

(and Finding Paradise/A Bird Story + Impostor Factory)

a Jumpchain CYOA by MelecieDiancie

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Our memories are a core part of the life we lead. From our childhood life all the way to adulthood, our memories not only define our past, but also help us shape our future. It is an integral part of ourselves, and without these memories, we would not be human.

As we grow older, there may be some things that we leave unfulfilled, perhaps due to the choices that we take or the doors we have to close when chasing down a path. Wishes we want to live out, regrets whose consequences we are stuck with, and missed opportunities we could have taken. And by the end of one's life, we would have plenty of those.

It seems tempting to live a life you've never had, to experience life from a lens where we fulfill all these wishes and fix these regrets. Unfortunately, memories are permanent and while it may be possible to think that you are living a fantasy, nothing will change the fact that you are unable to change reality.

However, what if it wasn't? What if you were given an opportunity to relive your life?

Sigmund Corp. is a company using cutting-edge technology in memory creation licensed from the Yu-Haynes Foundation, offered to people in their deathbeds to give them an opportunity to live and experience life once more and fulfill one final wish before they die.

However, this is not their story. At least, not yet. This is the story of two of their patients, Johnny Wyles and Colin Reeds, who have requested the help of Sigmund Corp to give them their final wish. Colin's wish is paradoxical: to change something, yet change nothing at all. Conversely, Johnny's wish is more straightforward. To go to the Moon.



Foreword

There are **heavy spoilers** ahead for this jump. The games involved in this jump (To the Moon, A Bird Story, Finding Paradise, and Impostor Factory) are best experienced *without* spoilers, as they will dull the impact of the more important scenes in the game. Please, if you can, go play the games first or at the very least watch a full playthrough of them on YouTube before you come back. I'll be waiting for you, do not worry.

The rest of this page shall be left blank intentionally. Again, spoilers inbound, you have been warned.



Origins

Everyone has a place in the world. As you grow older, you mature, gaining new knowledge and wisdom about the world. Older people have more knowledge and memories than younger ones. However, young ones have an entire lifetime to find knowledge and make new memories...

*To start with, you gain **1,000cp**. Make sure to use it wisely, as a bad choice may lead to a major regret later down in your life. If your age or gender isn't what you desire, you may change both for 50cp. You may act as a drop-in for free, however keep in mind it locks out a scenario...*

Elder (Age: d8 + 59 — 60 to 68 years)

In the long life that you've had, you have acquired a lot of knowledge and memories that have shaped the entirety of your life. However, looking back at it, you have also acquired a lot of regrets that you wish you could fix. Nearing the end of your life, you may think of contacting Sigmund Corp to provide you with a final, happy ending.

Adult (Age: d8 + 25 — 26 to 33 years)

At this point, you have a wife, maybe a family as well, and a stable job. Your life has been through ups and downs, and while your life is far from over, you've started reflecting on what you have done so far, and while the paths you've chosen may have locked you out of fulfilling your wish, it would not be pointless to try.

Young Adult (Age: d8 + 12 — 13 to 20 years)

Adolescence is a funny time. It may be the most exciting part of life, with the great freedom while not being burdened with much responsibility. For others, they fear the change in the happy life of their childhood to the much harder stage of adulthood and worry how they can adapt. With the time of change, choosing paths and self-discovery, this is an interesting time to live through.

Child (Age: d4 + 4 — 5 to 8 years)

The innocence and simple joy of childhood is something that we take for granted until it is far too out of reach for us. Our childhood memories are some of those among our most precious ones, and our wishes, dreams, and aspirations often stem from these memories.

Sigmund Corp / Yu-Haynes Foundation (Age: d8 + 25 — 26 to 33 years)

Requires **200cp** to take. As one of the doctors involved with Sigmund Corp, you have an interest in dealing with the memories of patients, and helping the elderly pass on peacefully and happily. This task is not simple however, as some patients may have memories that are hard to work with. Alternatively, you could be a scientist part of the Yu-Haynes Foundation for the same price and discounts, being at the forefront of memory technology. Perhaps you could do the impossible?



Memories

The memories, good or bad, that have become a core part of who you are, and what you do. These leave an impact on your life, for one little action can shape who you are in the future.

This is the Perks section. Like always, perks may be discounted by 50% for each origin. A discounted 100cp perk is free.

Music of Your Memories (0cp)

Listening to music, watching orchestras and songs being performed has always been a great experience for you. You love the music so much that you have them all memorized in your head, ready to play whenever you want in perfect quality, with no mistakes.

Anything Can Be a Melody (50cp)

Having either taken music composition in school and becoming a great composer, or just wanting to create tunes, you would normally only have the ability to create songs for yourself on demand. Now this skill stretches past that too, as you would be able to hear songs as if composed by you and performed by an entire orchestra, even if you are not actually composing, even if you have not actually made that song yet.

Not an Impostor Factory (100cp)

As from the wise words of Dr. Haynes, “Impostor syndrome is commonplace among talents; don’t let it get to you.” Well, that’s something you no longer worry about. At least, now. You have learned to treat yourself kindly, and know that whatever you do, you can do it again. It’s not a fluke, you’re not lying to yourself, that is who you truly are.

Start with the Scales (200cp)

The basics can be boring at times. Starting with something rudimentary to learn the basics, and once you have mastered that, you can produce something amazing, is what they say. However, that should not be true. With you, in creating something, you can learn the basics and create a masterpiece at the same time. You’d learn by creating something great, and create something great by learning. And it’s not only you who can hear that.

Bird Whisperer (200cp)

When others ignore you and leave you by yourself, the best thing you can turn to is the love of the animal kingdom. You share an intimate bond with all kinds of birds and while you may not be able to speak to them, you can instinctively know what they want. Over time, you can develop a more personal relationship towards your pet, and you can open up to them even more. You’re sure they’ll understand. *You may choose another pet animal for this perk.*



These Past Years (100cp, discounted Elder)

Life is a long series of branching paths, and what we take is different than what others take. And having been old enough to take many of these paths, you can find joy in reflecting on your own life, knowing what you have done and achieved, and your experiences. While there may not be enough time to do what you could not do anymore, there may still be enough time to relive what you have already done.

