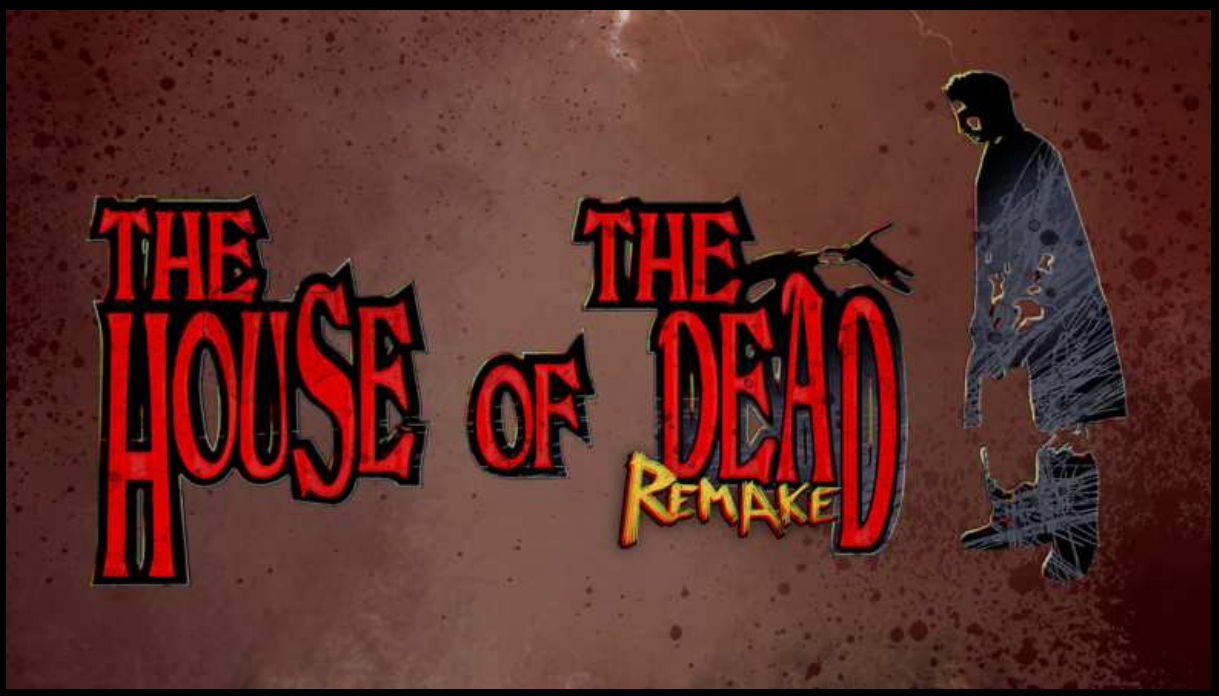


House Of The Dead Jump
Ver 1.1 (Mansion Edition)
by Burkess & Tri-Sevon

Welcome to a world where life in the world began its long descent into chaos, destruction, and perhaps the worst of all…The overwhelming fear that would snuff out whatever trace amount of hope remains in the world.

This is the world known by one of its most infamous events and locations. So much so, it had taken the name, "***The House Of The Dead".*** And this is where you find yourself, Jumper.

Before you go, take this offer of **1000 Fear Points** to prepare for what awaits you. This world is destined to test humanity against its fear of death and if the power of hope will keep them alive…

Age and Gender

Your age and gender are up for you to work out, as long as it works out in the details. Alternatively with the age option, you can roll dice to help determine it.

Origin/Species

All Origins can be considered to be a Drop-In Option, if you can work out the details.

AMS Agents/Survivor
Depending on how the world may be going, the former are the people trying to keep the world protected from the chaos that rises up, while the latter are those that remain if the world ends up collapsing…

…Either way, you know your way around fighting off the Creatures and Monsters out there. But this won't be easy, nor will it be lenient in making mistakes.

Civilians/Helpless
Unlike the others, you aren't exactly the most likely to survive. But then again, you may not exactly be truly helpless…

Creatures/Monsters
The threats of the world at large, though you may or may not just be a Pawn or piece of a far greater scheme or agenda. The former of the duo would be more akin to the ghastly human-like beings carrying and other things made for killing…

…The latter of the duo would make you far better in terms of ability and power and you may also not exactly be limited to a human-like or humanoid form as well.

Chaotic Ringleader
While the actual Creatures and Monsters are perhaps the most visible threat, you on the other hand may be the least visible one. Or at least till you get discovered to be the one that unleashed all of the chaos.

Starting Location

Roll a 1d8 to determine where you start, otherwise you can choose your Starting Location.

AMS Agency Headquarters
Finding yourself at the North American Headquarters of the AMS Agency, this place is perhaps one of the best places to find information, assuming you are an Agent in their employ. If not, then you'd be inside the public areas near the Headquarters, possibly in a business or home property near it.

Do be aware that this Agency will be disbanded in the future if events go on as expected. And this place may also be abandoned as well when civilization collapses…

Curien Mansion
A gothic estate owned by the Curien family, while its most (soon to be infamously) known member is the prestigious (eventual madman) Dr. Curien. If you happen to know anything about science and research, you may find yourself able to join the research team already there…

…If not, you may or may not be likely escorted out if it, before the incident takes place. In that case, you may wish to start running or start fighting for your life. Then again, if you play your cards right, you could save more people…Or steal some valuable research for your own ends.

Point A0063/Venice
A calm time in the world can be found in Venice, though if you go poking around the area referred to as “Point A0063” (or the Goldman Building), you may find yourself in far more trouble.

Otherwise, this city is among the most decent places to live, just be aware that two outbreaks will cause chaos in the city…And if nothing is done by the time the ‘second’ one happens, this place will be just a ruined shell of what it once was…

EFL Research Facility Outskirts
A very odd location, given that you actually find yourself in seemingly the middle of nowhere, till you find the towering building not too far away. This place seems to have been forgotten, but not entirely as there are some figures using this place for something.

Though given what is planned to be here, unless you wish to gamble your luck or possibly work your way into some shady connections, it may be best heading for whatever civilization is out there away from this area to go live in…

…Well, however that lasts…

Scarecrow Manor
An invitation seemed to arrive for you at just the right time, or perhaps you just showed up before the organized event even occurred. Still, expecting to be well-treated as a guest here may not be a given…

…And with whoever the owner of this place is, they may or may not want you to be involved in their hidden affairs.

Free Pick
How fortunate you must be to have a choice as free as this one. While you can pick any of the locations up above, this also allows you to pick any location on Earth in this world.

Perks

*You get 4 Lantern Tokens to use as Freebies for this section. You can forgo them to get a one-time stipend of **700 FP** in this section only to offset the lack of Freebies.*

Any Perk with an 'Origin' means they are discounted to those with the matching Origin. If they cost 100, the discount will make them free.

Leaderboard [Free]
You can access a leaderboard populated by millions of alternate versions of yourself in other realities who also have this ability. You can find leaderboards for any sort of task or activity, and then compete against other yous to see who gets the highest score.

Clip Show Trailer [100 FP]
Before any new adventure and also whenever you enter a Jump, you'll see a clip show. This will comprise notable and interesting things and foes and allies you may encounter. You'll see scenes of your own life that will make sense when you experience them in context, later.

Job Experience [100 FP - Civilians/Helpless]
Choose a career or job that can be done in this setting without the aid of superpowers. You gain 10 years of experience and memories of doing that job. Can

be purchased multiple times with an undiscounted **100 FP** each past the first purchase.

Hero Call [100 FP]
People will coincidentally be in the position to save you when you get into trouble. They'll feel drawn to your location and that it's important for them to be there, before anything even happens.

Quick Reload [100 FP - AMS Agents/Survivor]
You'll always be able to draw and reload weapons as fast as you possibly can, at the same speed as if you were under ideal conditions.

Who's That Enemy? [100 FP - AMS Agents/Survivor]
Upon encountering a foe, you'll see a card with information on who they are, what they do, and their general strategies. It also tells you where their weak points are, so you can attack for massive damage. This also accounts for finding weaknesses if any of your Equipment or any Technology you may have is unable to find any weak points in any, if the case ever occurs.

