

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

An adventure awaits the Simpsons, as they discover they are in fact video game characters! After the family gets a grasp on their newfound powers, they will contend with an alien invasion, before journeying to discover the greater truth of their existence. Will you help them? Maybe you'd prefer to explore one of the many Simpsons-inspired game worlds? Got something else in mind? That's up to you.

You arrive in this world as Homer wakes from his chocolate dream. You will be staying here for the next week.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

There is a good selection of species to choose from, hopefully you can find something to suit your tastes. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Additionally, post-jump, you will become able to "Simpsons-ify" any of your humanoid alt-forms, bringing them in line with The Simpsons' aesthetic (four fingers per hand instead of five, having a distinct "cartoonish" look, Caucasians possessing a yellow skin tone, etc.). This effect can be toggled on or off as you please.

[Free] Human

While humans in this setting are equivalent in performance, they are visually distinct. They possess a "cartoonish" look to them, and typically have four fingers on each hand instead of five. Caucasians, instead of possessing a white or light tan skin colour, possess a bright yellow one. If you like, you may choose for your human form granted by this purchase to be one of these yellow Caucasians, even if you typically are of a different skin colour.

[Free] Humanoid

There are many strange creatures across the game worlds. With this option you may design for yourself a humanoid form, be it orc, anthropomorphic animal, or something completely different. Whatever you choose, it must possess the general 'Simpsons' aesthetic, and cannot provide any additional advantages not held by a human.

[Free] Dolphin

Like King Snorky, you are a truly special kind of dolphin.

Not only can you breathe both in and out of the water, you are able to comfortably hop around on your tail to facilitate moving around on land. You are capable of human speech, and can also communicate with dolphins. However, your flippers lack the same level of dexterity as a human's hands, making it difficult to make use of many human-made objects.

As a special service, should Kang and Kodos attempt to brainwash dolphins, as they would normally, you will be immune to that effect, and may make your own decision on how to treat humans. This immunity is only for this specific type of brainwashing, and only exists for the duration of the jump.

[200cp/100cp] Rigellian

An alien species, originating from the planet Rigel 7. They are approximately 7 feet tall, though there is some variation amongst the species, and their large and heavy bodies afford them more physical strength than the average human. They are not humanoid; instead, they are predominately head and neck, sitting on a mass of squid-like tentacles. They possess great control over these tentacles, using them both to move around, and in place of hands.

The head consists of a single giant eye, larger than a human head, which is capable of vomiting (this can be mistaken for crying by the ignorant). They have pointed eyes, and their mouth has sharp teeth and is nearly always drooling.

Rigellians seem to require a special space helmet to survive on Earth. You will receive one of these, and if lost or destroyed a replacement will appear in your Warehouse after 24 hours – though by that time it may be too late, so take care of it.

For 100 cp less (100cp total), you are on the smaller side for a Rigellian, which is more common here than you might expect. You are roughly the size of a human, and only about as strong as one, though you retain the other traits described above.

[600cp] Dragon

Looking to take on a villainous role, or subvert expectations?

While most of your body is typical dragon fare, one part stands out. Your head (or heads) are in fact human in shape (in a 'Simpsons' aesthetic), complete with a head of hair if you would normally possess one in a human form. On purchase of this species, you must decide if your form possesses one or two heads, each attached to your main body by a long neck. If you choose to possess two heads, you will have control over both of them, with the two sharing one mind – your mind.

Your main body is relatively round, with a spined back leading to a tail, and short stocky legs. You have a pair of wings that not only allow you to fly, but are tipped with claws that possess enough manual dexterity for you to use most human-made devices.

Your large form grants significant strength and durability; it would take at least 20 hobbits to overwhelm you in battle, and that's without flying or using anything but your raw physical power. Beyond this, you have a couple of special abilities. The first is a fire breath attack, as one might expect from your species. The other allows you to lay special eggs. These eggs quickly hatch into a loyal minion. By default, this is a 'Moe'-like orc, however on purchase of this species you may instead choose something different, as long as it remains vaguely humanoid, and is no more capable than an average human. Minions created in this way are absolutely loyal to you, but will disappear if you are incapacitated. Both of these abilities will draw from your internal reserves of energy, so be careful not to overdo it.

[600cp] Giant Mascot Statue

You are a giant metal statue brought to life. You were likely a mascot of some company before this, but don't have to have been.

You are about three storeys tall. Besides this, you have some freedom in designing your form, but you must be vaguely humanoid, and cannot gain additional advantages not included in this option. You may have some implement attached to one of your hands, such as a giant donut. If so, this too is metal and is in fact part of your body.

Your large metal body affords you both immense strength and durability. You can fire lasers from your eyes (or equivalent). These can be weak or strong. Firing them consumes your energy; naturally the stronger lasers are more exerting to use.

As a mascot, you have also gained the ability to bring advertisements to life. Creatures brought to life in this way are absolutely loyal to you, but will not have capabilities beyond that of ordinary human, and will disappear if you are incapacitated. Objects must be simple in nature, and no more valuable than mundane food, or they cannot be brought to life. Bringing advertisements to life requires energy expenditure on your part, so it may not be possible to use this endlessly.

For all this, your form does have some weaknesses. On the back of your head, your back, and you butt (or equivalents), are three large hatches. These hatches can be opened fairly easily, exposing your inner circuitry. These circuits are serious weak spots, and you will be severely hurt if they are attacked. Damaging all three locations will result in your death, as will irreparable destruction of your body.