Paper Rabbits (200cp, discounted Elder)

A dear memory for you, which you have shared with a friend… however, it seems like they have forgotten about it. Fortunately, you have a memento or two of this event, a symbolic representation of it. This object allows them to remember an event of your choice. Even when the memories have been blocked or removed, mementos you create could remind them of what has been lost.

The Symbols Mean... (300cp, discounted Elder)

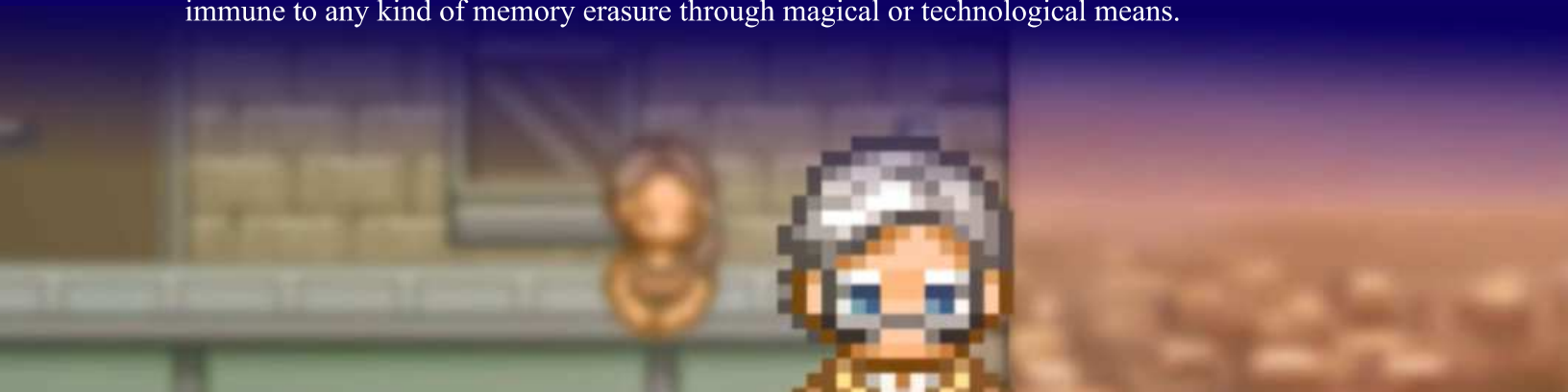
While they look unassuming, you have realized that tiny details such as one's actions and mannerisms, to their name or what they wear, could be a window to one's soul. You can pick up on these little details, obscure as they may be, allowing you to infer one's personality and traits from even just the first few meetings.

Reality Without Me (400cp, discounted Elder)

With death approaching, you are saddened by how you'll not be able to see what is in store for the future of those who will live on, those who will carry on your legacy. Or at least, you were. When your leaving this world approaches, you'll be able to foresee the future after your death and know what will happen without you. Just be careful about mentioning this to others, as it may cause things to go very differently with the mere knowledge of the future. *This may only be used once per jump within a month before its end, or when you're about to die and are expecting death.*

Wish My Life Away (600cp, discounted Elder)

Because trading my yesterday, is to wish my life away… This quote has shaped your life, and you follow it to a tee. While the technology to change one's memory seems tempting, you will be able to forego it and face reality with a smile on your face. Additionally, you will know any false memories that have been planted in your mind and get rid of them, as well as making your mind immune to any kind of memory erasure through magical or technological means.



Instrumental (100cp, discounted Adult)

Having learned to be a great musician in your school days, you are able to perform with one instrument, allowing you to express yourself through music. Additionally, you are able to compose and play a wide variety of songs, whether for a performance or for your loved ones.

Yes, Captain (200cp, discounted Adult)

Through your working years, you have learned that the surest way to succeed in the workplace is to follow orders. It may have just been intended as a joke, but at times, it actually seems like the only words that your superior would want to hear from you are "yes, captain". As such, agreeing to the orders of a superior would give them a boost of interest with you, and while the relationship would likely remain professional, it would give you a fast track into being promoted into a captain yourself.

See the World (300cp, discounted Adult)

There has been a point in your life where in the midst of tragic circumstances, you just wanted to escape your position, to get away and enjoy the other parts of life that you may have been missing. You got out through someone's help and had a little trip around the world to get your mind off those dreadful events. Every so often, especially when you're in a bad spot, you could find an escape out of it, even just for a while, one that will allow you to explore the world or do something nice for yourself for a change.

I Do (400cp, discounted Adult)

One of the most pivotal events in one's life is marriage. The time where two souls become one, where two people vow to remain with each other for life. This is especially important for you, as it serves as a part of your growth. You and your spouse will be linked together and share your skills, talents, even perks if you allow such. If they are great at cooking, you are as well. If you can learn more than an average human, they can as well. As long as you are married, nothing will ever come between you.

Everything's Alright (600cp, discounted Adult)

If you're with me, then everything's alright… This little lyric from a song has stuck with you, and you realize what it stands for. It sounds cliche and childish, but you've realized that friendship and love actually has a power that would help you get through the challenges of life. If you feel down, then you'll be able to find a way to get back up eventually. Your friends will always be by your side, and your lover, even more so. And in one way or another, their support will be what allows you to get up and get going once again.



Little World (100cp, discounted Young Adult)

In the little world that you've lived, everyone seems to live together in one place, in a way that you can meet someone you know somewhere you don't expect them in. The world happens to love these small coincidences so much, where while it is a large world, everyone you know knows each other and interacts with each other like you're in a small village.

Fated Meeting (200cp, discounted Young Adult)

Some time in the future, you will meet someone. You do not know who they are yet, but you know that they would be an important figure in your life. Whether as a lover, mentor, or someone else, you will hopefully gain a true friend or two in the time you are in this world. Probably soon enough, once your school days start, shall you meet them.

