

Welcome to the world of Gamindustri. You may have been here before, but this is a world divided into four different nations, each ruled over by a Goddess. **We call them CPU's.** Each of these goddesses are the physical personification of a different video game console, and compete for faith, otherwise known as Shares, by making their nation as prosperous as possible. **We call *this* the Console Wars.** Often the stories of this world would involve some kind of nation or world threatening evil that the four goddesses must team up to defeat. **Led by the wonderful protagonist, Neptune!** Not so much this time. You have entered during an odd moment of peace and quiet. A new game, 4 Goddesses Online 2, has recently entered beta testing and each of the goddesses have been invited to play test it. You will be entering this world around this time, to join in the fun of playing video games with the colourful characters of this world. **A story can't lack a bit of spice though, and a disgruntled shadowy figure moves in the dark to subvert and sabotage the launch of this new game. Dun Dun Dun!** It's time to kick back and relax, because the worst thing you'll be dealing with in this jump are a few hackers on an online game.
Have **1000CP** to spend on the document below. You'll be staying in this world for a nice round decade.

Origins: *It is time to choose who you are in this world. Any of these options can be taken as a drop-in if you wish.*

Gamer - The bulk of the population who would be playing this beta: Gamers. You will be entering this jump as one of the many normal people who have through luck or circumstance gotten invited to play the 4GO beta. Whether you are a reformed villain or adventurer taking a vacation, your real life background matters little.

Programmer - If the CPU's are the goddesses of the real world, you would be one of the gods of this one. You are a programmer, a game dev or GM who creates the games others play. Whether you are acting in your capacity as a programmer is another matter. You could be part of the staff that helps with 4GO or from another software company entirely, like that World Breaker Online company that went under a while back.

Non-Player Character - Alongside the many players that play this game, there are also the many NPCs. These are the quest givers, the player guides, the enemy bosses of the world. You will be entering this jump as one of them; a virtual lifeform created for a certain purpose. With the help of Planeptunes impressive communication technology, NPCs in 4GO are able to hold true conversations with players and respond to their actions in real time. In many ways they are indistinguishable from real people.

Console Patron Unit - You will be entering into this world in the same form as many of the main cast of characters; that of a CPU. CPUs are divided into the main CPU and their Candidate sisters. Which of these you are is up to you. Similarly, you can choose whether you are a Gamindustri native or a visitor from another Dimension. As a CPU you are an eternally young God/Goddess. You gain power from the faith of your worshippers. With even a small amount of Shares you will be able to undergo a transformation into a 'super' form known as HDD. Most of this is not relevant for the purposes of this jump however, bar your possible connection to the existing CPUs.

Locations: *Time for you to choose where you will be starting. If you are starting as an NPC, this is merely where your hardware or data bank is stored.*

Planeptune - The land of Purple Progress, run by CPU Purple Heart. While this nation puts out less technology than the others, everything they produce is high-end and top of the line, the most advanced technology of all the nations. Like the other three nations, this is one of four nations set upon the continent of Gamindustri and occupies the western quadrant of the continent. Alongside the capital city, there also exists two other cities in this nation. You will be starting somewhere in this nation. **Hopefully not falling from the sky, even if it is tradition.**

Lastation - The land of Black Regality, run by CPU Black Heart. Where Planeptune focuses on producing extremely advanced technologies, Lastation is a nation with a heavy focus on industry. Numerous large factories belching out black smoke as they make their wares has left a near permanent smog over many of the cities and towns in this nation. Lastation lies in the eastern quadrant of Gamindustri. Like above, you will be starting somewhere within this great nation.

Lowee - The land of White Serenity, run by CPU White Heart. Lowee is a nation where the pursuit of magic takes precedence over advancements in technology. Magic is used by almost all citizens of Lowee for their conveniences. Located in the north of Gamindustri, this land is forever covered in a fine layer of white snow. The towns that exist here, while still more advanced than modern day earth, have a definite fantasy-esque theme to their appearances.

Leanbox - The land of Green Pastures, run by CPU Green Heart. While originally a somewhat medieval style nation, over the years Leanbox has developed into a highly urbanised place filled with corporate buildings and skyscrapers while still maintaining its signature greenery. Located in the southern part of Gamindustri, Leanbox has a focus on both military and moe industries. While their technology is often top of the line, they are known to overheat or break down more than the other nations. This is also the only nation with only one CPU to look after it.