-Species Modifiers-

These are additional modifiers you can apply to your species by purchasing them. You MUST choose an option in the species section first.

[100cp] 8-Bit

Pining for an old-school look, huh? Your body appears to be pixelated, as if it was made up of squares of colour. Additionally, when viewed from a certain angle, you look like a straight line. You aren't exactly two-dimensional, as there is some thickness to this line, but you do a decent approximation of it. Despite these physical differences, you manage to operate at the same capacity you normally would, somehow.

Additionally, your voice has a strange effect to it, as if it were being put through a 'low audio quality' filter. This isn't so bad as to not be able to understand you, but is very noticeable.

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

[100cp] Halo

Above your head floats a golden ring known as a halo. With this, you wouldn't be out of place in Heaven.

On purchase of this modifier, you must decide whether you count as "dead" or not in this form. Counting as dead in this way will not cause chain failure, and will not prevent you being killed in all the ways you otherwise could be (and thus chain-failing).

Post jump, your base species and this modifier are considered separate alt-forms, and you may apply this modifier to any alt-form you possess.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

-Location-

Roll 1d8, or pay 50cp to choose. Alternatively, you may choose to begin in Springfield for free.

[1] Springfield

Home to the Simpsons, this town is quite the eventful place. Eating contests, riots, even an alien invasion looms on the horizon!

You may choose to begin anywhere within Springfield, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

[2] Game Engine

A bizarre factory. Hearts, coins, warp-pipes, and very familiar-looking characters can be found in abundance. In fact, it is constantly producing video game worlds, many of which you'll be able to access from here.

You begin in front of the gate to the creator's residence, which will require four different key cards to unlock if you wish to pay him a visit.

[3] NeverQuest

A game world inspired by various fantasy settings. Here an evil two-headed dragon, Patti and Selma, threatens the peaceful lives of the likes of Rod, Todd, and Ralph. Homer and Marge are expected to show up, eventually.

[4] Grand Theft Scratchy

This crime-ridden game world is populated by anthropomorphic animals. The cats and mice often engage in gang warfare, so watch your step. Marge and Lisa will likely show up, in time.

[5] Medal of Homer

You've arrived in the French township of Ville de St. Capitulons. It is World War II, and as you might expect, this game world takes cues from various shooters. If things proceed as planned, Bart and Homer will by dropping by sooner or later.

[6] Big Super Happy Fun Fun Game

This Japanese-inspired game world has been conquered by Mr. Dirt, who has sealed Mr. Sparkle away. Perhaps you'd care for a Sparklemon battle? Homer and Lisa will probably show up at some point.

[7] Heaven

Don't worry, you are still alive – for the time being, at least. This place will likely fill up with various enemies that the Simpsons defeat over their adventure, so stay alert. If you can pull God away from His games, you might learn a thing or two about the nature of this world.

[8] Free Choice

Lucky you! You may choose to begin at any of the above seven locations for free.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 2 600cp perks to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[Free] Health and Power Meters

Like many video game characters, your health and energy have been conveniently abstracted into easy-to-read meters.

In the top left corner of your vision is a green bar, representing your health. When you are damaged, this bar will empty, with death occurring when it is completely emptied. In addition to checking your condition at any time, this allows you to operate at full capacity even at death's door, as most injuries simply result in a lower health meter instead of showing up on your body. The exception to this is dismemberment; make sure to keep your limbs away from bite-hungry fatsos.

Your durability has also been improved, allowing you to take a few laser blasts before going down if you couldn't before, and giving you a very minor boost if you were already that tough.

In the bottom left corner of your vision is a blue bar, representing your internal reserves of energy. If for some reason you have multiple internal sources of energy, such as magic, ki, or the like, these will be represented by additional bars, in colours of your preference.

Ensuring you can actually make use of your Power Meter, your internal reserves of energy have been improved. You will able to use the 'Power Burp' perk twice starting from a full meter (assuming you purchased the perk), if you previously had less than this. Otherwise, you simply receive a very minor boost.

You may hide the meters from your vision at any time. You may also toggle the effects of this perk as you like, in the event you wish to behave more realistically, and can do so without giving up the durability and energy boosts that come with this perk.

If you already possess other abilities that grant you health or power bars, or come to possess them in the future, you can combine them in a manner of your preference.

[100cp] Combo Punch

The Simpsons of this game world are surprisingly capable in hand-to-hand combat. You too, have picked up this talent, thanks to this perk.

Your brawling ability is such that, unarmed, you can manage two or three ordinary humans at a time, even if they were equipped with basic blunt weapons like a club or baton.

[100cp] ***Oh, a double jump. That's real original.***

You can now perform the classic (or perhaps clichéd?) double jump. Whilst you are in mid-air, you may propel yourself upwards as if you had just jumped from solid ground. You cannot do so again until you have landed on solid ground.

[100cp] Power Burp

By drawing from your internal reserves of energy, you are able to perform a powerful, fiery burp. This attack is relatively short-range, but could easily take out two or three average humans at once, provided you were positioned correctly.

[100cp] Dream Tutorial

Whenever you sleep, you may choose to experience a special form of lucid dream. During these dreams, you will be taken through an environment where you will be encouraged or otherwise led to using powers and abilities you have recently acquired. As it is a dream, you are in no real danger during these dreams, allowing you to get a grasp of their use in a safe environment. At the same time, the powers and abilities themselves will not improve via your use of them here, so the dreams hold little value once you have achieved a basic understanding of your new powers.

