Crush Crush/Blush Blush



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Somewhere in the multiverse, there exists a world where a Marshmallow of indeterminate (and possibly shifting) gender wins the hearts of many women from all walks of life (seriously, check the wiki) in order to thwart a coming ruin at the hands of the Dark One through the power of love, becoming the Sexy Chosen One.

Also in this universe, there is another such protagonist who must do the same, breaking a dark spell through the power of love, only this curse appears to affect boys by turning them into animals.

This world truly is insane…

Age/Gender

You may choose gender freely, as it seems to matter little in this world. Age is also not that important, but I'd suggest you be reasonable as every important character in this world seems to be young (or ageless and young-looking).

Origin

Origin doesn't seem to matter, so we'll do this through a price-tier system. Discount 2 perks and 1 item from each price tier (100-tier discounts are free). Take your usual 1000 CP (Crush Points) and have fun.



Perks

Genderswap Toggle (100): You can swap gender at will. In this world, it doesn't seem to be a problem, but it may get you a few sideways looks in a more serious world.

Beautification (100): All the important characters in this world have one thing in common, Jumper; they're all capital H *Hawt.* Now this aesthetic seems to follow you to future worlds, with characters important to the plot of the world (most named characters) growing more beautiful/handsome.

Crushed! (100): You seem to have a very specific kind of luck, Jumper, no matter how much sky diving you do. Every now and then, when in the vicinity of a romance option, you will 'crush' something of value to them, either physical or metaphorical.

When this happens, they will be pissed, but they won't force you away when you try and make it right. If you try hard enough, they may grow to not only forgive, but fall in love with you. This can be toggled.

Social Savant (200): This perk is practically mandatory for anyone looking to make a difference in this world. From the moment you meet a romance option, you know their favorite trait in a partner, favorite job for a partner to work, and favorite gift to receive, as well as their birthday, age, occupation, blood type and hobby, for what that's worth. You instinctively know your relationship with anyone you wish, as well as how to make it better. Even a raging tsundere would have a hard time staying mad at you for long; it's almost like you have a guide for this stuff. You might even be able to convince your yandere to cool it with the whole 'murdering rivals' thing as you advance your relationship with them. It should be noted that some entities may have unusual blood types, such as a certain kitsune having a blood type of Be Positive.

This firm grasp on social graces extends beyond humans though, as it must in this world where vampires, kitsune, animal girls (more girl than animal), demons and goddesses are likely on your list. It seems like no matter what race or walk of life they come from, you can understand them just as well, and they won't begrudge you simply for being human, bypassing any bias they may have and treating you as favorably as circumstances permit. This even extends to the monstergirls you may be introduced to by Doctor Wood, the local monster girl expert, who don't seem to possess the ability to communicate in human languages.

Harem Lover (200): These games feature too many romance options to choose just one. In fact, the Goddess of Love and Light herself tells you to go after all of them. No matter how many lovers you have, there's always room for more in your heart, and your lovers, whatever their personalities, won't object to you chasing others; even the most crazy of yanderes will only have the slightest objections.

It also seems that the more lovers you have, the quicker your relationships with non-lovers improve to that level, almost as if having others vouch for you in a romantic capacity eases their doubts and makes you look better instead of worse. Enjoy yourself, Jumper.

Computer Whisperer (200): You have some leet hacking skills, to the point where you're able to hack a CCTV system that isn't even connected to the internet, something a fellow hacker points out should be literally impossible. Furthermore, you have a sense for finding vulnerabilities in the defenses of your targets, such as coming in through their wi-fi enabled smart toothbrush.

Cursebreaker (400): Your kisses now have an interesting property about them, namely the ability to restore the ones you love back to their original form, should they have been changed into a form other than their default one. This also works for restoring any ability to shapeshift they have which may have been sealed away. Note that they do need to love you, however, there is some element of leeway to this; if you were to kiss someone when you were merely awkward besties with them, the curse would not be fully broken, however, it would be partially nullified.

Timeblock Management (400): You're probably wondering why a time management perk costs this much. Well, don't. With this, your available time and energy are sectioned into 'timeblocks', which represent what you can do without being overwhelmed. Jobs, hobbies, everything has a cost in blocks for what it takes to do your best. At 0 free timeblocks, any more effort will burn you out, but as long as you stay under that, you'll be fine in your daily life. For reference, a hobby for fun or personal development usually consumes 3 timeblocks while you do it, while jobs vary based on the effort they expect of you. Note that this doesn't translate to salary, as if you go from middle-management (handling complaints from both above and below you) to upper-management (stereotypically overpaid and underworked), you'll have gotten a raise and saved a block or two. Dates also take up timeblocks, with a moonlight stroll or fancy dinner taking three, whilst a trip to the movies or the carnival will take up six.