Perks: *Perks are discounted to half price for their origins. Discounted 100CP perks are free.*

Do You Even Work? [100]
It is a legitimate question. Vert supposedly runs her nation, yet behind the curtain you will find her dedicating entire weeks of time to non-stop gaming. This is no small feat since, even if you're pawning off most of your work to your assistant, running a nation is a busy commitment. However, like Vert, you can always manage to find time to relax in between hard work. It doesn't seem to matter just how busy you are, you'll always be able to find a few hours to enjoy yourself and play some games without negatively impacting your workflow.

Gamer

Roleplayer [100]
A game is a wonderful new world that the player can enter. In the virtual world you can be whatever and *whoever* you want. And thus came the roleplayers. Every game has them. One of the most important parts of being a roleplayer is obviously to be able to play a role. Pretending to be someone you are not is a skill you have honed from many hours of gaming and DnD nights. You should be warned that not all bystanders will appreciate your antics, not that you should let that stop you.

Main Character [200]
Who bothers to remember the names and faces of background characters? You are the main character! The most main character of main characters. **Er, excuse me, I think you'll find the name of this jump is Cyberdimension NEPTUNIA.** You stand out from the faceless blank masses that go about their day without minding their mob status. In a world of greyscale, you would be one of the only people painted in colour. You will naturally attract the attention of other main characters, and getting entangled in their happenings is all but inevitable to some degree.

MLG Pro-Gamer [400]
As you play games, there are certain skills and knowledge that you will pick up that will gradually make the gameplay and exploration of future games very intuitive. You have graduated from the class of casual gamers and could be considered a hardcore one. You are generally quite game-savvy, with an instinct for the usual tropes and tricks they may present. You know how to form a balanced party, how to speedrun bosses, how to farm materials efficiently and so on. As an added bonus, these long hours of gaming have served to train your reflexes to a frankly astonishing degree, outstripping even many adventurers.

Adventurer [600]
When your day job is going out to fight giant monsters, others might be surprised that you relax at home by booting up your computer to kill virtual giant monsters. Still, the skills of an adventurer are unsurprisingly helpful in these kinds of games, especially with the gradual emergence of VR technology. You are a reasonably skilled adventurer, and as such are proportionally skilled at fighting monsters and the like. You know your way around a sword and know your way around a fight. The fact that reality is also filled with monsters means these skills are also going to be handy for more than just games.

Programmer

Beat 'Em Up Bugs [100]
You would think that beating up the in-game avatar of a virus would do little to stop its malicious purpose, but somehow in this world it just seems to make sense. The true battle for data protection is still limited to the work of cyber security systems, but when it comes time to lay your cards on the table, you will find that you can drastically weaken or slow these attempts by hackers with a good-old boss fight in the virtual world. At the very least it gives those who aren't tech-savvy a chance to make a difference, rather than standing around like lemmings.

Hacker [200]
The flipside to every programmer: The cheater. The hacker. What can be used to create can just as easily be used to destroy and steal. Maybe you were spurned by a company one too many times, or maybe you just enjoy spreading chaos, but you have joined the dark side **(of programming)**. You have become an expert at hacking into software and disabling cyber systems. Worms, Man-in-the-middle, trojans; the list goes on. Nothing online is 100% secure. You are the bane of data users everywhere.

Game Dev [400]
The war between the four nations has changed from actual combat to a competition of entertainment and technology. You will be entering this war as a frontline fighter. You are a game developer; a programmer with detailed knowledge on coding, AI creation, and bug fixing. You could write complex bug fixes in moments! Each nation has its own focus, so what exactly your strong point is will vary. You are quite the talented game dev, able to create a popular indie game by yourself if need be. With a bigger team, funding, and a good deal of passion, you could possibly make a game that stands as one of the all time greats.

Nepgineer [600]
Programmers will create the games that people play, but you are the person who creates the consoles that those games run on. You are a tech wiz, a genius of mechanical design and engineering equal to the likes of Nepgear. You would fit right in at Planeptune, famed for their advanced technology that outstrips the others. Given the right tools you would be able to invent full dive VR technology in a world without it, or should your interests turn to other pursuits, you could design a giant functioning mecha.

Non-Player Character

Just Add Wings [100]
The central pantheon of 4GO takes heavy inspiration from the 'real' world, with the four goddesses each a mirror for the respective CPU's HDD form. However the creators did take a few creative liberties when finalising the designs. Notably, each of the Goddesses possess an impressive pair of wings with feathers the purest white. This instead of their usual hardlight wings. **Those wings are SO pretty!** Along this same line, you may choose to do something similar with your own transformation form; editing the looks slightly to be more in line with your specific taste. This is entirely cosmetic, but can be quite aesthetically pleasing.

