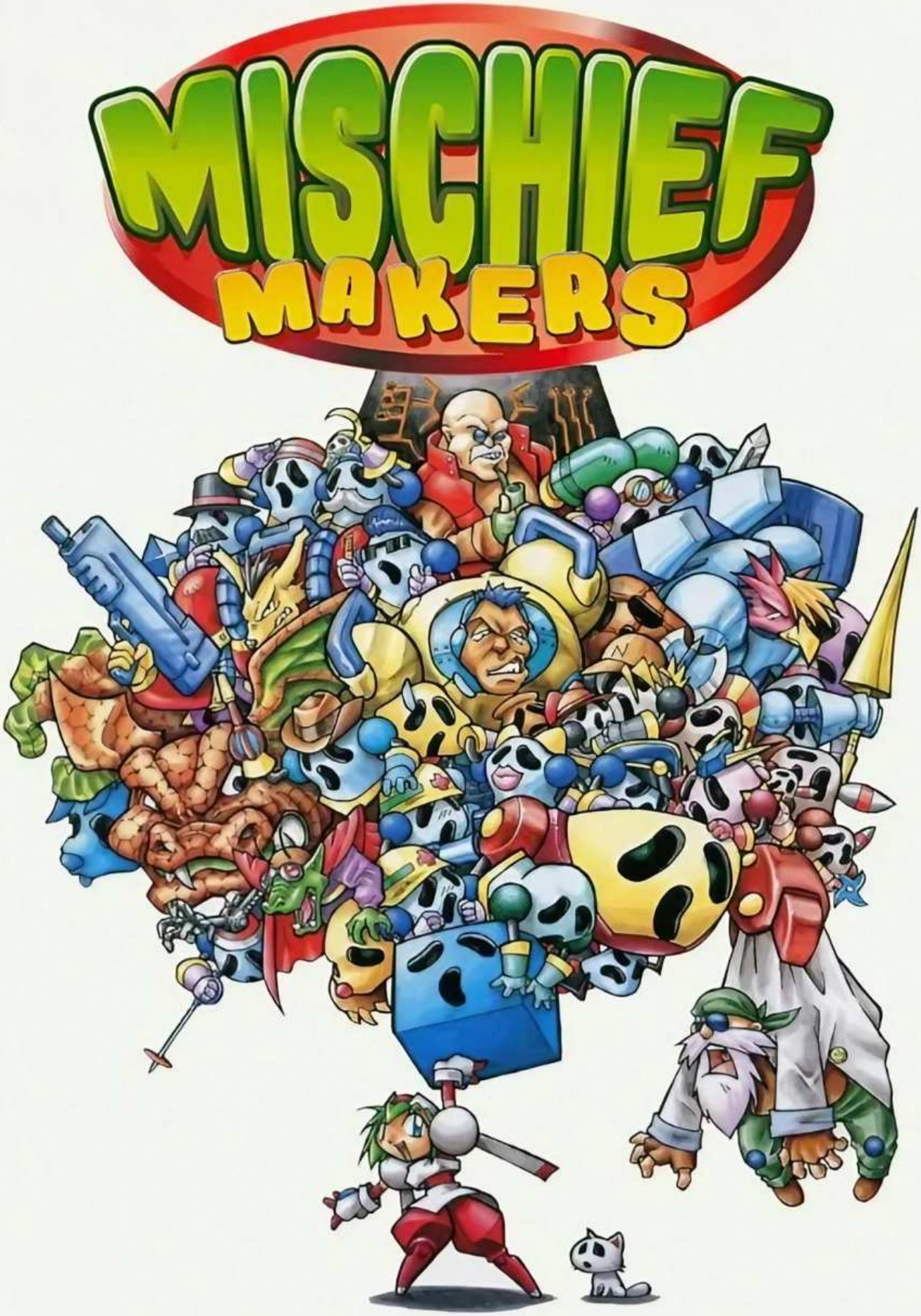

MISCHIEF
MAKERS

Welcome to Planet Clancer

On one peaceful day, the brilliant (albeit perverse) Professor Theo is visiting the peaceful Planet Clancer for vacation. He's impatient to begin exploring, but his reliable robot assistant Marina urges him to stay put while she scouts ahead. However, while Marina is distracted, a group of local Clancers break into the professor's spaceship house and kidnap them in the name of the Empire.

