NiGHTS Into Dreams Jump

There is another world, beyond the one most know. It is a world that is strange, beautiful, terrifying, and magical, a world that most do not know of...but one all are familiar with. Every human being visits this world, every night. What is this world, you ask? Why, the world of dreams, of course! Even if people forget their visits, even if they believe this world to be nothing but figments of their imagination, they still come to it every night, to go on great adventures, experience past memories and future events...or relive their worst traumas, face their darkest fears, and risk the loss of everything they hold dear. For you see, Jumper, the world of dreams is split between two kingdoms: the land of Nightopia, where all of the pleasant, lovely dreams come from, and Nightmare, a land of horrors ruled by the Fallen Visitor Wizeman the Wicked. Indeed, Wizeman dreams of one day conquering not only the peaceful land of Nightopia, but one day the Real World as well. In order to do this, however, he needs to acquire something very important. Something called Ideya.

The Ideya are aspects of the personality of those who visit Nightopia, representing their dream energy and taking the form of beautiful colored, crystalline orbs. They are as follows: the White Ideya of Purity, the Blue Ideya of Intelligence, the Green Ideya of Growth, the Yellow Ideya of Hope, and the most important and rare of all, the Red Ideya of Courage. Each of these are critical to not only the Visitors, but to Nightopia itself. Each time an Ideya is stolen, Nightopia disappears bit by bit. Eventually, it will fade altogether, and Wizeman will be able to invade the Real World. In order to acquire the Ideya and the dream energy they possess, Wizeman created the Nightmaren, horrific monsters that invade the dreams of visitors in order to break their spirit and steal their Ideya. The only one they cannot steal is the Ideya of Courage, though even that is not safe from the power of Wizeman. Faced with these odds, it would seem at first to be a truly grim situation.

But only at first. Because Nightopia is still here. Because Wizeman has still not claimed the Real World. Because there is one being that stands in his way: a rebellious Nightmaren named NiGHTS. While their initial rebellion might have been motivated simply by mischievousness and a dislike for following orders, NiGHTS has proven themself to be a compassionate and brave being, the defender of both Nightopia and the Visitors. Even Wizeman's attempts to imprison his rogue creation within Ideya Palaces meet with failure, thanks to a shard of the Red Ideya of Courage embedded within NiGHTS' chest. With this, they are able to fuse with Visitors in a process called 'Dualization'. While normally something NiGHTS likes to do with Visitors for fun, it is just the trick needed to not only escape the various prisons Wizeman creates, but to also help Visitors battle the Nightmaren and retrieve any stolen Ideya from their wicked clutches. Thanks to NiGHTS, Wizeman's plans have been foiled time after time. But the evil tyrant never gives up, and if he destroys Nightopia...not even NiGHTS will be able to save the day.

For the next ten years, you shall be staying in the world of NiGHTS: Into Dreams. Now, where exactly you will be staying depends on your origin. If you are a Visitor, you will be staying in a world that is similar to that of the world you left behind, within the city of Twin Seeds, only visiting the world of dreams when you...well, dream. Otherwise? You will be spending your time in the world of dreams 24/7. To help you on your journey into dreams, here is 1000cp! Sweet dreams, Jumper!

LOCATIONS

Throughout Nightopia, there are many different worlds created by the dreams of Visitors. From valleys to gardens, cities to snowy mountains, and more, they are limited only by the imagination of those who dream them up. But, to make things simple, here are some dream worlds for you to start out in! You may roll a d8 for your starting location, or pay 50cp to choose:

1. Spring Valley: Ah, what a lovely place. Spring Valley is set in a mountainous region rich in water and vegetation, and if you

look closely, you can see sparkling water flow through the low points of the area from melted snow in the mountains. Above float little islands with windmills atop them, and during the winter the entire area is covered with snow. This place was born from the ideals of a parent seen through the eyes of a girl who constantly tries to prove herself to her own. It seems like a quiet, peaceful place, in the distance you can hear what sounds like a loud scream. The massive dragon Nightmaren, Gillwing, is here within this dream, a terrifying being that-okay, he's actually just a giant tadpole-looking thing with bat wings, but he really is dangerous!

2. Splash Garden: A cheerful seaside park, born of a reflection of deep affection within a certain child's mind. Bubbles float through the air, soaking up the warmth from sunlight and making it a perfect place for a nice stroll! There's even a submarine cave with an intense stream of water, though such a stream is no match for someone with transforming abilities like NiGHTS. Careful though, the beachball-like Nightmaren Puffy often haunts this place with her minions and her deadly aria. If you want to take her on, get ready for the worst opera of your life!
3. Mystic Forest: Well now, what do we have here? This is a world unconsciously created by the inquiring mind of a certain young child. The Mystic Forest is a peaceful and strange place, filled with fog and road signs. Throughout the forest, you may find scattered ancient ruins, as well as a swamp and a cave. Each are mysteries, to be investigated and uncovered! In the waters nearby however is the deadly giant piranha Nightmaren Gulpo, who not only possesses a ferocious bite but a calm and even cunning mind! Trust me, what happens if he eats you is NOT a mystery you want an answer to!
4. Frozen Bell: Brrr! Better wear something warm, Jumper, because it is COLD out here! So cold, that it's not even freezing, it's already frozen! A snowy mountain with steep slopes, Frozen Bell is the perfect place for winter fun. It's a really ice place, if

you snow what I mean. Aww, don't give me the cold shoulder, Jumper, I'm just having some fun. Really though, there's not much to say about this place. There's a train crossing, some hills to sled down, a carousel where a giant shadow cat Nightmaren named Clawz lives-Oh, right, that might be important. Despite his name, Clawz doesn't actually attack using his claws, but rather by using mouse-shaped bombs, which it leaps to in order to fight against intruders. However, once they're lit up, they become vulnerable, and a clever opponent can attack them to take them out and get rid of that mangy feline!

5. Soft Museum: Well this is a rather strange place. This world was born from a certain child's mind when big changes that she wasn't ready for hit her and swayed her way of thinking. Because of that, this world is an odd one. Taking the form of a European-style garden with a peculiar museum that isn't quite solid, one will notice that the walls of the museum are actually like trampolines, enabling one to jump great distances. Perhaps this odd nature is what attracted the psychotic Nightmaren known as Jackle. While the Garden and the Museum represent growth and maturity, Jackle and his lair represent childhood, but one twisted by evil and madness. Filled with both toys and torture instruments, this circus-like area is a perfect fit for the mad Nightmaren. Interestingly enough, Jackle's appearance is actually similar to that of the jester-like First Level Nightmaren NiGHTS and Reala, though he lacks a body for the most part. Perhaps this marks him as the strongest Second Level Nightmaren? Regardless, with razor sharp tarot cards and a cloak that grants him invincibility while wearing it, the giggling Jackle is no laughing matter!
6. Stick Canyon: One of the most dangerous dream worlds here, and not just for the Nightmaren that haunts this place! This world emerged from the past of a certain child, when he became confused and tried to change who he was, to build a new self. Stick Canyon bears a striking resemblance to a desert,

and in the heart of it a factory is under construction. This place is filled with deadly traps, such as massive magnets and a catapult coaster that slides down at a breakneck speed! You'll have to stay on your toes, here. But none of that compares to the danger of the Nightmaren that lurks here: Reala, the loyalist First Level Nightmaren, NiGHTS' fiercest rival, Wizeman's right hand monster, and the leader of his armies. Reala is as loyal to Wizeman as he is cruel and insidious, and as NiGHTS' equal in every way, he is a master of flight and acrobatics, as well as being capable of shapeshifting like his rebellious counterpart. Of all the Nightmarens, Reala was the most affected by his 'sibling''s betrayal, and both hates and pitties them for the fact Wizeman has in store for them. Despite this, and his constant attempts to convince NiGHTS to rejoin their cause, Reala has no qualms in eliminating anyone who stands in his master's way-even his sibling. Behold, the ultimate nightmare!

