Monkey Island

jumpchain v1.02

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Classy Caribbean Music go!
(In glorious MIDI)

Welcome to a very different version of the Caribbean that you may know. Here, piracy is an ever-present facet of life. Mostly because it seems like everyone and their grandmother calls themselves one. Some are just weekend pirates or still carry badges from when they were Cabinboy Scouts.

The point is, there's a lot of piracy going on here. Pirate-themed attractions, a pirate-centric economy, hell, stick 'pirate' onto the end of most any form of government like 'anarcho-piracy' and you'll probably find a governor running on that platform against the pirate democrats. Thankfully it's a very silly sort of pirate-infested Caribbean. Things are actually quite relaxed here, despite the constant yet almost friendly exchanges of cannonfire and insults.

You'll arrive in this world at the same time that Guybrush Threepwood™ meets with the Pirate Leaders of Melee Island and begins the Three Trials needed to become an official pirate. From there he'll go on to discover great and terrible secrets, find love, and earn semi-eternal renown for slaying the dread pirate LeChuck. Repeatedly. That guy just refuses to stay dead.

Yeah, there are ghosts. A few monsters, mysteries, and voodoo. Don't worry so much about the last bunch, they're unionized professionals. You could enjoy a nice, safe life on one of the islands and be a strictly armchair pirate, but where's the fun in that?

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Your age and sex are free to choose, as piracy encompasses a highly varied demographic.

Take +1000cp to begin your adventure with, and insert disk #23, #47, or #144 to continue.

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Location

There are many, many islands within the Caribbean, large and small, inhabited or not. You are free to start on any of them. The exceptions being Monkey Island and Dinky island, protected as they are by Voodoo forces that prevent visitors except through certain specific methods.

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Background

Mighty pirate
Yar har fiddle-de-de, you are a pirate! A grog-swilling, flag-hoisting, treasure-hunting scallywag. These and many other titles many apply, but they all mean the same thing. You'll be among kin here, since the population of the Caribbean is about 90% pirate. Somehow. Don't ask me how the economy works. Possibly only because 'pirate' is more like a label or lifestyle than a profession.

Highborn
The snooty upper crust of society, and the ones making sure civilization still functions. Despite the surfeit of pirate-identifying citizenry the islands around here still have elected governors, rich families, and various legal services. Many of whom skimp on their duties to moonlight as pirates.

Voodoo aficionado
While science is slowly developing, the old ways still hold strong. In fact, the practitioners of voodoo have chosen to modernize in order to keep up, with formal schools, unions, and established laws on the practice of the voodoo arts in the tri-island area. As a student of voodoo, you'll wield fearsome if subtle power. When mystical troubles arise, people turn to you for help. After paying a modest consultation fee, of course. Assembly and delivery fees are part of the extended package.

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Perks

Undiscounted

Free for this jump/100cp – Voluminous pantaloons
You have about an XL treasure chest's worth of inventory space to store objects. Storing and retrieving objects is as easy as reaching into your pants, down your shirt or into a bag, anything that's on your person. You can safely store anything in your pants, including lit torches, dogs, explosives without worry when around flames, but not people. Stored objects weigh nothing.

Free for this jump/200cp – USE (thing) ON (other thing)
You have the SCUMM-based ability to mash items together, making the improvised-yet-somehow-functional tool you need to solve the problem on hand even if the result bends logic or good taste. USE an Ipecac flower ON maple syrup to make syrup of ipecac that somehow works as expected. USE a new part ON a machine to install it even if you don't understand either. Point-and-click logic still rules the day, so don't expect to be able to USE anything you come across in any way you want. To USE objects ON others like this always takes seconds at most.

Mighty pirate

100cp – Special skill
You can hold your breath for ten whole minutes! A useful trick, considering how common water is here. Unlike less mighty pirates, your lungs care not for things like exertion, getting punched in the gut, or even speaking. You're on a timer, and when you need to go without breathing you'll get the whole ten minutes no matter what happens to you. You won't even need to take a deep breath first.

100cp – Keep 'em talking

You have a knack for getting people to give you exposition, hints, directions, and other minor conversational tidbits, and to repeat themselves if your attention span is just that short. In case you ever find yourself strung up in a death trap, you might even be able to get the villain to boast or monologue to extend your miserable life for a few minutes if they aren't in too much of a rush.