Help Me! [100 - Civilians/Helpless]
Friendly people nearby arrive to save you when you get into trouble. Enemies wait patiently for someone to show up before harming you.

Statistics [100 FP]
You can bring up a stats screen showing any details about your life that can be tracked. This includes the number of enemies killed, the amount of people you've saved, and anything else you'd care to have hard numbers for.

Puddle Mechanics [100 FP]
You can choose to have anyone who dies dissolve and melt into a puddle, leaving behind anything they were carrying. This works on already existing corpses you weren't responsible for creating. Causing them to melt into nothing.

Cosmetic Blood [100 FP - Creatures/Monsters]
You can lose three times as much blood as it would normally take to kill you and still survive. You can decide what color your blood is and change it at will.

Wall Crasher [100 - Creature/Monster]
You can smash through obstacles like a knife through butter. Just walking into a wall is enough to crack and then shatter it. Choosing to actively attack inanimate objects amplifies this effect.

One Liners [100 CP]
You'll always be taken seriously, regardless of how hammy your speeches are. You also have a talent for coming up with cool one-liners.

Keep Cool [100 FP]
Hostile enemies are highlighted in your view. As are innocents and neutrals. You can keep calm in any situation, regardless of how hectic it gets.

Subtitles [100 FP]
You can see subtitles for every event that happens here, as well as all speech. You can choose to let other people see these as well.

You Might Need This! [200 FP]
You accumulate and collect things other people would find useful passively. This includes items and information. And stuff like power ups and extra lives. If you'd eventually meet someone who would find it useful, and it exists in your environment, you'll stumble upon it and feel an urge to pick it up.

Fearless One [200 CP]
You can choose to stop experiencing fear. You'll understand the risk and will be able to make a mental assessment of your chances, but the physical sensation and all that it brings won't have any effect on you.

However, I Must Go On [200 FP - AMS Agents/Survivor]
You have the determination to always continue on. For no reason other than you feel you must. Nothing will break your will.

Shortcut [200 FP]

Every place you visit will have alternate paths you can travel. These locations offer equal rewards to the main path, but different challenges and encounters. If there is no way or manner for a shortcut to exist, this won't activate.

Lucky Souls [200 FP]
People survive long enough for you to get a chance to rescue them. Coincidentally, they'll keep hanging on, so you can get to them, or the monsters will hold off on killing them until right when you arrive.

Jump Scare [200 FP]
You're the master of surprising people by jumping out into their path or hiding in wait for them to come near you. You have a sense of how to startle people and how likely you are to be able to do it, to make you more effective at being scary. And ambushing them.

Initiative [200 - Creatures/Monsters]
You always get the chance to strike first in any encounter. You'll always be the one who fires first. Especially against any opponents carrying guns or other ranged weapons.

Back Attack Protection [200 FP]
Attacks you can't see are highly likely to miss, giving you an extra chance to defend yourself. A fired projectile will land near you, alerting you to danger and letting you fight back. Instead of harming you.

Escape To Safety [200 CP - Civilians/Helpless]
When fleeing, you're extra fast and much more likely to escape. Someone attracting the attention of the enemies nearby would let you certainly get away. You'll also have the good fortune of avoiding any more enemy patrols on your way out.

Weakness Mechanic [200 FP]
Foes in future worlds will gain weak points you can exploit. You'll quickly discover these weaknesses and will know how to hit them with your melee or ranged weapons.

Vehicle Combat [200 FP - AMS Agents/Survivor]

You can fight while driving, flying, or operating a vehicle without impeding yourself in either action. Your driving will be as good as if you were only focusing on that, and the same with your combat. You can decide to cause your vehicle to take any damage you'd take, and in reverse.

After Math Cleaning Crew [200 FP]
You can clean things up really well, including a massive amount of bodies, blood, bullet holes, broken and damaged bits. It's spotless cleaning, the ability. Can synergize with any supernatural powers you have. Includes repairing, and this is shared with any groups or teams you work with. Anything you or your group work to clean or repair gets done in ⅓ of the usual amount of time.

A Decisive Ending [200 FP]
You'll have a sense for the condition of anyone you've ever met. This lets you know if they're okay, hurt, dying, or dead. If someone appears to be dead or is faking their death, it will be obvious to your senses, and you'll know.

Poison [200 FP]
You inflict a poison effect on enemies you touch, either with your own hands or any physical weapons you carry. This creates a debilitating result for them that lessens their fighting skills.

Minion Summoner [200 FP - Creatures/Monsters]
You can summon thematic minions that suit you. If you were a bat monster, you can spawn bat creatures. And this thematic summoning will carry over to any new forms you have.

It's locked! This must be the Security Card! [200 FP]
Any obstacles you find in your path will have bypassable solutions. This could involve finding a security card to a nearby door, a dropped key to a locked gate, or something you triggered opening up a bridge.

Desensitized [200 FP]
You can choose to become desensitized to anything. Whatever you select won't affect you much anymore. This could include shooting zombies, things that are scary. Anything. If you want to revert this choice, you can.

Ambidextrous Efficiency [200 FP - AMS Agents/Survivor]
If in the case you find yourself hanging off a roof or have your primary arm injured, you have coverage to be ambidextrous.

Meaning you can attack or fire with either arm, your hand grip if you need to hang onto something to fight against gravity is strengthened, and you find it far easier to do unorthodox reloading in any scenario you find yourself in.

Creature/Monster Power [200 FP]
Pick a Creature or Monster. If they got something special, you can now do it as well. And you'll also do so in such a way that it'll be extremely effective and grow stronger with you if applicable. Can be bought multiple times.

(Some examples are The Magician's levitation and pyrokinesis, World's Ice Powers, Etc. See Notes section for more info.)

The Sure Path [200 FP]
Your enemies will now arrange themselves so that they can confront you. Your quests for information or to solve problems can now be solved in a series of encounters with enemies. You'll always know where to go next to continue forward, even if the way is blocked.

Snap To Rails [300 FP]
You can decide to let all of your movement function on autopilot as your body finds the most convenient and expedient route to your location and during battle. It makes these considerations based on what you know, and if you had an hour to debate each decision. All you need to concern yourself with is fighting enemies.

I Have Nothing Left To Lose [300 FP]
You can decide to fight with a level of desperation only used by those who have nothing in life. This makes you more deadly, and far more dangerous. Enough so that you could take on 100 Creatures with just a pistol and walk away.

Brawler Specials [300 FP]

You can perform a charge attack. This enables you to rapidly charge up your attacks to inflict massive damage. You've also got access to evasive maneuvers that enable you to avoid attacks while also inflicting some damage at the same time. You can tell how to perform an effective hold or throw on any target you look at, even if they've got inhuman biology.

Beat Em Up Drops [300 FP]
Enemies you defeat will drop relevant supplies and items to you. If you shot a bunch of zombies, they'd drop bullets of the sort you use. Or they'd drop antidotes. Even if they'd have no reason to have such things.

Shoot The Fireball [300 FP - AMS Agents/Survivor]
You can cancel out projectiles by accurately hitting them, causing them to dissipate. You can instead choose to send the attack back at your target to harm them.

Goodbye, Curien [300 FP- AMS Agents/Survivor]
You no longer hold grudges for things that happen. The actions of others don't leave emotional scars on you. This doesn't mean that you forget, nor need to forgive. You can release existing emotional pain and even give a eulogy for your greatest enemy.

You Can, but Should You? [300 FP - Chaotic Ringleader]
You know in advance if your creatures or minions are loyal and deserving of trust or not. And you can get a sense if a new project or device is going to malfunction before it does. This makes you much less likely to be harmed by your own creations.

Your Own Master [300 FP - Creatures/Monsters]
Even if you were a being created by someone else to serve their desires, you always retain your free will. You need not follow the orders of anyone but yourself. You can rebel against any sort of outside control over your autonomy and liberate yourself.

Environmental Kill Resistance [300 FP - Creatures/Monsters]
Falling off buildings or into pools of acid isn't how you're going to die. There will always be something that prevents you from dying to misadventure or the environment. A last second save, the enemy accidentally throwing you the metaphorical or perhaps literal lifeline. You'll not have to fear slipping and falling into a bottomless abyss.

