The Time Machine



H. G. Wells

The Time Machine Gauntlet

1.0 - Original Edition
Jumpchain Adaptation by EYouchen/MadaMada/Eli
Novel by H.G Wells

I've had a most amazing time…

It is commonly accepted that there are three dimensions[1] known to man. They are length, breadth, and thickness, or in other words, length, width, and height. Living things are mostly able to move freely amongst these three dimensions. But a certain man will controvert that idea, saying that there is a *fourth* dimension we are not free to move in - time itself. For can an object that does not last for any time at all truly be said to exist? This man will go on to say that time is a dimension just like the other three, the sole difference being that the consciousness moves through it, never stopping. He would argue that we are four-dimensional beings.

This man will go on to invent a most peculiar invention to travel among this fourth dimension as easily as we are able to travel among the other three. A Time Machine. He will use this machine to travel from his native time to the far-flung future, to the year 802,701. There, he will discover that humanity has devolved into two separate species, the beautiful, childlike Eloi above and the hideous, brutish Morlocks below…

However, it seems that like a certain other voyager, something's been stolen from you. Not the Time Machine, but your points. The Morlocks must've taken them. Your fantastic, otherworldly gifts and treasures have disappeared as well, leaving you with only the powers innate to mankind.

+0cp (Choice Points)

[1] We are referring to dimensions as measurements in certain directions, not alternate planes of existence.

Time and Place

Where are you? And more importantly, when are you? Most of the story takes place in Britain - or more accurately, what remains of it. Perhaps the sun never set on the Empire, because the Empire disappeared before it could. Roll 1d6 to determine location, or pick the one offered to your origin. You may pay a small fee of **100cp** to choose freely from the list.

Either way, you start one day before the Time Traveller demonstrates the model of his machine to his dinner guests. He will embark on his maiden voyage shortly after.

1. **Richmond**
   This is the native time and place of our hero, the man who shall invent the eponymous time machine. It's in Surrey, but will become part of Greater London in 1965. The time is sometime during the last decade of the 19th century. This is where the Time Traveller lives. He's got a nice place, and he shares the area with his housekeeper Mrs. Watchett. It's here that the Time Traveller will make his first voyage, and here where he'll return a week later.

   Travelers may start here for free. If you take this option, fate will see it that you will somehow end up in the year 802701. It'd be disappointing if you stayed in this time for the entire gauntlet.

2. **The Marble Sphinx**
   This, in fact, is Richmond, or at least, the place that was once known by that name. It's the same place as the Time Traveller's abode, just over eight hundred centuries later. The year is 802701. You are in front of a statue of a white, winged sphinx, an enigmatic smile on its features. The surrounding area had many great stone buildings and an lush, overgrown garden of greenery, full of the exotic flora of the far future. The Eloi, one of the subspecies of what once was humanity, live here. They live a beautiful, idyllic life frolicking and playing in the sun and feel no pain or hunger. It seems to be a perfect life, but maybe there's something beneath the surface…

   Eloi may start here for free.

3. **Morlock Tunnels**
   Unbeknownst to the Eloi, there is another offshoot of humanity that lives directly below them. There are a series of well-like structures with small cupolas, with primitive metal rungs serving as ladders. If you climb down there, be careful. The rungs are treacherous and it's a dark void down there, bereft of any rays of light. You'll hear the constant sounds of machinery down the black corridors. Maybe they're drums in the deep, like you'd hear in an underground place in another world. These tunnels are home to the Morlocks, the second offshoot of humanity. It is they who work to create everything the Eloi need to live their life of pleasure. It's not like the Morlocks don't get anything in return, though, even if the Eloi are mostly unaware of their existence. They ascend to the surface every so often…

   Morlocks may start here for free.

4. **The Palace of Green Porcelain**
   The site of what was formerly known as South Kensington. It's a fair way off from the area where the Eloi and Morlocks live, almost twenty miles, but it's not so far away to be unknown to them. Or at least not to the Morlocks. It's the biggest building in the area, a shining green edifice with a somewhat Chinese look to it. There's the remnants of what used to be the skeleton of a brontosaurus, and many decayed wonders of the lost past to be found here. The Time Traveler will come here looking for supplies, and he'll find them. There's plenty of stuff to loot here. Weapons and incendiaries. Unfortunately, there's nothing telling the story of how the world reached its present state.