200cp – Essential pirating

You've developed a solid foundation in the three skills all pirates need. Swordplay, thievery, and treasure hunting. You can swing a sword adroitly, enough to win a duel with the average scallywag. You have an eye for what's valuable, and can make and execute a decent plan to get it quickly and calmly. Finally you know how to read maps very well, and have much better odds than most of puzzling out any riddles or ciphers worked into them as a last-ditch measure to protect the booty.

200cp – Sharp wit, sharp tongue

Any fool pirate can swing a sharp piece of metal around and hope to cut something, but your wit is sharper than any blade. You can come up with insults on a dime (and even make them rhyme!) when you need to. With a few choice words and precise timing, your opponent can be infuriated, discombobulated, or distracted. It's up to you to capitalize on the moment of weakness, and make use of the current situation to get the most out of this trick. Know that random insults will never be as good as snark, biting comebacks, or snappy one-liners delivered at a suitably dramatic moment.

400cp – Genius idiot

You are a man of surprising intelligence, at least in the lateral sense. You have a near-supernatural ability to solve problems with the most improbable solutions. You can take otherwise innocuous items and figure out any number of possible uses for them, looking at a problem and figuring out ways around it with the tools on hand that no sane person would consider. Best of all, these plans will actually have a possibility of success. Or at least, you have a sense of what is a crazy plan, and what's just a stupid plan. No matter how many challenges you overcome you can choose to let people think you're a complete idiot that survived through sheer luck. They probably will anyways.

400cp – Monkey whisperer

You can talk to animals! Not through voodoo, but through an innate and criminally understated talent with linguistics. You do have to take time to learn the language, and some dialects are harder than others, but you can eventually learn to communicate with animals of all kinds in their native tongue. This doesn't make animals any smarter, so don't expect much in the way of conversation. In future jumps this expands to anything with a mind, but you still need to suss out the language, and stranger minds or methods of communication will naturally make things more difficult.

600cp – Everything you need, just laying around

Like Guybrush himself, there will always seem to be a solution to a current or future problem nearby just waiting for you to pick up. Sometimes they fall into your lap by accident Maybe that old toy can be traded for a hint to the location of the macguffin. Maybe that piece of wire is just what you need to fix a machine. The objects in question have a slight sense of importance to them, and there's always one laying around somewhere to help you on the current leg of your journey. But keep in mind: You still have to figure out how and when to use them on your own. It's on you if you carelessly waste or toss them away. They provide clues and shortcuts, not walkthroughs and easy wins. But if you're clever like Threepwood, then your adventures will be that much easier.

Highborn

100cp – Caribbean beauty

You're beautiful (or handsome, cute, whatever) in a way that is rarely seen in this land. Expect plenty of attention and suitors, and maybe a bit of preferential treatment. Benefactor is not responsible for stalkers resulting from careless use of this perk, including but not limited to: pirates, ghost pirates, zombie pirates, demon pirates, ghost-zombie-demon pirates, demon-gods, etc etc...

100cp – Elected governor

You have the skills to back up your social standing. You have a solid (for the era) education and excellent managerial talents. You talk and people listen (usually, pirates are rather dumb) and so you know when to talk about important issues and when to offer free grog for a vote. Yes, pirates are stupid, and you are good at taking advantage of stupid people. That's how you got elected.

200cp – Noble title

Governor, Marquis, or something else, you bear a title that demands (or at least implies) respect. Practically speaking a title alone won't do you much good with pirates, but other hoity-toity types will be now willing to give you the time of day and let you into all the really fancy restaurants. In future jumps, you are always recognized as 'nobility' or whatever the closest local equivalent is.

200cp – Paper-proof

Like a healthy man in a world of modern medicine and hygiene towards disease, you have great resistance to nasty afflictions of the bureaucratic variety. It's very hard to trouble you with any kind of legal loophole, outdated bylaw, or common but rarely-enforced statute. People just seem disinclined to go along with paperwork-based schemes against you, motions go missing before they're filed, and judges rule in your favor if only to spite your accuser for wasting their time. It would take monumental effort to trouble you with such things, efforts usually far out of proportion with what they would gain anyone. Entirely legal and lawful processes still have full hold over you.

