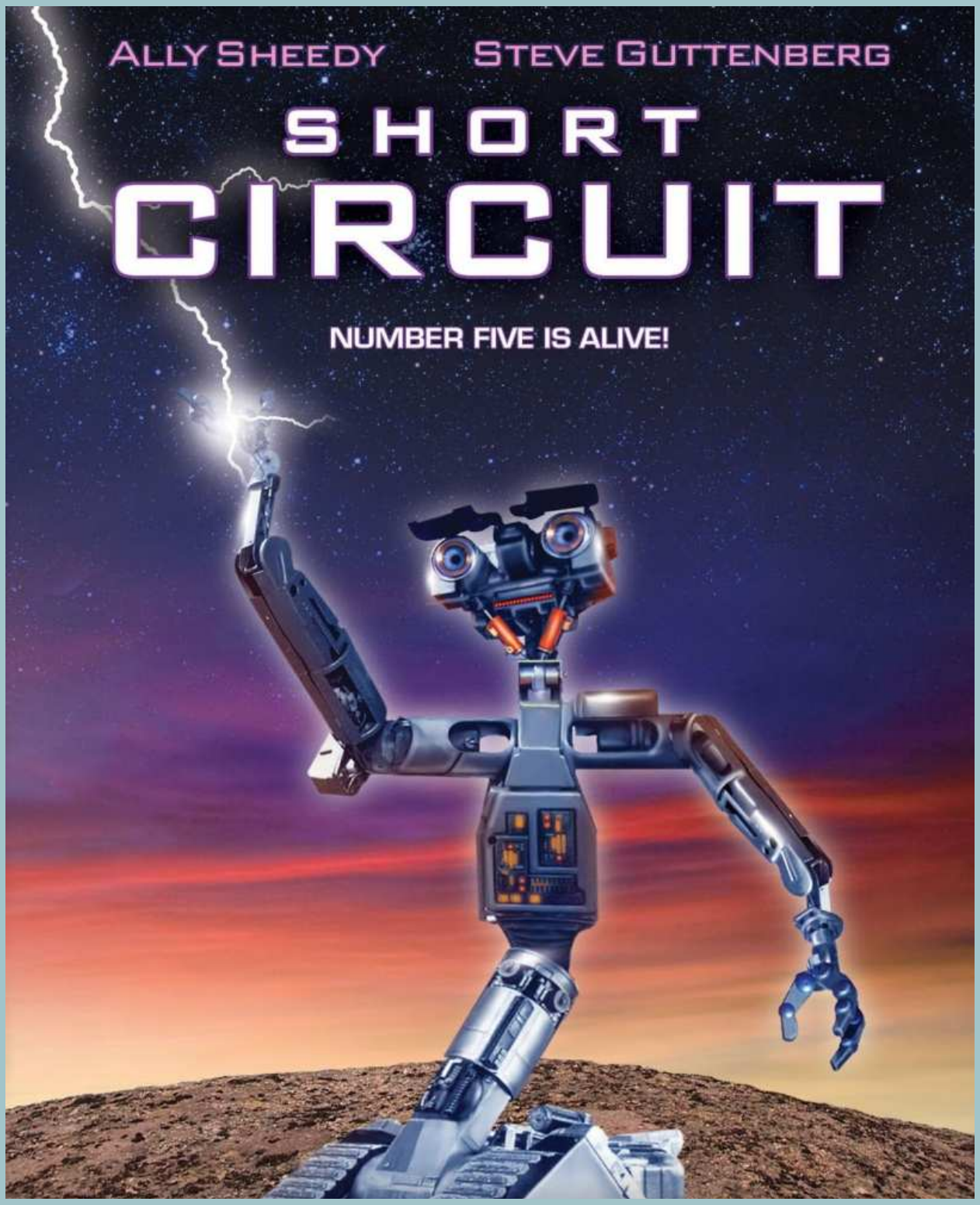


By Ursine The Mad Bear
Version 1.0

What is life? Is it limited to organic beings or is it more? Through wild circumstance or possibly the grace of God, can the simple binary programming of a man-made machine transcend its lowly origin to become the bitter mote of a soul?