What is this evil Empire? What do they have against the Professor? And why can't Theo invent a half-decent security system? It doesn't really matter, because the Empire will soon regret underestimating *Marina Liteyears, the Ultra-Intergalactic-Cybot-G*!

Aside from all that, Planet Clancer is a pretty cheery place. The Clancers are a naturally peaceful people. The only reason the Empire could recruit so many of them so easily is due to how naturally impressionable they are. Not to say some Clancers aren't fully capable of being jerkwads even without the added incentive.

Whether you assist Marina in saving Professor Theo (repeatedly), join with the empire to get in her way, or just ignore all of that to enjoy the local sports festival, you're sure to find something to keep you busy.

You can start in any location seen in the game. You can leave after one year or stick around for a maximum of 10 years.



Use these 1000 Choice Points to ready yourself!!

Choosing Your Allegiance

The Planet - Free!

A local of Planet Clancer, or at the very least a passionate tourist. You're better off not getting involved in any of this "Empire" business one way or another. You have your own priorities to contend with, whether that be caring for your family, protecting your territory, or just enjoying your time here to the fullest.

The Empire - Free!

Whether you were brainwashed or joined of your own volition, you are a member of the Empire. The Emperor may not be the most ethical ruler, but there usually isn't much consequence for insubordination or failure, if only because it's such a frequent occurrence that it just isn't worth the trouble to punish.

The Professor - Free!

You are an ally of Marina and Professor Theo. Whether you were a long-time ally who arrived with them to Planet Clancer or a local who decided to assist Marina on her mission, you find yourself at-odds with The Empire. It won't be an easy fight (probably), but you can take pride in taking a stand for the peace of Planet Clancer!



Any Allegiance can be taken as Drop-In.

Choosing Your Species

Clancer - +50 CP / Free

You are a resident of Planet Clancer. For +50CP, you are a tiny animal, akin to a kitten or rat. For Free you are a standard Clancer. Basically this world's equivalent to Humans. Not too strong, not too weak.

Human - Free

A human from planet Earth. Whether you're a tourist like Theo or an invader like the Emperor, you clearly aren't from around here. Your physical abilities aren't much to write home about.

Beast - 100 CP

You are either one of the large natural beasts of Planet Clancer, or one of the Emperor's experiments of splicing humans with animals. In either case, your physical abilities are well beyond human limits.

Cybot - 200 CP

The same model of robot as Marina Liteyears. You possess the strength to lift 100X your own weight. You have built-in thrusters that can provide you with limited flight and sudden bursts of speed.



Choose your age and gender freely.

Discount Clancer

A Real Big Brother - 100 CP / Free Clancer

Your familial ties are often abnormally strong. You and your siblings almost always get along, and they wouldn't trade you for the world. This even applies if you aren't actually related by blood. You may fight from time to time, but it never lasts very long.

Clancilver Tongue - 100 CP / 50 CP Clancer

You have the kind of charisma only the slimiest snake-oil salesmen could hope for. You can sell a hotel without walls as "luxury" or a death trap full of spikes as an "amusement park" and somehow make a profit. Whether your clients will retaliate afterwards is another story.

Safety First - 200 CP / 100 CP Clancer

Your existence is an insult to the platformer genre. You are immune to spikes. This only applies to your feet (or closest equivalent), so you shouldn't try to headbutt any spikes. It doesn't matter how sharp they are or what they're made of, they can't hope to pierce your soles.

Acrobatics - 200 CP / 100 CP Clancer

Despite their short legs, many Clancers are freakishly acrobatic. You could either be one of the joyful Jump Clancers, able to leap meters up into the air (and not much else). Alternatively, you might have similar skills to Teran, able to not only double but triple-jump mid-air.



