Camp Camp

By: Annette

Version 0.9(2) - Infinitely Close to Completion, Mid-Season Edition

Present day, somewhere in America…

Hi there, and welcome to Lake Lilac, the place with the highest concentration of camps in the land! Science camps, Adventure camps, Scouts camps!* Your child is guaranteed to have fun, or your money back!**

But for now, let us direct your attention towards the Cameron Campbell's Camp Campbell Summer Camp's introduction video!

((INSERT TAPE))

Fun!

Neat!

~~Adventu~~ Legitimate!

These are the words that could be said to describe the thrilling ~~adventu~~ summers YOU could have at Camp Campbell – an assortment of camps within a camp, making it a literal "Camp Camp"!

*We've got all kinds of fun activities, from hiking, to archery, and more!****

*Camp Campbell is equipped with finest facilities and cutting edge, twentieth century technology!*****

*We've also enlisted a highly trained staff that are kind, caring and above all – not threatening in the slightest!******

Yes, Camp Campbell truly has everything! All that's missing now, is YOU! So be sure to throw a tantrum until your ~~parents~~ designated multiverse guide sign you up for a fantastic summer at Cameron Campbell's Camp Campbell Summer Camp! We'll be seeing you soon!

And remember - Campe Diem!

((END TAPE))

Truly, the best advertised camp on all of Lake Lilac.

Now, please fill out the form, and welcome to the greatest summer of your life!******

*And more.

** Successful return of the child negotiable for separate donation towards the Lake Lilac Foundation.

*** Hiking, Fishing, Archery, First Aid, Horseback Riding, Bug Catching, Knot Tying, Swimming, Rowing, Canoeing, Ropes Coursing, Basket Weaving, Painting, Second Aid, The Sciences, Anger Management, Regular Management, Hotel Management, Women's Shuffle Board, Moon Walking 101, Weight Lifting, Alligator Wrestling, Wrassling, Bison Hunting, Praying The Gay Away, Praying The Straight Away, Hand To Hand Cobat (yes, that's how they spelt it), Noose Tying, Finding The Zodiac Killer, Writing Fan-Fiction, Abstainence, Day Trading, Shady Business Practices, Cat Training, Minor League Softball, Underwater Basket Weaving, Magic, Knitting, Skydiving, Doing Rad Skateboard Tricks, Crime Scene Investigation, Sticking It To The Man, Chapstick Application, Antidisestablishmentarianism, Neo Classic Semiotics, Money Laundering, Plotting An Escape Route, Shiv Making, Life Drawing, Sword Forging, Sword Swallowing, Emergency Sword Removal, Chainsaw Juggling, Guess Your Weight, Theatre, Boot Camp, Skinny Camp, Positive Self Image Camp, Anime, Culinary Arts, Copyright Protection, Space Camp, List Making.

**** Accusations of Camp Campbell using classified army technology for hiring cheap otherworldly personnel have been proven false and will be pursued with full force of the law.

***** Any rumors of ghosts, animal mass graves, covered up camper graves, covered up camp counselor graves and ancient indian graveyards are completely unfounded.

****** Satisfaction not guaranteed.

According to the signed contract, you are designated 1000 (One Thousand) Credit Points (CP) to spend on various camp activities over the course of the next three months. Lake Lilac Foundation bears no responsibility for the undersigned's unspent points and leftover currency.

As a first step, please choose one of the package deals that will influence your future choices.

...Oh, age and stuff? Write down whatever. Just don't make police interested.

Origins:

Camper

Greetings, little one, and welcome to our camp! You are sure to have a good time, and we will all do our best to not have a repeat of the last year. And yes, the camper did survive, physically speaking.

You are but a child of ten years' age and with no additional memories but your own, waking up to a grumble of a camp bus. You are just ten minutes away from arriving. Better read all those brochures right now!

Counselor

Alright, so another term has started, and the two present counselors… Probably won't manage all that well. After what happened last year, we decided to hire some help. You are that help. Good luck.

Faced with a complete incompatibility of liberal arts and the job market of the present day, you found yourself on a camp bus, fetching you off to three months of not letting children die from… Whatever it is that children are susceptible to. Should've taken that firewatch newspaper ad.

Quartermaster

So, you know how counselors watch the children? Your job is everything else. Cleaning, repairing, managing the materials, setting the camps up… And you know how to cook, right? Anyway. Just don't let anything burn down, and we're golden.

Basically the manager of everything camp related that is even slightly not related to children, your burden may or may not be heavier than the counselors', the damn softies. Sitting in what is probably supposed to be your "office", you are setting up for the summer. Should probably run through that checklist again. And the sack is starting to bleed through and smell. You might want to get that out of the room soon.