400cp – Sailor supreme

Like the mysterious castaway Herman Toothrot your skills on the high seas are legendary. Assuming anyone know about you. You have an almost magical knack for understanding the wind, weather and tides and can wring a high level of performance of the most lemon-y of vessels. Ships turn tighter, travel faster, thread reefs and slip the grasp of whirlpools. Only up to a point, of course. You're an amazing sailor, but not a magical one. This talent makes you equally dangerous in naval combat, provided you know how to apply your skills to such an endeavour...which you do. And should your ship ever go down, you'll find yourself to be an equally talented and determined swimmer. Post-jump, this perk will apply to all vehicles and vessels you are in direct control of.

400cp – Taking control by losing control

There are times when the enemy has seemingly won and you're left dancing to his tune. But you don't give up so easily, even when magic has outright control of your mind and/or body. You'll subconsciously exploit every bit of wriggle room you have, and while you must still obey the spirit of commands you're given you'll end up twisting the letter of it into a pretzel to suit your needs. Share important secrets in an idle conversation, creatively misinterpret commands to aid others, and generally skimp on obeying your new boss unless they micromanage you. Best of all, any attempt to detect betrayal just won't work. After all, you were only following their orders.

600cp – Science...kinda

You are a scientist, and you'll sneer haughtily at anyone who says otherwise. So what if a tonic that grants immortality can be distilled from diseased flesh? Clearly this is unknown science, not some voodoo nonsense! With enough study and the construction of a suitable apparatus, you can put a convoluted magical system under mechanical control. The end result of your tinkering won't be pretty, or efficient, or something you can replicate or even explain to other men of learning. With enough finagling, something mystical could be put under a microscope and maybe, *maybe*, you could come away from it having learned something that can be replicated by mundane science.

Voodoo aficionado

100cp – Skin suit

You can pull off a very simple voodoo trick. By pulling off someone's skin. With a handy corpse in decent condition and a good yank, you can peel off someone's skin and slip it on like a suit, changing your appearance and voice to match theirs. You can put the skin back on if you need to take it off, but only if it's mostly undamaged. It will decay when you're not wearing it.

100cp – Dread pirate Le-jumper

If you do something horrible and kill everyone in the process, how will word of your deeds spread? Voodoo! When you wish, rumors and whispers of your actions will be told even if there was no one around to tell the tale. The rumors stick around for a while but will eventually fade away without doing something to add more rumors or publicly reinforce your image.

200cp – I sense you seek answers

A bit of cold-reading, a bit of psychic know-how, and a useful conversation starter. You know when someone you're looking at has a strong desire for something. A need for aid, money, answers, anything. The sense is a little vague, but it can be enough to make people think you know more than you do and maybe get them to open up enough to accept your help/offers.

200cp – Cryptic advice

Have you ever been in a situation where knowing something would have helped you out, but knowing that same thing at the wrong moment would have caused even more problems? Or at least someone claimed that's why they didn't just tell you what you needed to know and saved you a lot of grief? Aggravating, I know. At least they can't blame you for that now, because you know how to frame information in riddles and metaphor that won't become apparent until just the right moment and a lightbulb goes off in their brains. Sometimes not knowing what you know until the right moment is a good thing, and you're a master of giving people information on the sly.

400cp – Voodoo on a budget

Voodoo recipes don't care about specifics, as long as the general nature of the ingredients are appropriate. Now you can use substitutes in other forms of magic as well, so long as the items are 'close enough' in the metaphorical sense. Need something to guide your way? Use a compass, use a guide dog, heck, put down a mirror angled to reflect the North Star. There might be a dip in performance, but everything will still work so long as the substituted items have the appropriate metaphysical weight and meaning.

400cp – Witchdoctorate of Voodoo
A graduate of a respectable voodoo school and a member of the local 401 (or at least you're on the mailing list) you have the skill and power to be considered a professional voodoo-person. From creating magical items, weaving hexes, to wriggling your fingers to make small objects move around or flash dramatically, you can do it all. Keep in mind that there are still powers far beyond you out there, and voodoo is more about ritual and preparation than laying waste to all you survey. It is a patient, careful art, and a sword in the gut will still end you. Don't let power go to your head.