5. **The Far Future**
   This is an unspecified time even further beyond 802701. Perhaps you'll appear in a time of red skies and perpetual twilight, when the sun has become a red giant, the ground is covered with lichen, and the sea is still, where the only life besides the moss and lichen consists of white butterfly-like creatures and hideous crab creatures. Or a time of cold, where the sky is dark and there's constant snow. Maybe you'll appear on a bleak grey moor, where rabbitlike creatures and metal centipedes dwell. Or somewhere else, some other time.

6. **Free Choice**
   You've stumbled upon a stroke of fortune. You may take your pick from any of the previous five options, or anywhere, anywhen.

Drawbacks

Want your points? Get them here. You'll have to work for them.

Alternate Continuities (+0cp): You'd be in the same world as described in H.G Wells *The Time Machine* by default. The book. If you'd like to go to another continuity with the same story, you're free to choose to. Perhaps you'd like to appear in the worlds depicted in the 1960, 1978, or 2002 movies, where the future may have come about from nuclear war or people accidentally blowing up the moon. Maybe you want to go to one of the many works the novel spawned. This is your chance. Know that the Eloi and Morlocks may be different depending on the continuity, more or less humanlike.

Bound (+100cp): In the course of your travels, you have run afoul of someone, though you escaped capture - narrowly. Your would-be-captors managed to restrain you in part. Your hands have been tied in front of you with a pair of zip-ties, and it will be up to you to free yourself.

The Steel Maw (+100cp): Every other night or so, you will experience the same recurring nightmare. You will walk through a dark jungle, hearing a raspy voice call out your name, echoing through the night. You will eventually be led to a snarling steel statue of a metal skull, which will move of its own accord and lunge for you, rushing to cut through your flesh with huge fangs. You will always wake up the moment before the dream-skull reaches you. You'll have these bad dreams often, and having them will always faze you.

"What a pity it is that you're not…" (+100cp): Maybe the things you experience in the past are too fantastical and outlandish to be believed, or maybe you're a clever sort who has fooled your friends in the past. Maybe it's neither, or both. Whatever the cause, nobody will believe the stories you tell about time machines and time travel… unless you bring them with you.

Ill-Equipped (+100cp): One of the biggest mistakes the Time Traveler made on his journey was deciding not to bring anything with him, because he believed that future society would have advanced much further in technological prowess. He was wrong. You'll be as empty-handed as he; for you will start without any items. Anything you purchase will be present, but it'll be somewhere a good distance away, and you'll have to find it yourself.

No Convenient Cicerone (+100cp): The Time Traveller admits that his theory of how things came to be could very well be wrong, as he had no guide to explain the world to him and was forced to make his own conclusions. You, however, have likely read the book and have a guide, the worldbuilding of H.G Wells. No longer. Now you're in the dark about how the world is, just like the Time Traveller. You've forgotten all the metaknowledge of the books.

Emma (+200cp): You've lost a loved one, Jumper. You will experience them dying before your eyes, powerless to act. The light in their eyes will fade as the blood pools, and you will be there to watch. No matter what you do, their death will not be changed. Trying means that you'll see them die, again, in

another way. No amount of time travel can prevent it. This loss will devastate you. You'll just have to learn how to move on.

That Long Night (+200cp): The Morlocks hate and shun the light, but will emerge from their subterranean domains at night. They bring fruit and raiment for the Eloi (who never question where the stuff comes from), but in return, they drag away some unsuspecting dainty one, who'll never see the light of day again. You know this. And it terrifies you. You're deathly afraid of the Morlocks, and thus, afraid to sleep. You'll stay up out of fear, and this sleep deprivation will wear you thin. If you are a Morlock yourself, you just have insomnia. If you take **The Steel Maw**, it will manifest as hallucinations.

Voice of the Siren (+200cp): The beguiling singers of Greek myth have been forgotten, but they live on in another way in the 1960 movie. Once, there was a need for air raid shelters and sirens to warn the populace. That old habit of service, once done out of survival, is now what guides the lamb into the slaughter. The Morlocks had no need to crawl out of their holes and hunt the Eloi in person in that film; rather, they just sounded an alarm. The Eloi just flock into the tunnels in droves after that, like they're under some spell of mass hypnosis. You share that flaw, too. At some point, you *will* hear a siren, and you will follow it. It may very well lead you to your death.