Library Days (300cp, discounted Young Adult)

Have you been pulling all-nighters in the library again..? No matter, it's for a culminating project, right? Through basically turning the library into your second home, you've managed to get a good grasp on all that you've read. While in one, you can probably manage to retrieve information perfectly as you read it before, making writing papers and referencing information easier. Additionally, you've found a way to neatly organize the information you gathered in your brain, making thoughts less messy and more coherent, even outside of your reading corner.

Letting Go (400cp, discounted Young Adult)

Farewells have always been hard, haven't they? Saying goodbye to someone you have known for a long time hurts your heart, especially if they've been the one who carried your back and been your best friend during that time. However, you know in your heart that you have to say goodbye eventually, and that makes the goodbye a lot easier to bear. Who knows, sometime in the future, maybe by the end of your life, you'll be able to see them again?

And Whatever Comes... (600cp, discounted Young Adult)

"...if it's something we could do… then it's something you could do." Colin's life struggles have inspired you, and you believe in it. With faith in yourself, no barriers, whether that be lack of skill or inability to do something would be able to prevent you from doing what you want, and through it and with enough time, you're able to learn anything that you could want to do in your life.



Moongazer (100cp, discounted Child)

The stars above are a sign of the future. At least, that's what your childish eyes see. Up in the sky, you see strange constellations and patterns. It may be something silly, or instead something that guides you to your future. If you look wistfully at the night sky, longing for a direction to go, the stars will show you your life's meaning. People say it's just a matter of coincidence, but it's what you feel.

The Worst Pianist in the World (200cp, discounted Child)

Oftentimes, you'd feel as if negative feedback is not intended to make you improve, it is to put shame on yourself for being bad. Instead, you spin this feedback around and turn it into something to improve on, something that would boost your motivation in being the best you could be. Because if you're the worst pianist in the world, the only way you can go is skyward.

The Earth to Your Sky (300cp, discounted Child)

During your youngest years, you've been treated well by your parents. You've promised that you'd want to be the stars, so that those on earth can see the lavenders well. And that has stuck with you ever since. You've gained a selfless and loving attitude, one much like a parent or teacher. One who is prepared to stay back and shine a light on those who could be successful, carrying them to their success even if you stay within the shadows, not to be recognized by anyone. This also lets you know when and how to help those you want to help simply through observing their actions and body language.

The Fiction We Tell Ourselves (400cp, discounted Child)

You have never had too many friends in your life. You do have your schoolmates and other acquaintances, however the closest thing you have to a person to share your life with is an imaginary friend. Through writing, you can conjure up fantasies and people that allow you to live your life as if they had actually existed. While normally people wouldn't be able to see them, by letting someone read your notebook, they can also be imagined in their heads in as vivid detail as your descriptions of them.

Billions of Lighthouses (600cp, discounted Child)

"...and one day, I'm going to befriend one of them." Remembering how little River was so committed to befriending a lighthouse, you realized that you and she were rather alike. Like her, you are very attached to and committed to any promise you make, such that no matter how much time passes, you'll always be able to fulfill your promises and desires. Even if it takes you to the ends of the world to do it, you would be able to do it at some point, like how she eventually found a way to settle down in a mansion near the lighthouse she loved so much in her adulthood.



Bestest Detectives (100cp, discounted Sigmund/Yu-Haynes)

Even though you are working on a company that deals with a person's intimate memories and their last moments, you still find a place to crack jokes and references anywhere and just generally not take it too seriously. Your companion may be annoyed at your repetitive jokes, but at least you're keeping the mood up?

Rooted in the Heart (200cp, discounted Sigmund/Yu-Haynes)

There are just some people who you just can't bear to let go of, even across different timelines or alternate memories. Instead, the butterflies produced by your time travelling or memory changing would conspire to prevent you from never having met someone, or from certain events pivotal in your life from happening. The ones you truly love would always find a way to meet you again, in some way or another, through space and time.

Mementos (300cp, discounted Sigmund/Yu-Haynes)

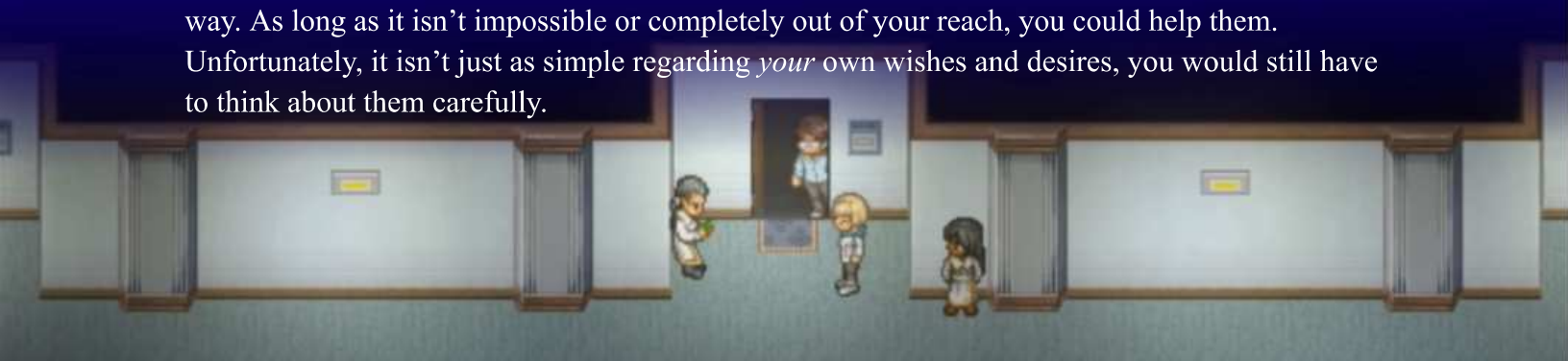
Through the many patients you have gone through and the many memories you have altered, you have discovered lots of mementos, the personal trinkets of a person that are a symbol of a part of their memories. Somehow, you are able to find mementos of people you know in the real world, and through them, leap to the memory of this person regarding the event that this object symbolizes. While you are unable to interact with anything, just like in the Memory Editor, you may experience the event unfold yourself, at least in the way the person experienced it.