Evil Dungeon Building [300 FP]
You're a master at building labyrinthine dungeons and secret lairs. You know how to build the best spots to give the defenders an advantage, and where to place boss arenas for maximum annoyance to anyone who faces the champion. You have the skill and know how to design and build all of this with only the people you involve in it knowing about it.

Score [300 FP]
Each kill or incapacitation you perform improves your score. In the event of your death, your score can be subtracted from, to bring you back to life, Resurrections cost a lot of your points. You can earn more points by saving people, landing many headshots, and firing many shots without missing. As well as going on a kill streak, which provides score bonuses the more kills you earn in a row in a short period of time.

Paper Doll [300 FP]
You can see a visual representation of your total health and condition. While you can be injured and even killed, you can't drop out of fighting condition as long as you have "health" left. This means you'll never be crippled, incapacitated, knocked unconscious, or wounded too badly to keep fighting, unless that wound is the one that kills you.

Aim Assist [300 FP]
Your vision snaps to any nearby threats and will turn your body to better face them. You'll always face and focus on the most relevant threat to you. A few seconds before a new threat arrives, you'll hear and see an alarm telling you of it and pointing in its direction. The auto movement features can be toggled.

Hold Your Fire! [300 FP]
You'll see a warning in your vision telling you when situations and moments are safe. If you're being told to Hold Your Fire! Then there's nothing worth shooting nearby. This disappears when a threat is nearby, warning you in advance.

The Art of Monologuing [300 - Chaotic Ringleader]

Your foes will react with surprise and give you enough time to give a speech when you meet them. When in an area, you can create retroactive escape tunnels that'll get you to safety or to another area and close behind you. You just need a few minutes to "find" them, and they'll always be there.

Twitch Reflexes [300 FP]
You're quicker on the draw as you notice even the tiniest bits of movement and never second guess your shots. You perform the complex mental calculations of if you should attack or not instantly.

Interruption [300 FP]
By landing attacks on your foe just as they're beginning to attack, you can cancel their action. Bigger actions may require more attacks from you to land/make impact to cancel said foe's attacks. You can see a progress bar of how close your target is to unleashing their attack. It goes down with each of your successful attacks.

Transformation [300 - Creatures/Monsters]
You can enter a transformed state after reaching a certain health threshold that gives you new advantages. Perhaps your armor gets shot off, and you lose defense but gain speed? Or the sight of your own blood makes you take things more seriously, and you become very dangerous.

Always Compensated Hero [400 FP]
You can receive extra lives for helping people. Anyone you save will also be able to give you something of use or value, such as information or moral support. Or perhaps a warning about where enemies are.

Life System [400 FP - AMS Agents/Survivor]
Fatal damage results in you spending an extra life and getting back up, with no damage. You can earn an extra life for every 100 enemies killed. You get extra based on how well you perform on missions and when trying to achieve an objective.

Tricky Non-Linear Movement [400 FP - Creatures/Monsters]
You have a tricky movement style that trips people up. It throws off their predictions, and you'll move and step into places they aren't expecting. You have the ability to

anticipate what other people are anticipating and outsmart their attempts at outsmarting you.

Martial Artist [400 FP]
You're tough enough and strong enough to fist fight the beings you'll find here and win. You have the durability and grit to survive crushing blows from above human opponents and deliver your own deadly attacks. Your skills at fighting with weapons and your fists are added together, letting you wield any new weapon with the same level of proficiency as others you're familiar with. You can also dual wield any weapon you're capable of wielding with one hand.

Pick A Card [400 FP]
Your true form becomes that of a Black Magician Type 01. You can offer someone to pick one of three cards. The card they select gives you added bonuses in your true form. The blue card allows you to freely summon Zombies as support. The yellow card gives you lightning powers. The red card gives you fire powers. You'll enter your true form if you'd be fatally wounded instead of dying. This true form shift process also heals you.

Their Final Words [400 FP - AMS Agents/Survivor]
If someone who has any kind of history with you dies or is wounded, they'll survive long enough to give you their last words. They can also give relevant information to you, such as the location of equipment, an opponent's weak point, or the villain's evil headquarters. You're empowered and motivated when you move to avenge the fallen.

Perfect Accuracy [400 FP]
Your attacks have perfect accuracy. You'll always hit your target if they're within the effective range of your attack. They'll either have to dodge after you've fired or swung, or block.

Curien's Genius [400 CP - Chaotic Ringleader]
You are the equal of Doctor Curien and are his scientific equal in every way. You know how to create Creatures, and everything else he knew. And in case you wish to pursue what Goldman and Thornheart can accomplish, you find it far easier to follow along.

This also applies to having to make it far easier to understand similar scientific fields in future settings.

Boss Rush [400 FP - Chaotic Ringleader]
You can duplicate forces under your control. These temporary copies exist long enough to settle a battle and then disappear after, regardless if they win or lose.

Farewell, Sophie [400 FP]
Grief doesn't affect you as much. Losing someone dear to you is regrettable, but you could recover from it within hours instead of days, months, or years.

Commando Guerilla [500 FP]
You find it easy to reach, usually inaccessible or difficult to reach points to ambush someone. You're a natural at commando tactics and guerilla warfare. You know the best places to launch your attacks. You can tolerate any amount of boredom and waiting to achieve a goal.

Three Strikes [500 FP]
Regardless of how powerful a foe is, it can only deal at most ⅓ of your total health in damage with each attacking. Meaning, a being who could normally kill you in a single hit would need 3 to do the job. This allows you to survive longer and content with foes you'd usually have no chance against.

Power-Up Power [500 FP]
You'll frequently spawn power-ups in your environment. They'll be random, but they all provide a benefit. There's Slo-Mo-Fo that slows down time for your enemies, Health Pickups, which heal you and allies upon contact, Score Bonuses, and Grenades. You can collect any of these power-ups by shooting them, too.

Jumper Hi-Jacked a Helicopter [600 FP - Chaotic Ringleader]
You have the ability to miraculously survive events that should have killed you. If no one was around to personally witness your death, you'll gain a way to survive it, no matter how convoluted. Once per jump, you can do this even if people saw you die. You'll simply inexplicably have survived and will be making your escape elsewhere. Even if your foes just got finished exploding you after you turned into a monster.



Equipment, Gear, & Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

OST & Remix Collection [Free]
Quite simple to explain. You get the entire OST across the HotD Series in whatever audio format you prefer, alongside equipment to make any remixes of said music. And extra copies to hand out to your friends and companions if you want.

House Arcade [Free]
All versions of the Games, which include any console or arcade machine versions, are now in your Warehouse. They all come with unbreakable controllers or light gun attachments.

And yes, this does include the ‘Typing Of The Dead’ and “Pinball Of The Dead” as well, alongside every game (besides Pinball) getting a ‘Typing’ version as well (even if they never made one in the first place).

House of The Fashion [Free/100]
Given all of the styles seen across the Agents or maybe even the people hidden behind the events, why not allow yourself to join in trying to match them? In case you want to have more options in terms of attire and clothing, this is for you in the forms of copies or perhaps customized versions with your spin on them.

Alternatively for **100 FP**, you can either get a Trenchcoat or other similar additive clothing to act as light body armor that won't get caught up on things or slow you down. If you don't want that, you can instead import those benefits into any clothes you have.

Life Lantern/Fire [Free]
A small trinket that if carried on your person, will allow you to see the strength of your vitality in the form of a lit flame lantern or a colorful form of fire. If you happen to have any extra lives or 1ups, they will appear as additional lanterns or colored flames.

Research Files & Journal/PDA [Free]
A portable **Research Journal** that when opened will turn to the page to give the identity of any creature and monster you find out here. Will also provide weaknesses that they have, alongside weak points

Alternatively, you can get a **PDA** that will automatically scan the creature or monster to also identify it and find its weaknesses. Also, it can be modified to act as an explosive device. If either are lost (or used as an explosive projectile for the latter), you will get a new copy the following day.

Upgrade Shop [Free]
You have a small item that grants access to a special store that both sells weapons and allows you to upgrade gear. Spending money here in this store lets you improve any parameter of your equipment to make it more deadly. With a cost scaling with the increase in performance.