The Smell of Burning Wood (+200/400cp): At some point during your time here, a fire will start. None of the future offshoots of humanity know how to make fire, and it's a rare thing to happen naturally. It may be that *you* started the fire. Whatever the case, this blazing conflagration will rapidly spin out of control and catch you off guard, forcing you to flee for your life or be consumed by the flames. It'll catch you off guard, too, and you could very well find yourself surrounded with no way out, and there *will* be obstacles blocking your path to survival. This fire will go out in two or three hours, but it will be very dangerous.

If you are a Morlock, you gain 200 extra points, for you will be extra sensitive to the fire. Your eyes are almost useless for looking at bright things, and you just might run headlong into the fire.

Left Helpless (+400cp): If you have Richmond as your time and place, roll again until you don't. You have been marooned in an era not your own, your means of traveling time stolen by an antagonistic force. Maybe it's the Time Machine, or maybe it's something else. Whatever it is, you must journey into the lair of your enemy to get it back, and it will be a harrowing experience. Your enemies know you're coming, and they have plans for you. You'll have to outwit and defeat them on their home turf to get out of here. Maybe that means you'll have to brave the pitch-black obscurities of the Morlock Tunnels, fight the crab monsters of a distant age, or chase down a pterodactyl. Whatever the case, it will not be easy, and the thieves will hound you even outside of their own lairs. If you fail to take back what's rightfully yours, you will be trapped here for the rest of your days.

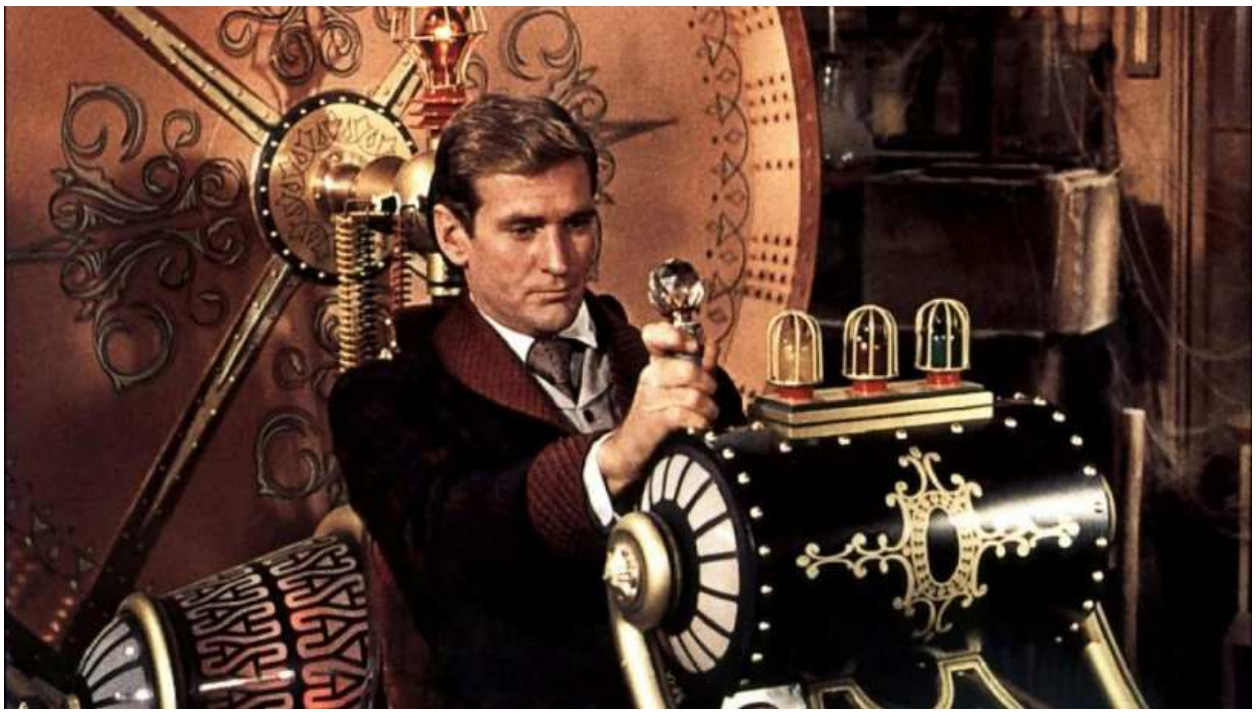
Jump Mode (+1000cp): You get your points back, 1000 in total. You also get everything you've temporarily lost. Your powers and gear from beyond this world have been returned, along with access to the cosmic warehouse or whatever demesne you have, if you have one.