Class Switch [200]
Everyone has a role they prefer to play in games. Everyone has a preferred play style. But sacrifices sometimes have to be made when playing as a team. Luckily, you are quite comfortable switching roles as the need arises in order to play the part you normally don't. You could click quite nicely into the support role despite playing the part of the DPS the overwhelming majority of the time. You'll still need a bit to learn the moves, but the transition will be a smooth one.

Shopkeeper [400]
Just as there are many NPC store owners that you can buy wears from, there will naturally be many players who take up a similar role of their own volition. With so much competition, you'll have to be a good shopkeeper to do well. You are quite skilled knowing how to draw people's eyes and get their attention. A bit of advertising and sprucing up goes a long way to bringing in the customers. On top of this, you are reasonably good at haggling prices, both as a customer and as the one selling items. Now you just need something to stock your shop with and you'll be all set.

Cheetah Style [600]
You are no mere NPC. You are an AI. And not just any AI; you are an AI designed to hack, subvert, and sabotage. One could call you the last trump card for a great hacker. At the very base level, your code allows for an incredibly strong learning ability. You can quickly gather data on whatever it is you are studying and grow smarter for it. On top of this, however, is an incredibly complex and powerful data absorption ability. As long as you are in cyberspace, you are capable of constantly absorbing data to grow stronger. With enough time, you will be strong enough within cyberspace that not even those with direct backdoor access to your programming could stop you.

Console Patron Unit

True Goddess [100]
The Goddesses of Gamindustri were born to divinity. Each came into being as they are now. Perhaps as a result of this, they are each attractive in their own way. **It's because cute girls sell better.** Similar to the goddesses of this dimension, you are very attractive in your own right and your own way. A well proportioned body, healthy skin, and glossy hair, even on an off-day you could pass as a model. Truly a body fit for a goddess. Not that that matters too much in an online game where you can design your own avatars.

Avid Gamer [200]
Even a goddess needs to sleep. But for a gamer, sleep is the enemy. How can you call yourself a true gamer if you can't stay up for 96 consecutive hours without any sleep? Sure you may start questioning what is virtual and what is reality by the end, but you'll have made some great progress on whatever you were grinding for. As a gaming pro, you have trained yourself over the years to be able to function on relatively little sleep. **Nep-Warning: This is hazardous to your health, please do not try this at home! >.<**

Onee-Sama [400]
What could be better than having an adorable little sister to spoil? Who says they need to be blood-related? That's what Vert thinks at least. Like Vert, you radiate a certain level of "big sis" energy (or "big brother" as the case may be). Welcome others into your warm bosom and with repeated exposure gradually instil the idea of being their older sister into their head! **Ugh, please don't start trying to steal Nepgear too! I get enough of that from *Vert*!** It's not actually mind control, but you could be forgiven for mistaking it as such from an outsider's perspective. Such is this effect that it even works on the NPC's of 4GO.

Inspiring Faith [600]
The differences between a celebrity and a goddess are fewer than you might realise. Or another way to think about it is that the CPUs are the greatest of celebrities. The four nations are forever in a competition to win Shares, the faith of the people. Whether you are a CPU competing for Shares or an idol looking for fans, you are quick to garner followers even with relatively little action. You'll only have to put in an appearance every now and then to maintain your fanbase, which will leave you plenty of time for fun and games in between.

Items: *You may optionally discount one 100CP, 200CP, and 400CP item*

4 Goddesses Online [Free]
A collaborative effort made using the technology from all four nations, 4 Goddesses Online is the most popular MMORPG on the market, and its sequel which has just entered beta testing is in line to perform similarly. You have received advanced copies of both the original and its sequel for your own enjoyment. This also comes with a simple computer to operate them on if need be. Have fun playing at your own leisure alone or with your friends.

Tea Party [Free]
Neptune News Corner is closed for business. Instead, you may join Neptune and Vert on their very own little TeaTime Trivia! You have with you a pleasant selection of different teas from all over Gamindustri. Each has their own unique flavour and effect. You'll have the right tea for any taste and any occasion! Alongside this assortment of drinks is a mini-fridge of pudding for all your sweet dessert needs. Ignore that several of them have Neptune written on top, she probably won't notice a few missing. **HEY!!!**

VR Helmet [100]
Invented by CPU Candidate Nepgear, this simple looking helmet is actually a fully realised fulldive VR Helmet. Once you put this helmet on, you will truly enter into whatever game you are playing, whether it was originally VR compatible or not. These helmets don't take too much power to use, don't require implants, and don't come with any options to trap users in a VR death game. Simply put it on and enjoy the ride.

