacks USB drive. Even better, it has a mental filter that prevents someone else from realizing you've

just begun to cheat, and will mistake your sudden curbstomping for skill. This mental filter only lasts for a few minutes, though. Good for a quick laugh or ruining an entire day of Mario Kart. Running other programs on the USB will lack this filter.

The Power Glove [200, Discount for Drop-In] – You know that amazingly powerful and clairvoyant Power Glove in the Palace of Power? This isn't that glove. It's so bad. This modified piece of marketing failure can actually assume remote control of any technological device you can make line of sight with. However, it only works on one device at a time, and the controls never sync up properly with the device in question. Taking control of a gunship and hitting buttons will send it into a tailspin, waving your hand around will make it fire broadside missiles, and more. Try to do too much at once and you might make it explode or regain control, depending on how strong their security measures are. I guess you're playing with power? This can't take control of anything via the Internet or a broadband connection – those aren't exactly widespread yet.

The Game Shark [400, Discount for Drop-In] – I'm honestly not sure what this thing is. It's apparently a flying shark with the ability to move through solid objects like it would water, and can even fly through the vacuum of space. It's always surrounded by garbled code and broken textures, and makes an ear-piercing shriek whenever it's attacking someone. It's now loyal to you and can be summoned by playing this glitch whistle. Can be trained to attack, kill, and fetch. Maybe a bit more if you can find a way to actually communicate with it. At the very least, it won't try to attack you or companions. It's also not very smart and tends to stay in one direction for hours at a time if it's not paying attention. Hope you find a use for it.

The Konami Code [600, Discount for Drop-In] – What?! A non-Nintendo item!? Blasphemy! Heresy! Burn the Jumper for their corrupting ways! What? I'm kidding. Anyways, this is another USB drive that hooks up to virtually any electronic device. What does it do? Well, it basically generates a unique 'cheat engine' for the device it's hooked up to, and even provides a nifty interface based on how advanced the device is (a gun will provide a simple interface with a few buttons, a supercomputer will generate pages upon pages of code in a UI). You have to learn how it works from the ground up, but after you do, you can freely manipulate (or destroy) the device using the cheat engine – letting you bypass security and hack into it like you've been given admin access. What's more? No security short of disconnecting the USB and shooting you in the face can stop it, though sentient machines or AI can overcome it. The only downside is that it will always have a recognizable 'fingerprint' - an animation file of someone entering the Konami Code – left on the device that has been used like this.

Can't Beat The Classics [100, Free for Gamemaster] – Well, it wouldn't be a Nintendo jump without Nintendo games, right? You now have a working NES and every game for it ever made, stored in a compact little library on your Warehouse. Will be handy when dealing with things in this world.

Pocket Full of Quarters [200, Discount for Gamemaster] – Okay, that's not what this item is. You know what it actually is? It's every arcade game ever made. Yes, ever. While in this jump, you'll only have ones from the 80s and 90s, post-jump, you'll have every arcade game ever made back in the real world. As in, YOUR real world. And it updates and expands for every new one. This ever-expanding arcade is a separate attachment linked to your Warehouse. Comes with a stopwatch and an alarm system so you can remember to eat or leave to do jump things. All arcade machines are in free play mode, of course, and organized alphabetically. There will be doors leading back to the Warehouse every few arcade machines.

The Zapper [400, Discount for Gamemaster] – It looks like a plastic light gun, the terrible ones you'd see on arcade machines or copies of Duck Hunt, but it's actually a fully functional weapon. It fires a laser beam that functions like one you'd see in a sci-fi movie, which will torch through steel and punch holes in people and monsters that aren't strong enough to tank it. Comes with a stun setting and a 'freeze' setting. Is especially effective against anything made of 'solid data', like in virtual reality or when something escapes the television.