Clancerneering - 400 CP / 200 CP Clancer

You are capable of creating the various structures found around Planet Clancer. From the often physics-defying Clanblocks to the versatile Clanballs and the tracks they run on. Regrettably, Warp Gates are a lost technology, so you cannot replicate them with this.

Shooting Star - 400 CP / 200 CP Clancer

You have somehow unlocked the secret of creating Warp Gates. Once you create a gate, they will remain open indefinitely. They can transport over several feet or several miles. The longer the distance, the more time and energy they take to create.

Polymorph - 600 CP / 300 CP Clancer

Using your transformation magic, you can transform other beings into hostile boss monsters against their will. Alternatively, you can use this for good, such as transforming a robot into a human, or reversing the victim of genetic and cybernetic modifications to their original form.

Blockman Blood - 600 CP / 300 CP Clancer

The blood of a hero runs in your blood. When someone awakens your fighting spirit with a good smack, you can transform into the giant Blockman. In this form, you tower over most buildings and can topple them with ease. Unfortunately, this form lasts a few minutes tops.

Discount Humans

Can't Choose Family - 100 CP / Free Human

Your relatives or creations are freakishly forgiving of you. Whether you're just a pervert or an intergalactic emperor or evil. As long as you don't (successfully) cross any obvious lines, they'll almost always brush it off as just a phase or a harmless personality quirk.

Broken Clock - 100 CP / 50 CP Human

Even if your underlings are completely incompetent, this ensures they will never unintentionally ruin your plans beyond repair. They may not make your life any easier, but they'll never mess things up so badly that a competent underling can't come in to clean up their mess.

Repeat Offender - 200 CP / 100 CP Human

You'd think kidnapping would get harder after the fourth time. No matter how many times you kidnap the same person, it never gets any harder than the first attempt, barring extraordinary circumstances. This doesn't make it easier to actually hold onto them afterwards.

Archenemy - 200 CP / 100 CP Human

Once per Jump, you can mark someone as your "archenemy". Fate will contrive to make sure you keep running into each other until one or both of you finally fall. Your spite also drastically increases the growth of your skills, if necessary to keep up with your archenemy.



Slapstick Tested - 400 CP / 200 CP Human

Theo isn't just a genius, he's stupidly tough. Like him, you can shrug off absurd amounts of damage. Whether it's falling hundreds of feet or shrugging off energy attacks that would incinerate a normal human. You aren't invincible, but you're freakishly close.

Zookeeper - 400 CP / 200 CP Human

Unlike Theo, Leo has no qualms working with organic materials. You are a master of bioengineering. Whether that's creating cyborgs or splicing humans with animals to grant them inhuman capabilities. This isn't exactly ethical, but it's hard to argue with the results.

Scientific Genius - 600 CP / 300 CP Human

You are perhaps one of the few minds on-par with Professor Theo in terms of mechanical engineering. Whether it's turning a tiny house into an intergalactic spaceship or creating a powerful and sapient robot assistant on the level of Marina. If Theo can do it, so can you.

Inner Struggle - 600 CP / 300 CP Human

You have developed psychic powers fueled by negative emotions. You can astral project long distances or focus your hate into destructive balls of energy. You can brainwash a sufficiently vulnerable mind to serve you, though this doesn't affect their morality or competence.

Discount Beasts

Just Desserts - 100 CP / Free Beast

Your bonds are not to be underestimated. When a close ally falls in battle, you find your energy and fighting spirit explode until the offender is made to pay. Your close allies experience the same thing if you fall in battle in a way they see as deserving of vengeance.

Heroes Unite! - 100 CP / 50 CP Beast

Like the Beastectors, you are overflowing with charisma that can make the simple-minded gladly fight for your ideals. As long as you believe what you're saying, those affected won't be remotely deterred if your beliefs make no sense or you're repeatedly proven incompetent.

Unbreakable Spirit - 200 CP / 100 CP Beast

If your mind or emotions are altered by an external force, you'll subconsciously cripple your own competence to prevent you from successfully going against the interests of your normal self. Defeat in combat has a decent chance of snapping you out of mind control.