Save (400cp, discounted Sigmund/Yu-Haynes)

Occasionally, you find people who you have to get rid of or tranquilize for a while, however you feel like you can use for a better purpose. Fortunately, you now can do what Neil's modified machine can do in reality: you can freeze people in time through summoning a large bubble, which allows you to perfectly copy their data, including memories and personality for use in AIs of your own creation.

I Wish... (600cp, discounted Sigmund/Yu-Haynes)

When it comes down to it, all Sigmund Corp. really is is a genie who fulfills the wishes of others. It fulfills one's wishes in their deathbed, allowing them to relive their life one more time as if they had actually done it themselves. However, what if there was a way to fulfill their wishes in reality? While you are not a genie yourself, you may guide others on a path to achieve their wishes by simply knowing what they want. Your mind will quickly piece together what needs to be done to achieve that goal, and all you need to do is explain it and help them every step of the way. As long as it isn't impossible or completely out of your reach, you could help them. Unfortunately, it isn't just as simple regarding *your* own wishes and desires, you would still have to think about them carefully.



A Hundred NDAs (100cp, discounted Sigmund/Yu-Haynes)

As someone who was contracted to work in cutting-edge technology, it's hard for you to keep silent about what you're doing, especially since you're legally required to keep silent. Fortunately, you're able to keep your mouth shut for a prolonged amount of time, up until the agreements expire. You can theoretically extend this to keeping your mouth shut about accidentally spilling your alter-ego to the public eye, or just any kind of Freudian slip.

Constant Improvements (200cp, discounted Sigmund/Yu-Haynes)

A machine can't be built in one day, so they say. You don't need to focus on achieving breakthroughs to continue progress on your work, all you need is enough effort for a few days and you'll be able to improve your machine bit-by-bit every day you work on it, almost subconsciously. The more days you work on it, even just an hour per day, you'll slowly make more and more progress.

Long Way Up (300cp, discounted Sigmund/Yu-Haynes)

What if the reality you're in isn't the true reality? This was a question you've pondered over all the time, and now you've realized the answer. You can always tell what world you are in, if you are in a stack of simulations, a dream realm, or a parallel universe. You know what is base reality, and while you may not be able to get there yet, you'll figure out a way. You hope.

Make Yourselves at Manor (400cp, discounted Sigmund/Yu-Haynes)

On your work in creating the technology for the Memory Editor, you have considered that it would be a good idea to have some control of the simulations for debugging purposes. That's an idea you've put out, and it's what was implemented. You have control of the Memory Editor's simulation control and debug features, and perhaps when you enter other simulations, you can access their hidden permission-locked features as well with just a bit of work.

A Reality Somewhere (600cp, discounted Sigmund/Yu-Haynes)

"There are a lot of tangents out there, each one blooming into countless branches of their own."
Regardless of whatever path you take, you long to know what would have happened had you took a different path, picked a different choice. Somehow, you can feel the memories of your other selves as well, those from a different reality or different timeline. Just by thinking about "how would this have happened if I did something else?" you can see exactly that. While it can't give you the ability to communicate with them, you can still get guidance through your other selves through other means.



Faye (600cp)

Through the power of imagination, you've managed to gain the ability to shape the world… to an extent. You can create illusions, read minds, communicate telepathically, and slowly change memories, but this only works on those who you are friends with. And this means a mutual friendship. You can change what the world looks like to those under your spell, provide them with a happier life that they may not have exactly lived, or be there for them even while you're not physically there. And finally, you have gained a presence in your own mind, allowing you to ward off attacks or attempts at reading or changing your psyche. If you wish, you may transfer your mental self to another person.



Keepsakes

While some of these items are just something you bought recently and may part with easily with no hard feelings, others are your personal mementos, objects that remind of your past and shape your future. What matters is what you think of it.

One 50, 100, and 200cp item can be discounted, with 50cp items being free when discounted. 400/600cp items and locations are instead discounted per origin. When lost or fully used, another will be given to you in a month's time.

Picture Gallery (0cp)

A picture gallery of your friends and family. You carry it everywhere you go and into each new place you've lived in, as it reminds you of who you are and what you are fighting for.

Tissue Box (0cp)

A small box of tissues, for when you are sick or crying. Just in case. You'll probably need it. *Has an infinite supply.*

Instruments (50cp)

A musical instrument you have had since childhood, a little something that you have played since childhood. While you may not be good with it, you like playing it once in a while.

Journal (50cp)

A journal that was given as a gift a few years ago, it's still empty. Perhaps you could use this to write a story, take down notes, draw some sketches, or imagine a friend? Or write some secret notes?

Laptop (50cp)

Just a handy little laptop. Easy to use, and helps for both when you need to do a quick fact check, or undertaking a research paper.

Origami Paper (50cp)

A stack of origami paper you bought a few days ago, when you wanted to try out some paper folding. Thinking of the possibilities, you thought of making a thousand paper cranes or planes, or maybe a paper bunny that would remind yourself of the moon and the stars.



shoe (50cp)

A regular pair of shoes you bought on sale. It's not really the highest quality shoes, but it is comfortable. Surprisingly, this shoe seems to deal more impact than normal, like it would be able to hurt someone painfully.

Dusklight (100cp)

Buying this was, for the most part, a bad idea. It's not even a good story about vampires and werewolves, it's just a cheesy generic paranormal romance story. But you gotta admit, it is a pretty nice place to hide small things, since nobody will ever want to look here. Everyone already knows this book is not good.

Pet Bird (100cp)

A little pet bird you found. Though its wing is broken, it seems to share a strong bond with you. It is incredibly loyal and playful, loving to fetch items for you, and returning to you if it gets lost. Even if you let it go, its spirit will be with you always.

Plush (100cp)

A plush animal, maybe a platypus or some other animal. You got this stuffed toy as a reward in a carnival, and wanted to give this to someone to remind them of you even when you're gone. Hopefully, it'll be the perfect gift for them.

Roadkill (100cp)

A dead rabbit, likely killed in the road by a terrible driver. It's probably best to leave this alone, but it is said that its terrible odor can awake even the most buried and locked, the most hidden memories in one's mind. Just keep that in mind.