Power Pad [600, Discount for Gamemaster] – It's Captain N's signature game pad. This controller has about eight charges of use to it, which will recharge at different times depending on what is used. The functions are, as follows:

The Control Pad – With 'up' being forward from the Gamemaster's perspective, 'down' being behind them, and left and right being at their left and right, pressing the control pad will immediately make their body move up to ten feet in that direction, no reaction time or reflexes necessary. You won't even feel negative effects from the movement short of being a little startled. Good for dodging attacks. If you continually press a direction, you can dash in that area with steadily increasing speed. You will immediately stop before crashing into a solid object when this is in use. Each charge used for this function recharges 30 seconds after use.

SELECT – Pressing this will make an 8-bit inventory screen with 8 slots slide in front of you. You can store single objects (as in, one of something) in each of these slots regardless of size or mass, and can deploy them in front of you by using this. Each slot used for storage or deployment takes up three charges, and each takes a half hour to recharge.

START – The fabled 'Pause' button. Pressing this will make a cheery jingle play before time halts for everyone except the one holding the Game Pad. They may act freely during this, though it has a hefty battery requirement – each minute of frozen time takes up a charge, and they take an hour of time to recharge for each one spent.

B - 'Cancel'. Started charging an attack that is going to definitely miss? About to do something stupid and only now realized your mistake? Nearly said something stupid? Well, now you have the ability to backpedal. You may cancel a single action you were taking before pressing the button. The huge laser you were about to fire harmlessly disperses and your energy returns, the bullet you fired curves at the last second, and the sentence that would have pissed someone off turns into silly gibberish. This only applies to actions you take, and doesn't reverse the actions of others, nor any injuries you take. Consumes one charge per use, which recharges at about 30 minutes per use.

A - 'Jump'. Allows you to leap twice your normal jumping distance, and you will not be harmed by the landing (unless something interrupted the jump in doing so). Can press a single time while in the air to 'double jump', which will cancel momentum from a long fall. Takes up one charge per use, and recharges one minute per charge used for this. Stacks with 'Playing with Power'.

Health Meter [100, Free for Native] – It's a measure of yours or someone else's physical health. By slapping this sticker of a Megaman health bar onto somebody, a larger one will manifest that only the user can see. It cannot be touched or interacted with, but provides an accurate (if abstracted) meter of how far someone or something is away from death. Good for bosses. You get a new one to replace the previous one ten minutes after use.

Minimap [200, Discount for Native] – Provides a top-down map of your current location that you can see in your mind's eye at will, and share with anyone in eye contact range of you. Starts off empty, but grows as you explore an area more. Won't detect anything except for you and where you are, however – watch for enemies or traps yourself.

Sentient Weapon [400, Discount for Native] – A single melee weapon of your choosing. It has something of a mind of its own but doesn't qualify as a companion, instead acting in ways it thinks will favor you, being absolutely loyal to its user (you). It will conveniently fail when enemies try to use it or you're about to hurt someone you didn't mean to, and can even 'wield' itself by floating in the air and attacking a foe. It cannot talk or communicate, however, and learns primarily from your own muscle memory and desires at the time.

J-Tank [600, Discount for Native] – Ever needed to get back on your feet, fast? Especially during an emergency or a particularly difficult enemy? Well, you have it, now. This red can with the letter 'J' on it, when consumed, will immediately restore you to full health and restore all energy reserves in your body – stamina, spiritual power, mana, energy for augmentations, etc. This can't be used on the dead or machines separate from you, and only refills once a week.

Eggplant Wand [100, Free for Villain] – It's a plastic wand with an eggplant on top of it. Can transform solid objects into fresh vegetables, though anything sentient or living will just be trapped in a vegetable their size. Great for parties. Can be resisted by powerful objects or people.

Magic Mirror [200, Discount for Villain] – A sentient magic mirror that is based off of the one that Mother Brain uses. It will either always speak in rhyme or always say hurtful insults directed at you, but it will usually provide cryptic-but-helpful hints about places you should go or people you should talk to in order to accomplish your current goal. Can spy on any area you've been to at least once, but can't see past magical defenses.