The environment and aesthetic that you experience in these dreams is not within your control, but will always be something you approve of. Try not to get too invested in them.

[200cp] Helium Jumper

By drawing on your internal reserves of energy, you can temporarily transform yourself into a strange, balloon-like form. In this form, you can float in the air, and your voice becomes high-pitched and squeaky. Maintaining this form will gradually drain your energy, and you can expend more energy to gain altitude, or to burst forward quickly. These traits make it well-suited for traversal, allowing you to reach high platforms or cross chasms.

Importantly, by consuming excessive amounts of helium, you will be able to assume this form and utilise its abilities without draining your own energy, using the consumed helium as a fuel source. Naturally, as a side effect of this perk, it is has become completely safe for you to consume these amounts of helium.

[200cp] Gummi Jumper

By drawing on your internal reserves of energy, you can temporarily transform yourself in a strange form. You will become green in colouration, and take on a "gummi-like" appearance, with your lower body turning into an amorphous blob. Maintaining this form will gradually drain your energy, and you can expend more energy to fire powerful "gummi grenades". In essence, this is a surprisingly effective combat form.

Importantly, by consuming excessive amounts of gummi candies, you will be to assume this form and utilise its abilities without draining your own energy, using the consumed candies as a fuel source.

[200cp] ***Alright, fine. I'm a video game guy.***

You have gained a special kind of protection, saving you from dangerous falls.

From now on, should you fall from a dangerous height, you will automatically teleport to a safe location, close to where you fell from. Similarly, if you would fall into a hazardous material, you will automatically teleport to safety before it can do you harm.

This effect will not occur if you truly mean to take these falls, and you may also toggle it on or off altogether, in case you have some reason to.

[200cp] Child's Play

As strange as the sight of Marge beating up police might seem, it doesn't hold a candle to the vision of Bart and Lisa fighting their way through hordes of football players and street fighters.

Like them, a young age or a small size is no burden to you. Your body will remember the physical age you were at when you were the most powerful for your current form, and will somehow perform at the same level at any age younger than that. Similarly, should you be smaller than your current form's "default" size, you somehow remain as powerful as you would be at that size.

[400cp] Jumper Ball

At will, you may swell up into a ball-like shape. While you are in this state, you will find it easy to move by rolling around, and will never become dizzy or disoriented by doing so. You can revert to your normal state at any time.

While you are in your ball form, you may launch yourself forwards, or directly down if you are in mid-air, at high-speeds. Doing so not only allows you to move around quickly, but will also cause you

to deal significant damage by slamming into people or objects. Launching yourself in this way is exhausting, and will eat into your internal energy reserves each time you do so.

As a side effect of this ability, you will now find that you can always eat more if you wish to, without feeling over-full or bloated, and without feeling any hunger pangs that you would have otherwise. You will also not put on additional weight via overeating unless you would like to.

[400cp] Couch Co-Op

At any time, you may designate another individual to act as your partner. You may change who this is, but must wait at least an hour after changing partners to do so again. In order to qualify, the chosen individual must willingly consent to this role.

Should you be killed, you will instead be forced into an unconscious state. By interacting with you, your partner will be able to restore you to a conscious, but hurt, state (in terms of a health bar, you would be at about 25%). Other means of restoring you to a conscious state will fail whilst you are in this condition, as will attempts to finish you off.

Should your partner be killed or incapacitated, whilst you are in the unconscious state, you will die. Any enemy that puts you into the unconscious state, or attempts to finish you off whilst you are in it, will automatically gain an understanding of this ability, as well as learn who your partner is.

This perk will only work whilst your partner remains nearby. If you don't have your partner nearby when you would die, you die as normal. If your partner moves too far away whilst you are in the unconscious state, you immediately die. The "range" of this ability is about 100 metres.

[400cp] Power Orbs

Whenever you defeat an enemy in combat, a number of glowing, floating orbs will appear nearby. When you touch one of these orbs, it will disappear, and one of your internal reserves of energy will recover. If you possess multiple reserves of energy, you may choose which one is recovered on use of an orb; if you do not, one will be selected at random. The more powerful the defeated enemy, the greater effect of recovery you will be able to receive from these orbs.

You may also allow others to use these orbs; at any time, you are free to change who (other than yourself) can utilise them.

If an orb goes unused for a minute or so, it will dissipate on its own.

[400cp] Power Eater

An alternate means of recovering energy, for the gluttonous.

When consuming food or drink, you may decide for one of your internal reserves of energy to recover. If you possess multiple reserves of energy, you may choose which one is recovered; if you do not, one will be selected at random. The more calories the food or drink possessed, the greater the effect of recovery you will receive. A normal meal's worth of calories (for a typical human) would allow a single use of the Power Burp perk, as an example.

This recovery benefit is on top of the usual effects that you would receive from the food or drink. Though this means you receive greater value from each meal, it also means that there is a limit to how much you can recover at a time without becoming sick. Under the effects of this perk alone, of course.

[600cp] Mob Jumper

You have gained the ability to supernaturally persuade others into doing your bidding.

