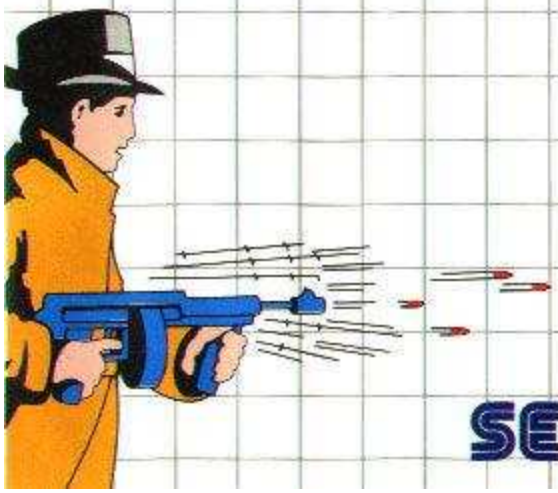
LIGHT PHASER SERIES

For One or Two Players

Gangster Town™

The Mega Cartridge™



SEGA®

Gangster Town 1.0 By Burkess

Welcome to Gangster Town.

A powerful gang headed by a man named The Big Boss has taken over a city, and it's up to a lone FBI agent to save the city.

Armed with a machine gun, the agent gets into a car and drives to the city. But the gangsters know that company is coming and have arranged for a welcoming party.

You'll need these.

1000 Gang Points.

Locations:

1. The City.
2. Anywhere else on Earth.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Gang Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

FBI Agent: You're a skilled FBI Agent with years of experience. You gain the experience and memories of working on years of challenging cases and learning from veterans in the field. In future settings, if a position similar to FBI exists, you'll have a very easy time getting into it.

One Man Army: Grants the skills to survive in a war zone. You instantly memorize the best places for cover and where enemies could be hiding. And have an extra sense that tells you when someone's attention is focused on you. You're especially adept at fighting multiple opponents at once and can tell instantly if you've incapacitated a target or not.

Take Over A City: Grants the skills to overly take over a city. You and your forces can terrify the people into compliance, get deeply entrenched and set up in fortified positions. And you create an effect that makes law enforcement willing to ignore you to a degree if the cost of uprooting you is too great.

You'll continue to be ignored until you make enough of a nuisance of yourself that tolerating you is impossible. Until then, when they do send people after you, the response is much weaker than it should be. For example, sending just a single FBI agent to take on your entire gang.

The Most Menacing Crime Lover: The more crimes you do, the better you get at doing crimes. If something is illegal in the place you're doing it, then it counts as a crime. You're always treated as a genius and a prodigy in any criminal endeavor, and can quickly rise up the ranks in any criminal organization on the basis of your skills and talents.

Crime Buddies: The better you are at crime, the easier it is to persuade people who are worse at crime than you are and are into doing crimes to join you in doing crime. Your criminal expertise can impress them, and when you speak or allude to things you actually did, they'll understand that you're telling the truth.

Fear, Awe, And Respect: Your tactics spread fear, awe, and respect in equal measure. If you slaughtered over 200 people in taking down a gang, the people you saved would love it, the surviving gangsters would flee the city, and any other criminals would stay away to avoid your wrath. The only time they'd move in is if they were sure they could take you down, or if you weren't around, and they thought you wouldn't return.

Plenty Of Courage: You've got plenty of courage. How much courage? How much courage do you need? In a situation that requires courage, inner strength, and/or the drive to take action, you'll have as much as you need.

Search And Destroy: When you enter an area, you'll be made aware of where your potential targets are and will know which routes to take, so you can catch them all. This would let you enter a city and systematically eliminate all resistance and find every single target.

Cut The Head Off The Snake: When you decapitate organizations by taking down their leaders, it spreads fear among the group and makes the members much more likely to defect. Defeating the boss of a major group would make it require herculean effort from anyone in the former organization to revive it.

Man Slayer: You feel nothing about the loss of life and sleep easy regardless of how many people you've hurt. Other people's pain has no effect on you emotionally or mentally, and you won't suffer any form of PTSD or psychological issues from violence or other activities you're involved in.

They Sent One Agent: Enables you to get trusted by your bosses to do major jobs and take on seemingly impossible tasks. If you're capable of handling such a thing, they'll know you can get the job done. Even if it seems implausible that one person could take down a gang and free a whole town, they'd still send you to do it if you wanted to.

Double Tasks: You're able to focus your attention on two things at once and do both of those things at the same level of efficiency as if you were only doing one of them. If you needed to drive and shoot at your enemies at the same time, you'd have no trouble with that.

Career And Criminal Experience Option: Each purchase grants 10 years of experience and memories of doing any activity or career of your choice and updating credentials for future settings, if applicable.

Healing From Battle: Heal and restore your stamina after a battle based on the number of enemies you wounded, killed, or incapacitated. You gain bonus healing if you've sent anyone's soul to hell in that fight.