600cp – Ghost-zombie-demon-pirate
One per jump, if you die you will be returned to life...changed by the circumstances of your death. A simple, common sort of death may see you return as a ghostly version of yourself with new powers and weaknesses appropriate to your new state. Or you might end up a zombie. Maybe if you sunk to the bottom of the sea you'd come back with tentacles for hair and shells in your skin. Who knows? Die and find out. These new forms become alt-forms after the end of the jump, and you may only benefit from this perk's effects once per jump no matter how many 1-ups you have.

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Items

Mighty Pirate

100cp – Cutlass
A sharp, well-balanced sword. Standard issue pirate equipment. This blade does have one unique quality you may find handy, the ability to effortlessly cut through rope. Don't laugh, you'll probably be doing this a lot. It won't matter how thick the rope is or even if it's enchanted, one quick dramatic slice is all it takes. You can import a blade to gain this quality.

100cp – Monkey wrench
This is a monkey wrench. That is, it's a hypnotized monkey that will adjust to act as wrench, hammer, saw, prybar, or anything that a monkey could suitably fill in for. At least some logic must apply, it's a primate, not a sonic screwdriver. Counts as a follower. You can also import a suitable item you already own to become a deranged, Frankenstein-ian hybrid of monkey and machine.

200cp – Grog
Grog is a secret mixture that contains one or more of the following: Kerosene, propylene glycol, artificial sweeteners, sulfuric acid, rum, acetone, battery acid, red dye#2, SCUMM, axle grease and/or pepperoni. It's one of the most caustic, volatile substances known to man and now you have a refilling barrel of it. Why anyone would drink it is a mystery, it'll eat right through most mugs. But not anyone drinks it, as Grog is a drink only meant for real pirates whom can drink Grog with no ill-effects. At the start of each future jump, you may dictate a different demographic, profession, or holder of a specific quality to be drinkers of Grog. Anyone who is not a suitably impressive example of the named status who drinks Grog will become violently ill if they try without fail, regardless of any protections or other special qualities they might have.

200cp – Treasure map

Once per year, you may write a recipe, dance steps, maybe just a proper map or anything else on this piece of blank paper. With a toss, the paper will then fly from your hand and copies of it will be scattered across the setting waiting to be found. Anyone who looks at the map will feel that it is a treasure map that leads to something of great value, though the map doesn't otherwise compel readers to set out and claim it. It's up to you if the 'directions' even lead anywhere, or if there's even anything waiting to be found at the big X at the end. You have to provide any treasure by yourself.

400cp – La Esponja Grande

A copy of the legendary voodoo-sucking sponge is your to claim. The sponge is a void of voodoo, with a craving for curses and an endless appetite for the arcane, and a simple touch from the sponge to enough to start sucking the magic out of someone or something. It's not all that big, sadly, and so the bigger the mojo the longer it will take for the sponge to work. It could purge a magical pox from a person in moments, but more powerful and focused effects, like intentional targeted curses or the kind of solid magic hammered into an artifact will take much longer to extract. Also, for all those would-be demon-gods out there, while the sponge is good at sucking up magic it's downright terrible at storing it, so if you're going to use it in a ritual the sponge had better stay where it is.

400cp – Rubber ship

Guybrush would absolutely try to steal this from you. It's a small one-mast ship, tight and tidy. Not much room, but it's fast for its size and very well made. Made out of rubber trees, that is. Deck, hull, mast and all. Cannonballs pretty much bounce off, though flame and reefs are still dangerous. You can import a vehicle to get a more flexible, kinetic-force-resistant structure.

600cp – Barrel of monkeys

This is a barrel of monkeys. Open and tip over, flip and shake, reach in and grope around, the end result will not change. Infinite monkeys on demand. Or primates if you want to be technical, since everything from gorillas to lemurs can pop out. It's rather random. Other than being pleasantly disposed towards you, these primates have one unique quality. They can be quickly trained to operate any kind of vehicle, and training one means that the rest and any more you de-barrel inherit the knowledge. Of course, they're still monkeys, so don't expect too much from them. But whether sailing the seven seas, launching into space, or defending Belkan Clay, these monkeys will fearlessly and with great enthusiasm pilot anything you put them behind the controls of.

Governor

100cp – Root beer

A replenishing supply of tasty, always-fizzy never-flat root beer. Comes in regular bottles or specialized anti-ghost spritzers as you please. While all local root beer has anti-ghost properties, only the version you purchase here will continue to harm all things ghostly in future jumps.