The Founder

Unfortunately, the actual founder of the camp is… Indisposed, for the moment. You know what they say – you can run from the FBI and lie to IRS, but once they find your nazi gold,

that's a bust! Ha, ha… Regardless! We're not sure how long it'll be, but we still need someone to make tough calls and take bla- Responsibility! Responsibility, for the camp's finances! Oh, look at the time! Have a good summer!

...Well then. A curious position you find yourself in – you are the one with the most power, and don't actually have to do anything, but something happens – and it's your neck on the line. And let's face it, something WILL happen. Just… Don't look at the numbers too closely. Now, go and meet the happy (hopefully, in the future) campers!

Perks:

Perks priced at 100 are free, with others at discount, to their respective origins..

Camper

- 100 — The Shark Snark

I'm not here to make friends, David. I'm here because camp is where kids are sent when their parents don't want to deal with them. Why do you think we return the favour when they hit seventy?

Oh, look at the mouth on you. A sharp retort ready for anything to ever happen under the sun. Won't make you too many friends, but you're not boring, that's for sure. And hey - there's something to be said for the clear cut summary to the end of the day.

- 100 — All as One

-Why would you help us?

-I'm an agent of chaos.

You know how kids are. All hate each other, but the candy is gone and nobody has seen jack. You retain the talent for making your intentions known to the people surrounding you without actually doing much for that. Helps with the teamwork and cleaning up the mess before the vase owner finds out.

- 200 — One with Nature

DAVID! You know me! You know I love nature! You know if I could I would have BABIES with nature!

Who likes nature? You like nature! Maybe quite as much as a certain girl does, but enough to gain a certain instinct for anything to do with it. Food found is less likely to kill you and beasts encountered will probably hesitate for a second before eating your guts. Sleeping out in the air is somehow crampless. What is this sorcery?

- 200 — Comedic Sociopathy

THERE'S NO TIME TRAVELING DOCTOR COMING TO SAVE YOU, GWEN!

People are so stupid, aren't they? It's… So easy, to just poke at the holes in their reasoning to prove them wrong. Or, you could always remind them about that childhood teddy bear they lost to shut them up. Wrong? Yeah, probably. But it's fun and effective! And hey, they'll get over it once they get how stupid the whole situation was.

- 400 — The Hardest of Parties

-How're the plans for the giant half-pipe coming?

-Should be ready to build as soon as we learn basic architecture.

True art of partying is measured in how good you feel in the morning after, not in the hangover the following day. And now, you know exactly what you or someone else needs to lose all of their stress and unwind completely. Methods may vary person to person and depend on what is wrong, but success is guaranteed. Warning - some people might need a bit of murder in their lives to get their rocks off.

- 400 — Truly Childish

You suck, this world sucks, and one day we're all gonna die and none of it will matter. But if we didn't do this, I'm pretty sure you'd kill yourself or something. Or shoot up the camp. I don't know. It was a possibility.

Children… They never quite seem to care, do they? For all their brightness, their emotions pass so quickly. And so do yours. Emotional trauma will never scar you for long, affection for someone will not become an addiction. Enjoy your life to the fullest – ups and downs, however they come.

- 600 — The Road of Life

I dunno, man – I THINK he tried to teach me a lesson? I guess?

Ah, the early years - the time in which we learn the most important things to get us through life. The period you haven't grown out of. Now, you will never quite stop learning new things about yourself and the world around you. Mostly because you won't be able to. Old knowledge and prejudices won't get in the way of approaching change and new discoveries. Destroy the box of your mind! Learn same and old things anew, and new things as though you knew them all along! Live through everything there is to live through! No book is large enough when you learn at speeds beyond human, and no road is too difficult when you don't stop.

- 600 — Interesting Life

If I could just SHOW you…

Tell me. Could one person ever hope to see all that there is to life? Even as you make one choice, other possibilities erupt in flames, to never be seen again. This, is a fact of life that you can not change. But maybe now, you don't have to. From now on, wherever you go, you will encounter things more wondrous, interesting and exciting than anything else you could possibly see otherwise. On your way to school, stumble into a pretty girl. Going on a very enthusiastic walk through the forest? Watch out for the falling star. Staying sick at home? Maybe you'll save someone from the burglars. Hey, interesting doesn't mean safe. Chinese WERE right, you know.

Counselor

- 100 — Minuteman

I refuse to believe someone as happy as you can possibly exist.

As you know, happy people don't actually exist. But looking at you, that gets hard to believe. You have a certain… Dissociation, when it comes to showing your emotions. Whatever you happen to feel, your face and body language will show nothing but relaxation. Although, do be careful about the fact that your words and actions are still influenced by your frustration at those damn kids.