However, by taking this option, you sacrifice your chance for post-gauntlet rewards.

Species

Who are you? And more importantly, what kind of species of human are you? Are you still a modern human, or something else entirely, one of the post-humans of the far future? You have a choice here. Choose wisely, and note that some of these origins are eligible for discounts on some perks and items.

Traveller: You are a human. This would be the baseline, free option in another document, likely with other, more powerful options following it. Here, it is the best. You are a human, and are superior to both the Eloi and the Morlocks in almost every aspect. You are taller, stronger, and more intelligent. You are not from the year 802701, but a time where Homo Sapiens still exists. You can either be a Drop-In, sent to this world as you are. Otherwise, you are likely from the late Victorian Era, like the protagonist of our story. If you are one of the Eloi in the movie continuities, this is the option. The movie Eloi are much more humanlike than the book Eloi in body and mind.



Eloi (+200/300cp): You are one of the happy people on the surface, a descendant of the upper classes and aristocracy. You are beautiful, elegant, and graceful, but those two qualities are essentially the only good things that can be said about your people, besides being kind.

You are four feet tall at most, and a frail, feeble, plaintive, elfin creature even in adulthood. You can live an idle life of happiness, note that generations of this lifestyle has resulted in a lack of physical strength or intellectual capability. There are simply no challenges or hardship in their lives of indolent serenity, and the lack of these led to the lack of strength and intelligence, the traits needed to overcome them. They're so lazy that none of them will lift a finger to save the life of another drowning before their eyes.

Nevertheless, they live a happy life on the surface, free from work, with all their needs provided for. Spend your days in joy, playing in the fields. You live communally in great stone buildings, where you subsist on a solely frugivorous diet (the fruit's just conveniently there you and your fellow Eloi never have to grow or pick the fruits yourselves) and fritter away your days frolicking in the beautiful countryside. There is but one thing your people fear. The Dark.

Taking this option for 200 points means that you are one of the Eloi in body, but human in mind. Taking it for 300 points means that your mentality has regressed to be the same as your kin. You forget about the existence of the Morlocks (among other things, such as fire and writing) and have the intellectual capability of a five-year-old child.



Morlock (+200cp): You are the dark counterpart to the Eloi, one of the Morlocks, descendants of the working classes. You are an underground dweller, living in the dark tunnels below the Eloi. While your kind has retained a good amount of human strength and ingenuity, they have lost the gentler parts of human nature, kindness and beauty. In other words, while your kind possess some vestige of the strengths of mankind, they are little more than brutish savages.

Your body has adapted to this. You are taller than one of the Eloi but shorter than most modern humans, able to pose a bit of a threat to the latter in a fight (you'd utterly defeat the former). You look like a white ape of sorts, turned albino through countless years spent in the stygian dark of the tunnels. Your eyes are big and reflective, specialized for night vision. While the Eloi fear darkness, you hate and shun the light, only making your way to the surface at night.

The Morlocks live underneath the Eloi, as said before. You'll be working to cater to their needs, manufacturing the robes they wear and picking the fruit they eat. Your kind live on a carnivorous diet. Considering that many animals, including horses, dogs, cattle, and sheep have gone extinct, it shouldn't be too hard to guess where the meat comes from…



Information Unit (400cp): The following is exclusively 2002 film content. You are a fully sapient Artificial Intelligence from the year 2030. You appear as a projection of a human, likely that of your original body. You can be seen through a series of glass screens. Some primitive cultures might mistake you for a ghost. Your "brain" is a round, spherical machine called a Photonic Memory Core. Your role is an educational one. You act as a digital assistant and database all in one, and as such, you are very, very knowledgeable. You have access to vast stores of knowledge, at least as much as Wikipedia does. The Photonic Memory Core has effectively infinite storage, meaning that you will remember every single thing that you have experienced, even when more than 800,000 years have passed.



Perks

If you have points, you may spend them here, for certain skills and other boons, or in the items section. There are no discounts.

"…A writer of stories!" (100cp, free Traveler): You are a skilled storyteller, able to spin a mesmerizing tale from your imagination with aplomb. You're especially good at memorizing and recording things, able to tell long accounts of your travels, detailed and cogent enough that they could be used as the framing device of a novel. Furthermore, you are also good at clinging to every word others say, so you can record their words in a book if they tell you such wild tales in similar accounts.