Backup Server [100]
Remember: Always back up your work! A single accident or power cut can all too easily become a catastrophe. In the basement of whatever property you happen to own, there is a large set of physical backup servers. They are waterproofed to prevent leak damage, and are connected to a secondary power supply that will automatically kick in to prevent data loss. As long as you have this, you are protected from most kinds of accidental data-loss. As an AI it would serve as a nice 'home' safe from danger.

P2W [100]
You will almost definitely have heard the term 'pay to win'. Some games like to make some extra money in addition to initial purchasing costs. While these can often take the form of cosmetics, sometimes those purchases grant real tangible benefits to the player. Hence "Pay-To-Win". You have joined those numbers. Any game you play, you will find yourself with a whole bunch of options normally unlocked using real-world money. Overpowered DLC weapons? Got it. Extra gold? Yep. V-Bucks? Oh yeah.

Gamer Den [200]
Beware of entering the den of the beast. For a proper gaming marathon, you may wish to entirely lock yourself away from the outside world. This is the place to do that, a stereotypical hardcore gamers dream. It is a small flat with thick, black curtains, beanie bags and a sofa, a mini fridge, and a little vending machine for snacks or coffee. Everything needed for a gamer to vanish from the world for days at a time.

P2W IRL [200]
While this jump may be all fun and games, quite literally, you'll still likely need to deal with the real world. Games cannot replace food, drink, or other costs of living, not even for a Goddess. You will be starting this jump with a nice and tidy lump sum of money in your accounts. This is enough to keep you living reasonably comfortably for a few months without any other cash flow. For more long term measures, you'll need to do some job hunting.

Games Collection [400]
As fun as 4 Goddesses Online is to play, it's nice to take breaks and mix things up a little with other games. It should come as no surprise to learn that in such a console focused world, there is a massive variety of different games. You have acquired any gamers dream; a veritable library of video games and consoles to play them on. There are hundreds of different games to choose from, covering a range of each genre and across every different platform.

Seed Of Unity [400]
It is rare for all four nations to come together like this. Each brought something unique to the table, to make the best possible game. The technology of the four different nations has produced a game that will definitely stand the test of time, and it is this same framework that you have acquired in the form of a Seed. This seed is essentially a blank slate that even a novice can use to create games of their own, with the same breadth and complexity as 4 Goddesses Online. You've got a fair number of years to make the best game you can. **Bit on the nose, don't you think?**

Games Company [600]
The biggest of games companies often start from the smallest of teams. Some of the best games come from those same small teams. You are in charge of a relatively small games company of your own. This company is located within a moderate building complex filled with computers and with several backup generators. The company has a few dozen employees in total, each a hard working and talented programmer or graphical designer. In the past this company has produced a few miscellaneous, nondescript games that have at least put it on the map. Actually producing some new games is going to take a few months on the short end, but eventually you'll be putting out games with your own unique touch.

Companions: Don’t want to be a *Lonely* Heart, do you?

Import [50]
This is all fun and games until... Well actually there is no 'but'. It's all just fun and games. So why not invite your friends along too? For 50CP, you can import an existing companion into this jump, letting them gain an origin of their choice and 600CP to spend on perks and items. Each subsequent 50CP doubles how many you may import, up to a maximum of 8 companions for 200CP.

Canon Character [50]
By and large the focus of this jump is playing games with your friends, and there are many that can be made in the next few years. For a simple cost of 50CP each, you may take any existing character in this world as a companion if you are able to convince them, bringing them with you on your chain.

Party Up! [100]
Four is the magic number when it comes to gaming. Four person co-op, four person party, four nations, four CPU's, four Candidates. Four is always good. With this, you may take a party of four people with you as companions for the price of two. It's half off! This can only be purchased once however. Any more companions will have to be taken with the other options.

Bouquet [50]
Bouquet is an NPC of 4 Goddesses Online. More importantly she is an important guide, one that every player will see and meet. One singular Bouquet is hardly enough to go around, isn't it? You may take your particular instance of Bouquet with you as a companion. A marvel of Planeptune technology, she is capable of responding to people in real time and will only grow smarter as she learns. She typically takes the form of a child-sized fairy.