- 100 — The Last Adult Standing

ARGH! Get back here so I can threaten you little s-

The little shits ARE quite aggravating, aren't they? Fortunately, at a certain point everyone adult either loses their minds around them, or figures out those little buttons all children have. Curiosity, desire for validation or first place, separation issues… It becomes entirely too easy to get them to, at least, calm down. Just don't push too hard, mmkay? We are still supposed to have them intact by the end of the term, you know.

- 200 — Not So Common Sense

Here's a horror story – go look at the job market you're dealing with after this camp shuts down.

Emotions are great. Except for when they are horrible. Which is most of the time. Especially when they are in other people. So sometimes you have to bypass that, and appeal to logic. For you it's much easier, as people can be made to consider the matter more objectively than they would otherwise. Just be careful - because the world objectively *sucks*, after all.

- 200 — Memories of the Campfire

When the lights in the house crash down with the sound of respect to pride, the east side where the motherfuckers try to slide a ride and find out it's the turn of the tides…

Wait, what? That's not right, not right at all! Bah, oh well, let's see… This one makes you pretty great at singing. The moment the first words of song leave your throat, all background noise seems to fade away, allowing for the clearest experience and impressions. There is a reason why the campfire songs are the brightest memory one has of summer camps. Don't disappoint the children, will you?

- 400 — The Most Simple of Resolves

That's why I'll never stop trying. Because somebody fucking has to.

...That's the secret, isn't it? Nobody actually cares about other people. At the end of the day, all of you will go your separate ways, and find your own future. And in this day and age, doing that is hard enough without trying to help others. Except, maybe you *are* that insane? When it comes to helping people you care about, your stubbornness and willpower are practically infinite, and even the most impossible undertakings start having a spark of hope in them. Just… Be careful. One day, you might end up with nothing more to give.

- 400 — Getting Hard

Rule 1: No backing down! Look out, world! I'm hard and I'm coming! Whether he likes it or not, this camper is gonna let me in!

Oh dear. It seems that sometimes, even the best of us go overboard in their efforts. When that happens, one has to be prepared to take care of what they do to those around them. Fortunately, you are quite proficient at not doing lasting harm. Whenever you come into any sort of contact with other people, you can choose to, ahem, "soften the blow" of your actions, blunting the metaphorical or literal edge and making things… Just not happen, when they ought to. Your words of wisdom will be met with consideration, not prejudice. Scolding won't traumatize a poor child for life. Kindness and affection will not create dependency. Strikes will leave no marks… Or even cause pain, if you wish. Just be careful, our camp is not really about that.

- 600 — Endless Possibilities

And no, that's not hyperbole!

Here's the problem - aren't you supposed to actually teach those children something? How to love nature, make friends, respect reasonable authority… Or, you could just stick them into some sort of arts and crafts stuff. That's fine too. With naught but a glance, you can temporarily bestow full measure of any teachable skill you have upon any number of people in your line of sight. There are limits, of course. First, it's only one skill at a time per person. What would they even DO, knowing both knitting and dancing at once? And second, it only lasts for as long as they are in your line of sight, no matter how long that line may be. As you lose sight of them the effect fades, but leaves behind the effects of any training done. And really, won't it be much easier to train those kids like that, with no chance of them getting it wrong?

- 600 — A Beautiful Butterfly

We've got... A caterpillar… Which will blossom into a beautiful butterfly! Just like all you campers!

Everyone is special. And through your guidance, no potential will stay unrevealed. Those under your wing find themselves enriched manyfold, as all their traits and qualities, especially the exotic ones, enjoy rapid advancement, quickly and inevitably making anyone a capable and interesting person even to your discerning eye, much less to common folk, who will marvel at those who will seem larger than life. All people are worth something. Don't ever forget that.

Quartermaster

- 100 — Basic Care

No running.

Leave care to the counselors. Your job is making sure nobody dies on your watch. It's not that hard - where you are concerned, a single stern word can just freeze all activity in the range of hearing, hopefully stopping Jimmy from eating all that glass you were definitely about to clean up. Of course, that's not going to work on someone REALLY determined, so no stopping scared horses for you.

- 100 — Respect for the Personnel

Jewwwwws.

Children can be taught anything – except for how to know when to stop. Must be a DNA thing, or something. Anyway – you are pretty great at gently shutting down any stupid ideas people might come up with around you. Like setting the camp on fire. Or running away to live in the woods. Or asking about your hookhand. You know. The ideas that usually lead to very unfortunate consequences.

- 200 — Behind the Scenes

You're on your own, now. Going on break.

