Hang On™ & Safari Hunt™

LIGHT PHASER SERIES

The Combo Cartridge™



SEGA®

Hang On & Safari Hunt 1.0 By Burkess

Welcome to Hang On & Safari Hunt.

There's a large motorcycle tournament in this world with hundreds of competitors starting soon.

At the same time, there are many animals to hunt on a safari.

What will you choose to do here?

You'll need these.

1000 Combo Points.

Locations:

1. The Safari.
2. The bike race.
3. Anywhere else on the planet.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Combo Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Auto Taxidermy: If something dies near you, you can create an effect that perfectly preserves the corpse in the most lifelike way possible, emphasizing the best traits the creature had when it was alive. Any injuries the creature took before it died will be scrubbed away if you will it so, to make the specimen more attractive.

Auto Harvest: When you kill something, or it dies on your orders, you can begin a telekinetic process that harvests all usable parts with the most utmost care, as if it was being done by a team of professionals. It will then package the parts in separate containers it spawns for you to collect.

Fight Or Flight Response: Your presence can send less intelligent and brave creatures into a state of panic. When you toggle this ability on, it makes animals scatter and dash out of hiding places and into plain view, as their minds are consumed by terror.

You're also able to create a similar effect that sends creatures into a homicidal fury, in which they believe that only fighting for their lives will get them out of this situation. An effected being would put their heart and soul into taking you down and wouldn't think of any other option unless they resist the effect.

Stealth Hunter: Grants the skills of a stealthy predator, similar to a tiger. You instinctively know if your targets will be able to smell you, sense you, hear you, and so on, and automatically adjust your approach as you do so. As you become more skilled with this ability, you'll frequently get the drop on incredibly vigilant animals.

Hunting With Real Guns: You're a crack shot with a gun, and have an intuitive understanding of ranged weapons that lets you quickly figure them out. If you never picked up a ranged weapon before, after a few hours of playing with it, you could reach an intermediate level of skill without having any further instruction. Ranged weapons you dedicate yourself to see your skill going to very high levels, fast.

The Long Drive: The effects of fatigue are delayed while you're performing an activity. If you needed to race for over 24 hours without any breaks, you'd remain alert and well rested the entire time. It's only after you finish that the effects of fatigue would gradually kick in, and you'd start to feel tired. It's delayed long enough so that you can get somewhere to crash and recover safely.

Career Option: Pick a career. You gain 10 years of experience and memories in it. If applicable, you also receive automatically updating credentials that'll allow you to practice it in future settings.

Racing Assist: A natural instinct that helps you not fall off a bike, crash, and warns you if you're going too fast or will make a dangerous mistake. You're better able to handle high speeds, as this ability will run the calculations for you and help you take corners and deal with obstacles.

Star Competitor: You'll frequently get invited to tournaments and private gatherings. If it's a skill you're known for, people will think of you first when putting together a list of competitors. All it requires is that you're known to possess this skill. Other people who know of you will suggest you when your name comes up.

Tracker Star: Grants excellent tracking skills. You can tell precisely how old a track is and make educated guesses as to what left the tracks. You'll know details such as its height, weight, species, and other data. This becomes more expansive and precise the more data you know about the target or targets similar to it.

Hungry For Victory: Defeat and failure in any task makes you more motivated and hungrier for success. After a loss or failure, you can analyze why you failed, objectively examining your performance and pinpointing the best ways you can go forward, as if you spent a week thinking on this matter.

Gear Shift: Your body has an internal biological engine that you draw power from. This energy can be spent to enhance any action you're taking and improve your speed. You begin with three gears, each of which allows further increases in speed and strength at the cost of more rapidly consuming your energy reserves. Your engine functions like a muscle and will unlock more gears as you train it.

If you have other energy reserves besides stamina, you can adapt your engine to use them with different results depending on what you're powering it with. Lastly, when piloting a vehicle, you can have it gain the ability to use Gear Shift while you're controlling it, letting you enhance its speed and capabilities.

Jungle Adaptation: The ability to rapidly learn about an environment when exposed to it. Spending a week traveling in a jungle will give you the sort of knowledge about the plants and animals there that someone who lived there all their life would have. It works for any environment you find yourself in, but requires you to spend time there to learn about it.

Sense Life: By expanding your senses, you can see the world in black and white. Your vision will be expanded dozens of feet further than it usually is, also granting you penetrative vision.

Any living being will glow white to your eyes, and dead things will have a glowing black outline. Training with this sense will improve the distance that you can perceive.

Predator Sense: Have a sense of when someone's attention is forced on you. You'll instantly detect any hostile or predatory intent, and will know what direction it's coming from.

Speak With The Locals: Enables you to quickly learn languages. The more languages you've learned, the faster your rate of learning becomes, each learned language providing a greater and greater boost to learning speed.

You Can Drink The Water: You have a strong stomach that resists sickness, and a natural resistance to diseases and illness. Parasites have an uphill body attempting to invade your flesh, and your powerful immune system lets you shrug off the few diseases you do manage to catch within a few days.