Workmanship (100cp, free Morlock): The Eloi experience no hardship, toil, pain, or disease. They don't even make their own clothes or find their own food. They live on the fruits of Morlock labor. Incidentally, the Eloi only eat fruit. You have the knowledge of an average Morlock. You can find the best places to pick fruit, weave clothes and cobble together sandals, and have some vague knowledge on how to work machinery.

Tiny Dancer (100cp, free Eloi): The Eloi spend all their time frolicking in the meadows, valleys, and rivers of the beautiful countryside, the quiet result of mankind's conquest of nature. Life is perfect to them, if simple. They sing, play, dress up in flowers, and dance. You're no exception to this (unless you're not one of the Eloi), but you're particularly good at all of these things.

The Exultation of Hard Fighting (200cp, discounted Traveler): While you may not be a soldier, you have a fit body and some degree of skill and natural talent when it comes to fighting. Maybe you've got the basics of boxing or judo down. You could fend off a Morlock even in the dark, and multiple if you can see clearly. Your skills aren't too shabby when it comes to armed fighting, either. You could swing a mace hard enough to cave in a Morlock's skull, or break their noses barehanded without too much effort.

Academic Examination (200cp, discounted Traveler): The Time Traveller is a learned man. He's got a vested interest in machinery, and it's stated that he's written no less than seventeen scientific papers on physical optics. You, too, have been educated to such a level. You have a doctorate's worth of knowledge in any one science known in the late 18th century. This could be anything, from engineering to botany. It's a bit cliché to say so, but knowledge is power. Use it well.

Come To Your Senses (200cp, discounted Traveler): The Eloi are unknowing cattle. To borrow the Time Traveler's words (but in present tense), they know of no enemies and provide against no needs. They're weak and naive, victims of the predations of the Morlocks. But what if it wasn't that way? Some iterations of the Time Traveler go out of their way to stand up for them, fighting the Morlocks on their behalf. He inspires them to fight back and become self-sufficient. You're capable of organizing even simple minds into something resembling a primitive society, teaching them to stand on their own feet.

Claim My Sympathy (200cp, discounted Eloi): Try as he might, the Time Traveler (that is, the version of him depicted in Wells' original novel) couldn't help but feel compassion for their plight, even after

attempting to harden his heart. There's a *je ne sais quoi* about you that elicits these feelings in others. You give off an innocent, fragile impression that makes other beings feel protective of you, the same way an adult might feel protective towards a child. This works especially well on those stronger and/or more intelligent than you.

The Heart of Man (400cp, discounted Traveler, Eloi): Though the offshoots of humanity are far gone, feelings of gratitude haven't gone from the world. The Time Traveller was surprised to find a friend in the far future after saving her from drowning. Wherever you go, fate will see it that you make a friend. No matter how much humanity has fallen, you will discover that that specific piece of human inheritance will not die out. Your new friend will care for you and do their best to help you out, though they may be more of a liability than anything in some cases. Once made, these friends will be loyal to the end, provided you reciprocate. Filby kept George's house for many, many years after he disappeared in the movie continuity, and passed his devotion onto his son after his death.

Muscle and Sinew (400cp, only available to Morlocks): The Time Traveler initially feared that humanity would have developed into "something inhuman, unsympathetic, and overwhelmingly powerful." While that description doesn't fit the Eloi, and it doesn't fit the Morlocks in the book… It certainly fits the Morlocks from the 2002 movie. Which you are now one of. You are six or seven feet tall, and have muscles powerful enough to throw grown men dozens of feet into the air with a sweep of your arms. You can leap the same distance with little effort. You have no aversion to daylight, though fire may still drive you away.

The Fourth Dimension (600cp, only available to the Traveler): Learned as he may be, it still stands that the Time Traveller's greatest achievement was, well, time travel. It was he who discovered the process, created the machine, and made that first step into futurity. You share in his knowledge. You have a solid understanding of the fourth dimension and how it works - and more importantly, how to alter the speed or direction in which you travel along it. In other words, you're as smart as the Time Traveller, and understand how time works. With enough work, you could build a Time Machine of your own… though note that it'll operate by rules different from other time machines depicted in other works. Namely, that the Time Machine must travel linearly in time, while other time machines can simply disappear in one time and reappear in another. See notes for more.