Even with all that "strictness" stuff, you must not forget to actually do the job stuff. This one is a crash course on how the camp operates – buildings' structure, repair, upkeep, heating, food… Good camps aren't merely a couple of abandoned houses that just happen to be filled with kids, you know. As an aside, you are also a miracle worker when it comes to fulfilling necessary needs on tight budget. Does having a lot of duct tape make you a Jedi? You are the one to find out.

- 200 — All in One Chord

I'm gonna motherfucking bring this house down! Bring it back to the floor fucking begging for more-

Oh god, not this again. Fine, fine. This one makes sure you are proficient with all musical instruments you can get your hand/hook on, as befitting the title of a true quartermaster. No matter the quality of the tool in question, the melody you'll extract will befit the moment and comfort all those listening. Or creep them out. The effect will depend on you, really.

- 400 — Mood Reversal

DUDE! YOU FUCKING KILLED IT!

Sometimes, you can't stop the oncoming tide. When faced with unbreakable determination or stupidity, what is one to do? For you, the preferred method is to do something so ridiculous, so outlandish that it completely breaks stereotypes and trains of thought. And while they are frozen by the power of sheer disbelief, you can use that opportunity to… I don't know. Teach them something? Explain the folly of their ways, if you are into that? Whatever you do, it will stick. Just, don't kill any hamsters.

- 400 — Keeping the House Upright

Welp, this is a trainwreck.

Camps are a fairly low maintenance spot. But taking care of them by yourself still sucks. Which is why you set things up so that they don't break in the first place. With this, anything you had a hand in building will behave as if you are the one using it, even when handled by the most incompetent of people. That should cut down on blood ink in the safety instructions, eh? I mean, it won't actually help the idiots who shove their hands right into the fiery holes, but if not pressing the button in time is supposed to make the thing explode, it probably won't. Overloads, spontaneous bugs, failures to recognize the user… That sort of stuff. Minus ten percent dead campers, or your satisfaction guaranteed!

- 600 — The True Beauty of Nature

You need to see BEYOND the camp.

The world is always bigger than you think. Kids can be forgiven for not getting that, and counselors are just idiots. But for someone constantly behind the curtains, that much is obvious. And now, it is almost too easy to show that to others. Now, whenever you end up in an emotionally charged situation with someone, you can expose them to an example of something you are interested in, and be sure that from now on, they will feel the same about the subject as you do. What can that be? Well… Anything. Exercise your imagination. And caution. Please.

- 600 — Scars That Don't Heal

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAH!

Sometimes, lines are crossed. Rules are broken. Bounds are overstepped. And when that happens? You have to teach a lesson. And to make it stick, you must resort to… Measures. From now on, whenever you make an personal impact on someone's psyche, you can count on them never forgetting that precious moment in which you held their undivided attention. It will be sure to never be washed away from their mind. Just… Please don't scar them forever with your weird sex dungeon. Please.

The Founder

- 100 — Campe Diem!

Campe Diem!

Campe Diem! What's a camp without a half decent PR? You can't have people go to you if your ads are repulsive! Or illegal! To be fair, who could've known that the word "adventure" opens one up to so many lawsuits? As of right now - you! A master of simple advertisement, you are the one to count on to come up with a catchy slogan to get people to buy your tripe. Just don't promise too much.

- 100 — Ask No Questions

Even the founder of this place has better things to do.

Who needs solutions, when you can just ignore the problem! I mean, that's how it works, right? It'll go away by itself after long enough. At least, it might for you, as whenever smaller consequences of your actions catch up to you, you manage to bend the situation just enough in your favor to delay the inevitable for the longest possible time. Just, do take care to figure everything out before it (everything) explodes, small and big things all at once.

- 200 — Fine Print

Well that's why you read the fine print, sport! Now you can't sue us!

At this point, you probably have a rough idea of what we expect of you. Now, to be frank - while any lawsuit will be on your head, we don't need camp's reputation to suffer, now do we? To this goal, you will become quite proficient at all the double speak, double print and double think that are oh so helpful in this line of work. Will people see through your shit? Well, probably. Eventually. But in the end of the day, the best kind of correct wins the day, right? They can't blame you if THEY misunderstood what you were saying.

- 200 — The Best Course of Action

-Mr. Campbell?! You saved me!

-...YES! I definitely saw you and was fully aware hitting you with my car would be the best course of action!

A place full of children might not be the most prone to problems in the world, but when troubles do occur, they tend to be… Troublesome, to solve. Good thing you have that figured out, as whenever you put your mind to solving a problem, the most immediate, straightest possible solutions tend to present themselves, leading to less messy times overall. Wake people with a throw of an eraser and get free stuff for your inconvenience with but a single "I want to talk to your manager"! Just be careful - you know how it goes, "when all you have is a hammer"....