Skip To The End - 200 CP / 100 CP Beast

You have a peculiar or enhanced form of mobility. Perhaps you have wings you can use to fly, or you can burrow through the earth as if it were water, or maybe your ground speed is at the level of a car. The exhaustion is comparable to jogging a similar distance.



In Your Element - 400 CP / 200 CP Beast

You have an affinity with a particular element. You can weaponize it and are nearly immune to being damaged by it. Fire might let you breathe fire, earth might let you create small earthquakes when you stomp, air might let you call down lighting at high altitudes, etc.

Exposure Therapy - 400 CP / 200 CP Beast

Your body is abnormally adaptable, able to acclimate to almost any environment with enough time. Pass out in the middle of a blizzard and be ready to fight again in hours. You might be able to swim in lava if you give yourself a few months to get used to the temperature.

Forged In Fire - 600 CP / 300 CP Beast

Like Migen Jr. You have grown to titanic size. You are strong enough to punch over buildings and tough enough to endure similar attacks. You also have the odd traits of healing magic being abnormally effective on you and being able to safely store living beings in your stomach.

Arcane Arts - 600 CP / 300 CP Beast

You possess the same mystical abilities of Migen Sr. You can teleport short distances, use telekinesis, fire homing balls of energy, and cast healing spells that can rapidly restore the health of even large beasts like Migen Jr. This doesn't provide any defensive spells.

Discount Cybots

Comedic Effects - 100 CP / Free Cybot

You are able to exaggerate your actions for comedic effect with no lasting consequences. Instead of throwing a pervert a few feet, you throw them into space, instead of an enemy just dying, they explode a dozen times in a row, etc. Only works when tonally appropriate.

The Justice You Know - 100 CP / 50 CP Cybot

Marina can be a bit of a bully, but she's better than the alternative. You similarly get a pass for being a bully or public menace, as long as your presence does far more good than harm. So what if you mugged a few civilians on your way to defeat the general of an evil empire?

Hang Two - 200 CP / 100 CP Cybot

Anything is a vehicle if you're rad enough. You can find a way to ride just about anything. Whether it's a giant bee or a missile, you can ride and steer it with ease. Really, the only conditions are that at least part of it is safe to touch, and it isn't under someone else's direct control.

Wake Up Call - 200 CP / 100 CP Cybot

There's no better cure for evil than a knuckle sandwich. If an opponent is under the effect of brainwashing or a similar effect, you are able to snap them out of it by beating the snot out of them. The stronger the mind control, the harder you need to beat it out of them.



Escape From Trouble - 400 CP / 200 CP Cybot

Whenever you are exposed to a lethal environmental hazard, you are automatically teleported out of danger at the cost of a notable amount of health. You also gain a modified version of this that allows you to teleport to the scene whenever you hear a cry for help.

Ready to Rumble - 400 CP / 200 CP Cybot

You have a natural talent for grappling. Whether it's grabbing the weapon out of someone's hands or grabbing a kaiju's fist to throw it back at them. If you time it perfectly, you can parry anything short of an explosion, up to and including energy projectiles.

Try Again? - 600 CP / 300 CP Cybot

You have the ability to "retry" a location. You revert it to its state from when you first approached it, enemies and all, excluding rare or unique loot you already collected. You get to keep any loot or growth, but otherwise these "retries" have no impact on the wider world.

Shake Shake! - 600 CP / 300 CP Cybot

Marina's signature move. The ability to shake just about anything and have something happen. Shake a missile to make it double in size, or a gun to make it fire in three directions, or a person to make them drop money, or a bomb to shorten its fuse. The options are limitless.

Companions!

Import Companion - 50 CP to 200 CP

With each purchase, you may import or create a companion with 600 CP to spend as they please. They can also gain up to 400 CP by taking Drawbacks. Each purchase after the first doubles the amount of companions you gain from this, to a maximum of 8.

Export Companion - 50 CP to 200 CP

With each purchase, you receive a slot that you may use to recruit a canon character of your choice as a companion. Each purchase after the first doubles the amount of slots you gain, to a maximum of 8.