7. False Twin Seeds City: This place is both one of the darkest and yet one of the most hopeful dream worlds you will find. Here, the inhabitants of the true Twin Seeds Cith are faced with their fears, doubts, and traumas, in an effort to break their will and steal their dream power. Yet at the same time, two children will soon face their fears here and help NiGHTS defeat Wizeman. Speaking of the master of Nightmare, in this place Wizeman waits, and plans for the day when he will be arriving in the real Twin Seeds City, in the Real World, where he will begin his conquest of all that is. After, of course, the destruction of that disgusting Nightopia. The God of Nightmare, the father of all Nightmaren, and a Visitor without even the slightest trace of Ideya, Wizeman the Wicked is a completely evil being, who despises the light and the good, and treats his 'children' with nothing but arrogance and cruelty. Wizeman's goals are simple: conquer the world, and turn it into a kingdom of nightmares and horrors. As powerful as he is, Wizeman is not omnipotent, and can be beaten...but as long as

there is darkness in the hearts of humanity, Wizeman will return to haunt the world of dreams again.

8. Free Choice: Well, aren't you lucky? Choose any of the previous locations to start off in!

Backgrounds

Who are you in this world of dreams, Jumper? A visitor? A local? A hero? A villain? Here will be where you can choose the answer to that question! You may keep the gender you had in your previous jump, or change it for 50cp. Alternatively, if you choose to be a Nightopian or a Nightmaren, you may choose to be genderless like the others for free. Visitors' starting age will be determined by the result of 6 plus a 1d8 roll, or chosen for 50cp. Both Nightopians and Nightmarens are ageless, so they do not need to roll.

Visitor: Ah, I see! You hail from the waking world of humans! A native of Twin Seeds City, you lead a fairly average life, one that you're content with. In the past, you were like everyone else, simply dreaming rather than really visiting the world of dreams. But, one night, something changed. Perhaps you were having a terrible nightmare, and found yourself in the world of Nightopia by accident? Perhaps you encountered the mischievous but benevolent NiGHTS, who opened your eyes to the nature of the world of dreams? Or perhaps you're just the kind of person who is able to realise the truth of the world of dreams by yourself? Whatever the case, you're here now, in the wonderful land of Nightopia! But beware, little one, for as beautiful as this place is, there is a darkness in the distance. The Nightmaren will gaze at you with hunger, scheming to steal the Ideya you possess within you, to plunge you into despair, with only a certain jester standing in their way...oh, and if you so wish, you may instead choose this background as something like what Drop-In would normally be.

Nightopian: Ah, I see! You are a native of the wonderful land of Nightopia! Your form, whether it takes the appearance of a fairy like

being, or an animal, or something else entirely, is soft and comforting to children, clearly showing that you are no threat to Visitors. With your fellow Nightopians, you create the various dream worlds for the Visitors, filling their nights with beauty and adventure. Aside from living in a peaceful and incredible place like Nightopia, you also live under the protection of the former Nightmaren NiGHTS, who often plays music with an invisible flute for you and your fellow Nightopians. Unfortunately, exactly because of their non-threatening nature, normal Nightopians are helpless against the Nightmarens, and rely on NiGHTS to protect them. But…perhaps you're not exactly normal? After all, I doubt the other Nightopians have powers from other worlds…

Rebel Nightmaren: Ah, I see! Like NiGHTS, you rebelled against your cruel master, and fight against him to protect both the Visitors and Nightopia. Whether you rebelled for the same reason as NiGHTS did, or some other reason entirely, you are now Nightopia's hero instead of being its' conqueror. The Nightopians look up to you, and the Visitors will come to see you as a friend and hero. As a fellow rebellious Nightmaren, you are one of NiGHTS' closest allies and friends, someone who they can truly relate to. Of course, this also means that you will have to deal with the direct attention and rage of Wizeman, who will seek to either reclaim you in order to bring you back under his control or if need be destroy you so that his plans of conquest may come to fruition. You stand tall against the hordes of Nightmaren who seek to steal the Ideya of the Visitors you swore to protect, who seek to destroy Nightopia, the place you call home. Now, you're Wizeman's worst nightmare!

Loyal Nightmaren: Ah, I see! Like Reala, you chose to stay loyal to Wizeman, and are now one of his top enforcers. Truly, you are a terrifying creature! Your mission is the same as always: steal the Ideya and dream power of the Visitors so that Master Wizeman may destroy Nightopia and conquer the waking world! All that stands in your way is that goody-two shoes traitor NiGHTS, who will seek to

stop you and defeat the Master. Even if they could, you know that it would mean the end of everything he created. Even NiGHTS would be destroyed! Whatever their reasons are, their foolishness will have to be dealt with. Wizeman might not be a...kind, master, but he is still your master. And you will carry out his will. Time to remind the Visitors why they fear the dark.

Perks

In this world of dreams and nightmares, it would sure help to have some tricks up your sleeve. Perks are discounted for their origin, and all 100cp perks are free for their background.

Visitors

You've Got Talent, Kid!(100cp): You really do. Whether it's a talent for singing, for playing the violin, for playing soccer or something else entirely, you have a lot of potential! Already, you have quite a bit of talent in whatever hobby you choose, but if you keep practicing, if you never give up, if you face your doubts and your fears and strive forward...well. Those three examples above? One became an idol, another became a masterful violinist, and the third became a soccer star. Who knows how far you will go with time and effort?

Intelligent Solution(200cp): Well you're a clever one, aren't you? While you're certainly no genius, you are indeed rather smart, able to contend with school and all its' trials, like homework or tests. But, of course, that's not all it is good for. Indeed, with this perk, you will also find yourself much better problem solving, especially when it comes to something like puzzles or reaching a captive friend. Rescuing NiGHTS from an Ideya Palace should be no problem for you now! Plus, let's be honest, it still feels pretty awesome coming home and presenting a test to your parents when it has a big fat 100% on top. Bigger allowance here you come!

Potential For Growth(400cp): As a being without any Ideya, Wizeman the Wicked lacks any sort of virtue whatsoever. This, of course, means that he's a completely evil and terrible entity…but it also means something else. It means that Wizeman will never grow, never change. Wizeman has been and will always be a cruel tyrant, and he will always try the same tricks over and over again. Perhaps that is the reason why he always fails. They do say the definition of insanity is trying the same thing over and over again and expecting a different result, after all. Well, luckily for you Jumper, you're not him. You still have the potential to grow, to mature, to become better than you were before. With this perk, you will always be able to grow as a person, always be able to change. You will be able to face your fears and traumas and move past them, and grow out of bad habits that you've fallen into. Instead of stubbornly ramming yourself against a wall, you'll see that you can simply walk around it, finding new ways to deal with personal problems.. This growth is always positive, and will always lead to you being a better person then you were before. True, this may not grant you any power, but all the power in the world won't help you if you keep making the same mistakes over and over again. Wizeman could tell you that…you know, if he wasn't so unfathomably arrogant.