- 400 — Beyond Hope

Someday, you'll learn that no matter how righteous you think your cause is, there's always someone bigger to keep you down. And that day is today, and that someone is me.

At a certain point in every leader's life, there comes a moment when they realize that the people that depend on them… Don't really like them a whole lot. Honestly - doesn't it just suck when people you do honest work for, hate you? But, it's not like you can force them to like you, either. That's bad for their morale and your criminal record. Which is why there's another way. Every time you enter a conflict you have absolutely no chance of losing with no effort put in, you will receive all the advantages of victory without causing the loser any undue losses or stress beyond the unavoidable. A rock-solid lawsuit in your favor will not

have your opponent become a laughingstock of society, and forcing a bunch of children to clean up their mess will not stick a grudge on you. You are just that good.

- 400 — For the Eyes of I.R.S.

Campbell's got a poker game to get to! I'm not gonna give too many details, but let's just say if I win, I could end up being the Prime Minister of Thailand!

Even in a world as capitalist as our own, sometimes money can get trumped by other things – like connections or targeted application of violence. After all, this paper currency is so fleeting, is it not? That is the lesson you've learned well, as your riches slipped away from you with each passing decade – almost forcing you to cope. Now? As long as you have power and influence to back up your material possessions, no questions will be asked of you as to the source of them. The pit of money? Saved up profits from your freelancing! The long lost painting? Inheritance! The mansion? Won the wager! Nobody will be the wiser. Just, don't actually start printing money, okay? Suspension of disbelief is bound to break at SOME point.

- 600 — Camp Camp

-By the way, Mr. Campbell, now that you're here maybe we can discuss just exactly how we're meant to operate at this scale-

-Hey, is that kid trying to escape?

The legend. The symbol. The inspiration… Still human. No matter how competent, you can't do everything, or even know everything. And so, you figured out the most useful skill of them all – how to delegate. You are so good at it, that whatever thing you find yourself running will practically run itself with much success. Factories will have workers working out new ways of doing things, corporations will expand to whatever new venues will end up profitable, and schools will never have to expel anyone! All according to your wise guidance, of course. So – set up a business, and watch it grow almost as if you not touching it is the best possible scenario. Obviously, that way is not going to be optimal if you happen to be some kind of business genius. But hey – weight off your back, right?

- 600 — A Place Tucked Away

A place where you and I can stay, where we can go to laugh and play, and have adventures every day…

It's all about time, isn't it? Children wish for summer to come, counselors wish for summer to end, parents lament never having enough, and for Cameron Campbell? It just might be running out. A simple truth, the one you have figured out after your time here. And so, while you may not have more days in your life? Maybe, just maybe, there is making better use of them. Now, once per year, you can retreat from civilization and have thirty days of your very own summer camp. They will pass in happiness, together with all of your companions and friends, and you can be sure that nothing bad and/or world shaking will occur as long as you don't cut your break short by doing anything important..

Companions:

- 50 — Import

I hope you learned that before today, you only had one little bastard to deal with.

Oh right, we do have paperwork for less expensive camp terms. Let's see… Those give the signer 900 points each, without the access to the Founder package discounts for obvious reasons. Also, those are fixed, so no additional points. We have a lot, so buy'em in bulk of 8 for 300. Also, optional is grabbing some of the new kids as signers. Y'know, all that OC stuff.

- 100 — Canon Companion

That's technically kidnapping, you know? Especially when children are involved. Aaaaanyway - we are legally required to remind you that their consent is mandatory for further proceedings.

Items:

Items priced at 100 are free, with others at discount, to their respective origins..

- 50 — The Staff of the Sparrow

-Gwen, why is David dressed like a turkey?

-Because he's fucking David, Nikki. You've been here long enough to figure that out.

A thick stick, with a surprisingly legit sparrow carved on top of it. Is actually really cuddly, and looking at it reminds one of younger, happier and more innocent times. Just don't break it, it's splinters extravaganza then.

- 50 — A Pamphlet

Damn fine work on those edits, Davey! Really saved a boatload on reshoots.. Hey, is it too late to add video editing camp? I just got an idea for a lucrative yet morally grey way to make more commercials...

A piece of plastic paper everyone on Lake Lilac ends up with. Simply a list of the camps in the region, in the later jumps will point out the best places and opportunities for indulging one's hobbies, no matter how illegal

Camper

- 100 — Juice

Ze attic! Of course! Amongst the juice! So crafty.

The cardboard box, full of juice… Well, boxes. Those are weird – colored red, white and black with no text on them, but have whatever taste you want them to. Metallic aftertaste optional.