Partner Companions - 200 CP / 100 CP Beast

By purchasing this, you receive either one companion with 1000 CP or two companions with 500 CP. They must be the same species as you. This can only be purchased once.

Group Companions - 200 CP

By purchasing this, you receive a gang of a couple dozen average Clancers. If you'd prefer, you can instead receive a pack of animals from Planet Clancer, it won't make much difference. They occupy a single companion slot and purchases are shared between them.

Undiscounted Items

Trademark - 50 CP / Free Clancer

It can be difficult to tell Clancers apart at times. As such, many have some defining accessory or feature that makes them stand out. Whether it's a specific hat, a mustache, abnormally large lips, etc. You now have some similar identifying attribute of your choice.

Projectiles - 50 CP

You may receive either an infinite supply of ninja stars, or a single boomerang that always returns to you when thrown. Both are quite deadly as weapons, but in both cases you need to wait a couple seconds before you can throw another/again.

Explosives - 100 CP / 200 CP

In your Warehouse is a Clanball that dispenses small grenades that explode when thrown. For 200 CP this instead dispenses Clanbombs. Compared to grenades, Clanbombs have much greater destructive power, especially against red Clanblocks.

Firearm - 100 CP / 200 CP

A laser machine gun that fires a steady stream of energy bullets for about 20 seconds before running out. You can even give the gun a shake to make it switch to a spread shot that fires bullets in three directions at once. If you run out of ammo, a replacement will instantly appear in your Warehouse. Can pay 200 CP for a multishot rocket launcher that functions under all the same conditions.

Vehicle Customization



Vehicle - 200 CP

Thanks to the presence of geniuses like The Emperor or Professor Theo, there are a variety of high-tech vehicles to be found on Planet Clancer. Rather than selling them individually, you can use this to customize your own personal vehicle. The price above is the base price to access the rest of this section. All upgrades below require this first.

As long as it matches your purchases below, your vehicle can be anything from a motorcycle to a jet to a bipedal robot to even more bizarre forms like a flying house or solid cloud.

Size - Varies (Pick One)

Tiny - Free - Either a worn item like a jetpack, or a vehicle just barely large enough for you to ride.

Medium - 100 CP - An average-sized vehicle, like a car or tank.

Large - 150 CP - The size of a fighter jet or small house.

Mobility - Varies (Pick one or more)

Ground - Free - Your vehicle is limited to solid ground.

Other - 100 CP - Your vehicle can travel through a more circumstantial medium, like a boat or some kind of subterranean drill.

Hovering - 100 CP - Your vehicle can slowly fly through the air. Like a hovercraft or a weak jet pack.

Flight - 150 CP - Your vehicle can travel through the air at great speeds, akin to a fighter jet.

FTL - 300 CP - Your vehicle is able to enter a kind of "warp speed" to travel intergalactic distances. Only applies in the vacuum of space.

Weapons - Varies (Pick one)

Unarmed - Free - Your vehicle has no offensive capabilities.

Self-Defense - 100 CP - Your vehicle has one fairly powerful attack that requires several seconds to charge each shot.

Heavily Armed - 200 CP - Your vehicle is able to fire either a rapid flurry of weak projectiles or a stream of slow-moving missiles.

Arsenal - 300 CP - Your vehicle contains a ridiculously large variety of powerful lasers, missiles, and similar attacks. Your offensive abilities are on the levels of the Beastector's vehicles.

Transformation - 200 CP, Discount Partner Companions

Your vehicle is able to transform into an alternate form. Whether it turns into another type of vehicle, a mech, some kind of robot animal, etc. If up to two other companions also have vehicles with this option, you can combine your machines to create a powerful giant robot.

Discount The Planet



Tricycle - 100 CP / Free The Planet

A popular mode of transport on Planet Clancer. Despite its tiny size, it can pick up quite a bit of speed and airtime with a big enough ramp. Other than that, it really is just a tricycle.