100cp – Legal documents

All the paperwork you'll ever need for what passes as a legal framework around here. People will always accept their authenticity, and they can't be altered by others. Or by you, in case you want to inflate your own assets. Sorry, these are the strictly honest kind of documents.

200cp – Manor house

A home fit for an island's governor. It's sturdy enough to resist the elements (and a few cannonballs) while still being comfy in the Caribbean climate year-round. It's also quite spacious and fitted with anachronistic amenities like flush toilets, electric lights and anti-bug voodoo wards.

200cp – Voodoo anklet of extreme discomfort

A tool of law enforcement on some of the most upscale islands, once fitted to a person's limb the anklet cannot be removed, even by chopping off the limb it's on (well yes they could chop their leg off, but the anklet keeps working. Voodoo, you know.) Anyone wearing the anklet who travels outside the designated area begins feeling increasing amounts of pain the further they travel. Being magical, the anklet works on both people and monsters, zombies, ghosts, etc, even if they wouldn't otherwise be able to feel pain in their current form. Only you know how to unlock it.

400cp – Cursed diamond

This is a beautiful diamond ring with a potent voodoo curse upon it. Anyone who puts it on with be transformed into a solid statue of whatever metal was used for the ring (it comes set in gold, though you can make a new ring out of any other metal you have on hand if you want.) They remain alive but trapped and insensate until you remove the ring or someone sacrifices something of equal value to the diamond (of the material or mystical sort) to force it off. There is one catch, though. The curse will only activate if someone puts it on of their own free will. After that you either have a nice new statue to admire, or if you're feeling really cruel you could just melt them down for gold.

400cp – Destructomatic T-47

With this purchase you've just entered a select group of pirates. These four cannons comprise the Destructomatic T-47 armor-piercing Carnage Delivery System with auto-loading and fax-modem. They are the fastest-loading, longest-ranged, most accurate, most destructive cannons you'll find in this world. Since you're paying for them with CP, they'll alter themselves to become an equally advanced weapon system appropriate for whatever vehicle you fit them on in all future jumps.

600cp – Giant stone statue

Everyone likes a big stone monument to their glory, so here you go. It's...well, it's a giant stone statue. Of you. Nicely carved, in a dramatic pose, it really captures your 'you-ness.' Like many things in this setting it seems to have a bit of voodoo in it, making it an excellent receptacle for disembodied spirits of all kinds. The statue will change to match the appearance of any entity you give permission to possess it, becoming mobile and surprising agile. Method to keep control of the entity now running around in an island-stomping giant statue not included.

Voodoo Aficionado

100cp – Screaming chair

You have a screaming chair. It won't scream at first, but getting it to work is quite simple. Whenever you kill someone, just rip a piece off. The skull works best. Then stick the stolen remains onto the chair, and whenever you sit down you will hear the screams of your fallen foe(s)!

100cp – Voodoo vat

All proper voodoo practitioners have a big, bubbling cauldron of spooky liquid. It churns, bubbles, grows and steams on command for dramatic effect and makes mixing voodoo recipes much easier. Just toss the ingredients into the vat and stir, it'll automatically mix them properly and in just the right proportions. Saves a lot of time let me tell you. The pot can also safely store an arbitrarily large amount of magical stuff, so if you're low on shelf space just toss it in. It won't go bad, won't interfere with anything else you make in the vat, and you can always pull it out later. You can import a suitable item you already own to gain these qualities.

200cp – Flaming voodoo cannonball
You get a cannonball guaranteed to fit even non-standard cannon bores. Carved with voodoo script, the cannonball makes an extra-large explosion that is equally dangerous to mundane ships and ghost/zombie/demon/spirit/whatever-vessels alike. You get a new cannonball 24 hours after firing the last one. As long as you hit the target, one should be more than enough.

200cp – Five doors
The Voodoo Lady doesn't actually have a home on every island in the Caribbean. Instead her home kind-of-but-not-really exists in multiple places. You're not on her level, but you can imitate this trick with this set of five doorways which can be placed anywhere in the world. Anyone entering any of the five doors will be transported through the voodoo-dimension to exit the sixth master door. Visitors must return through the same door they arrived from. It's a bylaw set in place to prevent further competition between inter-island transport services, the industry is crowded enough.