- 100 — Platypus

POISONOUS?!?! Awesome! You're coming with mama!

Your very own venomous pet abomination. It hates everything and refuses to die. That's… Basically it. It's a fucking platypus, what else do you want?

- 200 — Goldberg Abomination

Aw man, that was supposed to kill you.

A strange machine of indiscernible size or purpose. Can be tinkered with to execute simple mechanical actions, and is basically unbreakable due to being a piece of garbage made of lesser garbage to begin with.

- 200 — Gasoline

Hey Max, how'd you start a fire with wet wood, anyway?

A small canister full of gasoline, replenishing once per day. Great for camp fires.

- 400 — Contraband

-HEY! Do you know how hard it is to find a good pocket theremin?!

-I'm counting on it.

An empty box. Well… 'Empty'. If actually opened, it will contain any mass produced small-ish item you'd be able to reasonably obtain over the course of 24 hours. Only works once per 3 days, though. Smuggling is a tough business, you know.

- 400 — A Prize!!!

I can't believe I frenched a platypus for this.

An empty box. This time, actually empty. No, really. The simple trick, is that anyone to whom this box is presented will become convinced that it contains something they heartily desire. Even strong willed will still be driven to give you a benefit of the doubt when told that goodies are inside. The effect fades when they actually open the damn thing, though. Better have something good there.

Counselor

- 100 — Icecream and Pizza

Don't worry! Once we tell them about the ice-cream pizza party, I'm sure they'll see it was aaaaall worth it!

A lifetime supply of ice cream… And pizza? What degenerate would possibly… Okay, here's the thing. Both things would have to be brought out at once. That might be a problem, unless you're also the kind of guy who likes pineapple on their dough.

- 100 — Hamster

-Oh! He talked! Did you hear that?!

-Are you a gypsy?!

The cutest (and fattest) little thing you've ever seen. Despite doing absolutely nothing of note, is guaranteed to grab attention of all who look upon it due to sheer adorable factor. Doesn't actually speak.

- 200 — Midol

...I need more Midol.

A refilling box full of the miraculous medicine, helper of women and saver of men everywhere. When ingested by a person of either gender, completely rids their mood of any excessive influence hormones or chemistry might have had on them otherwise. Works for six hours. Careful - may or may not have side effects where theoretical True Love is involved.

- 200 — A Crate of Kool Aid

-Gulp.

-Hmm. Was better in Jonestown.

A crate full of flavour powder that nobody will balk twice at drinking. The best stuff right out of Jonestown. Don't drink it, kids. Don’t drink the Kool Aid.

- 400 — Tinder

-Tinder? What's that?

-Oh, it's that dating app for losers who can't meet people in real life

-Ohh, yeah! My dad used that when my mom left him... Again.

Ooooh, this is a good one. Rather than an item, you get an app, installed wherever you’d like. By inputting a person’s name in it, you can find the best match for them in a radius of your choosing. It will also list the things that actually make those people compatible - hobbies, likes, phobias, etc. Note - doesn’t work quite so well if the radius is very small. When a room has seven people in it, *all* of them might hate you. Also, take care of when people might get along like gasoline on fire. Incestous, STDs ridden gasoline.

- 400 — Trash Media

-Wow, this is so relaxing.

-I feel like we were supposed to be doing something…

-...Nah.

Hoo boy. Now, you might be wondering - what could possibly be on this tape that is worth that much? Well - you know how there’s always this show, or book or a piece of music that always sets your mind at ease and calms you down? Whatever is on this one has this effect on every watcher and listener. Whatever this may be - Soap Opera, Farmer’s Almanac audio tapes, Bob Ross recordings - just put this on, and feel all of you worries slip away, as time loses its meaning… Just make sure someone is around to snap you out. We lost like, ten guys to this thing.

Quartermaster

- 100 — Clothing Chest

-You’re all dressed up as-

-Indians! Just like you said! We designed the outfits ourselves!

Why do you have this. Why does this exist. This chest - it’s always full of clothing that will technically be exactly fitting for whatever role you need the clothes for, but will be completely against the spirit of the situation. Have fun, because everybody around you won’t.

- 100 — Sex Stuff

Terrible creatures seek out the mansion, and the wailing… Oh, gosh... the wailing… And then the bumping in the night starts, and they bump, and they bump, and...

Don’t know why, don’t care. A box, with everything you want. Never speak of it again.

- 200 — Music Instrument

You may be a good camp counselor, Daniel... But what good is a camp counselor, without camp SONGS?

What good, indeed. This one is simple enough - pick a music instrument you'd expect to find in a camp surroundings, or a violin (don't ask). Now you have a pretty good example of such instrument, that will never break or wear out, and will sound as good as you are at playing it.