Drill [Free]

This functions like a chainsaw, but it's a gigantic electric drill meant to be wielded with two hands. It shreds many types of creatures to death in seconds and requires no fuel, while also accepting any modifications you can give it.

Typing Weapons [Free]
This is rather absurd, to be honest. What we have here is a strange harness that allows the user to have a keyboard in front of them. If you press a key in the presence of a known enemy or foe, it will shoot them with a pistol bullet.

The ammo seems to be coming from the 'Blocky Computer' or an actual 'Sega Saturn' that exists on the opposite side of the harness, which also easily fits alongside your back, your clothes/armors, and any other form related stuff like say wings or extra limbs.

However, this loose definition of a 'Weapon' cannot be modified for improving its damage or other tangible useful traits. You can, however, easily modify its useability and vanity/styles to match your form or tastes.

(*And to make it clear, this has the same power as the AMS Handgun Item, but with a special quirk. It fires as fast as you type, meaning if you type really fast, the fire rate will match it.)*

AMS Handgun [100 FP]
The standard AMS Handgun assigned to all Agents. While this would seem just to be a small pistol, it holds a lot more firepower than one may expect. It also fires as fast as you can pull the trigger, meaning a well-trained Agent can really do some damage with this. Especially against Creature and Monsters with well-aimed shots.

Dead Weapons [100 FP]
Given all of the weapons these Creatures and Monsters seem to have, found, or use (somehow), perhaps you can take something from them for yourself. So with this, as long as it has existed as either in the hands of a Creature or Monster that they have actually used to attack or kill others with, you can get a copy of it.

This copy will be sturdy enough for prolonged combat, can receive modifications, and will be easy to use as long as it is in your hands (or whatever else you have).

(*Check the Notes section for more info.)*

A Dependable Car [100 FP]
This car functions well for racing, and also performing drive-bys while fighting zombies. It's durable enough to let you crash through locked metal gates without showing any visible damage.

A Motorcycle [100 FP]
A speedy motorcycle. The maneuverability is good enough to let you duck and weave through a whole horde of creatures better than the car. However, it is not as durable as its car counterpart (but not by too much).

Infinite Ammo [200]
This is a box full of modification tools that when used on any Guns you own, allows them to have infinite ammo. Meaning no matter how much you shoot, you'll never run out of ammo.

You can also use these tools with your friends or companions' weapons, allowing them to also have access to infinite ammo. If these modification tools get destroyed or lost, you'll get a fully restocked set in about a week in your Warehouse.

AMS Shotgun [200 FP]
A formally adopted addition to the AMS Arsenal before its falling. This shotgun offers two alternative sets of ammo. A Spread version that makes picking apart multiple Creatures far easier, especially when in close combat.

The other version is a Slug version, that binds all of the projectiles into a more accurate pattern, perfect for hitting weak spots and heads of the foes. Not to mention, the shotgun also fires as fast as you can pull the trigger…

Crossbow [200 FP]
An antiquated weapon found in the Curien Mansion, though perhaps someone has tampered with it. While at a lower fire rate, this strange weapon is extremely strong against the Monsters, especially if used against their weak points.

Pitter [200 FP]
A very strange weapon found among other weapons inside the Curien Mansion. Called a ‘Pitter’, though given its main purpose, it may be more accurate to call it a different take on a ‘Harpoon Gun’. And much like Harpoons, this weapon does a large amount of damage and will also impede Creatures if you manage to pin them to walls or the floor.

AMS Uzi [200 FP]
A semi-late addition to Agents’ pool of weapons for incidents. Rather than relying on rapid trigger pulls, this gun goes full auto with holding down the trigger with very little recoil. It also packs as much punch as the AMS Handgun, except this one is also far stronger in use against massive hordes.

Hand Grenades [200 FP]
A bundle of three grenades, perfectly balanced for throwing by hand. Great for taking out hordes of Creatures and with good timing and aim, can really make work in whittling down larger monsters. Maybe it can also stop them from attacking, if it ends up in the right spot.

Will get a new set in about 12 hours, perfect for use as you see fit.

Formula JTX/MHX [200 FP]
This really shouldn't exist, as far as government records are concerned. The item in question refers to the top secret ***Formula X***, its purpose was to make any person into a super soldier.

It failed and was sealed away to be long forgotten, except you somehow have now gotten two entire batches of this forbidden science.One of them is marked with a name that reads **Formula JTX,** and the other has a name that reads **Formula MHX.**

The ***JTX*** Version allows for an individual to temporarily assume the form of the Monsters seen across the Incidents and Outbreaks. And you can actually have each allotment you give out have a specific Monster in mind it’ll change the user into. Alternatively, you can have it just be up to random chance on what the transformations end up being.

As for the **MHX** Version, this one is… …meant for the Monsters (for some reason). If you use this on them, they will gain an alt-form that makes them resemble a more human and monster-like hybrid of their original form.

You get both with this purchase and if you happen to run out of either batches of these customized Formulas, you'll get a full restock inside your Warehouse in about a week.

(Or in other 'less serious' words, this Alt-Form makes the Monster into a masculine or feminine 'Monster-Male/Female' humanoid that their appearance makes them look a certain way depending on variable factors.)

(See Notes Section for more info)

Undead Soldier (U.D.S) [300 FP]
Unlike the other methods mentioned, this secret military plan does things a bit differently. While it still makes Creatures or Monsters that may look like the undead, it in fact also makes them able to act as fully trained soldiers.

Meaning they'll be capable of using Guns and the kinds of skills soldiers have, on top of the sort of mutations you'd expect with the Creatures or Monsters…

Assault Rifle [300 FP]
Another weapon found in the field in the Curien Mansion incident. While not as fast as the full-auto of the AMS Uzi, this one is also vastly stronger. The catch is that it holds a higher amount of recoil that one will need to brace for. Still perfect for taking out Creatures and Monsters.

Grenade Launcher [400 FP]
Reportedly found inside the Curien Mansion, this Grenade Launcher offers the same benefits of Hand Grenades, except with far better range, larger explosive blasts, and more immediate explosions upon hitting the ground or a target.

Of course, this also doesn't protect unintended targets from friendly fire. So do be careful.

Minigun [400 FP]
A design of a large-caliber rapid firing gun that is in no way shape or form something an AMS Agent would have. But regardless of that, this heavy gun is perhaps able to deliver so much damage that it shouldn't matter.

Perfect weighed so that it can be carried around in even the most strenuous of distances, but would still probably require the user to have both arms on it to control its recoil when shredding any Creatures or Monsters.

DNA Bio Reactor [400 FP]
A large machine that can edit the DNA Sequences of organisms, meaning this is a very viable method to create old and new Creature designs, alongside the Monsters. This version does ensure loyalty in those that you make, to perhaps avoid fates cut short by creations acting on their own accord.

It also comes with an attached lab that has room for storing new data and materials needed to make any other Creatures and Monsters in future settings.

Jumper Mansion [400]
If one would like to have rich taste, but also plenty of room and privacy, this rather enlarged mansion would be perfect. While the aesthetic tastes default to the styles seen in the Curien Mansion or Scarecrow Manor, you can in fact make them into something else if you wish.

Beyond the vanity, this massive property comes with many rooms, underground passages, and even entire research areas of various focuses like biology, cybernetics, and even some industrial areas. In essence, the perfect place to make Creatures and Monsters, alongside possible weapons and modifications to give them.

Also, any changes or upgrades made will retain across Jumps and future settings if imported in. And can be made part of your Warehouse if you wish.

Energy Cannon [500]

A very peculiar weapon. This is a somewhat heavy rifle-shaped chunk of tech that does more damage the lower your health is. As in, being near death while carrying this will inflict more damage as you fire electrical blasts at your foes.

This is, however, not as fast as other weapons on offer here. But the sheer power as mentioned above, plus its penetrating capability makes it a worthwhile killer of Creatures and other larger tougher threats.

Pandora's Box [600]
Such a cruel way to hide one's secrets. This (assumed) machinery can be hidden underground, like for example, the courtyard of a massive building and unleash whatever is inside on a set timer.