Heart Level System: Your life force is measured in the form of hearts, granting you shields. You have five to start off with. Each heart can absorb enough damage to let you withstand a full round of fire from an assault rifle. You earn more maximum hearts based on the number of beings you kill and the souls you've sent to hell. The more hearts you earn, the more kills and damned souls it requires to earn a new heart.

Say Hello To The Devil For Me: Banish the souls of your victims to hell. You're able to see ghosts and other spirits and harm them. If you shot someone's spirit as it left their body, you can send them straight to hell. If hell doesn't exist in that setting, a new hell plane of existence will come into being where a devil entity will form. Letting someone's soul fly away will allow them to ascend to heaven, or whatever afterlives exist in the setting, if any.

Only Shoot Criminals: You can instantly identify if someone has hostile intentions towards you and if they mean to cause you or others harm. If someone is harmless, you wouldn't try to harm them, even if they startled you.

Shoot First: Grants you a boon of initiative. You'll spot your enemies faster and be in a position to attack them quickly. In almost any encounter, you'll be the one to fire the first shot.

Attack From Anywhere: Can place yourself and your allies under an effect that allows them to emerge from places that aren't being observed within a three-mile radius, centered around your body. A previously empty sewer, building, or the like could suddenly be bursting with your soldiers. It also works on any areas you're occupying or are in control of, letting your forces lay some very unexpected ambushes.

Hostage Taker: You have frequent lucky breaks when it comes to taking hostages. You'll happen upon people at moments of vulnerability when they've let their guards down, and during conflicts people will conveniently run near your position, so you can grab them. If you desire it, you can use them as human shields and those who don't want to hurt the person will hesitate to attack, much more than they usually would.

Clean Shot: Grants fantastic accuracy. Your precise shooting that would let you safely gun down someone that's using another person as a human shield, without hitting the shield. Your accuracy on any target that's within your effective range is treated as if the target was just a few feet from you.

Find The Key!: You're able to find hidden things by destroying the places they're hidden in. If you shot up an area and destroyed it, anything that was hidden inside or near what you destroyed will pop out unharmed, so you can grab it.

Items:

Lucky Hat: A special hat that always manages to stay on your head regardless of what you're doing. If you die while wearing this, it'll be destroyed, but it'll bring you back to life. You get a new hat when you enter a new setting.

Machine Gun: This is a machine gun with infinite ammo. You could optionally have it also be a shot gun or an assault rifle.

Clown Car: This normal looking car has no limits on the number of people who can fit inside of it, the insides expanding to accommodate them. This enables you to transport hundreds of people and loads of goods in secrecy, or employ Trojan horse strategies to invade a new territory.

Airplane: A handy airplane you can call in to drop bombs and fire guns at a target. The pilot will also pick you up and evacuate you, should you need it.

Criminal Gang: A gang over 200 strong, all down to do crimes for you. The members respawn within a day after dying, and are loyal and dedicated to the cause. They all wield assault rifles and dress in attire of your design. When you occupy an area and maintain control over it, the gang members will begin to gradually multiply, permanently increasing their numbers.

Interactive Shooting Range: This shooting range programs and resets itself to create challenging scenarios for you to improve your skill with. It will create new graphics for targets and play realistic sounds to make the experience more authentic.

The City: A replica of the city. It's got a downtown area, a saloon, a casino, a harbor and more for you to explore. It's a great place to live and there's no gangsters here. The population is entirely made up of blonde haired, blue-eyed women.

FBI Agent Badge: A golden FBI agent badge. Wearing it imparts improve skill at using guns, and knowledge of police procedure. Wishing it so will spread elements of this world to the current setting you're in.

FBI agents, blonde women, Clown Cars, guns, cities, and gangsters will become common in the setting. If these things don't exist in the setting already, they'll rapidly be invented or come into being.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Gang tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when either the FBI Agent or Big Boss has been defeated. Unless another drawback prevents you from doing that, in which case you have to finish the drawback first.

Be The Main Character: You are the FBI agent. Your job is to defeat the gang and drive them out of the city.

Longer Stay: You'll spend 10 more years here.

Not An Unusual Day: There are many cities across the planet filled with massive gangs that have taken them over and terrorize them. The FBI Agent's job to clear out the city wasn't usual.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You must successfully maintain control over an entire city for one year as the leader of a criminal gang. It's up to you how you do this, just that it must be done in order for you to leave this jump.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Gang points as you spent. They don't like you and want to defeat you.

Wrong Place At The Wrong Time: At some point during this jump, you'll be caught up in an enormous gun battle involving over 100 hundred combatants. One of them may attempt to take you hostage to use you as a human shield.

The Boss Dislikes You: You've drawn the attention of The Big Boss, the most menacing crime lover. He begins the jump believing that you're a threat to his criminal organization and already has plans to take you down.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?