Sister Candidate [50]
Who doesn't want a sister to spoil or be spoiled by? In much the same way the various Sister Candidates were formed, a little sister of your own has appeared at the same time as you in this world. The family resemblance is quite strong, and it is immediately apparent at a glance that the two of you are related. They feel a strong sisterly bond towards you, and would be happy to follow you wherever you went. Personality-wise they complement yours, though still with their own differences and quirks.

Drawbacks:

Ugh, Cringe [+100]
Some people are too much for even the most patient of saints. People like those you find yourself frequently surrounded by. Roleplayers who get a bit too into the role in a weird way, couples having sappy lovey-dovey moments, disgruntled players throwing a temper tantrum. You'll likely learn quickly to prefer smaller parties of known friends.

Imposter! [+100]
In a virtual world, anyone can be anything. Which naturally means that people can pretend to be other people with relative ease. Annoyingly everyone seems to believe you are one of those people. No-one you meet in the game truly believes you are who you say you are. The fact there are other people with the same avatar doesn’t help. They'll say you don't have quite the right mannerisms, or that your behaviour isn't in line with what they should be. In general, these onlookers will be unimpressed with your pretending.

Party Up? Anyone? [+100]
4GO may be a MMO, but that doesn't mean you have to play in a party. You're just likely to advance through the game slower. You can expect to be flying solo a lot while playing this decade, not wholly by choice. Life has a habit of getting in the way of any co-op plans you and your friends/guildmates may have. Someone will be busy, someone's computer might have crashed, and so on.

Buggy [+200]
Beta's aren't finished products. They are just one of the last stages of testing. Unfortunately 4GO's beta is still in need of ironing out a few kinks, as it has been beset by a plethora of unfortunate glitches and errors which make playing it less enjoyable. It's nothing truly gamebreaking, but you may end up wearing the wrong skin, losing an hour of progress, or teleporting through walls. Hopefully those will be patched by release.

Gaming Addict [+200]
Come back to us Jumper. Your family is worried! You haven't left your room in two weeks! You may have picked up a bit of an addiction. An addiction to gaming. Everything needs to be done in moderation, don't follow Vert's example. You have been entirely drawn into the gaming world, to the detriment of your other responsibilities. Tearing yourself away from it is a matter of great brute force will.

Office Drone [+200]
Gaming, more often than not, is a luxury and not a staple. It is a luxury you can ill afford. You have been swamped with a variety of other work responsibilities and the like in order to keep a steady cash flow. You'll be working some quite long hours, with only a short respite in the mornings/afternoons to let you relax in your own time. Even as an NPC, you would have little time to do whatever it is you want to do.

Hack And (Forward) Slash [+300]
It only takes a few bad apples to spoil the broth. 4GO already was going to have a bit of a hacker problem, but now it's more widespread than a single disgruntled competitor. There are a fair few hackers running wild through whatever game you happen to be playing, breaking the in-game economy, messing with other players, and generally making the experience less than fun for everyone. Someone will have to get the Goddesses on this, this is quite a sharp rise.

Banned [+300]
How have you managed this Jumper? Your 4GO account has been suspended. You're not allowed to play for six whole months! The beta will basically be over by then! Oh well, there are other games you can play in its place. Sadly the CPU's won't be playing them in the near future though. Any attempt to make a new or smurf account will quickly be discovered and summarily banned.

The End

Go Home - You've finished your time here, and as fun it has been, there is still something not quite right. You miss your original home, and have decided it's time to head back. You will end your chain and return to the very first world you left, your true home world. You'll get to keep everything you've gained on this chain so far.

Stay Here - You found that you've enjoyed your time in this world. You've carved out your own little slice of paradise, and don't feel the need to keep adventuring. You will stay here, keeping everything you've gained during the chain. **I'm sure we'll be happy to have you!**

Move On - That was a nice vacation, but ultimately only a pitstop on your journey! You've still got places to go and people to meet. It is time to move on to the next jump. You move on to the next world, keeping any perks, items and companions you may have gained in this world.

Notes:

Whether or not 4 Goddesses Online is played in VR is unfortunately unclear. The game treats it much like VR/reality in one scene, then changes tracts for another. It is possible it is VR, possible it isn't, and possible it is a mixture of both. Ultimately, it is up to you to decide.

Jump by Lone Valkyrie - Bit of a shorter one, but hope you enjoy!