- 200 — A Bus

Imma be real, I just always wanted to drive a bus.

That's… A bus. Why do *you* need a bus, again? Anyway - this baby will appear at the first whistle, and will only break after you arrive at your destination.

- 400 — Duct Tape

Max! I am very disappointed in you for this behavior! But I'm also torn, because you were very clearly paying attention during knot-tying class!

Duct tape is like the force. It has a light side, a dark side, and it holds the universe together. It's also great for covering up the plagiarism, and is just about sturdy enough for you to struggle to break it apart. Look, it's a freaking roll of infinite duct tape. Figure it out.

- 400 — The Crown of the Forest

I AM YOUR KING NOW! THE THRONE IS MINE!

Well, this is weird. Somehow, you got your hands on a hamster sized crown that, when worn, gives you UNLIMITED KING POWER over all those stupid animals. Except, it makes you completely unable to talk to actually smart people while worn. Eh - what do they know, right?

The Founder

- 100 — Money

Hey, the slimeball actually left you some funds.

A bunch of money, about 50.000 dollars in unmarked. Better spend it quick, or not at all. Appears out of thin, IRS-less air once per month.

- 100 — Safe

It's empty, so don't mind it. No, I am not giving you the code.

It's a safe. A safe with a bunch of gold ingots inside, them marked with some mighty suspicious buddhist signs. Those are literally unsellable, with the events always conspiring to land you in trouble for trying. Refills annually. (Un)fortunately, you don't have a code. Do what you will.

- 200 — Mildly Inhuman Experimentation

-I AM NOT ABOUT THIS SHIT, NIKKI! SCIENCE HAS ITS LIMITS!

-Don't be so naive. This is mild experimentation at best. You have any idea what goes into fast food?

You get a jar, full of… Something? Whatever this is, it's great for freaking people out with by covering them in it. Oh, and also it's good for mixing many separate reagents together without screwing up their separate effects, I guess.

- 200 — Summer House

You know what this is? Proof that the founder of Camp Campbell is a rich piece of shit with terrible morals. And who also potentially kills people! ALL THINGS I WAS ALREADY PRETTY SURE OF!

Somewhere in the middle of a lake Lilac, there is a small uninhabited island. On it, there stands your cozy, little home away from home. There is nothing exactly special about the rickety old thing, but it's pretty nice. The basement is weirdly spacious, though...

- 400 — The Camp

I know it sounds hard to believe, but guys and gals it's true - Camp Campbell is the place for me and you…

What is a camp manager without a camp? For a small fee, we can arrange for an indefinite extension on your contract, allowing for the stretch of land with several camp-related buildings to follow you. Buildings only, though. Signing the people away would be mildly illegal on our part. That said, feel free to rebuild and upgrade to your leisure!

- 400 — Library

I guess you could say I've spent my years living life to the fullest, and it's high time I shared my adventures with the future!

Good camps have a library, right? This room contains every book you'd expect to find in the very best of public libraries. Follows you throughout your chain, updates retroactively and in the future with any books widely available in whatever world you may be in.

Drawbacks

You are allowed to increase your CP count for up to 600 points maximum.

Also - as per our special, exclusive, one time only, annual program you are entitled to a +50% increase in points upon choosing to limit your experience in a manner befitting of your origin. The points gained in such a way don't count towards your maximum.

- 0 Some Other Camp

To be fair, you might hate Camp Campbell and it's great advertisement. People like you exist. Feel free to sign a contract for any other camp on Lake Lilac! Church camp, Pirate camp, Scouts camp… We even have some camps for teenagers!

Camper

- 100 — Hell Camp

-Wh-what do you think about that moaning and wailing?

-Pssh, it's just teenagers from that church camp working on those repressions again. Not that I know anything about it, just being a kid and all.

Hey, you know how you can choose any camp on Lake Lilac? Well, NOW you can't. Instead, you will end up with a camp themed after something you happen to completely despise. Try and make the best out of your time here. Counselors really only want the best for you, you know.

- 200 — Creeps

-And I just need to know - at what point did he surgically insert the handkerchief and rabbit into your stomach? Were you awake for it? Or did he put you under?!

-I… I don't want to talk about it.

Weird things keep happening to you. And not good things, either. Vomiting candy for the entire night due to an asshole stage magician, rats in your boots and rash all over from that one plant the quartermaster decided to heal your campfire burns with. Oh, didn't I mention the initiation rituals? Those suck. Everything sucks now. Or does it? Maybe it's just your attitude. Think about it.

- 300 — Off the Rails

-He can pee in me any time...