That said, this purchase does include a free entire building that by default has the aestical styles seen in the Goldman Building, alongside its defenses and automated systems. And as for additional note, the building is also very much useful in the research and deployment of Creatures and Monsters.

And rounding back to the main focus, this version of the Pandora's Box can contain a massive Monster (like The World) inside of it and no one would be the wiser until you wish to deploy them.

This also means the longer they spend inside this 'Box', the more powerful they become over time, especially if they keep themselves connected to the machinery/area if it has opened up.

And yes, you can possibly place *yourself* or a *Companion* in here…

Companions

Companions can purchase Perks or Items.

Companion Import [50-200 FP]
For **50 FP**, you can import a single companion with a budget of ***600 FP***. If you spend **200 FP**, you can get 8 companions imported while each individual gets ***600 FP*** as their budget.

House Of The Canon [100-200 FP]
In case you want to have any of the 'Canon' cast join you after your time in this world is over, you can do so with this. You can pick most of the Human Cast and Monsters, though the ones that are restricted will be noted elsewhere.

For all applicable Humans, you just need to spend **100 FP** each, while the Monsters will cost **200 FP** each.

(As for the restrictions, you cannot pick the Final Bosses, Dr. Curien, Goldman, or Thornheart.)

Mad Friend [200-300 FP]
Given the repeated talk about the big three madmen, perhaps you may wish to have them along to let their skills be used for other situations?

Whoever you pick for **200 FP**, you'll find that the bits of their personalities you find likable will still be there, unless you want to use the journeys to make them change their ways or remain on course with their viewpoints…

And well, if you want to spring up **100 FP** (and if you picked *Dr. Curien),* you can have him also be able to take an alt-form based on the **Wheel Of Fate**. Just keep in mind, this does mean the Doctor is now more than just a mere man…

Final Tarot [300 FP]
With what you may have seen up to this point, why not see if you could find uses for the apex creations made by Curien, Goldman, or Thornheart? Well, this is the choice for you.

Among the choices here are the **Magician** (Curien's incomplete masterpiece), **Emperor** or **World** (Goldman's primary and backup plans), and the **Moon** (Thornheart's project). Each of them will cost **300 FP** to acquire.

-OC Section-

Creature/Zombie Ally [100 FP]

Depending on the situation, you may have been fighting or running from the Creatures when one of them just dropped their weapons and walked away. And now, you've crossed paths with them again…

…And despite them possibly not being able to talk, they were able to make it clear to you that they were not wanting to fight or kill you. Rather, they wished to join you on your adventure.

No matter what shape or body form they take, they'll find a way to keep up with you and offer whatever aid or assistance they can. Of course, you're also free to help them out in making their efforts go even further.

Filled Off Agent/Agent J [200 FP]
An AMS Agent with an codename that has either been assigned to work alongside you, or maybe is following their own reason for why they seeked you out and to join you on your efforts.

What they actually look like both as a person and their sense of taste is up to you as well if you care about that sort of thing.

Civilian Hero [200 FP]
Perhaps it was someone you saved in the past from getting killed by a Creature. And now, you meet with them again on perhaps a twist of fate or mere chance. Except now this time, they are more than able to defend themselves alongside being able to fight alongside you if you wish.

Reformed Villain [200 FP]
This is a person that may have caused a separate incident or isolated outbreak, but after it was over, they renounced their plans or realized the grave errors of their ways and wished to genuinely atone or make up for what they did. And due to that, you cross paths with them.

Assuming you did let them join your adventure, their main speciality would naturally involve matters of making Creatures or Monsters that may or may not look like the undead. Though their purpose may be for the greater good and defending humanity.

And as for other talents, you may have to ask them to get an idea on that end. Perhaps it is tied to something in their past…

Inverted Magician [300 FP]
Very strange for this to happen, though whoever decided to make this must have taken some notes from Dr. Curien. While at first glance this may resemble the familiar monster, it actually rather isn't an exact copy.

This Magician has a more feminine form than the original one, alongside its armor and other notable features adjusted accordingly. They also seem to instead have control over Ice instead of Fire while still retaining the physical capabilities and talents of the original. Meaning they are able to defend themselves and fight in combat if needed.

And while it may be up in the air as to why they wished to accompany you, do keep in mind that their mind can change about you for good or bad…

Custom Tarot [Various]
Of course, why not make your Monster if you wish to have one? This option allows you to change up the interpretation of what exists, like making your own spin of the Chariot or perhaps Temperance. Alternatively, you can make your own Monster that doesn't have to fit the largely followed 'Tarot Name' theme…

…Then again, as far as it is known…No one has made The Devil yet.

*(For note, anything that is not considered to be 'Final Boss' material is around the price range of **300 FP.** If you do make anything that fits a final boss, please at least make the effort to have the cost be **400 FP**.)*

Drawbacks

House Of the Self [+0]
In case you possibly want to take the role of someone here in the world in their place, you can use this. Do try to make sure your origin of choice matches the

background of the character, alongside any suitable skills they have. If you don't care for that, then just do it your way…

Alt-House [+0 CP]
Feel free to make the time here actually be more in line with any other official media that exists for telling the story of the House Of The Dead Series. This also works for any Fanfics if there are any you would wish to use.

Limited Vocabulary [+100 FP]
People swear constantly, including you. Everyone's got a daily quota of swears that they have to go through. They'll pepper profanity into every sentence without even thinking about it.

Hammy, Bad Voice Acting [+100 FP]
Everyone here speaks in a bored monotone. It's as if they don't care about anything that's happening at all. Even their supposed screams of terror sounds like they're mildly excited.

Incessant Chirping [+100 FP]
Your enemies will frequently make an obnoxious chirping sound when performing any action. It's very loud and grating.

Jump Scares [+200 FP]
You'll encounter foes who exist only to try and spook you by suddenly appearing and making loud noises. They'll do this when it's least expected.

Fighting Alone [+200 FP]
Your allies will coincidentally be busy with something else or get separated from you whenever most of the fighting needs to be done. They'll often show up in time for the final battle or for a boss fight, but most of the time you'll spend fighting will be by yourself.

Incompetent Teammates [+300 FP]
People who aren't you can't be counted on to accomplish major tasks without your help. This leaves you to do all of the heavy lifting and to confront strong enemies alone.

Coin Drainer [+300 FP]
You'll encounter three times as many enemies as you usually would. Some areas will be packed like a clown car. The extra enemies always seem to be able to fit, though.

A World Of Bosses [+400 FP]
The Creatures have all been hitting the gym. Every one of them is at the very least as powerful as ***Type: 27-Chariot***. This provides an additive bonus to any existing bosses, making them even stronger.

Civilian Hotspot [+400 FP]
You'll find dozens of civilians anywhere there's a conflict, and they'll all be expecting you to get them to safety.

Savior Complex [+400 FP]
You take it personally and blame yourself whenever you're unable to save a hostage or civilian. You'll eventually be able to come to terms with the fact that you may not be able to save everyone.

Split Second Timing [+500 FP]
If you get a chance to save someone, it will be mere seconds that decide if they live or die. You'll need to act quickly and decisively or else they're a goner. Enemies are much quicker to kill than they were before, leaving many dead civilians in their wakes.

Friendly Fire Life Loss [+500 FP]
If you happen to somehow manage to kill someone who wasn't intending harm to you in the midst of a hail of bullets trying to take out a Creature, you will in fact lose a life

Super Glass Jaw [+600 FP]
A single glancing blow from a zombie is now enough to kill you in a single hit. You have the same level of durability as a civilian now.

House Of The Lockout [+800 FP]

You have no external Powers, Gear/Equipment, or access to Your Warehouse. You must rely on what you get here. Good luck!

Scenarios

Typing Of The Jumper

*Requires the Typing Weapons Item.**

You have to complete/defeat every **Mainline** *(HotD 1-4 and Scarlet Dawn)* Boss with the Typing Weapon. You do not get any help via Perks, Alt-Forms, Body Mod or what have you that gives you an advantage in typing. You will have at least two human (or whatever is suitable to act like human) hands to use the keyboard.

Oh, and if you manage to have any Companions, they face the same conditions as you. So hope you know how to type fast and well, cause the more you screw up with making mistakes, the more likely the Bosses will be able to take you out.