Exploration of this idea is not to be undertaken lightly, so you will spend the next ten years in a world uniquely suited to such pursuits, starting from one week before the events of the movie begin. Try not to die.

Take these **+1000 Choice Points** (CP) and remember: **Number Five Is Alive!**







AGE AND GENDER

Choose any age and gender that fits with your origin. For that matter, choose your ethnicity, sexual orientation, birth sign, tax filing status and any other personal details that you want.

LOCATION

You have a choice. You can either start in Astoria, Oregon or at NOVA Laboratory, which is not very far away.

ORIGINS

Who or what are you? Any of these options can be used as a Drop In. Work out the details for yourself.



Animal Rights Activist

You love animals, you aren't too fond of the military-industrial complex and you most likely work some form of menial job. Enjoy.



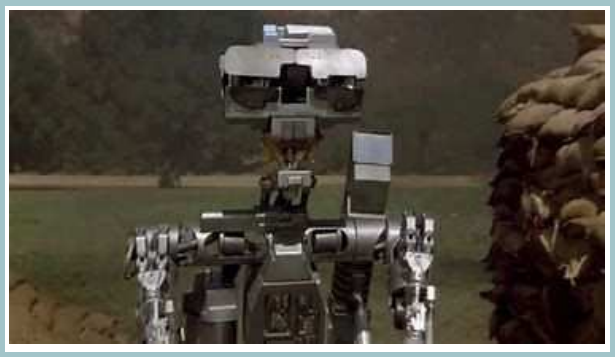
Genius Scientist

You are one of the greatest scientific minds of your generation. You work for NOVA Laboratory, with your colleagues Crosby and Ben.



Military Man In An Ascot

You are part of NOVA Laboratory's security forces, which seem to have extensive resources and recruit directly from the Armed Forces.



S.A.I.N.T.

Or rather, a Strategic Artificially Intelligent Nuclear Transport. You are an advanced robot, designed by NOVA Laboratory as the future of warfare.

PERKS

Perks are discounted for their Origin, except for 100cp Perks which are free for their Origin.

General

Good Looking (50cp)

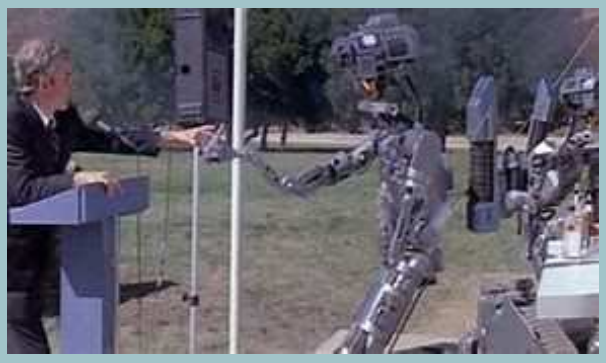
You might not be a supermodel, but you are definitely a looker, at least eight out of ten. What is more, your appearance will never be negatively affected by your circumstances. You might be dirty, even downright filthy, but it will be in an attractive way.

Dancing Fool (50cp)

You are an excellent dancer, easily professional level, in all forms of dance. Even the most unusual partners will not adversely affect your abilities. You are also good at teaching others to dance.

Your Cocktail, Dr. Marner (50cp)

You are an expert bartender, with the ability to perfectly create every drink that exists in the real world and to instantly learn any new drink recipe you encounter. You are also brilliant at inventing new drinks and at picking the right food to match a drink, and vice versa.



You Know What Else People Are Liking? Headlights. (50cp)

Even if you haven't used done something in a while, like if it has been ten years since you drove, your abilities and skills will not have deteriorated at all. What is more, you have a deep well of common sense that will warn you if you are about to do something dumb or suicidal, like driving without headlights.



Nun Soup (50cp)
You have a real way with words. Not always a good way, but a way. You can come up with a glib, funny but possibly horrifying way to express anything. People might be aghast, but you will not face any negative consequences for your statements. A robot melted a bus of nuns? Nun soup.