You likely start with a pittance in timeblocks, but you'll find that as you achieve noteworthy feats (promotions at work, mastery of a hobby, getting a new girl to fall madly in love with you) your available timeblocks increase. 4 'achievements' is generally enough for 1 block. With everything possible in this world alone, you'll likely have 100s of timeblocks before you're done here, enough to do everything you could want and still have plenty of leisure time with your loves.

Magic (400): Yer a Wizard, Jumper!...No seriously, that's a job that exists in this universe. You know magic. What kind? All kinds, I guess, if you put in the time(blocks). Wizardry isn't really developed beyond how much it pays (little at first, then **very** well at upper levels), so fanwank responsibly. Feats in the verse include, but aren't limited to: making a potion that turns a bear into a sexy bear waifu (more waifu than bear), making a Magic USB to turn a hologram idol corporeal, devising a ritual to bring a romance option back from the dead, and making Enchanted Jam and Magic Slippers, which make great gifts no matter how many you give or who you give them to.

Just be careful with spell pronunciation or you might tear a hole in reality.

Touch Of The Supernatural (600): With this, you can become something greater than a human, such as a kitsune, capable of shifting between human, fox or something in between with a whim and beguiling mortals with illusions, or a kaiju, towering over the buildings that the puny ants you share your home with build and equipped with strange powers, such as the ability to breathe fire, ice, lightning, acid and poison, or perhaps bioluminescent markings able to entrance minds with great ease. Don't worry if you choose the latter one, kaiju here can shift down to a more manageable size whilst still remaining durable enough to shatter knives.

Favored by Q-Piddy (600): You're a natural at this, Jumper! If you aren't the Sexy Chosen One, you sure could've fooled me. It seems your personal development is now hastened, as if you've done it several times over in past lives. Personal epiphanies, promotions to better paying, less intensive jobs and, most important of all, girls'/boys' hearts come to you easier and quicker than they have any right too.

Sexy Chosen One (600): It seems you really are bucking for the position. You are able to train various attributes through the steady pursuit of hobbies, including luck. With enough training, you can reach the point where even the most intense training found in this world cannot provide further improvement to you, though don't ask me to explain what that means in practical terms. If you do the right things for long enough, you may just become the perfect lover, capable of satisfying more than 100 lovers both emotionally and physically.

On a professional level, your career paths are capable of reaching higher highs than should be possible, becoming a God of Gamblers by making a career out of the casino, becoming an Avatar of Order by going into law, and an Atlantean King by virtue of being what must be the best lifeguard in the world. All of these endgame careers pay very well, of course, especially for the reduced timeblock load they likely take.



Items

Items can be imported into any fitting item you may already have.

Outfit Bundles (100): If there's one thing these games are known for outside of their love interests, it's the ability to dress those love interests in all manner of cute, sexy themed outfits. Holiday themed, bikinis, wedding dresses, school uniforms, hell, if NSFW is enabled, there's a **nude** option.

With this purchase, you now have every option possible in the games for every lover you have, once you reach that level of devotion, not before. These options also exist for every lover you had before this world and every lover you get after this world, as well as yourself. Furthermore, the outfits you receive seem particularly suited for the recipient; for instance, a particularly athletic girl may receive a gym uniform instead of a school uniform, and if the outfit you receive for someone has suspicious red stains…you should probably keep an eye on that one. Kigurumi and masquerade outfits for those who haven't been turned into animals are instead themed after the most thematically appropriate animal related to them. Optionally, you can have female members of your harem receive maid outfits instead of butler suits…or you can have maid outfits for the boys, if that is your preference.

Fling Phone (100): Please do not fling this phone. This phone is just your average, run of the mill phone, except for a few things. Any love interest who's contact info is put in will eventually text you. It will probably be something innocuous, but that depends on them. Such a conversation is fated to take a flirty turn however, eventually leading to the exchange of sexy pictures. Not only this, but if someone matching your personal tastes were to contact you on this phone, they too will find themselves falling into this pattern. Finally, it seems that you have a higher than normal chance of receiving texts from people you've previously never met before on this phone.

If damaged, it will be repaired automatically in 24 hours.

Gift Interface (100): Sometimes you don't have time to run to the store. Your girlfriend's hungry now. This will help. This interface opens mentally, showing a list of 'gifts' available locally. You still have to pay for them, and likely more than what they're worth, but in return, you get them the second you order them and can give them to the lucky girl the next instant.

STFU (200): Despite its dirty implications, STFU is a perfectly respectable school, attended by many eligible bachelors/bachelorettes. And that's not even counting the teachers, who also tend to be hot and single. You now hold control of the college, receiving a portion of all tuition and discretion over most administrative decisions. If you don't wish to manage directly, a capable dean will take your place.