In order to be affected by your commands, your target must be able to both hear and understand them; investing in a megaphone may be a good idea if you intend to whip up a mob of supporters. Your commands can only influence behaviour over the short-term; commands like “attack this”, or “follow me” are okay, but “serve me forever” is not. Whilst this ability can direct the behaviour of your targets, it cannot directly influence a target’s beliefs or feelings. Naturally, the target has to actually be able to follow an order for it to be effective on them.

Your ability will not work on those who are already hostile towards you, or who are significantly more powerful than you. Ordering someone to go against deeply-held beliefs may allow them to resist the effect. On the plus side, those influenced by this ability never seem to hold any kind of grudge over it after the fact, even if they know it is a supernatural ability.

There is no limit to the number of individuals you may influence with this ability at once, beyond the practical limitations that arise from communicating with and co-ordinating large numbers of people at the same time.

[600cp] Friends in High Places

It appears that gods, and similar beings, are naturally positively disposed to you. You will find that as long as you aren’t intentionally trying to offend or upset them, they will be willing to overlook problems in the manner you speak to them. Gods that view the world below as a mere game for their amusement, would make an exception for you and treat you humanely. Deliberate antagonism towards these beings, or knowingly working against their interests are not protected by this perk.

Such beings may even be willing to do a favour or two for you, particularly if it doesn’t cost them anything. Trying to gain repeated favours from them in a short time frame will cause this effect of this perk to fail for that being, so try to save them for emergencies.

[600cp] Nag No More

Don’t like the idea of being recruited into an angry mob to serve the whims of a busybody housewife? Don’t want to be charmed into attacking your allies by a saxophone playing child? This perk is for you.

You are now immune to mind control and “charm” effects. Attempts to control your behaviour with words are similarly worthless; whilst you are still able to accept a well-formed argument, mere rhetoric or a charismatic speaker will find no purchase on you.

Finally, you have built up a tolerance for “nagging”, allowing you to sit through hours of it on end without becoming more than mildly annoyed.

[600cp/1000cp] Hand of Jumper

A discount used on this perk only applies to the first level of this perk.

By meditating, you are able to access a special state of mind that enables various abilities.

In this state, your perspective will shift, providing you with an overhead view of yourself and the world around you, with a range about the size of a large parking lot. You can control a giant hand, resembling one of yours (if possible, or is a generic yellow ‘Simpsons’-style hand if not) that reaches down from the sky. When positioned over objects, the hand is able to levitate them, and drop them where desired. It can comfortably manage to lift cars, and can occasionally manage small houses. The hand can also be commanded to perform a few different attacks. It can flick your enemies; effective against even many of the stronger foes you might battle here. It can also fire off electric or ice elemental attacks, that can freeze weaker opponents solid, or electrocute them.

Your physical body is unable to move whilst you are in this state; you must allow the meditation to end if you wish to regain control of it. Having your physical body attacked whilst in this state will disrupt it, causing it to end and requiring you to meditate once more to re-establish it.

For an additional 400cp (undiscounted), your use of this power has improved drastically. Your range is now as big as an entire city, and your hand can easily lift and move entire stadiums. It’s possible that these aspects may be improved even further with time and effort.

More importantly, use of this state will allow you to create a pathway to any afterlife connected to the setting you are currently in. This is done by stacking buildings high enough to reach the clouds, then climbing up them. Anyone can use this pathway once built, so think carefully about where to do so. The pathway can be removed simply by using this ability to move some of the buildings away. Where the pathway leads to specifically will depend on the afterlife in question, but it will generally lead to an entrance or the outskirts of such a place, should that afterlife possess them.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] The Simpsons Game Bundle

As if this place wasn't meta enough already. This bundle contains:

- A 2007-era television.
- One of the following game consoles: Nintendo Wii, Nintendo DS, PlayStation 2, PlayStation 3, PlayStation Portable, or Xbox 360.
- A pair of controllers for your chosen console. If you chose the Nintendo DS or PlayStation Portable, you can elect either to receive a pair for another console, or forgo them entirely.
- A copy of The Simpsons Game for your chosen console.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

[50cp] Duff Beer Collection

Can't get enough of that wonderful Duff? This collection contains eleven bottles of Duff beer, each representing one of the unusual flavours that Homer would ordinarily discover over the course of his coming adventure. Should a bottle be emptied, it will automatically refill after an hour has passed, the next time the bottle is returned to an upright position.

At the start of each future jump, you will receive a new bottle, filled with an unusual flavour of beer in some way referencing the world you have arrived in. Post-chain, you will receive a new flavour every ten years.

Should any of these bottles be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Krusty the Clown Poster Collection

Want something to put on your wall? This collection contains eleven posters, each one a copy of a poster to be discovered by Bart over the course of his coming adventure.

At the start of each future jump, you will receive a new poster. It will feature Krusty the Clown in some manner, whilst also referencing the world you have arrived in. Post-chain, you will receive a new poster every ten years.

Should any of these posters be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Malibu Stacy Collection

If you are the type to go nuts over a doll coming with a new hat, this collection is for you. It contains seven different Malibu Stacy dolls, each one a copy of a doll that will likely be found by Lisa over her coming adventure.

At the start of each future jump, you will receive a new Malibu Stacy, with a design that in some way references the world you have arrived in. Post-chain, you will receive a new Malibu Stacy every ten years.

Should any of these dolls be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Hairspray Collection

A collection of souvenirs with some practical use. It contains four different cans of hairspray, identical to those found by Marge over her coming adventure, assuming events proceed as normal. These cans never run out, so feel free to use as much as you like.