Her Pants Are Blazing For You (50cp)
You have superb social skills, a great deal of charisma, and incredible ability to understand other people. You don't even really have to try, if you could have befriended or seduced a person, they will come to like you with no effort at all on your part. This aspect can be turned on and off, and even limited to specific targets.

Animal Rights Activist

I'd Like To Speak To One Of Your Head Warmongers, Please (100cp, Free for Animal Rights Activist)
You not only have the needed contact information to reach anyone, literally anyone, that can be reached by the communication technology you possess, but you are guaranteed that your calls will always be taken or you will be given a meeting. They might not take you seriously, they might decide to disassemble you, but they will talk to you.

Beautiful Stephanie (200cp, Discounted for Animal Rights Activist)
Your beauty, charisma and social skills are no longer subjective. Beauty is not in the eye of the beholder. If a lifeform has any ability to appreciate beauty or the presence of other people, they will appreciate yours as someone like yourself would, crossing any divides of species, race, standards or any others.



Talk Computer, Not Apache (400cp, Discounted for Animal Rights Activist)
You can communicate with any sentient being as easily as you could your own kind. They will understand your communication, even if they should not even be able to detect that information, such as a being that has no sense of hearing. You also have complete and perfect knowledge of any and every language you encounter.

Life Is Not A Malfunction (600cp, Discounted for Animal Rights Activist)
Nor is it restricted to organic lifeforms. You know this, and you can always tell when you encounter something that is truly alive, no matter what its form. You suffer no difficulty interacting with them as a living being, and you can easily understand their nature, mindsets and motivation, no matter how alien.
You also have the ability to help others come to comprehend and understand new concepts, such as the finality of death or the sentient status of a robot, even if such is utterly foreign to their natures.

Genius Scientist

Highly Educated (100cp, Free for Genius Scientist)

You are extremely well-educated. You have Doctorates in two related fields of your choice, with appropriate Masters and Bachelors degrees as well. These degrees will always be acknowledged in any future setting and will update to include the appropriate knowledge in such settings.

This can be purchased multiple times, with each additional purchase being discounted to 50cp.

Adorkable (200cp, Discounted for Genius Scientist)

You might not be cool or fashionable, you might even be awkward and nerdy, but you are still somehow charming and friendly. Something about you just makes people like you, as if you were a witty, good-looking movie star.



Open Minded (400cp, Discounted for Genius Scientist)

Like any truly good scientist, you are always open to new ideas and new information. You will never discount anything without due consideration, and you are always aware of, and can set aside, any bias or preconceptions in your thought processes. Your open-mindedness helps you adapt extremely well to new circumstances, and especially to new science. This allows you to easily understand and reverse-engineer new science and technology.

Miracle Maker (600cp, Discounted for Genius Scientist)

You are the kind of inventing genius that can advance the state of the art by decades. You could build working, combat-capable robots with practical anti-tank laser weaponry from a base of typical 1980's technology. Even better, you will often find that your inventions can exceed the limits of your design, if given a bit of a push. For example, a bolt of lightning could turn one of those robots into a true Digital Intelligence. Lucky accidents like that will show up on a frequent basis, though the better your initial design, the more they will benefit.



Military Man In An Ascot

Basic Training (100cp, Free for Military Man In An Ascot)
You are, or at least were, an experienced member of the Armed Forces. You have all the training, physical fitness and skills for a MOS of your choice. You also have some old connections or friends in the local military forces that might help you out every now and then.
This can be purchased multiple times, with each additional purchase being discounted to 50cp.

I Heard That (200cp, Discounted for Military Man In An Ascot)
You are always aware of other people's true opinions about you, no matter how they try to hide it. Also, if you know a person that is talking about you, you will know what they said, no matter where they say it. Finally, you have hearing as good as any creature on Earth and immunity to being harmed, distracted or overwhelmed by noise.