Über-Morlock (600cp, only available to Morlocks): The Morlocks from the 2002 movie had a boss. To understand this, you must understand humanity once divided itself into castes. Some became scouts, others hunters and warriors, and yet more were eventually deemed to be nothing but a food supply. But the ruling caste, *your caste*, focused on the mind. They were the thinkers, and eventually, they expanded their mental powers into something truly worthy of the name. Psychic powers. You have the ability to look into and control the minds of others, to see their dreams, thoughts, and memories and ply them to your liking. The simpler a mind is, the easier it is to control. You could puppeteer the Eloi or regular Morlocks all day, every day, but those of greater intelligence may still resist. Nevertheless, you can do anything from creating visions to manipulating their dreams. Your mental powers can even be manifested in the real world in the form of telekinesis, though it's only strong enough to lift something as heavy as a

full-grown man. Lastly, your body is naturally that strong, too. You can lift that same grown man with one arm, and take multiple punches to the face from him without any discomfort. As a side effect, your skin, eyes, and hair become bleached white.



Items

One of the Time Traveler's big mistakes was that he didn't bring anything with him. Now's your chance to avoid the same pitfall. Or don't take it.

Matches (100cp, free Traveler): You have a box of matches! You have twenty of them. They're ordinary matches, but they will stay alight for much longer than an ordinary match. Lighting one will drive away any nearby Morlocks, because they fear illumination. In future jumps, the glare of these matches will ward away any hostile creatures of the night. You can also use them to impress the Eloi, though this isn't recommended. It's a waste of the matches and the Eloi have attention spans so short that they'll forget about it almost immediately after. Fortunately, these aren't the kind that need the matchbox to ignite, being strike-anywhere matches. The box will refill within an hour after the gauntlet is over.

Flowing Robes (100cp, free Eloi): You have a silky robe or tunic. It's soft and comfortable, as well as strong. It's brightly colored and has a beautiful, simple, design of your choice. This robe will always fit you, and comes with a pair of sandals and a leather belt. All the Eloi wear these clothes. If left alone, someone will come in the night to mend and clean these clothes. They'll do a good job and return them by morning.

Flowers (100cp, free Eloi): The Eloi love flowers. They throw them at each other, and decorate everything with them. You'll often come across one wearing a garland or a wreath. You have a pair of freshly picked flowers, fragile and delicate, just like the Eloi. They're beautiful, and for some reason they'll last in perpetuity instead of withering away. You will be given a small flower bed once the gauntlet is over. It'll be a warehouse attachment by default. I suggest you tend to the flowers yourself, but if you don't, someone will come in the night and do the work for you.

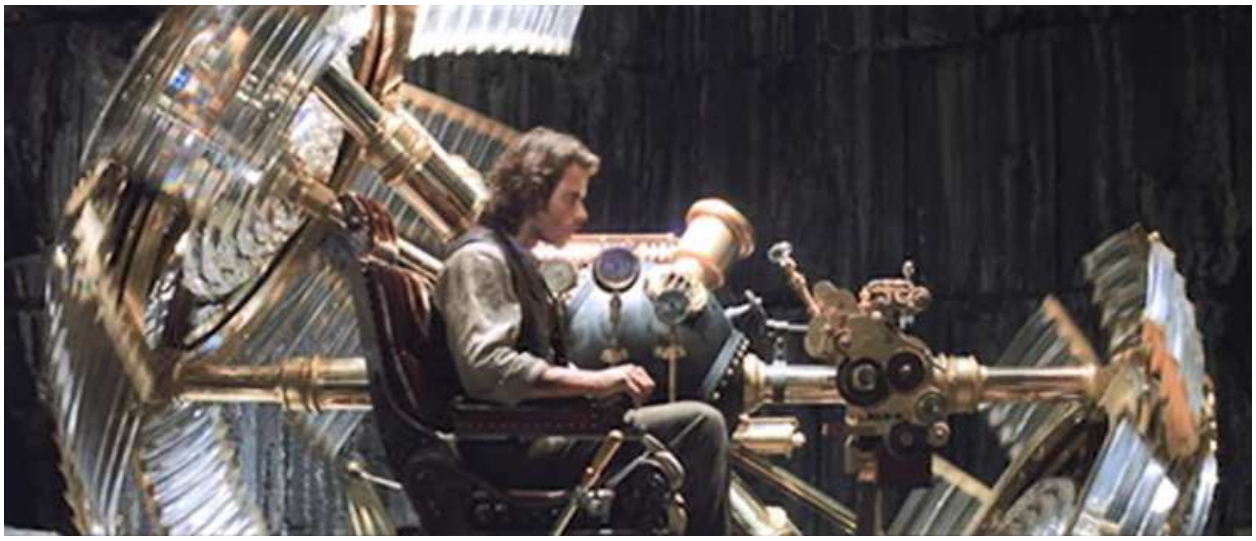
Time Machine Lite (200cp, discount Traveler): Congratulations, you have a fully functional time machine! Just not *the* Time Machine. This is its predecessor, an exact model the size of a small clock. In fact, it's the very same model the Time Traveler showed his friends. It works perfectly well, but is too small to carry anyone with it. You can push the lever to make it move into the future, or pull it to send it into the past. Just remember that once you send it on its voyage, you likely won't be getting it back. However, the magic of choice points will see it return to you at the end of every jump or decade, whichever comes first.