At the start of each future jump, you will receive a new can of hairspray. The hairspray in these cans and/or the cans themselves will in some way reference the world you have arrived in. Post-chain, you will receive a new can every ten years.

Should any of these cans be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Wrist Rocket

This is a high-quality slingshot. It is more powerful than one might expect, able to take out an ordinary, unguarding, human with one or two shots using the accompanying ammunition – though it is still relatively weak in the grand scheme of things.

As mentioned, this item comes with a supply of ammunition, which you will never run out of and will be able to retrieve whenever you need it, no matter how improbable that might be. Strangely, the appearance of this ammunition will change based on your current location. For example, it might look like coins whilst in the Game Engine, or acorns in the middle of a logging operation. Whatever its appearance, the functionality of the ammunition remains the same.

By imbuing some of your internal reserves of energy into the weapon as you prepare your shot, you can even apply an explosive effect to the next shot only. This noticeably improves the damage of the shot, as well as turn into a small area of effect attack.

Should your slingshot be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Mega-Megaphone

This is a high-quality megaphone, sure to be of value if you are giving out orders to an angry mob. It never runs out of power, so feel free to use it as often as you like.

In addition to its basic use, you are able to perform a special attack with it. Simply imbue some of your internal reserves of energy into the megaphone and yell into it. This will create a short-range burst of force, enough to take out two or three ordinary humans if positioned correctly.

Should your megaphone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Your "Baby"

Over the coming adventure, Marge will rely upon Maggie to crawl through vents on her behalf. Unfortunately, replicating this for yourself presents a number of problems. This item is the solution.

This is in fact a remote-controlled drone that greatly resembles a baby. By default, it looks like Maggie, but you are free to choose any baby-like form for its appearance if you prefer. The controller has a built-in monitor, which displays what is seen by the cameras in the drone's "eyes". Both the drone and the controller will never run out of power.

This item comes with a convenient harness, that can fit both the drone and the controller, and can be worn comfortably on your back.

Should the drone, controller, or harness, be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Jumpman Outfit

This is your very own superhero attire, which you can fully or partially summon onto your body at any time, as well as unsummon.

The attire comes with a special cape, that enables gliding long distances, and can also catch strong updrafts to give you some vertical movement. It also comes with a utility belt, equipped with a grappling hook, as well as a device allowing you to slide along wires like a zipline. Optionally, your attire may include a mask or cowl that obscures your identity.

You are free to choose any look for your attire, as long it includes the features previously mentioned, and does not provide any additional advantages beyond this.

When worn, you will have a much easier time climbing on walls, even if your attire has nothing that would indicate this to be the case.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Super Saxophone

This high-quality saxophone is more than a mere instrument.

By imbuing some of your internal reserves of energy into the saxophone as you play it, you can create a burst of force in all directions around you. Not only is this burst of force liable to stun those taken unawares, it can also "charm" enemies into fighting on your behalf for a short amount of time. This charm effect does not work on those significantly more powerful than you. Conveniently, any nearby allies are immune to the damage and charm effects of these attacks, allowing you to play as needed without worrying about their positioning.

Should your saxophone be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Jumpchain Game Manual

A small leaflet, with a picture of Jumper (in a Simpsons style) on the cover. Reading through the manual, which never takes more than a few minutes, will inform or remind the reader of any supernatural powers or abilities that they currently possess. If the reader is unaware how to actually use these powers or abilities, they will also be given a very basic rundown, allowing the reader to use them at the most basic level. The manual will also inform the reader if these powers and abilities have any notable costs of risks associated with them.

Just try not to lose it, okay?

Should the manual be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Temporary Power Ups

Special floating objects have appeared throughout the Game Engine, the game worlds, and even Heaven. The appearance of these objects is decided by you on purchase of this item.

Should you touch one of these items, it will vanish. Then, you will undergo a special transformation. This transformation will grant you a moderate power boost. More importantly, you will become impervious to any damage you might ordinarily receive. On purchase of this item, you may decide whether it confers an aesthetic change, and if it does, what that looks like. You have free reign over the aesthetic change that occurs, as long as it does not provide additional advantages not stated here. The transformation lasts for about fifteen seconds before dissipating.

The objects cannot be moved. Once used, they will respawn in the same area after a few hours if possible. Whilst their placement is somewhat random, they tend to appear in open, obvious, locations. You can generally expect a few to appear over a moderately-sized town. They will continue to appear in each future world you visit, unless you decide against it. As a special consideration, one of these objects may be placed in your Warehouse, or on a property you possess, in a position of your preference.

Only you are able to interact with these objects. On purchase of this item, you must choose whether others whether others will be able to notice these objects. If they can, they won't consider them strange unless you specifically bring them to their attention.

At the start of each new jump, you may decide whether the objects will appear. Even if you choose for them not to, you can still have the specifically positioned one appear if you like. You will also be able to change your decision on whether others can notice them. Post-chain, you can make these choices once every ten years.

[400cp] Rift Portal

Moving between the various game worlds and the Game Engine can prove a challenge to most. Of the two time the Simpsons got to the Game Engine from Springfield, one was a complete fluke. The other, they used a device similar to this one.

This is a special teleporter, based off of the one invented by Professor Frink. Placed in any game world, or in Heaven, it will allow the user to transport themselves to the Game Engine, as well as safely return when they have finished their business there.