400cp – Ghost ship
It's got ghost sails, ghost hull, a ghost crew, ghost animals, ghost tools...and followed/preceded by a massive, supernaturally-thick fog bank if you want. The fog does not impede the senses of you and your crew/companions. Everything works exactly the way a normal ship does, just made of ghosts. Can import a suitably large vehicle to gain a ghostly alt-form and a generally competent ghost-crew.

400cp – The Joy of Hex
A thick book published by the International House of Mojo that contains both a lot of practical spells and rituals and a dense primer on fundamental voodoo theory. While you won't be tearing up the veil between worlds or making demon-gods from what's in here, it's still a valued resource for any serious practitioner. The book you purchase here will allow someone who otherwise has no talent for voodoo to use the spells within so long as they follow the steps. In future worlds where the powers of Lucasarts voodoo are not present, studying this book will allow someone to develop their magical powers and open the path to being a spooky, cryptic-advice dispensing voodoo-lover.

600cp – Voodoo Fortress
A little place to hang your hat and stash your booty. This massive fortress has enough cannons and zombie soldiers to hold off a fleet, and the surroundings are wracked by lightning and high winds from the perpetual storms that only you can safely navigate. The fortress is also equipped with a top-of-the-line anti-voodoo defence grid that will fuzz attempts by all but the stronger voodoo magic to hex the fortress itself or vex anyone taking shelter inside with long-range cursing.

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Warehouse attachments

X00cp – Island
Your very own island! For 100cp, you get a tiny one-palm-tree patch of sand just big enough for a few people to sleep on. Should you ever be shipwrecked or otherwise stranded in an inhospitable environment, this little (calling it an 'island' is excessive) place of safety will always be found nearby with a few coconuts or similar to fill your stomach.

For 300cp, you get a larger island that's a copy of an existing one within the Monkey Island series. It can remain attached to the warehouse or be placed within the world. You can choose for it to come with or without any people or buildings, but no island comes with supernatural features like Big Whoop. Legally the island is a nation unto itself, and you are the owner.

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Companions

Free – Murray
Have you ever wanted a talking skull? One that's snarky and has a massively overblown opinion of himself? Who shall laugh evilly as he boasts of his plans to drag his enemies down into the depths of Heck? Who can do nothing beyond trying to fall on someone or trip them? Well, here you go.

Free – Pet
You get a pet something. Monkey? Parrot? Or perhaps a piratical companion of a non-traditional species? No, this is not a follower. Your pet takes up a companion slot, and things will get very interesting once you import them into another jump. Just...maybe give them lots of training, or maybe some intelligence perks before giving them superpowers?

100cp – Fangirl
Or boy. It's bad luck to bring a woman on board after all, and after a long time at sea...I won't judge. Either way, you get a custom companion with a background and the matching 100cp and 200cp perks, plus another 200cp to spend where they like. The fan is a big admirer of yours, and will attach themselves to you with youthful enthusiasm. Try not to be a disappointment.

X00cp – Companion Import
Import a single existing companion for 100cp. They gain a background, the associated freebies, and 600cp to spend. For 200cp you can import up to **4**, and for 300cp, a full crew of **8**.

300cp – Canon companion
With some convincing, you can bring along a character you meet within the setting as a companion. Guybrush Threepwood and Elaine Marley come as a pair, sharing companion slot and splitting the effects of perks between them. Canon companions have all the perks of their background.
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Drawbacks

+100cp – Please pirate responsibly
For your time here, you'll have a strong urge to stay in-character. 'In character' meaning 'being a pirate' which includes but is not limited to maintaining the appropriate forms of speech, dress, mannerisms, and means of supporting yourself that pirates normally pursue.

+100cp – Phobia
You have a powerful phobia of something silly and otherwise harmless, like Guybrush's fear of porcelain. It doesn't have to be something everyday, but you will run into it every now and then. With time and a little help, you may be able to get better and suffer only mild disgust towards it.

+100cp – No respect
Thick skulls around here. Slay a ghost pirate, find a great treasure, lift a terrible curse, and people will still greet you with a solid 'meh.' Slaying half a bar's worth of pirates will still terrify the other half, but your reputation for swordplay or ruthlessness won't grow beyond those witnesses. On the other hand, everyone will hear about your screw-ups.