Reward

Congratulations on pulling off what must have been a lot of typing. For getting past the challenge, your **Typing Weapon** can get the *benefit of being able to type-mash for high DPS*. In case you don't like that, if you type proper sentences with correct spelling and so on, you will inflict far more damage in general than the type-mash method.

Oh, and you can also import stronger weapons into the Typing Weapons. Like say possibly a shotgun or tommy gun or maybe something funner like a laser, plasma, or gauss gun.

Oh, in case you are self-conscious, you also get a togglable ability to make it where no one will actively question or make note of you using a Keyboard instead of a gun in the middle of a fight. Or even the harness with the Computer or Sega Saturn on your back.

Decisions

You have three choices …

Departing To Elsewhere
With your time here and whatever you have done having passed on by, it is time for you to either bring more hope or fear into wherever you end up next…

Second Chance
Perhaps your impact on the world changed enough that you wished to remain there. Whatever it is, you stop your Chain here. So enjoy your stay…

Point Origin
Perhaps this is where you end your journey and wish to return home or whatever it was back before the Chain. Well, take everything you have with you and maybe work out who else would wish to come with you…

Synopsis Section

Intro

Because there is actually a story to this Light Gun game series. And one that while on first glance may just be pointless, it actually holds something tangible/worth explaining as far as I see it.

So let's get started.

House Of The Dead Timeline/Story & Glossary

Official Timeline

House Of The Dead 1 -> HotD 2 -> HotD 4/Special -> Scarlet Dawn -> HotD 3

Story

House Of The Dead 1

The Curien Mansion Incident: December, 1998

The major people involved in the events of this game are ***Thomas Rogan***, ***Agent G***, ***Sophie Richards***, and ***Dr. Curien,*** alongside the unfortunate ***DBR Research Scientists***.

Thomas Rogan: One of the two AMS Agents sent to investigate the Curien Mansion Incident. Also, the one who has a relationship/was engaged to Sophie Richards.

During the incident, when Sophie was *assumed* to be fatally wounded by Chariot, Rogan grew more determined to take down Dr. Curien thanks to possibly seeking revenge for Sophie.

When everything is over, he laments about having to move on while saying farewell to Sophie and Dr. Curien, before beginning the trek back to leave the Mansion alongside Agent G.

Agent G: One of the two AMS Agents sent to investigate the Curien Mansion Incident.
No one has stated his real name, not even his partner, Rogan. He is also known by the codename of Silver Fang.

Agent G is assumed to be a friend of Sophie as well, based on a photo showing the three together. Though he seems to be more calm and collected than Rogan, he does also join his partner in getting revenge for Sophie.

Sophie Richards: One of the DBR Researchers and the fiance of Thomas Rogan. It was her that actually made the panic call to Thomas and Agent G that caused the investigation.

Either due to luck or perhaps somehow escaping amidst the chaos from the Curien Mansion, she was just about to reunite with Rogan when the Hangedman flew down and took her back into the Mansion after it warned that no one will survive.

She is later found in an isolated room, still safe until the Chariot monster appears and uses its weapon to send her flying towards an nearby wall. After the monster is

slain, she barely warns that Dr. Curien is planning for something very terrible to happen…

…Before she collapsed for ‘seemingly’ the last time.

Dr. Curien: The Research Director for the DBR Corporation, who was also in charge of a project called the **DNA Bio Reactor.** Specifically made by Curien himself, its real ‘*intended’* purpose was unknown at the time besides its function to edit the DNA structures of organisms.

The man used it to eventually make the hostile creatures and monsters that would be known as the **Chariot, Hangedman, Hermit,** and **Magician**. The first three are considered flawed failures, while the last one needed time inside the Bio Reactor to finish becoming Curien’s perfect masterpiece.

As for what caused his madness to kill his fellow researchers and unleash the horde of creatures to turn his own mansion into a *‘House Of The Dead’*, the answer won’t be found here. Curien would also not survive the incident thanks to the Magician not wishing to follow its creator’s orders before it sent an fiery projectile that would end the mad doctor’s life.



The Unnamed and Unfortunate Souls

DBR Research Scientists: The unfortunate men and women that were working with Dr. Curien and Sophie, when Curien lost his mind and unleashed Creatures to start killing everyone.

These are the people seen that need to be saved while Rogan and Agent G scour through the Mansion and the lab further inside the locale.

It is unknown how many got out, but the reports following the incident by Thomas Rogan and Agent G that they did directly witness 3 of them meeting their grim ends.

House Of The Dead 2

The Venice Outbreak: February, 2000

The major people involved in the events of this game are ***James Taylor, Gary Stewart, Harry Harris, Amy Crystal***, and ***Caleb Goldman*** alongside the terrified ***Civilians*** being attacked in the chaotic Outbreak.

James Taylor: One of the many agents sent out to investigate the Outbreak. The more experienced agent with a calm composure and computer-like mind to contrast his rookie partner, Gary Stewart.

Once inside the city, the two agents travel to the rendezvous location to meet with Agent G about a **Journal** he had discovered, when the fight for their lives would begin as the chaos in the city would begin to reach out to them.

And in the end, when James and Gary confronted the mastermind, Caleb Goldman, they learn of his plans for wiping out humanity and how the outbreak in Venice was also just to make sure Goldman's greatest creation would be complete in time.

The two would defeat Goldman's creation and witness his death, with James vowing to keep on living life as best he can despite what had happened

Gary Stewart: One of the many agents sent out to investigate the Outbreak. A rookie AMS Agent that contrasted his partner, James Taylor, with his inexperience and recklessness.

Working alongside his partner, the two also encounter fellow AMS Agents G, Harry, and Amy and get whatever help they could offer. Unil it eventually just became Gary and James as the only ones left that could put an end to the Outbreak.

Having played his part in destroying Goldman's final creation, the rookie agent ended up expressing doubts on the two's actions being the right thing following Goldman's death soon after.

It is unknown what had happened to Gary after the events of the Outbreak, but both his and James' reports made it clear that Gary was still an AMS Agent following the days after the ordeal.

Harry Harris & Amy Crystal: The other Agents that the wounded Agent G told James and Gary about, being the two's backup to help stop the chaos in the city. The pair would meet James and Gary following the fight against the Judgment duo of creatures.

Their support would soon reach an end point after splitting up with the two other agents, falling for a trap that would heavily wound Harry and entrap Amy as well.

It wasn't until James and Gary managed to cross paths with Agent Thomas Rogan as they were leaving the Goldman Building, with news that the wounded Harry and G were going to be alright to keep on living.

As far as the reports go, Agents Harry and Amy were among the known survivors of the Outbreak, but what has happened to them afterwards is unknown.

Caleb Goldman: The head of the DBR Corporation, who also was the major financial connection for Dr. Curien's experiments that led to the ***1998*** **Curien Mansion Incident.**

An stoic, distant, and calculated man that was also an expert in the Genome Theory, which would be put to use alongside his other talents to a grim purpose in due time.

In the time leading up to the year of ***2000 AD***, Goldman began to see that humanity was doomed to destroy itself and nature alongside it. His view on how to correct this

would be to return humanity to its natural state one way or another with no consideration for any alternatives.

Thus he began creating more Creatures, alongside even more dangerous monsters such as the *duo* of *Zeal and Kuarl* that made **Judgment, The Hierophant, The Tower, Strength**, and revived Curien's masterpiece, the **Magician**.

When he unleashed the Outbreak, he used his own personal building to also create his own masterpiece, **The Emperor.** Its purpose was to hate humanity like Goldman did, but to also decimate them enough to preserve the cycle of life on Earth as the monster would then become the new '*Ruler of the World'.*

However, thanks to the efforts of James and Gary, the Emperor was defeated and Goldman was seemingly out of options. Goldman then stated to the two agents that a 'Successor' will arrive in the future before he purposely fell off the building to his death.

Venice Citizens: The various people, including families caught up in the chaos and death unleashed in the city. Most, if not all, of the people the AMS Agents saw and saved from danger during the Outbreak did manage to survive.