Should your starting location be the Game Engine, it will instead allow you to travel to a game world of or choice (or Heaven), decided on purchase of this item. If later moved from the Game Engine, it will instead transport the user to the Game Engine as normal.

In future settings you visit, the teleporter will instead connect to an appropriate "digital world". Should the setting in question not have such a place, this item will nonetheless ensure its existence, starting from the first time the teleporter is used to reach it. The nature of this world can vary greatly based on the setting in question, so be careful not to bite off more than you can chew.

Should your teleporter be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] The Jumpchain Strategy Guide

This guidebook, featuring an image of Jumper and their companions (in a Simpsons style) on the cover, is the ultimate resource for those looking to cheat.

This book contains detailed entries on Jumper and each of their companions, including their perks, powers, abilities, and notable personal equipment. Beyond simply serving as a refresher, this book offers helpful suggestions on methods of improving these powers and items, if possible.

Additionally, the guidebook contains useful information related to this setting, including local maps, important events occurring over the course of your stay (not accounting for Jumper's involvement in these events), and some basic information an ordinary local would be likely to know.

At the start of each new jump, the book will update, both refreshing the Jumper and companions' section, and also providing new information relevant to the world you have arrived in.

The book will be able to expand indefinitely to accommodate any amount of content, without ever getting any larger or heavier than a regular phone book. You will always be able to find whichever page it is you are looking for right away.

You really don't want to be losing this, so be careful with it, okay?

Should the guidebook be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] Jumpchain Arcade

Connected to your warehouse by a special gateway, or placed on a property you own, is this building, resembling a movie theatre multiplex.

Why then, is it called an arcade? Well, instead of housing movie theatres, it contains gateways to various "game worlds". A person entering one of these worlds will be assigned a positioned in the game, generally in some kind of protagonist role. They may receive additional powers, and have their appearance or outfit changed to suit the setting; these effects only last inside these worlds.

These worlds may be exited at any time, from any place within them, which will always take them back to outside the appropriate gateway. On a second entry into a game world, you may choose to pick up right where you left off, or to 'reset' the world, allowing you to experience it all over again from the start. A game world cannot be reset whilst someone is currently using it.

You cannot bring anything out of a game world that you did not take in, and any attempts to upgrade or improve anything brought in with game world elements will fail. At the same time, true death, chain failure, or any other kind of permanent harm cannot occur in these spaces, so feel free to enjoy yourself.

To begin with, the arcade has four game worlds – replicas of the 'Neverquest', 'Grand Theft Scratchy', 'Medal of Homer', and 'Big Super Happy Fun Fun Game' game worlds. Post-jump, the arcade will add four new game worlds for each new jump you visit, each a parody of a specific genre of video games utilising characters or themes from that setting. It will also retroactively do this for jumps you had visited prior to this one. Post-chain, it will continue to add four new game worlds every ten years, though the characters and themes used may be from any setting you have visited, including crossovers of multiple settings you have visited. The arcade will expand in size as necessary to accommodate the gateways inside, without appearing any larger externally.

In each future jump, you may choose to move the arcade to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the arcade be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Personal Realm

Whether you are looking for a manor to flaunt your wealth, or your very own slice of heaven, you've now come into the possession of a realm to rule over, which can be reached via a special gateway located either in your Warehouse or on a property you own.

On purchase of this item, you must decide the specifics of your realm. Think carefully, because you won't be able to change these decisions later.

Your realm can be no larger than a moderately sized town. Your realm can only use materials found on Earth circa 2007, however it may operate under slightly different physics if you desire – helpful for those wanting a golf course floating on the clouds. Your realm will slowly repair and/or regenerate itself over time if damaged, so if you want to create a Land of Chocolate, go for it! You may also decide if your realm counts as a "digital world" or not. Beyond these rules, you have free reign when designing your personal realm.

Your realm optionally comes with a small army of servants, which act as followers. The appearances and personalities of these servants are up to you, also decided on purchase of this item. Unless changed, they are absolutely loyal to you, however, they cannot be more capable than an ordinary human, and cannot leave your personal realm under any circumstances. Your inactive companions may also reside in your realm, if you would like them to.

Your personal realm has one additional feature, allowing those who die inside it to automatically respawn nearby. You can turn this feature on or off at your leisure, and even set it to work or not work on certain parties, whether that be decided individually or by some rules. You have a grave

period of 24 hours after a death to respawn that person, just in case you accidentally left the feature off or changed your mind. However, the respawns granted by the personal realm do not prevent chain-failure occurring, and can only take place if the individual died inside the personal realm.

In each future jump, you may choose to move the gateway to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the gateway be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

If you possess an existing personal realm or equivalent that is some power or ability of yours, you may have it gain the advantages of this item instead of receiving this item. In this case you do not receive a gateway; your existing realm will continue using whatever method of entry it had before. If doing so, you cannot also import another item into this. Regular item imports function as normal.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you. They may not purchase companions. Like you, they may Drop In, or have a background which matches their purchases.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species, and are entitled to the same freebies and discounts as you. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in The Simpsons Game, other than God, along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

[50cp] Your Lovely New Bride

This would-be bride is head over heels in love with you. Their appearance is recognisable to you, as they are in fact a knock-off of a video game character of your choice. Any video game character is eligible for this choice, even a Koopa (you weirdo). Unfortunately, as a knock-off they do not possess any capabilities beyond a normal human, even if the original character did.