Queen Bean Coffee House (200): The best little coffee joint you'll ever see. They serve quality coffee and pastries, not the swill of those chain places, as their best barista Lotus likes to boast. They turn a tidy but not world-shaking profit, which you're now welcome to, plus all the free QB Coffee you want.

Valentine's Bakery (200): Another quaint shop that serves quality food. Bonnibel Valentine has a passion for the craft and a reputation to uphold. This sweet, sultry southern belle has seen fit to make you a silent partner in the bakery, sharing profits and delicious baked goods as part of the arrangement. If you're charming enough, you'll likely end up sharing a bed too.

Plot Device (400): Yes, that's genuinely what it's called. This probabilistic computer is capable of analyzing the nature of any scenario you input into it in order to calculate the best possible way to solve your current predicament, as well as providing any helpful information; for instance, it would provide you a phone number belonging to someone with a high disposition for assisting people who contact them without previous acquaintance, if such a person were to be nearby enough to be useful to you.

Snogwarts (400): The reference should be obvious. Think of this as the magical equivalent of the puggle STFU. Whether through a relationship with the Headmistress Vellatrix or sheer Jumpchain fiat, you hold control of the school and its magical curriculum. If you don't wish to administer it personally, Vellatrix is a capable headmistress and won't fight any changes you want to make. Something worth noting is that this school possesses both a Defense Against The Dark Sexy Arts class and a Dark Sexy Arts class, both taught by Vellatrix.

Parallel Portals (400): From time to time, you'll find one of these portals in an innocuous location which doesn't impede your life, but is easily accessible none-the-less. Once you step in, you'll find yourself in a new world, familiar in some ways, yet strange in others. It's almost as if you've stepped into…a parallel world! You'll quickly find yourself accosted by an attractive stranger, seeking your help, such as a goth seeking monsters for a halloween party, or a love fairy warning you of a dark being seeking to ruin Valentine's day. Or maybe you'll end up getting caught stowing away on a spaceship. Regardless of the details, you'll find yourself being able to more quickly pick up a high-paying job in this new world, along with hobbies to help improve

yourself. That said, the portals only seem to open for a limited time, and if you're in a parallel world once the portal closes, you'll be sent back to your original dimension. The portals do open up to around the same place eventually, but time seems to reset once the portal closes; the problems that cropped up before will rise again. Perhaps you may be wondering why you would even help if nothing seems to stick? Well, the answer to that is simple; once you've finished your work here, you'll most likely run into someone who previously only seemed to exist within the parallel world in your old dimension. Perhaps they followed you?

Advanced Neon Mobile Mecha Genevangelis (600): An Evangelion parody from an organization called Synapse. It's like a mecha-kaiju, complete with a mouth full of sharp teeth. The one that will come to this reality is only because of a tear in reality due to Marshmallow's miscast spell, but you have one. It can use an emotion based force-field called FEELS to protect itself and its pilot, the highest FEELS amplitude being referred to as a FEELS-trip. It also comes with a pilot outfit, specially designed to be overly tight in order to best generate FEELS.

Time Machine (600): Comes in steampunk or 60's sci-fi flavor. Pretty self explanatory. You may go back or forward in time, though be wary of the butterfly effect.

Spring Of Drowned Beasts (600): The cursed water inside these water bottles will transform anyone who drinks it into an animal, however the curse can be broken by anyone as though they had the effects of Cursebreaker. Furthermore, once the curse has been broken, the former animal gains the ability to shapeshift at will between the form given by the curse and their default state, as well as a hybrid between the two. If the drinker has already been through a similar situation and had that curse broken, they'll simply gain the ability to shift between forms.

Companions



Import (50/400): You can import people into this setting for 50 CP each, or an even dozen for 400.

True Love (100): This is, after all, the bare minimum one could expect from somewhere like this. For 100 points, you can take someone you met here along with you on your jumping adventures…you can't help but feel like someone, somewhere, is vaguely disappointed, however.

The Harem (300): That's more like it! For a discount of two hundred points, you can take five whole girls with you on your journey. That feeling of cosmic disappointment still lingers a little, but wherever it's coming from, they seem to be willing to accept that you might not be able to provide love on the scale they're hoping for, and can accept this compromise.

I Said, The Harem (600/800): But surely that's not enough for you, jumper! For 600, you can take a dozen of your choice, which would be enough to take all the boys who were cursed by the zoo water, so not bad at all. The cosmos certainly can't complain about this. For 800, you can take anyone you've reached maximum relationship level with, which is bound to be quite a few if you take this jump seriously. The universe seems vaguely excited about this.