House Of The Dead 3

<u>The EFI Research Facility Incident: October, 2019</u>

The major people involved in the events of this game are ***Thomas Rogan, Dan Taylor, Agent G, Lisa Rogan, Daniel Curien,*** and the being called the ***Wheel Of Fate***. The world at large is no longer safe, with societes having collapsed across the planet and the AMS Agency no longer existing. It is a grim time, but there still may be hope…

Thomas Rogan: A former top agent of the now-defunct AMS Agency. He searched out the EFI Research Facility due to wanting to root out and destroy the cause that ruined the world.

Instead, his mission almost failed and would have resulted in his death alongside his ally at the time, Dan Taylor.

He was last seen exiting the facility with G, both men clearly having been shaken up, but still alive.

Lisa Rogan: The daughter of Thomas Rogan and Sophia Richards, as the latter actually ended up surviving the Curien Mansion Incident. In fact, one of Lisa's goals is finding her father and getting him back home alive.

In order to do this, she teamed up with her father's former AMS partner, G, to track his last whereabouts at the EFI Facility. Though while fighting for her life in the search inside the Facility, she lamented her perspective and grievances about her father not being around to G.

Eventually, when she did reunite with Rogan, the two shared a brief moment where she began to take to heart something that her father told her in the past. Afterwards, she would join Daniel Curien in stopping the Wheel Of Fate.

She was last seen with Daniel Curien as they exited the facility, both still alive…

Dan Taylor: One of the few specific people Rogan recruited for a secret group following the collapse of the world. Dan was selected for their combat training and tactical expertise, alongside other former AMS Agents and Combat Specialists among the survivors left.

Rogan and Dan worked together with an entire team to launch the EFI Facility Raid. Unfortunately, Dan Taylor ended up being among the casualties after being killed by one of the massive monsters protecting the facility.

There is no known record if Dan Taylor is in fact related or connected to James and Ryan Taylor.

Agent G: While no longer an official AMS Agent since its dissolvement, G arrives with Lisa Rogan two weeks after the raid on the EFI Facility in search for Thomas Rogan after losing contact.

The search for his former partner and friend, brought him through several areas of the Facility, including Labs, Information Systems, and Office Departments. And as Lisa remained by his side as they fought through creatures and monsters…

…The two talked about Rogan primarily, while also covering how the 1998 Case and Dr. Curien played their parts into what the world became.

He was last seen leaving the facility with Rogan, after the both of them left the younger pair of Lisa and Daniel take the reins on handling and destroying the Wheel of Fate.

Daniel Curien: The biological son of Dr. Curien and also the person that saved Thomas Rogan from dying during the failed EFI Facility Raid.

In the past, Daniel became terminally-ill and was left in a comatose-like state as a young child. This gave cause for Daniel's father, Dr. Curien, to begin research in trying to find a cure despite other medical professionals saying there was no way to save his son's life.

However, in the search of a cure alongside trying to tamper with the breaking the barriers between life and death, the Doctor invented the DNA Bio Reactor. This didn't stop some of the other researchers from eventually leaving his project due to his deteriorating state of mind and sense of morality.

It all came to an end when he discovered the last bits needed to create the Magician and also something called the Wheel Of Fate, alongside the last bits of his sanity finally eroding.

Following the actual creation of the Magician, Daniel was finally given the cure…But his life soon changed as he then spent the 19 years after his father's death inside the EFI Facility. Effectively making the place the only location he would know of in his whole life.

After fighting off the Wheel Of Fate and finishing off the resurrected body of his former father, Daniel joined Lisa in leaving the facility, where he made a vow to help

protect humanity going forward (in perhaps a part to atone for all the damage his father had done).

Wheel Of Fate: Created by using a process to revive the corpse of Dr. Curien and being watched by Daniel Curien for 19 years as it grew and developed. It was also among the oher creations, such as the monsters called **Death, The Fool,** and **The Sun.**

This monstrous version of the late Curien then believed that with the sheer power it had, that it could destroy humanity and revive them to make them as how it wanted them to be.

However, before it could even do that, the combined efforts of Lisa Rogan and Daniel Curien ended up defeating the Wheel Of Fate. And as the metallic monster tried to tell the two that the destroyed world was what humanity deserved…

…It also begged for mercy from Daniel, to which the young man proclaimed that the monster wasn't his father anymore and joined Lisa in finishing it off.

It is uncertain exactly who retrieved the corpse of Dr. Curien in the first place and began the process of its change to become the Wheel Of Fate. But it is certain that humanity's chances of recovering and surviving in the ruined world had improved with this threat being removed once and for all.

House Of The Dead 4/Special

The Pandora's Box Event, 2003

The major people involved in the events of this game are ***James Taylor, Kate Green, Agent G,*** and somehow despite his death, ***Caleb Goldman***. Besides one additional ***Mysterious Figure*** hidden away, the only other things out there are literal hordes of the Creatures out there.

James Taylor: Having gotten more experience and with 3 years having passed since the Venice Outbreak, the AMS Agent still has his mind focused about that case despite it being closed.

Joined by the new rookie partner, Kate Green, the two visit the European Branch of the AMS Agency in Venice to recheck the Outbreak Case files. However, while inside the basement, an earthquake traps the two inside the building with no immediate way to leave for a few days.

Things change when the two do end up being able to leave, except now Creatures similar to the ones James witnessed back in 2000 attacking them in large hordes.

In their journey to escape the building and also the underground route they had available, James received a message from Goldman via the **AMS PDA** that the two agents relied on to escape.

Namely, that they had a time limit before Goldman's plan to destroy the world via Nuclear Missiles could be unleashed. This now leaves the two having to make their way to Point A0063, which James knew from the past. Namely, the location's coordinates was the Goldman Building. Arriving there, the two face a threat that does end up wounding James, though he pushes onward.

However, in the end as James and Kate fought the last Monster that Goldman had as an additional backup from the missile plan, the monster wouldn't stay down. Leaving the still wounded James to modify his PDA and take a rather drastic action to end the battle.

Kate Green would later go on to report that James sacrificed himself.

Kate Green: A rookie Agent of the AMS, who was partnered up with James Taylor.. Joining him in his search to look over the Outbreak case files, she would get shaken up by the horror and destruction caused by the Creatures as the two try to reach the surface of Venice.

She had her doubts about remaining hopeful, but James did what he could to counteract the doubt while keeping themselves alive. However, after getting to a high point to see what had happened to the city…

…Kate's sense of hope really began to falter, till the message Goldman sends gives the two the lead on who caused this tragedy, but also a chance to stop his plan to destroy the world again.

After arriving at the Goldman Building and following James' wounding in the Lobby, it was her that reached the computer terminal to stop the nuclear missiles from being launched. However, this didn't stop the process to unleash Pandora's Box.

As Goldman's recorded message explains, the Nuclear Missiles was not his intended method to destroy humanity. Rather, he would have prefered to return them to their natural state in a different manner, perhaps akin to his foiled plan with The Emperor.

As the courtyard far down below outside the building began to open, James and Kate rushed down to see what it was…Only for them to discover that The Emperor wasn't the only creation that Goldman made in secret.

An entire monster made of what looked to be made of ice, rose from the courtyard as James' PDA reveals its name, but not its weakness on the device's own capabilities.

It was after fighting this monster after it had fallen and risen twice, each time getting far more stronger and powerful as it seemed to evolve over time, that James took a grave risk to throw himself and his now-rigged PDA to destroy the Monster and the mysterious containment machine still connected to it.

In doing so, Kate ended up as the only surviving agent in the affair, leaving her to be alone until… …A certain AMS Agent joins her in tackling one last threat in Venice.

Agent G: Following Kate heading back into Venice and dealing with still more Creatures roaming the destroyed city, she ends up receiving aid from fellow veteran AMS Agent G.
Working with Kate as he informs her that there was a second source inside the city producing all of the Creatures, the two fight through Venice as they reach the hidden locale.

Inside as they fought through more creatures, they made a startling discovery that would threaten the world yet again if it wasn't stopped.

Caleb Goldman: The man is still dead by the year 2003. But as it turns out, his last words that he told James and Gary about a 'Successor' to The Emperor in the future were about to come true…

…In the time since his death, more Creatures and Monsters were created till a certain point in time around 2003. Then when it was time, the creations which included the likes of **Justice, The Lovers, The Empress, Temperance,** and **The Star** would be unleashed to cause mayhem and destruction.