+200cp – Minigames

Insult sword fighting. Monkey Kombat. Naval engagements. Carnival games? Perhaps a little mercantile dishonesty to go with more traditional theft? Every so often, the way forwards will be blocked and the only way to continue will be to master whatever minigame is in your way. It won't be terribly hard, but it will be time-consuming and there's never any way around it.

+200cp – Use rubber chicken on rope

So...who here remembers point-and-click adventure games? No? A little before your time? Well just remember that they always worked on a nice, consistent internal logic that made the puzzles easy t-ppppbf AHAHAHAHAHAHAAAAaaaaaahhh...I can't even say it. Nope. Things made no sense. Well, they made *A* sense, just not the sense you're familiar with. Now that non-sense is enforced. Many problems can only be solved with solutions that are sideways to common sense, so try to think like a slightly deranged non-euclidean Macguyver if you want to tackle any of the big problems around here. Nothing will be intuitive, but the solutions are there if you can find them.

+200cp – Frontal view only

For ten years you'll be looking at this world as if you were sitting at a computer looking at yourself in a small slice of the world. The view won't change until you move 'off-screen' and the view for each area will be the same every time. Among other things, this means you can't see what's behind things, you'll be controlling your body almost by remote, and the scenery will get very boring.

+200cp – Still no human option

You are...a monkey! A primate of some sort, certainly. For your time here you'll be locked in a suitable form of your choice. Gorilla, ring-tailed lemur, chimpanzee, etc. You'll have problematic primate urges and habits to deal with, and good luck finding romance. Racism (specie-ism?) is surprisingly not an issue unless you make things more realistic with another drawback, as this version of the Caribbean is rather egalitarian and you aren't the strangest thing around. You can speak normally (if with an accent) and your monkey-body will become an alt-form post-jump.

+300cp – Voodoo pox

You've been afflicted with a nasty pox that leaves you green and angry. You'll have a very hard time keeping your anger from flaring up and tearing through anything that annoys you. Worse, you're contagious. Close contact with other people might spread the pox just like a bad flu and while they can get treatment, you can't. You'll be poxed for your full time here, and word will eventually get around. You'll be treated just like you'd expect for someone carrying a nasty, contagious disease.

+300cp – A head for jumping

I don't know who you ticked off, but for your stay here you'll be reduced to just your head. You're a little shrunken around the edges, but your skills and powers are intact. You just can't use them by yourself. You need someone to hold you up, let you look around, tell them what to do, or bestow your mighty powers upon your holder for as long as you're in contact with them. A simple backpack or carry-sling won't do, they'll need to dedicate a hand at least to carrying you around. The second they drop you, they lose any of your powers that you've shared with them. Oh, and any sort of power that would help them keep a grip on you is something they can never benefit from.

+300cp – This story sounds familiar...

In the course of your adventures, there will be things, tiny, seemingly unimportant things that happen. You'll soon forget about them, but others won't. Those tiny things that mean little to you will mean everything to someone else, and never in a good way. Anything more than a trip to the market for some food (and sometimes even then) will sow the seeds of future conflict. That bakery you haggled down a few pieces of silver for some bread will go out of business just for that tiny deficit and the bakers will take up voodoo to send an army of baked monstrosities after you in revenge. That sort of thing. If you can't solve the problems or try to run from them they'll only snowball into something worse. Try not to leave too much destruction in your wake.

+600cp – Fully realistic pirate environment

You're headed to the Caribbean! The historically accurate, hygiene-deficient, medically-inept, bloody, brutish, witch-burning no-fun version. Things will be more dangerous and much less funny. Your perks still work as expected, but don't be surprised if someone decides to just shoot you instead of engaging in some nice insult sword fighting and accepting defeat gracefully. Beware of all things voodoo, as magical forces and foes are equally far less humorous. As expected, the cosmic warehouse is sealed along with all of your out-of-jump powers and items for your time here.

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THE END

Your ten years are up. I hope you didn't leave the stove on...

You may now choose to **Go Home**, returning to a more boring Caribbean with all that you've acquired here. You could **Stay Here**, whiling away your life in perpetual pirate-dom. Or you can choose to **Move On**, seeking new worlds to visit and new booty to plunder.

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CHANGELOG v1.01
minor wording and spelling fixes

v1.02
even more minor tweaks