Digitizer [400, Discount for Villain] – A neat little handheld device shaped like a raygun. When used, it can repair broken or corrupted data. The primary advantage to this is that while you're in Videoland, characters can be returned to life this way, as everyone present is made of solid data. Doesn't quite work outside of areas involving file data, though, but might help in restoring something missing...the amount of time it takes to 'restore' something is proportional to the amount of data lost. A lost homework file will be restored in minutes, while a huge amount of lost technology made in a code no human ever used will take years, if not longer. If there's no data available at all, it obviously can't be restored to begin with.

Battleship [600, Discount for Villain] – What is a villain without a proper lair to scheme in? You receive a 'world' (in practice, more like a giant spaceship) capable of flight and sub-light space travel. It's slow and bulky, lacking any real shipboard weaponry unless you install some, but filters itself from the notice of unwanted attention that works on all except the most determined or powerful of adversaries. This won't work if you're actually in battle or attacking somewhere, mind. It will follow you between jumps, but as it is, it's currently empty...which is why it comes with the Power Mook Maker. Any generic, non-Boss video game enemy that appeared in the NES can be spawned once every ten minutes. That said, they're amazingly dumb and think in two dimensions (walking only when ordered or only back and forth in one spot), and tend to be glass cannons at best. Still, you know what they say about quantity having a quality all on its own, right? The Maker can be modified to produce smarter and more capable minions, but will take time...this thing was designed with more plastic than sense.

Companions:

The J-Team [100/300] – Got some friends? Want some new ones? For 100 points a piece, you may import or create a new companion with a free background and 400 points to spend on perks and items. In case it needs to be said, they cannot buy their own companions that way. Too many mouths to feed, you know? If you spend 300 points, you may freely import or create up to 8 companions at once.

Get N or Get Out [100] – What, want to bring a canon character along? I don't see why not...I suppose. For each purchase, you can gain a new companion from this world. The price of this becomes 200 if you took A Time of Heroes.

Drawbacks: (Can take up to +600 in drawbacks. Extra drawbacks can be taken for no points. Taking The Great Change raises the cap to +800.)

Oh, There's Samus! [+0] – This particular world is based largely off the TV series of Kevin Keen's adventures, though with this drawback, you may also include as much or as little of the Captain N comics continuity as you wish.

A Time of Heroes [+0] – Not fond of how some beloved characters are portrayed in this world? Not to worry. With a bit of my help, everything will be closer to as it should be – Metroid is a game, not a spaceship, with a capable protagonist in Samus. Super Mario himself will be wandering Videoland, Mother Brain has an army of space pirates at her disposal instead of two idiots, and the heroes of the Palace of Power will be as competent as they are in their respective NES games. Be warned, while this will be easier to tolerate, the world is now much more dangerous – The Gamemaster is treated as an almost messianic figure, Mother Brain is a serious threat who is mere minutes away from seizing the Palace of Power, and the heroes won't fall for Saturday Morning Buffoonery. I hope you're prepared.

Not So Keene [+0/+100] – Mandatory for the Gamemaster background. Kevin Keene did not appear through the Ultimate Warp Zone – either you, someone else, or nobody did in his place. It's now up to you to defend the Palace of Power whether you like it or not, because if Mother Brain or any other villain (or enemy) takes over and holds it for more than 48 hours, your chain will end in failure. This isn't as hard as it sounds...unless you took the other drawbacks, of course.

Faaaabulous Ego [+100] – You're quite the narcissist, Jumper. You spend all day grooming yourself in front of a mirror, speak with a stereotypical accent, and tend to dress in the most nightmarishly colorful fashion possible. Your competence will also take a sharp dive when you're not in any real danger – expect to be a sidekick until the chips are down.

Verbal Tickus [+100] – Oh, brother. You have an annoying verbal tic that you have no real control over, like saying your name randomly during sentences. It even shows up when you write or try to communicate through other ways.