And in case of The Star, act as the guardian of the Goldman Building to ensure Pandora's Box will open. Its contents being the massive ice monster known as **The World** and the 'Ultimate Being'.

It seemingly collapsed during the fight, only to get a second windfall. And just as it seemed to die after its second collapse, the icy exterior/flesh was perhaps more akin to a shell or a cocoon as The World reemerged shrugging off the countless bullets James and Kate fired into it.

Only till James made his sacrifice, was it finally taken down for good alongside destroying and closing Pandora's Box, thus ruining Goldman's plans yet again.

Mysterious Figure: Despite its revival and subsequent death in the year 2000, the **Magician** was revived yet again. Except now, hidden away inside the secret lab inside Venice, it waited for its time to be ready for its plans.

Agents G and Kate would arrive to take down the second source of the Creatures, while the former agent was unsure of who was in charge till it became clear. The Magician then challenged the two to a fight, especially G, to make them feel the pain it had to endure till now.

As the fight began to reach an end, the Magician began to use a **Strange Device**, to activate something among the arena which the two Agents quickly realized was also their only chance to eliminate it.

After the Magician was taken down, Agent G, alongside Kate left the hidden lab and made their way out of Venice…

…As the veteran agent made mention that despite their efforts in Venice, there was still going to be new events in the future that the both of them and the AMS Agency would have to be ready to fight against

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House Of The Dead: Scarlet Dawn

The Scarecrow Manor Incident: December, 2006

The major people involved in the events of this game are ***Ryan Taylor, Kate Green,*** and ***Thornheart*** alongside the unaware Party Guests inside the Manor, before the tidal wave of Creatures turns it into a death zone and subsequent chaos in other areas of the locale.

Ryan Taylor: The partner to a more experienced Kate Green in 2006, this young rookie agent was also the younger brother of James Taylor. Their shared assignment would involve the Scarecrow Manor, whose owner was unknown to the public at large.

However, the pair of agents were also stuck with the Manor hosting what looked to be an massive party or ornate event at the time. Meaning they had to go undercover amidst the crowd for their investigation.

But when chaos was unleashed, the duo did what they could to save whoever they could amongst the violence and destruction as they tried to flee the Manor's main building before it collapsed.

Following that, the two fought through hordes of Creatures, fought against Monsters from the past given new life, and a new one that pursued them till its death.

Ryan and Kate would eventually find what looked to be a church on the property, following through the path inside it left them to discover that it was Thornheart who was waiting for them to arrive.

The two confront him about what he has done, before Thornheart takes his leave after unleashing his last monster. The Moon, an tree-like massive being that kept growing as the fight wore on till it Ryan had to take a drastic course of action.

He, despite the danger, survived the act that got the monster killed. Allowing him and Kate to leave Scarecrow Manor alive and able to give their reports on what had happened.

Kate Green: Having gotten more experience three years later since Venice, Kate Green became the partner of Ryan Taylor as the two were tasked to investigate the Scarecrow Manor.

After the chaos had broken out, the two found themselves in the courtyard and with three areas to investigate and search to stop the chaos. The Annex, Elevator Lobby, and the hidden Laboratory.

It is uncertain which areas they covered first over others, but they did end up covering all three till they advanced towards what would be Thornheat's whereabouts. And after the confrontation, the fight for their lives against The Moon began.

Even with their guns and bullets stopping the attacks of the growing monster, it eventually was proving unable to stop unless something happened to take it once and for all.

It was then that Ryan grabbed a metal rod from the debris of the battlefield and leapt off their high ground to fire at the massive creature to drive it into its head, before a lightning bolt struck and killed the creature once and for all.

As Kate runned down to the ruined remains of the church's lower ground fearing the worst, Ryan emerged out injured but still fully alive. The two then departed from the Manor, albeit aware that Thornheart was still out there…



*The mysterious **Thornheart** (Center), **Caleb Goldman** (Left), and **Dr. Curien** (Right)*

Thornheart: A rather unknown figure compared to the likes of Dr. Curien and Goldman. Thornheart's connection to the two was unknown till the investigation into the Scarecrow Manor revealed that the ancestors of all three men (Thornheart, Goldman, and Curien) were heavily tied to the formation of the DBR Corporation.

It was also assumed the man had somehow died some time in the past to a rare disease, yet was also cured of it as well before he went into hiding in the shadows.

And in that same investigation, it was discovered thatThornheart played his role in influencing the two other men that would cause the past three incidents of death, destruction and chaos.

The man himself shared a similar view to Goldman about humanity, but while Goldman had a twisted sense of 'hope' about humanity's future…

…Thornheart wished to outright eliminate humanity under his desires to see what would become of it if it was forced to evolve or failed in the end to face extinction. And in doing so, he created the Noah's Ark Project, which included the revived and updated forms of the **Chariot** and **Hangedman** Monsters.

Alongside new creations such as the **High Priestess** and **The Moon**, the latter of which became a towering monstrosity that even grew massive wings before its eventual death.

It is unknown where Thornheart has gone into hiding since 2006, especially after the world collapsed. However, there is a cryptic rumor that he managed to exist till 2019 somehow and that he was last seen at the EFI Facility following the Wheel Of Fate's destruction.

Conclusion/Jump Maker's Note

*(For fair record, this is **my*** *[Tri-Sevon*] version of a synopsis to try to make sense of this series' storyline with each game and overall plot. There are some things I may have inferred or made up to explain things that didn't have solid answers. I also ignored the plot of Overkill despite how much was used as material in the Jump, partly due to its canonical nature being up in the air of being official or not.)*

(Also, in case you think what was written about didn't work, an Alternative Synopsis, courtesy of Tvtropes: https://tvtropes.org/pmwiki/pmwiki.php/Recap/HouseOfTheDead)

Notes Section

Creature/Monster Power & Dead Weapons
-As said for both of these, if any of the Creatures or Monsters have any Powers or Weapons you want to use, feel free to use this to have them.
-Wiki Pages for help:
--https://thehouseofthedead.fandom.com/wiki/Creatures#Lists_of_creatures

--https://thehouseofthedead.fandom.com/wiki/Bosses (Monsters/Bosses)

Formula JTX/MHX
-Yes, the MHX version means that you can make the Tarot Monsters seen across this series into either Monster Girl or Monster Boy Alt-forms that look like them. And in case you are reading this here…

…Yes, you ***can modify*** the ***MHX*** Version to work on other Monsters or whatever counts as such in other Jumps/Settings. Just make sure to not go overboard (or not if you don't care. Cause I sure don't…)

[Additional Entries Section]

Makers' Notes

Tri-Sevon's Note

This project was different from the Jumps I made in the past, thanks to Burkess having a rather different set of approaches with some of the key sections in a Jump Doc. And the thing is, I was at first unsure if I'd be able to work with it.

Turns out as I worked on it and talked with my project partner, I actually grew to appreciate their Making methods rather quickly. And by now, I think I'll try to take what I learned from this experience and apply it to more of my future Jumps.

Especially the more observational method that Burkess told me about in approaching research for material in Jump Making. And sincerely, thank you for your help in this project, Burkess.

A note from Burkess:

This jump exists because Tri-Sevon mentioned wanting to make a jump for this series. It took two weeks to produce and many hours of research. It's a blend of both our jump styles and required us both to think in different ways than we normally would.

I'm quite happy with how things turned out and learned a lot about project management from this collaboration. The practices developed here will remain a part of my process going forward. I'm better for having participated and been a part of this.

But you wouldn't be reading this now if Tri-Sevon hadn't said something. It's funny to think about, isn't it? Aren't you glad to live in this timeline? What you have here exists

because someone took the initiative to make it happen. The best way to get your needs met is to do something about it.

I wonder how many jumps never get made because people talk themselves out of doing it?

I hope you enjoyed the jump. Be sure to thank Tri-Sevon.

Change Log

vWIP

- Research

Ver 1.0

- Jump Completion

Version 1.1

- -New Energy Cannon Item
- -Format/Doc Update
- -Minor Changes: Perks/Items