May instead be a would-be husband, if you prefer.

[50cp] Cat Prostitutes

A group of nine anthropomorphic cat streetwalkers, for the aspiring pimp.

These cat ladies are highly skilled at their profession, but offer little else. They are completely loyal to you, and will accept any level of wealth distribution you demand of them.

In worlds where such creatures are not found, or not found often, these cats will be considered exotic by the general population, but a greater deal will not be made of their existence unless you go out of the way to ensure it occurs.

They do not take up an active companion slot, unless they are imported as a companion in a future jump. Additionally, should you decide to import them as a companion in a future jump, you may import them into the same companion slot, dividing the power of any perks they purchase between them, lowering the potency of the perks somewhat.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Simpsons world before? Well with this toggle, you can import the events of any previous jumps involving The Simpsons that you would like to, smoothing out any inconsistencies between them in a manner of your preference. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail however.

[0cp] Full Stay

Taking this toggle will extend your stay in this world up to a full ten years.

Be warned that this is truly a step into the unknown. Springfield can be a crazy enough place on its own, but the Game Engine may even create new game worlds to explore and enjoy – and new threats may emerge to challenge you.

[+100cp] Video Game Guy

You can’t help but notice and snark at any video game cliché you come across in this world. There are certainly a lot of them to be found. You will notice these clichés even if for some reason you lack the context necessary to understand them. Even if you would normally be positively disposed to these clichés, you will find them to be at best a minor annoyance, and at worst distracting.

[+100cp] Damn you reality!

For one reason or another, any dreams you have will have you waking up in an annoyed state. Sometimes it might be that the dream was distasteful, other times it may be the dream ends right before the best part. Try not to get too worked up over it, because it will happen for the entirety of your stay in this world.

[+100cp] Re-Used Enemy

I guess the Game Engine decided you weren't important enough for a unique model. You are reduced to an average appearance, with any appearance enhancing effects failing to benefit you until the end of the jump.

Additionally, in any game world where it makes sense, there will be a number of ordinary citizens with an identical appearance to you. Their similarities are skin-deep; they do not possess any of your special powers or memories.

[+200cp] Invisible Barriers

Sorry, your precious jump doesn't on go forever. In fact, you'll find that in the Springfield game world, you will be unable to leave the titular town, with invisible barriers impeding your progress. Other game worlds are similarly limited. Fortunately, you are still able to visit the Game Engine and move between different game worlds.

Additionally, as you move around, you will regularly encounter extra invisible barriers. These barriers will not prevent you getting where you want to go, but will often force you to take a longer route. These extra barriers are not permanently fixed; they appear and disappear as your objectives change.

[+200cp] ***Maybe you'd do better in a turn-based RPG?***

Occasionally during combat, everything will come to a standstill. For the remainder of the battle, you will be forced to take turns attacking each other. One of your enemies will always get the first turn.

This has the unfortunate consequence of nullifying any speed advantage you might have against your foes. Whilst you may flee from the battle, you must first wait until your turn to do so, at which point fleeing only has a chance of success.

[+200cp] Enemy Spawners

During your travels, you will regularly encounter strange objects, which on your approach will begin producing enemies that are automatically hostile to you. The nature of these enemies will vary depending on your location, but will generally take after the more malicious locals. They will always be around the same level of power as the 'mook' enemies the Simpson family are likely to face during their adventure.

The nature of these 'enemy spawners' will also vary based on your location. However, they are not limited to the types of spawners that the Simpsons 'canonically' encounter over their adventure, and in some cases may require some investigation on your part, lest you face down an endless gauntlet of foes.

[+300cp] ***I will bring respect to the EA corporation!***

You've been bought and paid for, Jumper!

In exchange for this cp, your mind has been adjusted, turning you into a sycophant for EA. Not only will you 'suck up their sexy sleaze with a smile', as an EA executive might put it, but you also become irrationally violent should someone speak ill of them, or worse, interfere with the sales of their games.

Of note, the Grand Theft Scratchy game fresh on shelves in Springfield is an EA game, which will likely put you at odds with Marge and her efforts to get the game banned.

Should you begin in, or move to, the Grand Theft Scratchy game world proper, you will also violently resist any efforts to 'clean up' the world. Again, this will put you at odds with Marge, if events proceed as they normally would.

If you also took the 'Video Game Guy' drawback, you will still notice and be annoyed by video game cliches present in EA games. However, each time this happens, you will also feel a pang of guilt afterwards, and go back to thinking EA can do no wrong.

[+300cp] Crunch Time

By taking this drawback, your starting location is overridden to the Game Engine.

You will be expected to work here for the duration of your stay in this world, with gruelling 16-hour workdays. Your job is simple, but far from easy; you are provided with a treadmill, which you must run on in order to provide power to the Game Engine. The speed at which the treadmill must move will scale based on your capabilities, ensuring you are pushed to your limit.

Should you slack off for any significant period of time, reality will crash due to a Game Engine malfunction, and you will fail your chain.

Fortunately, you will be allowed to escape the Game Engine to Springfield if events proceed as usual and the Game Engine is destroyed by the Creator. However, you will be automatically returned to the Game Engine when the crisis is averted.

[+300cp] Worst Cliché Ever!

You are reduced to your Body Mod, and any purchases you have made here. Access to your Warehouse is barred to you, as are any items not purchased here. Any companions are affected in a similar manner.