-Tabby seriously what the FUCK?

...You are REALLY not fitting in. Everything you say or do seems to come out of the left field to those around you, especially those closer to your biological age group. Don't get me wrong - it's not a recipe for disaster, and you probably won't die after running into a bear cave while crying. But don't count on any dedicated friends. Children are cruel to those who doesn't fit in. Maybe you could team up with other outcasts?

Counselor

- 100 — Under the Weather

Oh God it's coming back – the crippling anxiety and regret.

You won't be having good mood for a while. See, every time the situation seems perfect and like nothing can possibly spoil it… Something will. You slipping on a banana peel, some kid being a shit… Maybe it's just you PMSing.

- 200 — Delusional and Happy

-Tell 'em just how much you love it, Max!

-See, that's the sad thing. He still actually thinks that I love it.

Wait, what are you talking about? Everything is great! The kids love this opportunity to learn something new and have a tim, and counselors are no less optimistic about their job! All you have to do is prove it to them! No matter how hard it may be! No matter how ignorant of the children's real problems you are! No matter how desperate you may be for someone to understand you! No deeply buried insanity and murderous urges here!

- 300 — Peoples Camp

WAKE UP AND SMELL THE KOOL-AID!

Oh dear. It appears that one of the camp's counselors - a wonderful, caring and charismatic man, kids love him - is not quite who he appears to be. The crates of Kool-Aid, the Purification Saunas, the ascension pamphlets - all these turn out to be a part of an elaborate

plot to brainwash the poor children into committing a mass suicide! Who would've thought? Nobody, apparently, except for you. And now it's up to you to stop him and return the campers to their senses, until it's too late!

Quartermaster

- 100 — Slasher

Hey, so how'd you lose that hand anyway?

Aaaand now you have a hook for a hand. How did you become a quartermaster, again? Regardless, the repairs still have to be made, and any attempts to circumvent having to use the hook will fail. Don't rage too much.

- 200 — Actual Ghosts

You better stay away from Spooky Island, no reason to go there, definitely not spooky, stay awaaaayyy....

Those spooky noises that the lake makes at night? Aren't just noises. There are serious damn ghosts now. Not much changes, but the spooks are kind of intent on bothering you. Sleeping will be a problem, and campfire stories might become too real for some campers.

- 300 — Everything is Real

So... no dead campers then? Damn.

Bigfoot, Jersey Devil, that one girl with nail issues… Every single scary story the campers tell each other at night is now completely real, with all the implied implications that implies. Things are getting much more interesting, but seeing a new corpse hanging off the flagpole every morning might sour the mood. If you have a ghosts chasing after you for some reason, they also stop being harmless quite abruptly. Do take care of the campers, eh?

The Founder

- 100 — Adoring Idiots

Oh, it's true, Mr. Campbell doesn't often have time to come visit the camp anymore – what with him travelling the globe and, I'm assuming, saving lives. But! He'll always live on in our hearts and minds.

Oh god, why is everybody so useless? Children spout gibberish, poke sleeping bears and set everything on fire, counselors are either insane, malevolent and/or hate their job in general. If you want to: have a good time, keep camp standing or children alive, you'll have to do it despite everyone's efforts, not together with them. Well - a summer camp is a fairly small place to care for, and you are quite competent… Right?

- 200 — Men in Black… Mantles?

HAVE I MENTIONED HOW GREAT OUR CAMP IS?

Alright, so here's the deal. We actually have inspection on our asses after what happened during the last camp term. And unless you can keep the camp together and present your case to those weirdos in black cloaks from the Camp Bureau as they constantly pepper you with inspections, it's shame box jail time for you. Yes, specifically you in both cases. Yes, even if you're a kid. No, you can't break out. No fun for you. They will let you out once the term is over, though.

- 300 — Ultimate Camp Kids

-You are not going to work together. You're all terrible at it! But we've got something they don't.

-Subpar indoor plumbing?

-We've got the most bizarre collection of campers with niche talents and ridiculously specific skill sets that Lake Lilac has ever seen! ...And subpar indoor plumbing.

Oh no. Oooooh no. Why did you pick this one? This camp sucks! This option lands you into the Ultimate Camp Camp - a 5-17 age summer camp for those children found to be so unique, they need their own summer camp! A paradise for those children, hell for the staff as the Ultimate Camp Hiker (age 15) disappears again for who knows how long, the Ultimate Camp Campfire Starter (age 6) sets something on fire, and the Ultimate Camp Drama Actress (age 11) behaves like a… Ahem, drama queen and charms everyone into going along with it. Every single one of them is special, unique and seems to be making trouble for you specifically, almost on as if on purpose. Don’t blame them, okay?