Drawbacks

Gender Toggle (+0): Are you not bisexual, Jumper? No problem at all! Simply pick the gender of your choice and all the romance options of the opposite gender will be swapped!

Self-Insert (+0): With this, you *are* the Marshmallow. That may sound fun, but some of the stuff they get up to is quite insane. I wouldn't recommend this unless you have some serious Jumpchain perks or certain ones from this jumpdoc.

Censored! (+100): Crush Crush is a NSFW game, unless you play the mobile version, then you don't get that pleasure. For the duration of your stay, you'll not see any of your love interests, even raging sluts like Pamu and Nutaku, in anything more revealing than a bikini.

Definitely A Real Kitty (+100): You now have a free animal-eared headband of your choice, along with matching accessories, and genuinely believe yourself to be the animal represented by this headband. Attempts by others to forcibly remove it will cause distress at the attempt to 'mutilate' you, though you are fine with replacing it with other headbands. Being given a headband of an animal other than the one you believe yourself to be is acceptable to you, but will not have any influence on your delusions.

Snowball's Chance In Hell (+100): Your origin is now altered very slightly, in order to make you native to Hell before ending up in the realm of mortals. Unfortunately for you, your body is now used to a much higher temperature than can normally be found here, to the point where even under the blazing summer sun, you'd prefer it to be sixty degrees hotter, though at least your teeth won't be chattering.

High Maintenance: (+200): Remember how I said dates also take up timeblocks? Well, now the more involved you are with someone, the more of your time they'll ask for. Sure, at first they'll be satisfied with just three timeblocks worth of moonlight walking, but eventually they'll want four, before jumping up all the way to asking you to walk for fourteen blocks worth of time once you're lovers, to say nothing of how long the movies you'll be watching go on for.

Like A Moth To A Flame (+200): There is a certain kind of stimulus that, when you are exposed to it, tends to take up the vast majority of your attention. Perhaps, like Mortha, the bright glow of lamps fascinates you, causing you to spend most of your free time staring into their blinding radiance?

Competent Yandere (+200/400): In both games, there is a Yandere romance option, Ayeka for the girls and Cole for the boys. In canon, Marshmallow's influence seems to mellow them out, or at least hold them back from their full potential. Ayeka may reference catty comments, but no girls actually die. That is no longer the case, as they are either more competent or less willing to share. If you don't keep an eye on things, someone **will** die.

For 400 points, you have **vastly** underestimated how willing your yandere(s) are to share you. Not only will they try their best to end the lives of all your love interests, but if you put up enough resistance, they will try to kill **you**, as they'd rather no one have you if they can't have you to themselves.

Trailed by the Dark One (+400): The dark counterpart to Q-Pernikiss, Thelima, has taken a shine to you. This is not a good thing, as she despises all things light and lovey. Before, she was content to just sit and watch the chaos of the game, even as Marshmallow's seduction worked on her and allowed her to happily fade away (not permanently, she is a Goddess after all) and indulge in typical harem antics.

With this, she is now actively trying to stop any love with you in it from happening. This will be subtle at first, but still devastating if handled wrong. As the chaos of the story ramps up, her

actions will be more overt, until she appears with the hole in reality and challenges you directly. It will be a herculean effort to seduce her then.

Only Your Love Can Save Them (+600): Well, Jumper, the end is near. At some point during your stay, a hole will open in reality and if it isn't fixed, the world will die and you will chainfail. If taken with self-insert, you are responsible for fixing it as the Marshmallow with the power of love. If not, then you must help the Marshmallow on their journey to heal the rift, for they are now fated to fail without you.

Notes:

With regards to the 'partially nullified' part of Cursebreaker; if someone were to have been cursed to become a wolf, then upon receiving a kiss at the Awkward Besties stage, they would appear as they normally do, but with the ears and tail of their wolf form.

If you take both STFU and Snogwarts, you can, optionally, choose to combine the two, having Snogwarts be a secret side to the college not available to the puggles of the world, puggles being those who lack the ability to use magic.

Taking Sexy Chosen One with Favored by Q-Piddy is the equivalent of being the Marshmallow with close to, if not the maximum, reset boost. This is a potent combination; use with care.

In the game, hobbies are tied to personal development, Surfing leads to Buff, Meditation leads to Wisdom, etc.

Even if your lover already wears an outfit that could be considered within the bounds of a given outfit theme, you'll receive an alternate outfit which is still in theme, such as Ayeka receiving a bloodied school uniform despite wearing a clean one most of the time.

Taking Outfit Bundles with Censored won't prevent you from receiving the lingerie or nude options, but they won't show up until post-jump.