Hopes and Dreams(600cp): You are a light, shining in the darkness. You hold in your heart the courage and hope that Wizeman hates so much, the refusal to give up in the face of your fears. Like two certain children, you took the uncertain plunge, confident in yourself and choosing to face down your fears. And like those two children will, you won. Now, you are capable of flight within the world of dreams, an incredible feat for a Visitor. Perhaps you are not quite as good a flyer as a Nightmaren would be, but still! Of course, that's not all this perk grants. Aside from the impressive ability of flight, this perk also grants a major resistance against both corruption and attempts to force negative emotions on your mind. You've already faced your fears and won, what power can the God

of Nightmare hold over you now? He may still have the power to strike your body, but he will never rule over your soul. You have stared into the abyss, Visitor...and the Abyss flinched back. Post-Jump, you may fly even outside the world of dreams.

Nightopian

Aww, So Cute(100cp): You are, quite frankly, adorable. You really are. When children see you, they can't help but see you as friendly and comforting, and even adults look at you with fondness, like looking at a stuffed toy they treasured as a child. Of course, those truly wicked of heart will not be moved by this, so you must still beware them. Good thing that your cute nature causes heroes like NiGHTS to want to protect you! Do keep in mind that if you act in a way that violates this innocence and cuteness, it probably won't have much of an effect anymore. And no amount of cuteness will save you if you do something truly vile.

Imaginaaaaation(200cp): Now, an important to thing to note about most Nightopians, who take forms similar to fairies, is that they're not really all that advanced or intelligent. They lack a language, and they have no form of government or leadership. Their reason for existence is simply to have fun. Despite this, however, they have managed to create wonderful dream worlds, and still have quite the talent for singing and dancing. So how can that be? It's simple, Jumper: they have imagination. They were born from the human mind, from the collision of the Ideya which make up the consciousness of all Visitors. Because of this, they are very creative, able to come up with new thoughts and ideas, creating dream worlds from the minds of dreamers. While this perk will not grant you that last ability, it will help you to be far more creative and imaginative then you were before, coming up with brand new ideas...so long as those ideas are for creative purposes, for the sake of innocent fun. We wouldn't want to hurt anyone, would we?

Well Owl Be!(400cp): Aren't puns a real hoot, Jumper - wait, come back, I'll stop! Anyway, much like a certain Owl, you are an excellent mentor figure, able to give all sorts of great advice to the Visitors that come to Nightopia. You're a master of exposition, able to convey information such as the nature of Nightopia to even children with ease. To round it all off, you now wield the ultimate power, the power to teach people how to use the basics of their powers: the tutorial. Yes, Jumper, this dread power is now within your hands. Use it wisely, for this power has annoyed many a gamer in the past, as you most likely know yourself.

I Have An Ideya!(600cp): Well, actually you technically don't, only Visitors do. But what you DO have is the ability to view the consciousness of each Visitor through their Ideya. You can see their dreams and desires, and from this recreate the happy worlds within. From the Crystal Castle to Delight City, Nightopians have created some pretty amazing worlds, and now you can too! By observing the Ideya of Visitors, you are capable of creating entire dream worlds, filled with life and colour, as beautiful as they are strange. But what about post-Jump, where there is no Nightopia, you ask? Well, in worlds without a land of dreams, you are capable of creating your own Nightopia! Here, you may observe the Ideya of dreamers and create dream worlds once more, slowly recreating this wonderful place. Perhaps one day, some of them might awaken and truly experience the beauty of the world of dreams you have created?

Rebel Nightmaren

Dreams, Dreams(100cp): Do you play the flute, Jumper? Drums? The violin? Well, now like NiGHTS, you are able to play the music associated with a single instrument such as the above, simply by mimicking the movements required to play the actual instrument. Air guitars now produce actual music, and pretty good music at that! While you're not quite as skilled at instrument playing as a

Visitor who chose a musical talent with **You've Got Talent, Kid!**, you're still pretty good, and you don't have to carry around an instrument to play music either! I'm sure you and NiGHTS will be able to play some lovely music together, for both Nightopians and Visitors!

It Was Just A Bad Dream(200cp): Sometimes, you're too late, and the Nightmarens have already managed to steal the Ideya of Visitors. Fortunately, by destroying the Ideya Captures that hold them prisoner, you may retrieve the stolen Ideyas so that they can be returned to their Visitors. Of course, often times the reason why the Nightmaren were able to steal the Ideya in the first place is because they manipulated and hurt the Visitors in someway, and if that damage isn't fixed they could just be stolen all over again! Good thing you're great at comforting and helping Visitors, like a parent consoling a child after a bad dream or a rough day. You're also pretty good at helping them face their doubts and fears, though that works best if you work in Dualization with them. What's that, you ask? Well, we'll get to that later.

The Death of the Dreamer...(400cp)...is not necessarily the death of the dream. Up above, I mentioned that the end of Wizeman would be the end of all he created. Both Nightmare and the Nightmaren, including NiGHTS, will vanish if he does. That is still true, for the most part...but no longer will it apply to you. Much like NiGHTS in a future Journey Into Dreams, you may survive the death of Wizeman, despite the fact that as a Nightmaren you should end with him. And this will remain in future jumps, where you will be able to survive the destruction of a being or item that would normally cause you to fade with it. An artifact that kills you if it is destroyed? Not anymore. A person who has tied your life force to theirs, so that if they die you die with them? Nope. Not happening. Note that this does not apply to the death of beings that actually sustain your life, whether it be directly keeping you alive or simply providing you the ability to live via producing air or water or food.

Rogue First Level(600cp): Since it's been brought up multiple times at this point, I'm sure you're probably wondering what a First Level Nightmaren is. Well, to answer that, I must explain the 'levels' of Nightmaren. You see, the ranks of Wizeman's army are split into three groups: First, Second, and Third levels. Third Level Nightmaren are the mooks, the weaklings, the generic monsters that make up the Nightmaren army. Second Level Nightmaren are the commanders, think of them like bosses in a video game. And First Levels? They are the elites, the most powerful Nightmaren under Wizeman's control. Reala, NiGHTS...and now, you. Much like NiGHTS, you chose to rebel against Wizeman, and now use the fearsome power of a First Level for good. So, what can you do, exactly? Well, to start off, you possess incredible flying abilities, able to match the speed and elegance of NiGHTS and Reala, masters of both flight and acrobatics. Aside from that you also have a few other nifty tricks, like Drill Dash (an attack where one flings themself at the enemy while spinning like a spiral or screw), paraloops (the ability to create small portals using something called twinkle dust while spinning in a circle), and even transformation, boosted with the help of Persona Masks! You're fairly strong as well, able to move objects and hurt creatures three to four times your size! But, there's one more ability you possess, as a hero and rebel against Wizeman's rule: Dualization. Granted by a shard of Courage in your chest, you may use this ability to merge with a Visitor, allowing you to let them use your powers with you, and helping them confront their fears directly! This also helps you as well, making you stronger then you would normally be. With this, NiGHTS will be able to eventually challenge Wizeman himself, even if it will take two Visitors helping them. You can even use this to escape the indestructible, inescapable Ideya Palaces created by Wizeman, if only temporarily. Plus, it's a ton of fun as well, flying with your beloved Visitors, enjoying their lovely dreams. You are the hero of Nightopia, Jumper, and though you may be out numbered ten thousand to two, you will face those odds and prevail!