Disco Isn't Dead Yet [+100] – You have absolutely atrocious dance moves and will stop at every opportunity to show them off. You also unironically like Disco until the drawback expires. Expect to be a laughingstock.

Nintendo Hard [+200] – Wait...Mother Brain is actually a fairly competent and terrifying villain. The heroes, while possibly still not accurate, are actually using their brains and abilities whenever possible.

The worlds are all much more dangerous, and only get worse as your time here goes on, as everything from spike traps and angry eagles attempt to kill you at every opportunity. Hope you like a challenge – Videoland is now just as unreasonably deadly as its video game counterparts.

The Console War [+200] – Normally, Videoland is linked only to the many games of the NES. This is no longer the case. There is a new dimension, called Genesis, filled with many different worlds as well – even some familiar, more evil versions of ones from Videoland! And they all hate Videoland. A destructive (or silly) war will begin and you'll somehow be caught in the middle. You don't need to participate in the war or even win it (everyone just respawns, anyhow), but you'll have to survive the heated battles that erupt as a result.*

Gameboy's Best Friend [+200] – You know that really annoying robot, Gameboy? The one with technopathy and the inability to correctly interpret orders and requests? He's really taken a shine to you. And everything in your Warehouse. He will regularly take any gear or items you have in an attempt to 'help' you, and can even use any tech you have just by touching it once. And you can't kill or disable the little bastard for long, either – he comes back the next day, good as new. Are you ready to play games?

The Jumper of Power [+300] – You know all those things you got from this jump? Or every other jump? The moment you enter the world, it is sealed away, leaving you only with bodymod and practiced skills you learned without the help of perks. Luckily, you can get it back – there's a Potion of Power hidden somewhere that will restore you to full strength. Only downside is, anyone else who drinks it will get everything you lost (Warehouse key included) until the jump conclusion. And one villain or hero who absolutely HATES your guts will know this, and get a head start on it. What's more, the Potion is located in a deathtrap of a dungeon that will be very hard to traverse without some kind of help. If you have companions, they're in the same boat...one potion each. And they're all unlabeled. Everything will snap back to normal at Jump end, but are you willing to wait that long?

Sworn eNemy [+300] – Someone out there really doesn't like you. A lot. A particular hero or villain has dedicated their lives to bringing you to justice. Or not. Either way, they can't be persuaded to let go of their grudge (except for the occasional team-up episode), and they'll find a way to be a serious threat to you using video game logic or an absolutely absurd amount of luck. They'll always be back the next day no matter how thoroughly you dispose of them, too. And unlike everyone else here? They'll shoot to kill if they get the chance. Ready for three whole seasons of this, Jumper?

Brain In a Jar [+300] – Welp. You must now spend the entirety of your jump as a talking brain in a jar. Your powers and abilities will function as normal, but you'll be absolutely hideous and sound like Audrey II until the jump is over. All attempts to give yourself a body or change form will fail in miserable ways. You will also be hilariously fragile compared to what you previously were because...well. You're a brain in a jar. Durability just won't work here. But aren't you such a beautiful brain?

The Great Change [+800] – Something has gone wrong. Your presence in this world has created...an imbalance. Something sinister has been awakened, creeping in from the real world through your entrance into the jump. It manifests a black, entropic energy that will eventually be harnessed by someone in the wrong place at the wrong time...and it kills Videoland characters. Permanently. It has no name, but it's likely you know it all too well. Its use will gradually become widespread, especially by villains.

And as it does and the cracks in Videoland widen, a greater evil will awaken. An eldritch horror that feeds off of and spreads Sorrow, revealing the truth of Videoland's existence and its purpose – mindless entertainment. This Sorrow will infect and spread others like a plague, turning normal Natives into powerful, insane, and destructive shadows of themselves. Nothing can prevent her arrival, and the simplicity of a battle of Good vs Evil will steadily die, and this world will be washed away...and it is promised, Videoland will end in Sorrow.