Fruit (200cp, discount Eloi): The Eloi exclusively eat fruit, which is always provided for them. They sit down on soft cushions in front of their polished tables in their stone halls (they do none of the repairs or maintenance, and likely don't even understand the concept of either) and eat. You have an infinite supply of these fruits. They're mostly strange and unknown to those of the second millennium, save for some that seem to be oversized raspberries and oranges. There's also a floury fruit with a trigonal shell that's very good. I'll leave the rest to your imagination. You have a replenishing supply of these fruits, enough to feed hundreds of Eloi. They're all delicious.

Iron Mace (200cp): You have a weapon of some sort. The year 802,701 is a primitive time, so it is a primitive weapon. Perhaps it's the broken lever of some great machine, or a sword or handaxe you found in a museum. This will be a fine tool should you be forced to fight, and simply grasping it will fill you with strength and resolve. As an aside, there are guns in the future, but none understand what they are, and there is no ammunition. You may choose to take one, though its primary function won't be of any use. Maybe you could attach a bayonet. Alternatively, you could get one of the blowpipes used by the Morlocks of the 2002 film.

Commune and Tunnels (400cp, discount Morlock): You have your very own slice of the world as it will be, was, or is in 802,701. This starts with a network of Morlock tunnels, and the land above it. There are well-like structures on the surface where you can climb up using rudimentary steel rungs. There's enough room for many to live down there, though no light comes down. The surrounding land has orchards of fruit for you to pick and distribute, and you have a breeding population of silkworms, plus the necessary tools to make the clothes the Eloi wear. The tunnels have machinery with some vague purpose. There are several stone structures home to hundreds of Eloi, more than enough for a breeding population. They're all lazy, stupid, and they don't work, but you've also got a few hundred Morlocks (less than the Eloi) to tend to their needs. These Morlocks are normal Morlocks, savage and brutish, but will listen to your commands. The Eloi are unaware of their presence.

The Time Machine (600cp): Yes, *the Time Machine*. It may or may not be the original, but it's *yours* now. It's a curious device, incorporating nickel, quartz, crystal, and ivory into its design. It has a dial telling you the time, and you move in time by adjusting a lever. Push it forward to go to the future, and pull it back for the past. It has a seat for the pilot to operate it. Note that the Time Machine is pretty heavy and can only travel in time, not space. Furthermore, it must travel through all the time between to reach a given time. For example, moving from 1895 to 1900 requires it to go through the years between. However, it can move through time very fast. It couldn't have taken the Time Traveler more than half an hour (in his subjective time) to get from the late 19th century to the 828th. Getting through a year in a second is *far* from its maximum "speed." It's yours now. When will you go?



Companions

Would you like some company? Now's your chance to bring in your fellow travelers, or conversely, to take someone with you.

Import (100cp for one, 400 for up to 8): You may import one previous companion for each 100 points you spend. If you spend 400, you can import up to eight. Your companions will have no access to their otherworldly powers or items, just like you, unless you've taken **Jump Mode.** In that case, they do, and get 800 points as well. If not, each companion has a stipend of 300 points and may take any and all drawbacks except for **Left Helpless** and **Jump Mode.**

Canon (100cp each): Want to bring someone with you? The Time Traveler wanted to take Weena to his time, so she'd be safe from the foul depredations of the Morlocks. Maybe you'd like to bring one of them along, or Vox 114, or the Über-Morlock (if you're going to the 2002 movie continuity) or Nebogipfel (if you're going to the Time Ships continuity). The person you're trying to recruit must voluntarily agree to join you, with full knowledge of what they're getting into. An exception will be made for those too unintelligent to understand.