Loyal Nightmaren

Nightmare Fuel(100cp): You are, to put it bluntly, terrifying. Just one look at you is enough to paralyze Visitors and Nightopians alike! While those particularly brave or strong of will might be able to resist this, even they can feel the aura of dread surrounding you. But your appearance and aura aren't the only scary things about you. No, you also have a talent for finding ways to scare or frighten others. Whether this takes the form of something like a jumpscare or letting out a mad cackle, you're a natural at sending a chill down the spine of those you encounter. You're good at being bad.

Manipulative Bastard(200cp): Well you're just rotten, aren't you? Much like Reala, you are a master of preying on the weaknesses and doubts of others, knowing just where to strike to hit their weak points. With a silver tongue like yours, you can fill a child with suspicions about their hero, rip open the old wounds and insecurities of Visitors, and even convince a former ally turned foe that you simply wish to talk with them, no scheme or violence intended. Perhaps even more than fear itself, doubt and despair are some of the most dreadful parts of a nightmare. Be careful, however: not everyone will fall for your mind games, and if you're not careful you might even end up strengthening someone in the long run!

Loyalist First Level(400cp): You already know the story of First Level Nightmaren, so I won't waste time explaining that again. Much like the **Rebel First Level**, you possess the abilities of flight, acrobatics, the Drill Screw technique, and the ability to create paraloops, as well as shapeshifting. Though they are the same basic abilities, your powers are different. Darker, more vicious, befitting your nature as a true nightmare. You also have a single unique ability, something like Jackle's razor sharp tarot cards that slow down opponents struck by them, or Queen Bella's ability to launch

flaming silk. This will prove to be a handy little trick for you in the future. You also wield authority over other Nightmaren, as one of Wizeman's top enforcers. Unlike your heroic counterpart, however, you are not capable of Dualization. Dualization requires Courage, a true bond...and that's something a true nightmare like you can never have.

Jumpman the Wicked(600cp): How Wizeman gained the power he did is a mystery to all. Was it some kind of magic? Was it simply his nature as a Visitor without Ideyas? Whatever the case, Wizeman rejected his humanity, and became a monster. With a lust for power and a god complex beyond even the worst of madmen, Wizeman created Nightmare with the goal of snuffing out all goodness and light and ruling over everything, forever. While you have not quite gained the same wicked power as your creator, you have gained something similar to him in the form of the ability to create Nightmaren. While it is true that Reala and the Second Level Nightmaren are also capable of creating more of their kind, they are only capable of creating Third Levels. You, on the other hand, can do so much more than that. You may create not only Third Levels, but Second Levels as well. But that's not all this perk grants. For like Wizeman, you are sustained by the darkness within the human heart. Once per jump, you may cheat death by feeding off the negative emotions found within the populace, returning once more to haunt the world. Post-chain, you may revive as many times as you wish so long as there is still darkness within the hearts of the many. Show them the meaning of true terror, Jumper.

Items

Within the world of dreams, there are many different items and treasures to be found. Each item is discounted for their origin, and all 100cp items are free for their origin.

General

Soundtrack(50cp): NiGHTS Into Dreams has some absolutely beautiful music, as does its' sequel. With this item, you will be able to take the soundtrack of both games with you to future worlds, able to play it at anytime you wish. Don't worry, no one else will find this odd. You will also gain new songs in the style of NiGHTS soundtrack for the many new locations, friends, and foes that you will face, as well as a theme song and remix of your own!

Figurines(50cp): Oh, well isn't this interesting? What you have here is a collection of figurines for all the characters and creatures found in the world of NiGHTS Into Dreams. From the children Claris Sinclair and Elliot Edwards to the Nightopians, to the Nightmaren like Jackle and Reala as well as their dark master Wizeman, to even the heroic jester of dreams themself, NiGHTS, you have them all! This doesn't really do much except look nice, but it's still pretty cool. You also have the various characters and creatures from Journey of Dreams as figurines as well, just in case that wasn't clear.

Visitor

You Need a Hobby(100cp): Talent isn't much good if you don't have the object you're talented with on you! It could be a microphone, a violin, a soccer ball, or something else entirely, as long as it is related to whatever your special talent is.. While not very special on its' own, this item is perfect for helping you practice whatever your talent is, and if it ever gets damaged or stolen, you will find it replaced the very next day! Handy, isn't it?

Nice Home(200cp): You live in a lovely little home, Jumper. It has a nice, cozy atmosphere, and just feels warm and safe in general. This is somewhere you can retreat to after a rough day, whether it is because of a failed audition or bullying, you can come here and find peace. Plus, your room has a nice little bed, that's very comfortable to sleep in. Overall, this is just a great place to live. Post-Jump, this

becomes a warehouse attachment, though you may also choose to have it appear as a property during a jump.

Shard of the Red Ideya of Courage(400cp): All human beings have five Ideya: Intelligence, Purity, Growth, Hope, and Courage. Courage, true Courage, is a rare and precious thing. Here, in your possession, is a shard of the Red Ideya of Courage. NiGHTS is well known for holding a shard within their chest, and that might just be what allowed them to break free in the first place. After all, even the Nightmaren fear their creator, and even Reala himself cowers before Wizeman's rage. It would take true courage to rebel against such a fearsome being. With this shard, you may do something similar. By giving it to an emotionless being, or a being that has no free will, you may light the spark of Courage within them, slowly allowing them to form their own emotions and identity, to consider a life outside their master's control. This is only an opportunity, mind you. It's not guaranteed that they will follow the same path as NiGHTS...but sometimes, even a chance is all that is needed. Nightopia will forever be grateful for the courage a certain Nightmaren had.

My Dream(600cp): Will you look at this! It's your own personal dream world, a place created by your thoughts and desires! Now, while not actually the size of an entire world, more like the size of a forest or a seaside park, this is still a fairly large area, based off of your own imagination. What will it be? A desert? A castle? An island? It's up to you! No, really, the sky is basically the limit here. You could technically even make it look like a space station if you really wanted to. Just keep in mind that this is all a dream, that none of it is really 'real'. Well, it is, but it...isn't...look, it's complicated, okay? Moving on from that, post-Jump this property will attach itself to your warehouse, where you may visit it any time you like instead of just while you sleep!

Nightopian

Fishing Rod(100cp): Do you know what else Nightopians do beside singing and dancing? Fishing. No, seriously. Nightopians, childlike beings that they are, enjoy fishing, I'm just as surprised as you are. But not for fish, no. No, Nightopians fish for cake. Yes, really. So, now you too can fish for cake! Just go over to a nearby ledge, drop your line, and wait for a bite, metaphorically speaking! Or perhaps literally speaking. Nightopia is a weird place sometimes.