You must survive this tumultuous, apocalyptic change. It is not entirely certain how it will unfold, but 'Omega Energy', while it will slip through your fingers and be impossible to harness at this time, will harm you greatly should it be used against you. And it WILL be used against you. One way or another, the Sovereign of Sorrow herself will appear – a cosmic, apocalyptic entity made of existential angst and death itself – and will move to destroy Videoland piece-by-piece regardless of what actions you take to prevent her coming. Your goal, during this awful, dangerous time?

Survive.

Regardless of whether you stand and fight or run away, Videoland will be irrevocably changed by the introduction of Omega Energy and the Sovereign of Sorrow, whether the damage was less or even worse than it would have been without your intervention. If you are the Gamemaster or if Kevin Keene did not appear, it is very unlikely Videoland will live to see tomorrow without your help – and its obliteration will mean the end of your chain. Should you make it to the end and live to see the Great Change, you may either make the normal jump choices or go straight to the Captain SNES jump.

Well, that was fun. Now what?

Game Over – Time to go home, with all your stuff? Or got killed and didn't have a quarter handy? Well, that's fine. Take care, Jumper.

Continue? - You want to stay? Well, I guess I can see the appeal. Alright. You get an extra +1000 points for your trouble, and your Jumpchain days will end here in Videoland. As a bonus, you may use the Ultimate Warp Zone to return to this world's 'real world' at will, which is identical to yours, just in the 1980s.

New Game – That's what I figured. Alright, off to the next jump!

Notes:

To learn supernatural abilities from video games via Playing with Super Power, particularly spin-offs, you'll need to actually gain access to them by visiting the relevant jump. As an example, playing a Naruto video game will not give you the ability to use chakra, but you will be able to learn it properly by visiting the relevant jump and apply what you 'learned' from the video game there. It still won't let you use unique abilities that you wouldn't otherwise be able to learn or access on your own – anything that requires a specific bloodline, item, or whatnot requires you to fit that criteria before you can apply game-related mastery to it.

For Pocket Full of Quarters, any arcade machines that have malevolence or actual dangers to them will be 'neutered' for the arcade. It'll just be the game, but risk and danger-free.

The Great Change invites both fanfiction and an incredibly powerful threat into what was previously a Saturday Morning Cartoon. It will involve, at minimum, fighting a cosmic horror capable of ending worlds within seconds by merely SINGING. Taking it should be done with extreme caution or preparation. It may unfold differently from how Captain SNES portrays it, thanks to your presence, but the same general chain of events will occur: The discovery of Omega Energy, the introduction of permadeath to Videoland, and the rise of the Sovereign of Sorrow along with her eventual rampage.

Try as you might, you cannot access this jump's version of the 'real world' until your chain is over.

None of the 'items' with any amount of sentience count as companions.

Anything that made its debut on the NES is eligible for access in Videoland, along with characters. However, like the rest of the cast, they'll be grossly inaccurate to their actual personalities and tailored to behave like they're in a kid's show – unless you take A Time of Heroes. Also, as this is where gaming really takes off, their canons and worlds will not have anything from prequels or sequels, instead taking a life of their own. Basically, if it's not on the NES, it doesn't exist in Videoland.

Taking The Console War will basically link Videoland to a similar world with the above rules to every game made on the Sega Genesis, but no further than that. This includes the Saturday Morning Cartoon silliness, though it'll be destructive and surprisingly lethal (to you) in terms of collateral damage. If there is a Saturday Morning Cartoon variant of a Genesis game, it probably exists in this Videoland spinoff – yes, this includes the first animated incarnation of a certain blue hedgehog and his fat nemesis. Have fun.

God help you if you take any combination of The Console War, A Time of Heroes, and Nintendo Hard. And may they have mercy on your soul if you take The Great Change.

Changelog:
0.3: Expanded on The Great Change, the drawback can now be taken alongside The Console War. Added an extra note regarding The Console War without A Time of Heroes.
0.2: Minor grammar corrections, raised the point gain from The Great Change to +800 to reflect the threat level.
0.1: Made the jump.