Clanstaff - 100 CP / 50 CP The Planet

A small wand or staff in a design of your choice. This staff increases the ease with which you can use transformation-based magic. This doesn't do much if you don't already have such magic.

Temple - 200 CP The Planet

A large temple built in your honor. It has some unique localized trait of and a variety of puzzles or traps revolving around it. Perhaps it is full of buttons that reverse structural damage, or it's built on a volcano and is flooded with lava, etc. You have no trouble bypassing the traps.

Modified Clanpot - 200 CP / 100 CP The Planet

This Clanpot has been altered to perform some task that would be impossible for the basic Clanpot, at the cost of versatility. Perhaps it is able to trap ghosts (exclusively), or launch its contents like a cannon, or cook delicious meals from its contents, or anything else like that.

Basic Clanpot - 400 CP / 200 CP The Planet

This unassuming pot is actually a powerful item known as a Clanpot. Its internal capacity far surpasses its exterior. Able to hold dozens of weapons, gems, or even small living beings. More importantly, shaking the Clanpot allows you to “mix” similar items within it. For instance, you could mix 4 flowers to make a ninja star, or 6 blue gems to make a green gem, or 4 grenades to make a Clanbomb, etc. Future recipes will need to be discovered through trial and error.



Discount The Empire



Kidnapping Kit - 100 CP / Free The Empire

Everything you need to kidnap an archenemy. Includes a rope comparable in strength to metal chains, and a dummy that is a way more convincing decoy than it has any right to be.

Grappling Hook - 100 CP / 50 CP The Empire

A small handheld grappling hook. With this you can swing from ceilings or pull enemies closer to you. Its range is actually pretty short, so it isn't any good for traveling long distances.

Mr. Health - 200 CP / 100 CP The Empire

A healing pod used by the Empire. By placing an injured subject within, they will begin rapidly healing. This can't revive the dead, but anything less than that can be recovered in days or even hours, depending on severity. Even works on inorganics, somehow.

Signature Weapon - 200 CP / 100 CP The Empire

A particular ranged or melee weapon of your choice. In addition to being exceptionally powerful, it has a special feature of your choosing. Such as a spear that can be willed back to your hand, or a rifle that summons a trail of grenades behind you when you dash, etc.

Monolith - 400 CP / 200 CP The Empire

A large black and gold monolith. When you approach it, you are able to transform into energy to “enter” the monolith. Any abilities rooted in negative emotions are enhanced explosively within a very short range of the monolith. Even if you lack such abilities, those who carelessly approach the monolith while you’re inside it will face an onslaught of negative thoughts and emotions. If they fail to resist, their spirits will be broken, leaving their minds malleable.



Discount The Professor



Ms. Hint - 100 CP / Free The Professor

A pink Clanball you will occasionally find in future Jumps. In return for a small amount of local currency, she will provide you with a hint on how to use an item or overcome a localized problem you're facing.

Noble Steed - 100 CP / 50 CP The Professor

A local animal of Planet Clancer, such as an ostrich or giant bee. They aren't exceptionally powerful but are easy to steer and if you're willing to ride them, they can keep up with a speeding car.

Sports Festival - 200 CP / 100 CP The Professor

Once per year a sports festival will take place in your vicinity. The grand prize is always something that will resolve a problem you're facing, even if it makes no sense. Whether it's a rare ingredient, a meeting with royalty, or your ally that was just kidnapped.

Blue & Green Gems - 200 CP / 100 CP The Professor

You will continue to come across these gems in future Jumps. Blue gems are the most common in this world and restore about 3% of your health upon collection. Green Gems are the second rarest in this world and restore about ⅓ of your health upon collection.

Red & Gold Gems - 400 CP / 200 CP The Professor

You will continue to come across these gems in future Jumps. Red gems are the second most common in this world. When you're brought to the brink of death, you can spend these gems to restore some or all of your health. Someone like Marina requires 100 to return to full health. Depending on your vitality, you may require more or less. Gold gems are by far the rarest, only 40-60 hidden in each Jump. Each one you find extends the time you spend in a Jump by a few seconds.