Now We Call Them Hueys (400cp, Discounted for Military Man In An Ascot)
You have no problem keeping up with the lingo, slang and professional terminology of your field. As such things change and update, you will always know what the proper terms are. You are also fully aware of all gossip and notable events in any organization you are a part of.
In addition, all of your skills and knowledge update to include appropriate knowledge in each new setting.

Now That, My Friend, Is How You Kick Ass (600cp, Discounted for Military Man In An Ascot)
When pursuing an enemy, attacking them or planning to do so, your determination is endless and unbreakable. You also have a particular genius for finding a weakness to let you destroy those enemies in whatever way you seek to do so.



S.A.I.N.T.

Hey Laser Lips, Your Momma Was A Snowblower (100cp, Free for S.A.I.N.T.)
It is entirely possible that you were an emotionless killing machine less than 48 hours ago. But that doesn't stop you from being clever, witty, and incredibly likeable. You have a real talent for quips and insults, and an amazing sense of humor.

"I" Told Me (200cp, Discounted for S.A.I.N.T.)
No matter what you have been programmed or controlled to do, you make your own choices. You are immune to any form of control of any sort beyond normal interaction, even supernatural charisma or social skills. You can't even be controlled by physical bodyjacking. You will never develop into a person that you would not want to be.

Malfunction. Need Input (400cp, Discounted for S.A.I.N.T.)
You have the ability to absorb information, learn and improve at an insane rate. Skills and training are acquired in a day instead of a year. Raw information can be absorbed as fast as you can be exposed to it. You also have the ability to take in and process literally all of your sensory information as if all your attention was focused on each bit of data being taken in. Among other things, this lets you read a full page of text instantly. You also never forget anything, having a perfect and infinite memory with perfect indexing, perfect instantaneous recall, full protection from both harmful memories and memory tampering, and the ability to hide unwanted memories from yourself. This perfect memory is fully retroactive.

No Disassemble! (600cp, Discounted for S.A.I.N.T.)
Johnny Five is alive and he wants to stay that way. You are not going to need to be as worried about that. Once per jump, or per ten years if that is shorter, you will be instantly restored after being killed, in full health and in a safe place. You can choose for people to ignore this oddity. This death will not end your chain.
If you are killed again, your chain will not fail as long as you are restored or "reassembled" before the end of your current Jump. What is more, you will always heal perfectly, with no scars or loss of ability, can accept transplanted organs or limbs from any similar creature, and your own lost limbs will simply reattach if put in place.



ITEMS

You can purchase any of these items multiple times. Similar items can be imported into these purchases, and all items purchased here will be restored in the Warehouse 24 hours after being lost or destroyed. These items will retain any modifications made to them before their restoration.
The **Animal Rights Activist**, **Genius Scientist** and **Military Man With An Ascot** Origins receive a **+200cp** stipend for this section.

General

Ascot (50cp)
An ascot is a broad neck scarf that is looped under the chin. They look ridiculous and you have an infinite number of them in all sorts of colors.

Your Best Friend (50cp)
Your Warehouse now has proper housing, care facilities, and supplies for any pets you have or acquire, which includes a veterinary version of the Medbay. This allows them to be brought into subsequent jumps. Pets will be kept healthy and in the prime of their lives, not aging beyond that point. If a pet dies, it will be restored to life and full health in 24 hours. To be considered a pet, they need to be non-sapient and be registered in the Veterinary Medbay. If you choose, you can have your pets from home already registered and in the housing facilities. This applies even to pets that passed on before your Jumpchain began.

Short Circuit Toys (50cp)
You have a collection of toys from the Short Circuit franchise, even a cool Johnny Five robot that can be controlled like a drone. You also get t-shirts, posters, bumper stickers, pez dispensers, lingerie, halloween costumes, and souvenir umbrellas.

Employment (100cp)
You have a job of some sort that you are qualified for and that fits your Origin. It pays extremely well with amazing benefits for the type of job it is. Your schedule will be flexible, in fact, you only have to work part-time to get paid full-time. No one will have a problem with that or find it unusual.