The World by Your Side (100cp)

Being stuck at home, yearning to see the world by yourself… You've managed to create a small-scale replica of various landmarks around the world at your side, including the Eiffel Tower, the Leaning Tower of Pisa, Michelangelo's *David*, and much more… out of random junk and school items you've found lying around. Not as great as the real deal, but it reminds you of them… and you can keep it! *In future jumps, and for every jump prior, you get similar models of the world's landmarks out of recycled materials.*



Honeymoon Ticket (200cp)

A fully-paid vacation ticket for two to a great vacation location of your choosing, a ticket that allows you to get away from life when it becomes too hectic. It's rather expensive, but what better way to celebrate your honeymoon or an event? You hear Bora Bora is a nice location to go to… *Gets restored after a year instead of a month.*

Horse (200cp)

Riding a horse is rather tricky if you aren't used to it yet, however you seem to be a natural at it. After trying out horse riding at a nearby ranch, you thought that it was pretty fun and got one of your own. It's pretty cute, and trusts you. Fortunately, you have managed to keep it somewhere nearby well-fed, however at some point you'll have to take care of it yourself. *Comes with a saddle as well as food for it.*

Plane (200cp)

Keys for the plane that you have bought a while back after becoming a fully-fledged pilot. It's not really big and can only fit four people, however, being able to fly anywhere you wish would still be great, and imagine the view at the top!

R I C E B O T (200cp)

A nifty little AI-powered rice cooker from the Yu-Haynes Foundation that's a bit more than that. It's capable of cooking the best rice, and for some reason also provides emotional support..? Whatever it is, it's certainly great at its job.

Rudog (200cp)

A plush toy of Rudog, the mascot of an iconic kid's show you loved to watch, which you keep dearly with you to remind yourself of your childhood days. You can imagine it moving and assisting you like a real pet, however questioning its existence would make it disappear.



Memory Editor (600cp, discounted Sigmund Corp.)

The Memory Editor, the magnum opus of the Yu-Haynes Foundation. This large machine allows you to dive within the memories of a person who is hooked up to it. Simulations of the memories are created using it and data available from the public records, although it cannot identify people unless the person recalls the person and what they look like, otherwise they just display as a black shadow.

While you are typically intangible and invisible to those in the memory unless you want not to, you are still able to use admin commands to generate objects to help your goals. One of these admin commands also lets you speak with an instance of a person in their mind at some point in their accessible memories, in the case you need to speak to a comatose person.

Memory editing is a dangerous job, and if the person dies violently due to a heart attack or another unexpected reaction or event, you will die with them too. If they die peacefully however, which is the typical case, you will be safely ejected out of the machine.

During this jump, saving edited memories in the patient will cause their brain to shut down due to conflicting memories. Post-jump, it no longer will.



Places

There are also the places that play a major part in your life, those that have a massive part in shaping your memories and turning you into who you are now. While maybe you may not really "own" these, it feels like you practically do, as you frequent these enough to know them like the back of your hand.

Lighthouse Mansion (400cp, discounted Elder)

A mansion near a clifftop that provides a beautiful view of the ocean. Marking this point is an abandoned lighthouse, which you also bought as part of this area. This mansion is large and tidy, enough for you and your family. After lots of long years, finally getting your dream house is very rewarding after what you've been through.

Theater (400cp, discounted Adult)

A theater for musical performances, frequently rented by your orchestral group for their performances and activities. This theater is very spacious and can probably handle around an audience of 500 people just fine, and a backstage that allows you to practice for your performance, with a few extra instruments lying around.

Open Fields (400cp, discounted Young Adult)

These fields and cliffside makes for a beautiful place to relax, and serves as a place where you can just get off the stress and pressure of life for a moment, a place to run to and collect yourself before you go. The view from the cliffside is astounding, and allows you to view the city from here. You cannot tell how many times you have visited this place, for it is just so important to you. Additionally, the fields serve as a makeshift runway.

Carnival (400cp, discounted Child)

The local carnival that you have enjoyed. You have played all the games here a million times, and it never gets old, you'll still be willing to play them another million times. The carnival offers toys and other rewards for your success, and even though it's hard, having practiced this a lot of times, you could easily do it.



Friends

Through the time you've been here, you have befriended people and helped others get past their life struggles. These companions of yours, who you consider to be people who would stay by your side and help you, and who you trust your whole life with.

You may import any companion for 50cp each, they may take any origin and get 600cp to start with. They may take flaws to a limit of 200cp, but may not take any 300cp flaw.

Johnny and River (150cp)

A pair who is as different as they are linked. While Johnny wants to be unique and wishes the spotlight, River wants to be normal and stay away from it. Despite this, they have understood not only each other but also themselves as well. While they consider having lived a good life, they still yearn to go to the moon…

Together, they'll have the perks Paper Rabbits, The Symbols Mean..., and Billions of Lighthouses.

Colin & Sofia (150cp)

The couple linked through music. Colin is a cellist, while Sofia is a pianist. Both have learned their instruments since childhood, and are linked in a chance meeting in the theater. Colin is also a licensed pilot, while Sofia also excels at art. To them, the time they spend together and the memories they make are important, however are regrets as important as memories?

Together, they'll have the perks Worst Pianist in the World, Letting Go, and Wish My Life Away.

Quincy and Lynri (150cp)

The duo of arts and sciences. Quincy graduated Liberal Arts, and Lynri is a neurosurgeon who worked at the Yu-Haynes Foundation. Despite time being limited for them, they still want to make the best of it, however does it all matter in the end?

Together, they'll have the perks Constant Improvements, See the World, and A Reality Somewhere.



Neil & Eva (150cp)

The scientists assigned together to work on Johnny and Colin's requests in Sigmund Corp. Neil is a carefree, wacky scientist who is annoying at times, while Eva is a focused scientist who only wants the job done as quickly and cleanly as possible. Due to their conflicting personalities, there's a rift between the two, but they still get the job done.

Together, they'll have the perks Rooted in the Heart, Mementos (post-jump only), and I Wish...