If you find them all you will receive some personal reward at the end of this "secret Ending". Maybe a god gives you a new beautiful body, or a beloved ally is revived from the dead, or maybe you just get to enjoy a delicious slice of cake before you leave. It's pretty random, but that's the general scale you can expect for these rewards.



Drawbacks

Get Clancered! - +50 CP / +0 CP & Mandatory Local

Pretty much everything from Planet Clancer, from the people to the animals to the architecture has a face resembling a screaming ghost. Now you do too. At least you'll fit in better with this.

Look Over There - +100 CP

For whatever reason, you get distracted quite easily. This won't affect you when you're actively pursuing an important goal, but the instant things calm down, your caution goes out the window. Enemies are also far more likely to take advantage of this lapse in awareness.

Poor Communication - +100 CP

People struggle to listen to you. They either twist your words in a way that suits their biases, or they just run off while you're still talking. They usually get the gist of what you're saying, usually. Somehow, this never applies in situations where such behavior would benefit you.

Pervy Old Man - +100 CP

Ah, yes. If it isn't everyone's favorite anime trope. You are almost grotesquely perverted. Nobody ever reacts well to your perversion, including your own creations (did you program them that way?). This often makes you the victim of slapstick and physical abuse.

Full Speed Ahead - +200 CP

You've come down with a terminal case of JUSTICE! Your obsession with Justice compels you to never listen to anyone and rush face-first into any conflict. You can always convince yourself that you are on the side of justice, while your enemy is evil, no matter the evidence to the contrary. You're also a narcissist on top of all that.

Clanjumper - +200 CP

There's a troublesome Clancer running around impersonating you. Their disguise is actually pretty terrible, but nobody else can tell the difference. If you don't put a stop to them soon, they'll do everything in your power to cause you trouble and ruin your public image. It doesn't help that they're really good at running away.

Mortal Rivals - +200 CP

You have a sibling who is equal to you in power and competence and embodies opposing moral views. You have made battling them your life goal. The only issue is they refuse to play along. Nothing can make them take you seriously, and your schemes against them always end up thwarted by outside parties, without them doing anything.

Surprise Ending - +200 CP / +400 CP

You have been transformed into a body you find unappealing and robbed of all memories from before this jump. The only thing you know for certain is that you need to collect the 53 Gold Gems hidden throughout the jump if you want to regain your body and memories before the Jump ends. In return for double the payout, missing even a single Gold Gem will spell the end of your Chain.

Clancellation - +300 CP

The very essence of Planet Clancer rejects you. If something has the iconic Clancer face, it will find some way to inconvenience you. Clanblock architecture topples when you pass by (unless doing so would benefit you), local fauna attacks you on sight, even local Clancers are less friendly than they would otherwise be.

Aging Damsel - +300 CP

You seem to be destined to be kidnapped at every opportunity. Enemies find it effortless to repeatedly break into your home, and incapacitating you is as simple as tying you up with rope. For what it's worth, you're so easy to kidnap you that you usually end up in the hands of someone new before the last kidnapper can finish you off.



Ending!



Bad Ending - Go Home

You've decided to end your Chain and return to your home world.

Good Ending - Stay Here

You've decided to end your Chain and remain in this world.

True Ending - Move On

You've decided to continue your Chain and move on to a new world.



Notes

Regarding Inner Struggle - To give an example of the shortcomings of brainwashing. The Beastectors still believe they are fighting for justice. But the level of ignorance required to keep up that delusion makes them useless as minions, as they just ignore anything that doesn't fit their narrative, even when it comes directly from the Emperor.

Regarding Try Again? - Retries of a given location are completely cut off from the outside world. It's the standard video game convenience of being able to retry a level as many times as you want to grind or find any secrets you missed.

Regarding Red & Gold Gems - These Gems are only relevant for the Jump you collected them in. Similarly, if you have the means to create or duplicate Gold Gems, only the first Gold Gems you create through such methods will count towards the "Secret Ending". On a side note, Red Gems can also be spent on hints from Ms. Hint.



Jump by Gene!!