All Seasons: Grants your body adaptations that can weather more abuse and extreme temperatures and remain comfortable. Heat and cold affect you far less, and a 20-mile hike through the savanna would only leave you mildly winded. You're also fitter and stronger than before, able to carry more weight and take harder hits than you could before. You could walk off most motorcycle crashes with minor injuries.

Focus Zone: You can enter "the zone" where you're completely calm and totally focused. At any moment, you can trigger this state of hyper focus and peak performance. You will remain in this state as long as it takes to complete whatever task caused you to enter it.

Local Guides: With a bit of research and effort on your part, you'll always be able to pull up a guide or someone who has knowledge of an area you plan to travel to. If you pay them in some way, they'll often be willing to escort you around the area and show you the sights.

Items:

FEARLESS 4: A powerful motorcycle. It can go over 300 KM and doesn't need refueling or maintenance.

Light Gun: This gun has 30 shots before needing to reload, which you do by holding it up briefly until it recharges. It hurts just like a real gun and can kill bears and panthers in a single shot. The fact that it looks like a toy could be used to your advantage.

Hunting Grounds: A special, automatically expanding hunting ground. You can place it down where you'd like or attach it to your warehouse. Any animals you've ever killed or caught will populate this place, and the environment will shift to create the ideal breeding conditions for their population.

As you fill it out with animals, the place will expand and upgrade itself to contain more and more animals, growing food for them to eat and modeling their native habitats. If you speak to the Hunting Grounds, it'll tell you how many of a specific creature exist here and where to find them.

Sponsor Billboards: This enables you to advertise your products and services easily in future settings. Simply contact a venue or place that you'd like to place ads, and the advertisements and materials will be created for you. This could spawn billboards showcasing your services and fliers promoting your businesses and the like. It'll even produce online ads if you're in a setting that has the internet or something like it.

Racetracks: A set of cross-country racetracks. What's special about these are that you're able to pack them up and move them somewhere else. There's an included tablet that'll allow you to create customized tracks, and spending cash will allow you to buy a track for the cost of constructing it. You can then place your tracks instantly in the world by using the tablet, or pack them up.

AI Bikers: These are android bikers, controlled by a powerful AI. They look like humans, and are undisguisable from them, but they're all a part of the AI's hive-mind. They come equipped with speedy bikes and are all talented racers. If they collide with other cars and bikes, they can cause explosions to blow them up. You start off with 100 of them, and the AI can teach you how to create more of them.

Racing Suit/Safari Gear: This is a transforming outfit. By default, it's able to shift between clothing suited for a safari or a top of the line racing suit. By pressing outfits and clothing into it, it'll absorb it and gain the ability to transform into those shapes. It also lets you mix and match any outfits it's consumed and spread effects between them. For example, absorbing a suit of armor would allow you to have an armored racing suit.

Alcohol And Cigarette Sponsorship: An infinite supply of smokes and alcoholic beverages. Whenever you reach for a cigarette or drink, you'll have one. It also comes with lighters, too. By default, these would be Marlboro or JPS, but it could be other kinds that you like more. A similar deal with the alcohol. You could be sipping martinis, or Olde English 800s.

Self-Driving Jeep: This jeep has a GPS system and an inbuilt AI that will automatically drive you to your destination. It has a special hidden trunk compartment with unlimited storage space within it, letting you haul a vast amount of goods.

A Motorcycle Safari Hat: This is a fusion of a motorcycle helmet and a safari cap. Wearing it will whisper the secrets of becoming an excellent racer and hunter in your ears. You can become world-class at both of these things if you follow the advice and practice.

Wearing the hat and wishing it so will cause motorcycles and hunting with firearms to spread across the setting. People to race bikes and hunt animals, inventing guns and bikes if they don't already exist yet to do so with. A wide variety of animals from earth will appear, even if they're not native to the setting.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Combo tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you feel like it. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You're now the bad kind of hunter: a poacher. Your task is to profit from illegally hunting animals. Upon entering the setting, you'll receive offers and opportunities to do this. You must successfully complete 10 of these job opportunities. You'll continue to receive them until you meet this requirement. Naturally, being a poacher is risky and illegal.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Combo points as you spent. They don't like you and want to defeat you.

Animosity: When you enter a race, you'll face intense competition as your opponents becomes hyper-competitive and obsessed with winning. When you go hunting, the animals will sense your presence, minutes before you arrive. Whenever you're around, they'll be especially alert and ready to bolt at the first sign of danger.

Animals Fight Back: When you hunt animals with the intent to kill, if it's at all able, it will attempt to take you down with it. Expect to be hunted, as your prey will attack you preemptively or charge you while heavily wounded, as committed to your demise as you are to theirs.

Skilled Racers: The racers you'll go up against have received a major skill boost. New sponsorships enable them to make racing their day jobs, and the top tier competitors will practice up to 12 hours a day.

Win First Place: In order to leave this setting, you must win first place in the bike race at least one time. The competition will be hosted multiple times a year to give you time to practice and train in case you don't win on your first attempt. You'll remain here until you complete this condition.

70 Hunts: Before you're allowed to leave this setting, you must go on 70 separate hunts. A hunt is only considered successful if you catch something. You'll remain here until you complete this condition.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?