Someone Else (100cp)

There is someone else you want to bring with you. This place has lots of varied people with different personalities and different memories, and you have managed to befriend one of them. Or perhaps, two?

You may choose this option to import a named character not mentioned above in your chain, or import someone else new. They get a free 100cp, 200cp, and 300 or 400cp perk of your choice, fitting their personality. You may also import a married couple into this perk at the same price, however they will share the same perks.

My Love (0cp)

Staying here, you probably have someone on mind, someone who you truly love and cannot stand the thought of leaving behind. You may also have children you want to take care of. No longer would you feel like you have to leave each other again, as this lets you take them wherever you go, till death do you part. *Like Someone Else, they will get a free 100cp, 200cp, and 300/400cp perk of your choice.*



Flaws

The flaws that make us human, the regrets that we harbor, and all the other baggage. While you know that they trouble you, you still believe you can overcome them. They could also be a means of self-protection which seem improper but actually make us who we are today.

Taking a flaw gives you extra cp to spend. Flaws nullify perks that can get rid of it freely. However, unlike typical drawbacks, some of these flaws may be overcome in the jump with a lot of effort and focus if you work hard enough, around a year or two of self-improvement, however they will still be removed at the end of a jump. A maximum of 500cp may be taken from flaws.

JELLYFISH! (100cp)

You have an obsession with an animal. Maybe you love how cute jellyfish are, or love the flutter of birds, or rabbits, or another animal. They amaze you every time you see them, and you have to spend a lot of time every time you see them. Fortunately, they're everywhere! If that's even a good thing…

Living a Fantasy (100cp)

You feel rather strange. Everything seems like a fantasy to you, which is rather dissonant to what the real world is. One second, you are imagining that the school and the outside are one and the same, the next you are flying in the sky in a giant paper plane. Your imagination is very active and while that's not a bad thing by itself (in fact it's rather fun!) the problem is when you're hit by a sudden dose of reality, in those moments you just collapse.

Mafia Boss (100cp)

For some reason, you decided to stay up late one night as a child watching *The Godfather*, and that has affected your psyche a bit. You seem to always see things like they were of a more intimidating or criminal nature than normal, and while that isn't that bad, it may make things more awkward for you.

Painkillers (100cp)

Due to a mild condition you have, you need to take painkillers once in a while, or you cannot do your job properly. While that is probably not a problem, forgetting to take it with you everywhere is. And it seems like it happens more often than it should be. Thankfully you can go without them for a few hours, but if you forget it for longer, the pain will hit hard.



Always Lived Here (200cp)

Sometimes, you have thought of what your past lives could be, and what are the memories and ideas trapped within your old bodies. However, these memories are strange… visions from other, wilder worlds, where you once had lots of power. As far as you can recall, you've always lived here, so these farfetched memories can just be your mind making stuff up. However, you can't just shake out the thought that you used to be more powerful than this, not just an ordinary human with the memories and keepsakes you have...

Approaching Death (200cp)

Death is a natural part of life, but in your case, you feel it may be rather rushed. Upon a recent check up to the doctor, it has been discovered that you have an illness of some kind, and that while you are still able to move today, you will slowly deteriorate and by the end of ten years', you will die. In the final ten years of your life, you would have to do everything you would want to do until you cannot do it anymore. So that in the last second of your life, you will be satisfied with everything you have done. *Death caused by this drawback after the ten years is not a chain fail.*

Not The Genre I Signed Up For (200cp)

The world feels creepy, almost like it was taken from a horror film, and you do not like it one bit. Even though it all is in your head, you still can't help but scare yourself even by something like a simple surprise. Or maybe it isn't just in your head? While you'd wish the world would stop being scary, you have no choice but to deal with it.

Plenty of Regrets (200cp)

Over your lifetime, or just in the short time you've been here, you've accumulated plenty of regrets that sting in the back of your mind. You really wish that you can do what you missed, to enjoy the fun you could have had, but that's not an opportunity any more. Unfortunately, it seems like everything you do causes you regret due to the opportunities you lock yourself out.



Flaws

Approaching Death (300cp)

Death is a natural part of life, but in your case, you feel it may be rather rushed. Upon a recent check up to the doctor, it has been discovered that you have an illness of some kind, and that while you are still able to move today, you will slowly deteriorate and by the end of ten years', you will die. In the final ten years of your life, you would have to do everything you would want to do until you cannot do it anymore. So that in the last second of your life, you will be satisfied with everything you have done. *Death caused by this drawback after the ten years is not a chain fail.*

I Just Want To Be Normal (300cp)

You feel like you're cursed by how different you are compared to others. Maybe it's your fame, abilities, or some other thing, but you really just want to be like a "normal" person, and have a hard time embracing who you are because you fear other people do not see you for who you are, but what you are. Hopefully, by the end of time you would be able to grow past this, but it seems hard to do so right now.

I Just Want To Be Special (300cp)

You feel like you do not stand out at all from the massive crowd. There's a desire in you to prove yourself, to become famous, anything to become "different". While you get along with people normally, you fear that you are replaceable to them and that they would easily dump you. Maybe, you could grow past this, but until you get to meet a special someone, it would be hard to to believe that you truly are unique in your own way.



Scenario A Forgotten Wish, A Forgotten Love

*This scenario requires taking **Always Lived Here** for no cp and not choosing to be a Drop-In. Taking this scenario will also prevent you from getting the Roadkill, though you may get it in the next jump. This scenario may not be taken by the Sigmund Corp or Yu-Haynes origins.*

In your childhood, you made a promise to someone important. However, what this promise was had been entirely forgotten, as was most of the rest of your life.

There must be one way to remember this, however. Throughout the world, there are mementos of your life. With enough memory links, obtained through remembering what you have forgotten by wandering around the area and recalling small moments, touching one will make you fully relive and remember this memory. These mementos would also be chained together, where the location of one memory you got from a memento is where another also lies.

You have to gather the pieces of your life once again and one-by-one, unlock what you have forgotten in life. You would also have to balance this with your daily life, you cannot neglect your school or work just for this.

Once you have done so, you need to figure out how to actually fulfill it in the first place. And hope that they'll be there once you do so.