Nightopian Halo(200cp): While their appearance more resembles that of a fairy, their innocence and the halo on the top of their head might remind one more of an angel. Much like the average Nightopian, you have small halo on top of your head, a sign that you are an innocent and pure hearted being. Indeed, this item gives you an aura of innocence and purity, one that may even give the less wicked villains out there pause, and one that will cause the righteous to see you as a friend, as something to protect. It will offer a small resistance to corruption, though only a small amount. You're on the side of the angels, Jumper. This is clear proof of that.

Owl Vest(400cp): Oh my, looking pretty spiffy there, Jumper! This dignified outfit gives you a boost to your intelligence and wisdom, and helps you give off the aura of a wise mentor, an intelligent guide for all those in need of teaching. Not only that, but it feels comfortable, being the perfect size in any form you take while wearing it! The form of a person? Just fine! The form of an Owl? Well of course! The form of a dragon? Sure, why not? Speaking of owls, aside from the friendship you'll strike with a certain guide due to your similar taste in fashion, you will find that owls in general like you slightly more than they normally would. That's nice.

Dream Gate(600cp): Well well well, what have we here? This, my dear Jumper, is what is called the Dream Gate! Taking the form of a large, floating island in the night sky, with storm clouds rolling underneath, the Dream Gate is a hub where doorways to various dreams are located. Using these, you may enter nearby dream

worlds, though you may not enter the dreams of others unless you have already formed a bond with them and have their express permission. At the center of the hub is a beautiful, ornate fountain, where a friendly if somewhat stuff Owl waits, to give helpful tips and advice. This is a peaceful place, safe from even the Nightmarens' grasp. You need not fear danger here. Not even Wizeman himself could enter here. So just sit back, and relax.

Rebel Nightmaren

Christmas Outfit(100cp): Well aren't you festive! Much like NiGHTS, you happen to have Christmas themed versions of your normal outfit(s), bearing a distinct resemblance to Saint Nicholas' own robe. When wearing a Christmas outfit, you will always feel warm, even in the coldest of climates. Not only that, but you will also feel a spark of merriment and joy within you. You just can't help it, you're alive with the Christmas spirit!

Blue Chips(200cp): Well well well, what do we have here? These blue chips are very valuable indeed. Not only are they considered something very important to Nightopians, both feeding them and healing them, they are also important to Visitors and even NiGHTS themself. How so? Well, you see Jumper, when the Nightmaren steal Ideya, they bring them to large objects called Ideya Captures. These Captures can only be shattered by the collection of Blue Chips, twenty for each Capture. Once collected and brought to the Capture, the prison will be shattered and the Ideya set free! From now on, you will have a constantly replenishing supply of blue chips, which will not only feed and heal you and other dream beings, but also help to shatter similar prisons of the heart when collected in great number. Take heed, the more fearsome the prison, the more blue chips will be required to free the prisoner(s).

Persona Mask(400cp): Behold, Jumper, Persona Masks! Bearing a resemblance to domino masks, these items are capable of aiding one

in transformation. First Level Nightmaren like NiGHTS and Reala are already capable of shapeshifting, but there are certain limits. These nifty little items are capable of bypassing those limits. There are three masks here: a Rocket Persona, a Dolphin Persona, and a Dragon Persona, an Eastern Dragon Persona, to be specific. The Dolphin Persona enables one to swim in the shape of a dolphin, the Rocket Persona enables one to blast off at full speed in the shape of a rocket, and the Dragon Persona helps one resist wind and keep from floating down while idle in the air, taking on the form of a long-bodied dragon. As a Rebel, each of these grant a specific bonus, boosting your resistance to mind control. Why is this, you ask? Because once upon a time, you and NiGHTS wore Personas given to you by Wizeman, as a sign of your rank as a First Level Nightmaren. You threw your old masks away when you rebelled however, and now your new Personas are a sign of your defiance against your once master. You will never kneel to him again.

Nightopian Garden(600cp): Where did you think those paraloops led? Well, actually, not all of those loops lead here, this is just one destination. Another is an empty void. But this is still one destination! So, what is this place exactly? I'm glad you asked, Jumper! This is a rather large garden, filled with Nightopians! You can also send more Nightopians to live here via paraloops, if you'd like, but there's already a decent population at the moment. Nightopians are adorable, fairy-like beings with little halos atop their egg-cone looking heads, and they exist for one purpose: fun! They just love to have fun, and will always be happy to play with you and cheer you up when you're down. Now, normally you'd have to out and find blue chips to feed them, but I'll be nice and just have there be a supply here already. In future jumps, you can send other imaginary/dream-like beings to this garden to live her. You could even send Third Level Nightmaren here if you really wanted to. They'll behave while here, but..well, Third Level Nightmaren have a very specific diet, one that doesn't involve blue chips or sweets. Let's just say, that the population of Nightopians will begin to go

down unless you either acquire more from elsewhere, or breed them. That aside, enjoy your garden full of friends, Jumper!

Loyal Nightmaren

Wizeman Mask(100cp): Unlike the traitor NiGHTS, you do not have access to Persona Masks that enhance your shape shifting ability. And even if you did, you would never wear such things, for to do so would be to discard the Persona given to you by your Master, Wizeman the Wicked. Indeed, like Reala you take pride in wearing the mask your master gave you, a sign that you are one of this most important minions. Aside from the intimidation value inherent in a mask worn by only the most powerful Nightmaren, this mask serves as a sign of your loyalty to Wizeman and any future masters you may one day have. While wearing this mask, your master(s) will be more assured of your loyalty, though that does not mean they will be blind to treachery…

Ideya Capture(200cp): The power to steal Ideya is one inherent to all Nightmaren. Even that bleeding heart NiGHTS could, if they so desired, rob a Visitor of their Ideya. But, what would a Nightmaren DO with the Ideya? They don't want it themselves, they can't eat it, they can't use it for power, so what do they do with these parts of the human psyche? Why, they use an Ideya Capture! This marvelous device allows you to store stolen Ideya, keeping it beyond the reach of Visitors, Nightopians, and even NiGHTS themself! Not only that, but the Ideya Capture can be used to support and fuel the Ideya Palace, keeping even the mighty NiGHTS contained! Unfortunately, the Ideya Capture is not perfect, and can be shattered via the collection of enough blue chips. But really, who could acquire so many chips and then reach the capture with so many Nightmaren around? Especially with NiGHTS imprisoned-oh, right, dualization. Hmm…oh, I should mention, in future jumps you may store stolen parts of the psyche aside from the standard Ideya here as well. You may

reproduce the Ideya Capture if you wish, but only the original will be replaced if destroyed.

Ideya Palace(400cp): When NiGHTS rebelled against Wizeman, the God of Nightmare was left with a dilemma. How would he deal with his traitorous creation? NiGHTS was a powerful foe, so he couldn't just leave them alone. But, at the same time, Wizeman believed he could still force NiGHTS to serve him once more, and turn that power to his side. To that end, Wizeman sought to capture NiGHTS, so that he might...reeducate his wayward servant. Such a process is so horrific, even Reala can't help but feel pity for his sibling. But NiGHTS is powerful, so how could they be contained? The answer came in the form of the Ideya Palace. This structure bears a distinct resemblance to a gazebo, and is the ultimate prison. Powered by five stolen Ideya, the Ideya Palace is an inescapable, indestructible prison. Not even NiGHTS would be able to escape, if it weren't for the power of Dualization, and even that's only temporary! However, while this is indeed a mighty prison, it requires an equally mighty power source. Without the Ideya or a substitute power source, the Palace is useless. And, while it cannot be directly escaped, as mentioned above there are loopholes one can exploit. Nonetheless, this is a prison you don't want to be trapped in. And now? One of these prisons belongs to you. The same rules for replication and replacement of the Idea Capture apply to the Ideya Palace.