Want to regain these powers and items? Each has been sealed into some kind of "collectible", representative of you in some way. If you have brought companions into this jump, their powers and

items are also sealed into collectibles representative of them. On obtaining one, the power or item inside will be returned.

These collectibles have been spread across the Game Engine, as well as various game worlds. They float above the ground in an obvious manner, making it easy to recognise them – though sometimes actually reaching it may require some thinking. These collectibles can only be obtained by those they are meant for; whilst this means some villain won't be running off with your powers, it also means your companions can't collect your powers for you, or vice versa.

At jump's end, you regain all this drawback has taken from you, if you had not reclaimed it already. You may also elect to keep any of collectibles that you managed to find during your stay; should you do so, replacements of these items will appear in your Warehouse 24 hours after they are lost or destroyed.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Game On: You choose to remain in this world. Your chain ends here. As a final gift, you will gain infinite 'lives', allowing you to respawn any time you die, and may move to and from Heaven at any time, if you do not possess such an ability already.

New Game: You choose to continue your chain. Proceed to the next jump.

Game Over: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On the nature of this world:

Everything you encounter within this world, including Heaven, is ultimately part of a video game being played by Ralph Wiggum. Although nothing within this jump allows you to reach Ralph, and his level of reality, if you are bringing in something from another setting that could do so, it remains capable of it. You can be assured that for the duration of your stay here, nothing will occur on that level (or above, if it exists), that will cause this game to be deleted or corrupted, provided you don't somehow manage something that allows you to interact at that level.

As this is all part of a game, you are also free to determine whether any abilities you have that can take advantage of a 'digital world' or the like are applicable here.

So, what exactly happens here, anyway?

Homer wakes from a pleasant dream, upset that it ended. Bart purchases a copy of the new Grand Theft Scratchy game; however, Marge finds out and confiscates it.

Looking for something else to do, Bart finds The Simpsons Game manual, which had fallen from the sky. Reading it, Bart finds out that he and his family are part of a video game set in Springfield, and learns how to use his Bartman abilities. He meets up with Homer. The pair explore some caves in order to test Bart's new powers, ultimately thwarting an attempted robbery of the Springfield Museum by Principal Skinner and the school bullies.

Bart teaches Homer to use his Homer Ball ability, which they use to help Homer win an eating contest. Afterward, Lisa learns her video game powers from Bart, and enlists his help in preventing a mass-logging operation from Mr. Burns. After that, Marge learns her powers from Lisa, and the two of them lead a mob on City Hall, in order to ban the sale of Grand Theft Scratchy for minors.

Back at home, the Simpsons recounted their days to each other. They get into an argument over the proper use of their powers, but it is interrupted by an alien invasion. The Simpsons decide that their powers are not strong enough to deal with the alien threat, so Bart and Lisa seek out Professor Frink for an idea on what to do. They find his house empty, but a rift portal takes them to the Game Engine. There, after rescuing Frink, they are given a strategy guide, which improves their game abilities.

The Simpsons fight back against the aliens. Bart and Lisa fight off an attack by evil dolphins. Homer and Bart defeat Lard Lad, who had been brought to life by the aliens. The pair then defeats an alien attack at the mall, which was led by Sideshow Bob.

The alien mothership confronts the Simpsons, but after Bart reveals its weak point, Kang and Kodos decide to not even bother fighting them and simply destroy the town. The Simpsons decide to look on the internet to further cheat and work out what to do next, and are accidentally sucked into the Game Engine. They meet Will Wright, who is destroying older Simpsons games.

After saving an older gen version of themselves, the Simpsons realise that they too are doomed to be replaced. The lower res Simpsons tell them about the creator. In order to meet the creator, the

Simpsons retrieve four different key cards from various game worlds. Homer and Marge retrieve the keycard from the NeverQuest game world, Lisa and Marge retrieve the keycard from the Grand Theft Scratchy game world, Homer and Bart retrieve the keycard from the Medal of Homer game world, and Homer and Lisa retrieve the keycard from the Big Super Happy Fun Fun Game game world.

Once they have the keycards, the Simpsons face their creator: Matt Groening. After beating him up, they demand an apology for the way they are being treated. While seemingly contrite at first, Matt Groening activates an emergency Game Engine self-destruct and escapes.

The Simpsons, and many other characters manage to escape back to Springfield as the Game Engine and many game worlds are destroyed. However, Springfield is still under attack from the aliens. Lisa determines that the only higher authority than Matt Groening is God, and uses her powers to construct a 'stairway to Heaven. The Simpsons make their way through Heaven, defeating William Shakespeare, Benjamin Franklin, as well as many of the 'mook' enemies they had previously killed.

The Simpsons confront God, who turns out to be a hardcore gamer. After beating him in a DDR-style game, and threatening to destroy his memory card, God explains the nature of their existence. Not only are they video game characters, but the people who made them are actually characters in His own Earth game, making The Simpsons Game more of a mini-game. He reveals that Bart only found the game manual because God accidentally knocked it out of Heaven.

God agrees to save Springfield, restore the game worlds, make games a bit safer for video game characters, let the Simpsons keep their powers, and grant Homer three wishes (these are never disclosed). When asked if He is also a video game character, God scoffs, but the camera pans back to reveal that all of this is part of a game being played by Ralph Wiggum, who notices the Player watching him.

-Changelog-

0.1
Created the jump.

1.0
(i) Minor typo fixes.