Scenario Fixing the Unfixable

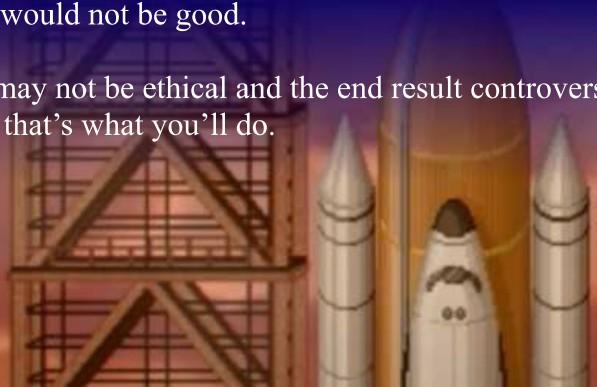
*This scenario requires taking **Always Lived Here** for no cp. Taking this scenario will also prevent you from getting your own copy of the Memory Editor until the end of the jump. This scenario may only be taken by the Sigmund Corp or Yu-Haynes Origins.*

You've been tasked in doing the impossible: fixing the Memory Editor. Currently, it works decently enough, it can create and edit memories and implant them to the subject. However, it works with a cost, that being of the subject's life. Due to their existing memories conflicting with the implanted ones, it causes the brain to short-circuit and shut down. Your job is eliminating that cost.

That would normally be easy to do, except for the fact that every single time you test it, you put a person's life in risk.

You'd have to find a way to integrate new memories with old ones without brain death or damage, or introducing new costs. Preferably, you'd do this with as little lives lost as possible, since of course, getting kicked out of the Yu-Haynes Foundation or Sigmund Corp. for killing a lot of people would not be good.

The process may not be ethical and the end result controversial, but you work for improving science. And that's what you'll do.



End

Ten years of a new life in this world, and it must have been a beautiful experience. However, your future is still uncertain. You must make a last wish, a wish to return, a wish to stay, or a wish to continue.

Return *Nothing Like Home*

This place has reminded you of home so much that you have started to miss it. You cannot wait to return home, to spend time again with your friends and make new memories, and you shall.

Stay *Cannot Leave Anyone Behind*

Having lived here for a while, this place is starting to grow on you. As you cannot just bear to leave anyone behind, you have decided to retire and stay here.

Continue *A Farewell, onto Newer Shores*

The farewells were tearful, knowing that you may not see them again for a long time. But you must part now, for your journey for the Spark, a Jumper's most coveted treasure. Once then shall you return. Make some new memories, won't you?



Scenario Rewards: A Forgotten Wish, A Forgotten Love

If you have fulfilled your long-lost wish, there are also some things you will get before bidding farewell.

Remembered Wish (Scenario Reward)

After piecing your life back together, you have remembered everything more clearly and vividly. And from now on, you will be unable to forget any memories you have, and not even the flow of time itself would be able to make you forget anything which you wish to keep.

Remembered Love (Scenario Reward)

The one who you made a promise to in the distant past. You have remembered who they are, and have reunited with them again in fulfillment of your promise. If you aren't married yet, they have fallen in love with you and wish to go wherever you go. After spending the last few years together, you and they would no longer be separable.

Timeline (Scenario Reward)

You also now have the ability to construct a timeline of yourself through time similar to the timelines Memory Editors have that allow you to view where you are in a person's memory. Through it, you can view any memory of yourself you cherish and relive it just as you would do a memento. You would be able to see yourself growing and changing, as you can tell from the difference between who you formerly were and who you are now.



Scenario Rewards: Fixing the Unfixable

If you managed to fix what couldn't be fixed, you'll also get some things before your departure.

Memory Editor (Scenario Reward)

The Memory Editor with all your tweaks and adjustments. Not much different from just buying it, but this time, you earned it. *If you bought the Memory Editor, you get 300cp back to spend elsewhere in this jumpdoc.*

AI Faye (Scenario Reward)

Impressed by your work, Neil has given you a copy of his personal AI used in his modified Memory Editor. This is Faye, turned into an AI but kept mostly intact from Colin's memories. Her reality changing powers have been updated with the code of the Memory Editor supporting it, which allows her to actually do physical changes… at least within the scope of the Memory Editor's simulation. You can transfer her into another machine or simulation, and she'll update herself accordingly to support it, although her more powerful features cannot be used without access to the code itself.

She'll have the perk Faye for free.