Nightmare(600cp): Your own personal slice of Heaven...or perhaps Hell would be more accurate? In order to advance the goals of your master-namely, the theft of Ideya, the destruction of Nightopia, and the conquest of Real World-you and your fellow Nightmaren invade Dreamworlds, and create lairs, little gateways to Nightmare. Your lair is a reflection of you, of your nature. For example, Jackle, the childish psychopath, had a lair filled with both toys and torture instruments under what appeared to be a circus tent. Puffy, with her obsession with opera, had a lair that looked like a rundown opera house. Your Nightmare will in turn reflect you, though obviously

twisted by its' nature as a nightmare. Your Nightmare starts out at a size that's a fair bit smaller than a dream world, but will eventually expand, corrupting and consuming the Dream World around it. However, this comes at a cost: while it is true that your Nightmare could, given time, completely consume a dream world, such efforts will most likely not go unnoticed. Should you be defeated by NiGHTS, or any other foe that seeks to rebuff your advance, your Nightmare will dissipate, and you will be forced to either start all over or find a new target altogether. Nonetheless, this is a truly a terrifying thing you have at your disposal, Jumper. Soon, there will be no more dream - only you. Post - jump, this may either be a warehouse attachment (in which case its' size will be the same as the other properties) or a property you may drop down in - jump, in which case it will start off as the same size listed here. It will follow the same rules as it would in a Dreamworld, slowly corrupting the area around it but disappearing if you are defeated. You may also choose for it to cease expanding or even not expand at all, if that is what you wish.

Companions

Companion Import(50cp - 400cp): Do you already have friends you wish to take on an adventure in the world of dreams? If so, you may import any companions you have for **50cp**, to a total of **400cp** for eight companions. I'm sure you'll have lots of fun in here with your companions! Each companion will have **400cp** to spend on perks.

Canon Companion(200 - 300cp): Here you may purchase any canon character from the NiGHTS games, with the exception of NiGHTS, Reala, and Wizeman. The Visitors you take with you will have access to the Visitor perk tree, though they will only receive the power of flight from **Hopes and Dreams**, and even that will not be available until after they have confronted their fears and moved past them., The Nightmaren will only have **Nightmare Fuel**, the part of **Loyal**

Level One granting a special ability, and **Jumpman the Wicked**'s Nightmaren creation, with a restriction to only create Third Level Nightmaren. Visitors will cost **200cp** to take as companions, while Nightmaren will cost **300cp**

NiGHTS(600cp, discounted with **Nightmare Slain**): The Hero of Dreams, the Rebel Nightmaren, the Purple Jester themself, NiGHTS is a mischievous but kind hearted being that protects both the world of dreams and the waking world from the ambitions of Wizeman the Wicked. Created to be one of his greatest servants, NiGHTS was already rebellious even at birth, balking at the idea of taking orders from their 'father'. Though how it exactly happened is unknown, NiGHTS somehow gained a shard of a Red Ideya of Courage. However it happened, this spark allowed NiGHTS to break free from their master's control, and become the hero of Nightopia! NiGHTS is a strange character, seemingly having a childish personality that seeks only to play and relax while also showing depths of maturity and compassion beneath the exterior. NiGHTS adores both the Nightopians and the Visitors, and loves to interact with both, protecting them from Wizeman's evil. And though their rebellion started for selfish reasons, NiGHTS is selfless enough that they are willing to sacrifice themself to stop Wizeman, to protect the Visitors and their dreams. Despite this, and their own desire for friendship with the Visitors, NiGHTS hides their nature as a Nightmaren, afraid the Visitors will be scared off. Hiding this will one day prove to be a mistake, nearly costing them the trust and friendship of a young girl in the future. NiGHTS can also be rather naive, especially in regards to their sibling Reala.. Nonetheless, NiGHTS has always found a way to prevail in the end, and as the hero of this story, they have access to the entire Rebel Nightmaren perk tree. A new adventure awaits, Jumper.

Reala(600cp, discounted with **Night Over**): Wizeman may lack for virtue, but he certainly does not lack for ambition. The Mad Visitor dreams of one day ruling over all, obtaining the power of a god so

that no one can oppose him. In order to achieve this goal, he created Nightmare and the Nightmaren, so that he would be able to destroy Nightopia and one day gain enough power to invade and conquer the Real World. But though the Second and Third Level Nightmaren were by themselves powerful agents of his will, Wizeman sought to create even mightier monsters to help him. And so, he did: the First Level Nightmaren, NiGHTS and Reala. Both Nightmaren were a complete success, being far more powerful than their subordinates, even if NiGHTS was a little rebellious. But then, one day, something changed. NiGHTS rebelled. Truly rebelled. And broke free. Now, one of his greatest creations was now his greatest enemy. Wizeman was enraged by this rebellion, but there was someone even more affected: Reala, NiGHTS' sibling. Once, the two of them were close, truly close, enough that even after their rebellion, NiGHTS still acts in an almost friendly way towards their villainous sibling, and Reala himself is constantly trying to convince NiGHTS to come back to their side. But even still, after NiGHTS left, Reala has hated his rebellious sibling, and has attempted to harm and even kill NiGHTS, despite their past and despite whatever feelings he might still hold in his heart of hearts. Reala is deeply loyal to Wizeman, though whether that is out of true loyalty towards his creator, raw terror, or a mix of both is a mystery to all. Cruel, arrogant, and manipulative, Reala has hurt many Visitors in his quest to fulfill his master's ambitions, trapping them in an eternal nightmare at Wizeman's behest. Whether he convinces NiGHTS to come home, or he kills his wayward sibling, it matters not. All that matters is that Wizeman stands victorious in the end. Reala possesses all of the Loyal Nightmaren perks, though he lacks the revival granted by **Jumpman the Wicked**, and will need more time and practice before he can create Second Level Nightmaren.

Drawbacks

Oh? Is **1000cp** not enough to obtain everything you desire in the world of dreams? Then, by all means proceed. For as as

wonderful as the world of dreams is, there are many dangers in this place, and many rewards as well. You may take as many drawbacks as you'd like, but you will only gain a limit of 600cp, unless you take There Is No NiGHTS!, raising it to 800cp

Nightmarish Nightopians(100cp): Something is wrong here. Why do the Nightopians look like deformed children with big, blank eyes that stare into your soul and a grin that looks more like a grimace? Why are their movements so unnatural? Why is everyone treating them as if they're normal and looking at you like you're crazy?! Forget the Nightmaren, these are the really scary ones!

No Dialogue For You!(100cp): Ah, a silent protagonist, eh? I can respect that. Wait, what's that you say? It's not that you won't speak, it's that you can't speak? Huh. Well, that's a problem. See, Nights Into Dreams didn't really have a lot of dialogue, with most of the characters being silent or only getting one or two lines max. And even those lines were only two words at most! Looks like you also suffer from this problem, being unable to speak for the most part, and rarely being able to speak short sentences. And I mean really short, as in two words. Well, hey, look at it this way, Jumper, everyone will think you're really cool and mysterious!