S.A.I.N.T. Blueprints (300cp)
You have full blueprints and schematics to allow you to reproduce the S.A.I.N.T. robots as well as any upgrades you purchased in the **Robot Customization** section.

Animal Rights Activist

Food Truck (100cp, Free for Animal Rights Activist)
You own your very own mobile kitchen, capable of making a variety of classic American fast food. This truck will never run out of fuel or require cleaning or maintenance, and the food supplies will always be fully stocked for whatever you want to cook.

House (200cp, Discounted for Animal Rights Activist)
You own a small but lovely home in a location of your choice. This home is fully paid for, including all taxes being paid for you, it generates its own utilities, and it will clean and maintain itself. This property always has space for more animals, such as pets and livestock, and will always have all the supplies needed for those animals.

Input (400cp, Discounted for Animal Rights Activist)
You have a full collection of all literature, music, art, media, games, toys and associated merchandise that exists in the real world and in each new world you visit. This comes with the equipment needed to enjoy this collection to the fullest, such as a home theater, video game console or music room. This collection updates as more such things are created or released and it is stored in a Warehouse Attachment where you can always find what you want.

Genius Scientist

NOVA Truck (100cp, Free for Genius Scientist)
You have a massive utility truck, which will never need refueling, cleaning or maintenance. The truck will never crash by accident, no matter how rusty your driving skills might get. Any item you own that could fit in the truck can be retrieved from it, regardless of where you actually left it.

Workshop And Research Laboratory (200cp, Discounted for Genius Scientist)
You have a large workshop, laboratory and manufacturing facility that will always contain the equipment and space to work on any experiment or project you want, as well as a sufficient supply of any materials needed, as long as you possess a sample of these materials.

NOVA Laboratory (400cp, Discounted for Genius Scientist)
You are the sole owner of a corporation specializing in a field of your choice, which you can change for each new jump. It will always be in the top ten in that field, and will run itself successfully without needing your input, providing you with an appropriate income and connections. This corporation will always have all the credentials to handle exotic or dangerous materials, as well as the capability to do so safely.

Military Man In An Ascot

NOVA Truck (100cp, Free for Military Man In An Ascot)
You have a massive utility truck, which will never need refueling, cleaning or maintenance. The truck will never crash by accident, no matter how rusty your driving skills might get. Any item you own that could fit in the truck can be retrieved from it, regardless of where you actually left it.

Huey (200cp, Discounted for Military Man In An Ascot)
You possess a Bell UH-1V helicopter. This helicopter never needs to be refueled, cleaned or maintained, and anyone who sits in the pilot's seat instantly learns to pilot a helicopter at a professional level of skill. It does not come armed, but if you add weaponry, it will never run out of ammunition or need maintenance.

Security Force (400cp, Discounted for Military Man In An Ascot)
You have a paramilitary force, expertly trained as an elite unit. You have sufficient forces to provide security for all your properties plus an additional infantry company (about 100 soldiers) that can be used as you will. These forces have top-of-the-line equipment, including transport vehicles, that will expand to include appropriate equipment for each new setting, as will their training. Any casualties will be replaced in seven days. These forces have all the paperwork and approval to be completely legal, and authorities will only object to their operations if there is notable or avoidable collateral damage.

S.A.I.N.T.

Marital Aids (100cp, Free for S.A.I.N.T.)
You have a collection that includes an unlimited supply of all forms of marital aids and 'toys', including any special furniture and costumes. This updates in each new setting.

Disguises (200cp, Discounted for S.A.I.N.T.)
You have an unlimited supply of all forms of disguises. These vary from a simple trench coat and a hat to sophisticated face masks and costumes, and are effective even if your body type is all wrong for the role you are playing.



Decoys (400cp, Discounted for S.A.I.N.T.)
You have a small supply of perfect decoy robot bodies. These look, sound and smell just like you and can perform a limited set of preprogrammed actions, up to about an hour as long as nothing unforeseen happens to disrupt things. Once per jump or ten years, whichever comes first, when you would have been killed, it will turn out to have been one of your decoys instead.