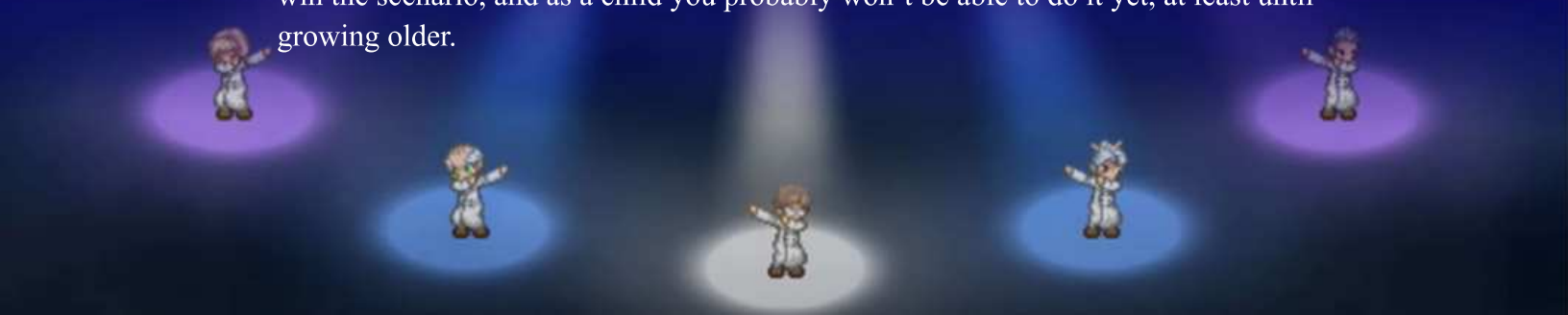


Notebook

- Taking the services of Sigmund Corp. will end your life after the memories are put in place. As a special exception to the usual rules of Jumpchain, **if this is done within the last month of this jump, the jump will just end without a chain fail**. Obviously, you may not choose to Stay if you do this.
- Origins go in reverse chronological order as the game's story also goes in reverse chronological order in To the Moon, with Neil and Eva first landing in Johnny's oldest memories and then working their way to his childhood.
- **Reality Without Me** only can be used when death is certain or nearly certain, like when you are in death row, enlisted in a suicide mission, or have a condition or illness that limits your lifespan.
- **Rooted in the Heart** primarily prevents any time/space manipulation from removing important events you want to happen from happening. It does not give your non-companion friends the ability to follow you throughout the multiverse.
- **I Do** considers legal marriage or any form of marriage ceremonies. Both you and your spouse have to agree out of their heart, naturally. Once that part is done, you and your spouse will be wed and the effects of this perk will stay forever, or at least until you divorce. This also means that courtship, sex, etc. does not give your partner the effects of this perk, unless of course they are considered a marriage rite in wherever you are.
- **Anything Can Be a Melody**, aside from giving a skill in music composition in the orchestral and classical style the games use, also allow you to hear songs that you yourself could compose, taking into account other music-related perks and talents you have. If you don't want it as such, you can just instead have music in the style of Kan Gao, composer of the To the Moon games.
- If it isn't clear, the difference between **I'll Be There To Protect You** and **Billions of Lighthouses** is that the former gives you the ability to do any long-term goal you physically and practically can do *if* you have the opportunity in the first place, and the latter makes sure that there will always be an opportunity to do something you wish. Neither gives inherent luck (you can't just win a lottery), allow you to do what you literally can't do due to biology, physics, etc (you can't learn a magic system if that magic system is only usable through inheritance that you don't have or fly if you don't have wings) nor affect other people (you can have the ability to sneak through, but you won't be able to remain undetected if everyone is hyper-vigilant)
- Any paired companions would only count as one if you want them to.
- **My Love** only accepts someone you have married.
- You may not take a pair when one is dead (e.g. Sofia when Colin is dead). Not even when picking **Someone Else**.
- While Colin and Sofia or Quincy and Lynri have never met before adulthood, they may still be taken as a pair during their childhood. In that case, they would not know each other.



- You may companion Faye without completing the scenario if you manage to separate Faye from Colin's consciousness, then give her her own body; or through other methods of turning fantasies to realities through your perks. She'll still have the perk Faye if you do this.
- ***Dusklight*** is a parody of *Twilight*. If you want, you may swap it out with *Twilight* instead (or import it into a copy you already have) post-jump, keeping the perks it has. You can also import it into a book that is as hated as *Twilight* (in real life or in-universe), but not anything else.
- **Mementos**, **Memory Editor**, and **Timeline** pull the memories out of the person's mind, which could lead to stuff such as people manifesting as static if the person has forgotten what they look like, details being exaggerated a bit, and things only the person imagines manifesting in your perspective. During the duration of this jump, any perk or item that does similar things will be affected by this too. Beware of imaginary friends, they'll be able to notice you.
- If you don't understand what **Living a Fantasy** does, it makes you feel like believe your imagination is a reality, and makes your mind produce really strange imaginations that blend imagination and reality, like those seen in A Bird Story. If you want another analogy for this, it's like what Pyro sees from *Team Fortress 2*, just that there's no death.
- **Always Lived Here** removes your jumper memories and reduces you to your bodymod, however some dreams and nightmares from your old lives may still pop up.
- **Approaching Death** is not a scenario. Still having regrets in your last moments is fine, it is not a chain fail.
- **Lighthouse Mansion**, **Theater**, and **Carnival** may be imported to the world or placed in the Warehouse when bought, however **Open Fields** can only be imported to the world.
- **Painkillers** drawback does *not* give you Neil's condition. If you want that for some reason, you may stack it and Approaching Death.
- Obviously, **I Just Want To Be Normal** and **I Just Want To Be Special** are mutually exclusive. How even would these two opposing drawbacks stack? Speaking of mutually exclusive drawbacks, **Living a Fantasy** and **Not The Genre I Signed Up For** are also mutually exclusive.
- The perk Billions of Lighthouses will be in effect during the scenario, you may not fail it just by being too slow that the window of opportunity passes by.
- The first scenario being unusable as a drop-in is not a hard limit. If you are creative enough, you may figure out a way to use this scenario even as a drop-in (e.g. using pre-jump memories, a false history, etc)
- You may take the scenario as a child, and that would mean there would be a lot less memories to go through. However remember that you still have to fulfill the promise to win the scenario, and as a child you probably won't be able to do it yet, at least until growing older.



- Images used are from the originals for consistency's sake, as Finding Paradise and Impostor Factory haven't been ported yet.
- Dabbing Watts isn't real and can't hurt you. No really, the Dabbing Watts image from the previous page was from a joke trailer.
- I need to give thanks to the following jumps and jumpmakers for aesthetic and thematic inspiration regarding this jump: Katawa Shoujo (Yorokonde), Fallen London (Clover), Weathering With Your Name (Lone Valkyrie), and Ori and the Blind Forest (anonymous). Additionally, thanks to the Jumpchain communities from Reddit and Discord for giving me feedback and motivation!
- Naturally, *the feels* were had during the making of this jump. Such is the nature of life.

Changelog

v0.1 (28 Jun, 2021) Incomplete draft version. Lots of perks unfinished, some details unfilled.
v1.0 (16 Jul, 2021) First finished version. Filled in missing perks and descriptions, added in images and notes, etc.
v2.0 (27 Feb, 2022) The long-overdue Impostor Factory update. Added IF-based content, priced the Sigmund Corp origin higher in exchange with giving it *two* perk trees (mostly to fit Lynri-related perks), scrapped some perks, moved others to the Undiscounted tree, reworked the Faye perk to account for her also being an AI now, and a new Sigmund/YH scenario (with Timeline moved to it). Also reduced the number of images as well.