Choking Up(100cp): Uh oh. Remember the 100cp perk you got for free with your origin? Well, looks like you're now not so good at that. Or, well, you are, you just flub it up somehow. Sure, you might be good at singing as a Visitor, but then you get stage fright and sing off key or choke on the words. Sure, you might be innocent and cute looking as a Nightopian, but you'll sometimes you'll come off as creepy or weird instead due to the way you act. Rebel Nightmaren will find they somehow broke the string on an imaginary guitar, and Loyalists will find that they trip up and make a fool out of themselves when they try to be scary. You can overcome this with time, but it's still going to be embarrassing to deal with. Oh, and if

you choose not to take one of the **100cp** perks, I'll make some other talent of yours suffer similar difficulties.

Second Level Nightmaren(200cp, Nightmaren only): Well this is embarrassing. Turns out you're not a First Level Nightmaren at all, but instead a Second Level Nightmaren! Aside from having an appearance that's somehow both freaky and goofy, ruining the image you have as either a rebel or a loyalist, you are also a lot weaker, and lack the abilities a First Level would have. Rebels can still dualize, Loyalists still have their special ability, and both can still fly, but that's about it. Also, Loyalists will find themselves only able to create Third Level Nightmaren with **Jumpman the Wicked**, though they do not lose their second life.

Nightmarinated(200cp): Well, this is a thing. It appears that the Third Level Nightmaren have caught your scent, and you smell...delicious. As such, Third Level Nightmaren will come after you more often, hoping to devour what smells (and tastes, if they get a bite) like a great meal. It doesn't matter whether you're a Visitor, a Nightopian, or even a Nightmaren yourself, one way or another, all they want you to be is dinner.

How the Dragon Stole Christmas(200cp): Wha-why that rotten thief! Somehow, every year Gillwing will steal the star that should go on top of the highly decorated Twin Seeds Tower, leaving everyone with a sense that something is missing, unable to enjoy the holiday. You must confront that vile dragon, and take back the star! What's that you say? You're a Loyal Nightmaren? Well in that case, you can choose to help Gillwing get away with the theft, preventing NiGHTS from retrieving the star. But come on, even you can't be that much of a grinch! Where's your Christmas spirit?

Daymare(200cp, Visitors only): Oh. Your waking life isn't very happy, is it? Perhaps you have experienced public humiliation and failure, perhaps you are bullied by the other kids at your school, or

perhaps you simply have a miserable home life. Whatever the cause, it is affecting your dreams, making you more vulnerable to Nightmaren, who will try and play on your worst doubts and fears. It is possible to overcome this, but it will not be easy. It will take great courage to do so.

Jackle the Mantle(300cp): Oh boy. Looks like Jackle, one of the deadliest of the Second Levels, has decided he wants to 'play' with you. What a pain! The psychotic Nightmaren will chase after you to attack you no matter where you are, instead of just waiting for you in his lair. You'll hear the psychotic giggling, and know he's near. Jackle attacks using razor sharp tarot cards that slow you down upon impact, making you even more vulnerable to his lethal weapons. Even worse, his cloak makes him invulnerable so long as he's wearing it, so you'll need to remove it if you want to beat him. What's that you say? You beat him? Good for you! He'll be back for more soon. He never gives up, and trust me, you don't want to know what he'll do to you if he wins. There's a reason why his lair contained torture devices...

Hounds of Hades(300cp): Oh no. Jumper, this...this, is Cerberus. One of the most powerful Second Level Nightmaren, and a monster that even NiGHTS and Reala fear. This beast holds no loyalty to anyone, not even to Wizeman, and seeks only to devour everything in its' path, be they Visitor, Nightopian, or Nightmaren. Technically, Cerberus is actually two different Nightmaren dogs, bound together by a chain that resembles a third dog. However, that's not really important right now, is it? What is important is that Wizeman has set his beast loose to hunt you down, and it will not stop until it catches you. Each head holds an orb that represents a different element, one being fire, another being ice, and the final one being thunder. Fortunately, they prefer biting to actually using said element, but that doesn't make them any less deadly. In order to defeat this monster, you must yank on the Orb of Thunder to knock the Fire and Ice heads together, stunning and damaging the beast.

You will have to battle this monster twice before finally defeating it, with the Orb of Thunder detonating under the stress, destroying the vicious Cerberus.

All Out of Ideyas(300cp, Visitors Only): Welp, that's not good. Looks like the Nightmarens managed to get to you before the Jump started, leaving you with only the Ideya of Courage left. This has had quite the negative effect on you, robbing you of your potential for growth, your hopes, your ability to think with clarity, and your purity...whatever that means. The point is, you'll need to retrieve your stolen Ideyas before the ten years are over, or you'll fail the jump. Not only that, but if you fall into the grasp of Wizeman and lose the Ideya of Courage as well, you will be trapped in an eternal nightmare, ending your chain. Fortunately for you, a certain rebellious Nightmaren is more then happy to offer their services in retrieving your stolen Ideyas. Perhaps by working with them, you can get back what was stolen.

Ideya Castle Blues(300cp,): Hey, at least you and NiGHTS will have something to bond over. It seems that, recognising you as a threat. Wizeman has trapped you in an Ideya Castle uniquely tailored to you. You will be unable to escape on your own, and will require the help of others to escape. This might be easier if you have the Dualization perk, but it's still possible without it...in theory. What your allies need to do is battle or dodge their way through the hordes of Nightmaren nearby to gather enough blue chips to shatter the Ideya Captures that sustain the Ideya Castle. Once all Ideya Captures have been destroyed, your prison will be broken, and you will be freed! Unfortunately, that's not the end of it. In order to be truly free, you must also battle a Nightmaren warden, one born from negative energy taken from you and your allies. Get ready for a jailhouse rock, Jumper!

Know Thyself(300cp): Well this is...odd. It appears that that there was another First Level Nightmaren that Wizeman erased before it was

finished. Or at least, he did before. Now it seems like he's changed his mind, and the third First Level Nightmaren, Selph, has emerged to do battle with his master's enemies. Bearing an appearance and powers similar to NiGHTS themself, Selph is a dangerous enemy who will not pass up an opportunity to escape death's clutches, even if it means he must work for the being that almost destroyed him on a whim. It seems that the origin of Selph's appearance and powers come from the mirror staff, allowing him to copy his opponent. In battle, you will notice that he will show off powers resembling your own, though he doesn't really seem to know how to use them. Don't take him lightly however, he's a clever cookie and he may yet learn. And no, before you ask, you may not take his mirror staff. That's kind of tied to him, and he wants nothing to do with you.