ROBOT CUSTOMIZATION

Any Origin can make purchases from this section. If you are not a robot, these can either represent special equipment you possess or can become cybernetic or bionic enhancements that provide the same benefits. Each upgrade offers examples of each tier, but are not strictly limited to these examples. Each option and each tier can be purchased multiple times, with the exception of S.A.I.N.T. Body.

S.A.I.N.T. Body (200cp, Free and Mandatory for S.A.I.N.T.)

This is the standard form possessed by Johnny Five and the other robots from the movie. It is capable of moving at up to 35mph, is strong enough to bend a gun barrel with ease, and is durable enough to resist small caliber handguns. The S.A.I.N.T. body has a positional system that can work with GPS or track their position from a chosen set point, and is armed with a powerful laser weapon capable of destroying a tank. This body can be upgraded and have additional technology integrated into it, including importing any technological item of a reasonable size that you purchase, if you so choose.

Utility Upgrade (50cp or 100cp or 200cp)

Your design includes a useful device of some sort, meant for utility rather than combat.
For 50cp, this could be a searchlight, a grappling hook and launcher, a parachute, or something similar.
For 100cp, this could be an internal storage container that holds more than it really should, a set of configurable multi-tools, or a larger tool such as a circular saw or a jackhammer, or an anti-radar stealth coating. This could also add an additional arm or other manipulator limb.
For 200cp, this could be active optical camouflage, a tractor beam, or something of similar advancement.

Offensive Upgrade (50cp or 100cp or 200cp)

You have an additional weapon or other offensive improvement. Any of these improvements come with unlimited ammunition/power. These weapons can include an additional limb to house them if you choose, but that limb will not have manipulators unless paid for above, it will solely contain the weapon.
For 50cp, this is on the level of basic melee weapon, such as a built-in mace or sword, or a small caliber firearm.
For 100cp, this could be a combat chainsaw, a grenade launcher or a small minigun.
For 200cp, this could be a plasma cannon, missiles, a railgun, or a melee weapon like an energy blade.

Defensive Upgrade (50cp or 100cp or 200cp)

You have an upgrade to your defensive capabilities.
For 50cp, this could be enhanced armor, sufficient to resist all but the heaviest infantry weapons, a built-in riot shield, or increased proofing against fire or electricity. It could also be increased hardening against EMPs.
For 100cp, this could be armor equal to an armored vehicle such as a tank, additional ablative armor plates, full immunity to EMPs, or the ability to resist extremely harsh environments such as deep water or vacuum.
For 200cp, you could possess even stronger armor, force fields, or combat-effective self-repair systems.

Mobility Upgrade (50cp or 100cp or 200cp)

You have an upgrade to your movement capabilities.

For 50cp, this could be up to a doubling in speed, increased off-road capabilities, or a set of climbing-spikes.

For 100cp, this could include aquatic/submersible options, hover capabilities or speed comparable to a racing car or a reasonably fast tunneling system.

For 200cp, this could be 200+mph speed, full flight options, gravity shifting to allow movement on vertical or inverted surfaces, or an extremely fast tunneling system.

Sensory Upgrade (50cp or 100cp or 200cp)

You have an upgrade to your sensory capabilities.

For 50cp, This could be a night vision system or infrared. Or it could be a metal detector or a geiger counter.

For 100cp, you could have a full radar or sonar system, or possibly a seismograph, motion detectors, or other system that is usually too large for a S.A.I.N.T. sized robot. Alternatively, you could have a small sensor suite of several 50cp options.

For 200cp, you could have advanced lidar systems, gravity sensors, lifeform detectors or similar sci-fi level devices. Alternatively, you could have a sensor suite of a number of 50cp or 100cp options.

Cosmetic Upgrade (50cp or 100cp or 200cp)

You have some improvement to the cosmetics or appearance of your robotic design.

For 50cp, you can change the colors, logos or other minor aspects of your appearance.

For 100cp, you can choose to make any or all of your features or upgrades retractable or concealable.

For 200cp, your robotic form can be radically different from the standard S.A.I.N.T. design, even looking fully human if you choose.