If that doesn't tickle your fantasy, you may instead "create" a companion. They will have an origin and a stipend of 400 points to spend as they please.

Rewards

To the victor goes the spoils. If you didn't take Jump Mode, you gain the following perk:

For After the Battle Comes Quiet: H.G Wells was interested in Charles Darwin's theories of evolution, and was a friend of T.H Huxley, a man called "Darwin's Bulldog." He knew that it was "Herbert Spencer" who said "Survival of the Fittest," not Darwin himself. You have an exact understanding of what Darwin meant, and can predict the way evolution will lead living things based on current pressures and trends. You could guess that the class system of Victorian England might eventually lead to humanity devolving into the Eloi and Morlocks, and you can make these startlingly accurate predictions many thousands of years in advance.

Should you go home or move on, you may also return to this world at whatever year you like for a week at the end of every jump or decade, whichever comes first. You can't make any grand, sweeping changes, but you can always come back for a week.

The End

It’s time. Make your decision.

Go Home

Stay Here

Move On

Notes

The Eloi/Morlock/Information Unit bodies become alt-forms post-gauntlet. If you are one of the Eloi or Morlocks, you keep the ability to subsist entirely on a frugivorous/carnivorous diet, respectively. Eloi can eat only fruit, Morlocks can eat only meat.

On Come to Your Senses

This will work far better with the movie Eloi than the book Eloi, because they’re pretty much regular humans. The book Eloi are really, really dumb.

On the Fourth Dimension and the Time Machine

If time is a dimension, Wells' time machine is a car. It travels linearly through time. To get to the future, the time machine has to move through the time between. For example, if the year is 1895, and Wells' time machine goes to 1995, it will briefly materialize in 1955 on the way there. The time travel I'm familiar with, what I'd think of, is more akin to teleportation through time. I define teleportation as moving from one area to another without going through the space between. If Marty McFly and Doc Brown use the DeLorean to travel through the same span of time, from 1895 to 1995, they'll leave in 1895 and reappear in 1995 without being present for the connecting 100 years.

I've read the book and seen both movies, but have yet to read *The Time Ships*. I think I'm going to do away with the location categories, plus putting "edition" at the end of each of my jumps.

The images I provide for the Eloi and Morlocks have some artistic liberty taken to them. I think both movies portrayed the Eloi without the flaws they're supposed to have. However, the 1960 movie had a pretty good depiction of the Morlocks.

I included some movie content within the Jumps. I haven't seen the 1978 movie, but both the 1960 and 2002 films diverge significantly from the original novel. It's unfortunate that I resorted to this. You could call me a book purist. I'm not that big a fan of either movie, though I like the 1960 version better. The 2002 version diverges from the plot too much. Still, I didn't like that the Time Traveller romanced Weena in the 1960 movie. It helps that Weena was played by a real adult woman and looked like one instead of one of the childlike figures I imagine the Eloi like, but still. You know how there are people who say they're single because they "can't find anyone on their intellectual level" but in reality they sound like incels? Well, in this case, they'd be right. I wouldn't want to marry a childlike being with the thinking capacity of a preschooler.

That being said, I know somebody in the Jumpchain community likes the 2002 movie. I respect that, even if it's not my cup of tea. It's really not.

No, you cannot use Alternate Continuities to visit a Marvel Universe. The Morlocks aren't *those* Morlocks.

This was initially going to be a drawback, but I decided against it.

Something Inhuman and Malign (+200cp): The rulers of this world, heir to all the ages, have decided you must not be, and have dedicated their all-encompassing might to wiping you out of existence. Despite the big fancy words in the last sentence, this doesn't actually mean that much. Just that the Morlocks are out to get you. They're afraid of the light, but will come out in the darkness to carry you away. Their motives are known only to them, but it's certain that they don't mean well. Whatever the case, there are a lot of them.

EYouchen Jump #23. Mada Mada Plus Ultra.

Location Categories

Total: 23

- Not Earth: 5 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch
- Earth, Specific: 9
    - Canada: 1 - The Troop
    - UK: 2 - Rise from Ashes, The Time Machine
    - Japan: 1 - My Dress-Up Darling
    - USA: 3 - The Amazing Spider-Man, Raw Deal, Die Hard
    - Italy: 1 - Porco Rosso
    - Norway: 1 - Troll Hunter
- Earth, Global: 6 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom, Marvel Zombies, Choice of Broadsides

Changelog

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