Nightmare Slain(600cp): So long as Wizeman and Nightmare continue to exist, neither the waking world nor the world of dreams will be truly safe. It does not matter how many times he is beaten, Wizeman the Wicked will simply return, again and again, brought back by the darkness of the human heart. But it does not have to be that way. NiGHTS will prove that Wizeman can be banished, so long as the Visitors are able to hold the virtues of the Ideya in their hearts. With their power combined with the Visitors, the God of Nightmare will be forever banished from the minds of four children haunted by his evil. Now, you must make sure he is banished from every mind. You will not leave in ten years, no. You will remain until every trace of Wizeman and his evil are erased from the World of Dreams. To do this, you must battle not only Wizeman and his monstrous minions, but the darkness within the human heart itself. You must change the world, so that mankind may hold Courage and Hope in their hearts. Fighting alongside you will be NiGHTS, who is determined to end this war once and for all, even if it means they cease to exist. It is true that there will always be nightmares, but there does not need to be a Nightmare. Should you succeed, you will have saved the world from Wizeman forever, and NiGHTS themself will find that by some miracle, they still exist, perhaps held together

by the hopes and dreams of humanity. The nightmare has finally ended.

Night Over(600cp, Loyal Nightmaren only): You will no longer be leaving within ten years. Instead, you will leave when Nightopia has been crushed and the waking world belongs to Master Wizeman. In order to accomplish this, you must break the spirits of countless visitors, stealing their Ideya and dream energy and trapping them in an eternal nightmare in your master's name. Opposing you will be that accursed traitor, NiGHTS, who foolishly believes in such nonsense as 'friendship' and 'courage'. You will show them the truth, force them to face reality. The reality that no matter how hard they try, they will never stop Master Wizeman's glorious ascension to power. Eventually, as Nightopia dies and fades, you will confront NiGHTS one last time, with the traitor now fighting desperately to both avenge Nightopia and stop your invasion of the waking world. All that's left is to defeat them here, and present them to your master. There, he will...fix, them. And together, you will invade the Real World. You will be victorious only when the world has been truly conquered in the name of Wizeman the Wicked. The night is over. The Nightmare has begun.

There Is No NiGHTS!(800cp): Not anymore. Somehow or another, Wizeman has finally conquered NiGHTS. The once Hero of Nightopia is now a broken puppet, their soul put through a fate worse than death in order to break their spirit. With NiGHTS by his side, Wizeman has destroyed Nightopia, and is now invading the waking world. The Real World will soon fall to him, unless one being is able to stop him: you. You are the only thing left standing in the way of Wizeman the Wicked, and if you fail this world will be lost to darkness forever. Between you and him are an army of Nightmarens, who have become more twisted, monstrous, and powerful, feeding off the misery, terror, and despair of a world without sweet dreams, a world without hope. The Second Level Nightmarens have also become true terrors, and will be far more

difficult to battle and defeat then they were before. Then, you must confront the First Level Nightmarens, Reala and...NiGHTS. Though he hides it well, even Reala is horrified by the fate of his sibling, though he is far too terrified of Wizeman to even consider rebellion. NiGHTS themself is broken, damaged beyond all repair. It would be kinder to put them out of their misery, to stop them from hurting anyone else. Finally, you must confront Wizeman himself. Wizeman has only grown more powerful with the destruction of Nightopia and the invasion of the Real World, and soon he might just become the god he claims to be. You cannot let this happen. You must face down the God of Nightmare and banish him from the waking world forever.

Should you somehow manage to succeed in this impossible quest, you will be rewarded with the ability to create First Class Nightmaren yourself, beings who are not only powerful warriors but capable of real emotional depth and intelligence as well. I pray that you use them for better purposes than Wizeman did.

Endings

It seems your time in the world of dreams is over, Jumper. I hope you enjoyed your stay. Now, what will you do now?

Go Home?: I understand. Every dream must end eventually, no? You may keep all the perks, items, companions, and more that you have gained during the chain. I wish you good luck, and sweet dreams, Jumper.

Stay Here?: Ah, you wish to stay here, do you? I understand. Very well, then in that case, time will resume upon your home world, and after a few months of searching you will be declared a missing person. Your family will grieve,, but eventually they shall find the strength to move on. Do not worry, Jumper, I will make sure they are taken care of.

Move on?: Why am I not surprised? My my, Jumper, you just can't get enough adventure, can you? Very well then, in that case it is time to move on to the next world, and leave the world of dreams behind. See you soon, Jumper.

Notes

BEHOLD! A JUMP MADE IN SINGLE DAY THANKS TO AN AVALANCHE OF INSPIRATION AND A STUBBORN (and in this case, ironic) REFUSAL TO SLEEP.

Alright, so, to clarify a few things: firstly, all beings within the Night Dimension, aside from Visitors, are technically genderless. However, certain beings like Reala, Owl, and Puffy seem to be of a certain gender (Owl and Reala both have clearly masculine voices, and Puffy has boobs and a woman's opera voice), so I went with that. I just guessed with everyone else, except for NiGHTS. NiGHTS is...well, here's what Takashi Iizuka has to say about NiGHTS: "NiGHTS is neutral, and therefore has no gender. The impressions of the character with regards to gender are totally up to the player." In other words, fanwank it, it's up to you.

There Is No NiGHTS! Is based off a popular mishearing of a line said in NiGHTS Into Dreams, or at least the name is. In NiGHTS Into Dreams, before the boss battle with Reala the loyalist Nightmaren says something that sounds like the line above, but is actually "Beadichnoa NiGHTS!", which is apparently dream language for "Come on, NiGHTS!" Ironically, the mishearing sort of fits the usually serious and sinister Reala better.

Know Thyself is based off a boss battle that never was. Originally, Claris Sinclair from the original NiGHTS Into Dreams was not supposed to appear in the final level/final fight against Wizeman. Indeed, she was originally meant to battle a Nightmaren named Selph as her final boss. However, Selph was ultimately scrapped at the last second, as Yuji Naka believed the game was perfect enough. Despite this, data mining has revealed some information about Selph, even if we still don't know much. Selph's battle theme, Know Thyself, bears a distinct resemblance to that of NiGHTS. Not only that, but on the Christmas NiGHTS Into Dreams menu, the menu image for NiGHTS has a slightly distinct design compared to NiGHTS themself. This, combined with a nugget of information about a 'mirror staff' and rumors that Selph's AI was used to make it possible for Claris to appear in Elliot's Wizeman battle, have led many fans to believe that Selph would have been a battle similar to Reala, a mirror to NiGHTS. Hence why I used that idea for the drawback, along with a little bit of (botched) power copying.

Nightmarish Nightopians is based off of the original appearance of the Nightopians in NiGHTS Into Dreams, due to graphical limitations. Just check out this article http://nid.wikia.com/wiki/Nightopians if you want to see what they look like. The top image is what they look like with the drawback, while the concept art at the bottom is what they look like without it. Big difference, eh?

This Jump is based off of both NiGHTS games, though the locations are based entirely off of NiGHTS Into Dreams.

A lot of information about the background of NiGHTS is unknown. All we really know is that one day, Wizeman, a former Visitor who somehow turned into an evil god demon thing, decided he wanted to rule everything, so he created Nightmare. He eventually created NiGHTS and Reala, the former of whom rebelled against him. We don't really know where the shard came from, though it obviously

came from a Visitor, or whether it really motivated NiGHTS to rebel, but seeing as how they have it and they rebelled, while no one else has, it's a pretty good guess to make. Plus, the shard seems to be the reason why NiGHTS can dualize, so it's obviously important.

How fast are First Level Nightmarens? Well, I don't know exactly how fast NiGHTS can move for sure, but given that they were able to take on the form of a racing vehicle in Sonic All-Star Racing Transformed and keep up with everyone else, I'm going to say fast enough to compete in professional races.