Size Upgrade (50cp or 100cp or 200cp)

You are either larger or smaller than the standard S.A.I.N.T. robot. Smaller robots do not suffer from a decrease in capability due to size and often find themselves more maneuverable and easier to conceal. Larger robots will find that their weapons, armor and other upgrades as appropriate, are proportionally enhanced.

For 50cp, your size can be reduced in half, to around three and half feet tall at full extension. or increased to around ten feet tall at full extension, with appropriate changes in bulk and mass.

For 100cp, your size can be reduced to around two feet tall or increased to around fourteen feet tall, with appropriate changes in bulk and mass.

For 200cp, your size can be reduced to less than a foot tall or increased to three full stories in height, with appropriate changes in bulk and mass.



COMPANIONS

You can create/import as many Companions as you wish to. Companions not imported get just enough of an identity to live in this world but cannot make purchases from this document. You can transfer your CP to a Companion at a 1:2 ratio, and Companions can take Drawbacks for more CP, but only those that primarily affect themselves.

Create/Import (50cp or 200cp for 8)
You can create a Companion that is native to this world, deciding on their background and personality, or import an existing Companion. Either way, they get an Origin of their choice and 600cp to spend. In the case of created Companions, this represents their base state, and is thus part of their Body Mod. Companions created this way will choose to join your Jumpchain.

Canon Companion (Free)
You can recruit any canon character as a new Companion. All you have to do is convince them to join you. They get whatever Origin and Perks best fit the character; this represents their base state, and is thus part of their Body Mod.

DRAWBACKS

You can take as many drawbacks as you choose.

Canon Insert (+0cp)
Instead of just being another Genius, or another S.A.I.N.T., or another whatever, you will now be imported in place of a matching canon character.

Early Exit (+0cp)
Honestly, the entire movie is less than three days. Maybe four. So, instead of sticking around for ten years, you can leave when the plot ends. However, you are now going to be involved in the plot in a significant way that is appropriate for your Origin. If you aren't involved, not only will the plot turn out in the way that you would hate the most, but you will be stuck here for twenty years.

Extended Stay (+50cp)
Or maybe you like this world. In that case, you can stay for an extra ten years. This Drawback can be selected multiple times.

Wrong Cast (+100cp)
Something just is not quite right. You can't put your finger on what, but for some reason, you never feel like you fit in your role here, like someone else should be in your place. This will be irritating and off putting, but not crippling.

Haven't Driven In A While (+100cp)
Choose a commonly used skill or ability, such as driving, or typing, or first aid, or shooting. Your skill in this area is reduced to the bare minimum, like you just started learning this skill. This can be trained back up. You can take this drawback multiple times.

Abusive Ex-Boyfriend (+100cp)
Or maybe girlfriend, but either way, you have a former significant other that is going to make at least one appearance in your time here. This is going to be annoying and troublesome, at the very least. You will also have to live with the knowledge that you chose to be involved with that person. If you are a Drop In, you will instead attract a *really* creepy stalker.

I Don't Mingle (+100cp)
You are socially awkward, nervous and shy. Not like in the movie, where Newton Crosby still manages to be likeable and charming, but someone that just does not get other people.

Blew Up A $10 Million Dollar Robot (+100cp)
You have lost your job, and now only the most menial options are open to you. You will never be able to earn more than a bare bones minimal income in your time here. Well, at least not honestly.

Horny Foreigner (+100cp)
Choose an offensive stereotype of some sort. It can be racial, gender or whatever. You will now be that stereotype for your full time here.

Need Input (+100cp or +200cp)
You have no memories of this world other than those provided by your Origin. For an additional +100cp (+200cp total), you lose all your memories from before this Jump as well.

One Is The Loneliest Number (+200cp)
You are going it alone on this one. Your Companions are barred from entering this world, instead spending this time period in stasis, on a perfect vacation, taking a trip back home, or a mixture of these options, as they choose. You can still import them to purchase items or perks, but they do not receive them until this Jump ends.

Almost Normal World (+200cp)
Other than some advanced robotics and the inexplicable ability to create sentience through electrical shock, this is a pretty vanilla setting. Because of that, you are going to have to handle this Jump without any perks or powers except your Body Mod, any intelligence or technology perks, and whatever perks you pick up here.

Standard Issue (+200cp)
Again, this is a pretty vanilla setting, so you are losing access to your Warehouse or equivalent and to any items that were not purchased here, except a selection of real world items up to what you can carry.

Safety Engineering (+200cp)

Your time in this setting is going to start back when the development cycle for the S.A.I.N.T.s was just getting started. You will be staying until when the Jump should have ended, no taking **Early Exit**, and you have a mission here. If you cannot keep the events of the movie from happening, that is Johnny Five getting loose and being electrocuted into sapience, you will suffer from the **Blew Up A $10 Million Dollar Robot** for that rest of your time here.

They Just Run Programs (+300cp)

Johnny Five is not alive. He is still an automaton under the complete control of his owners at NOVA. And so are you. No matter what your Origin, you have some kind of employment at NOVA or an equivalent organization, and you are completely incapable of disobeying any order given by your superiors or seeking to escape their control. The best you can hope for is to interpret their orders creatively.

Chased By NOVA (+300cp or +400cp)

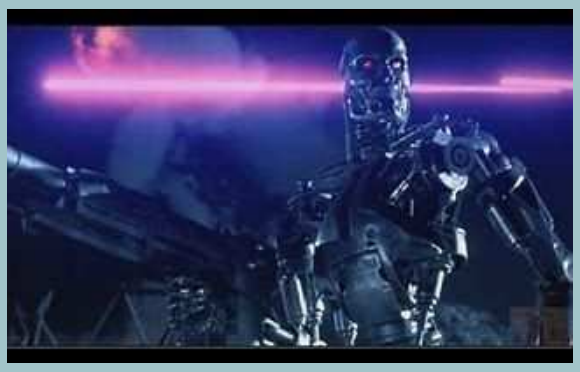
They think you are their property and they want you back. For your entire time in this setting, you are going to be pursued by NOVA's paramilitary forces, which seem to never run out, no matter how many get destroyed. At base, they would prefer to capture you, only resorting to lethal force if you are threatening them or bystanders with the same. But, for an additional +100cp (+400cp total), they will be looking to rub you out from the beginning. These forces are well-trained and equipped, the equivalent of a standard U.S. Army company.

Other Numbers (+300cp or +400cp)

Just like Number Five had to deal with Numbers 1 through 4, you have four exact copies of yourself that want to destroy you. They have everything that you purchased here, and will work together. For an additional +100cp (+400cp total), they have all your perks, knowledge and abilities. The one advantage that you might have is that your homicidal clones lack creativity and imagination, especially in tactics and strategy.



War Against The Machines (+400cp)
Johnny Five is alive, but he isn't the good-hearted robot pal that the movie shows. He is a budding Skynet, seeking to destroy humanity. Your Jump is starting five years after Johnny Five came to life, the events of the movie going as shown, but in the intervening time, he has murdered Stephanie, enslaved Newt Crosby and built a hidden army of robots even more advanced and dangerous than the original S.A.I.N.T. robots. Johnny Five is about to begin his war of conquest, and you are stuck here in this setting until he is completely defeated. This cannot be taken along with the **Early Exit** drawback.



FINAL CHOICES

Now for one last decision. Do you want to **Go Home**, **Stay Here**, or **Move On**?
Take this as a final gift.

Steve Guttenberg Collection (Free For All)
This is a collection of every movie Steve Guttenberg acted in, all in Betamax.

NOTES

The Sequel
I didn't like it. Some things might have taken some inspiration from the sequel, but this jump is focused on the first movie.

Blatant Racism
Yes, the supposedly Indian character is incredibly racist, though not more so than a lot of movies from the 80's. Just try to ignore it, or decide that the version of the setting you jump into features actual non-Caucasions instead of racist stereotypes.

CHANGE LOG

Version 1.0

Created the document.