

2003 A.D. - Over ten years have passed since first contact between Transformers and humans, and situations around the world have changed tremendously. The groundbreaking Autobot City, the establishment of the Earth Defense Command, the advances into outer space… humans and Autobots have now formed an invaluable community bound by a common destiny.

Amid all this, destructive Decepticon operations using the metallic pathogen "Cosmic Rust" have caused irreparable damage to countless Autobot members of the Earth garrison. In response he EDC fast-tracks their plans to create man-made Transformers under the guidance of Teletran-1. The consciousness of damaged Autobots are then transplanted into these “Binaltech” bodies.

Amidst all this, a secret branch of the US government known as the Intelligence and Information Institute (Triple-I) manages to uncover a Cybertronian flight recorder housing the consciousness of the time-traveling Predacon agent Ravage.

Discovering that their mission had failed, Ravage uses his knowledge to attempt to alter the course of history once more. Unbeknownst to even himself, his actions would set off a series of events that would one day birth the pinnacle of Transformer evolution and determine the fate of the multiverse itself.

You will be here for ten years. Take these **1000 Genetronic Link Points** (**GT**) to arm yourself for the trials that await you. You may choose any location on Earth as your starting location.

FACTION

Choose one. Any faction may be taken as Drop-In.

Neutral ||Free||
Basically anyone who falls outside the main duality of Autobot vs Decepticon. Unaligned mercenaries, self-serving humans, agents of Unicron, and so on. You won't have anywhere near the level of support as the main factions, but perhaps a wildcard like you is just what this stagnant conflict needs.

Autobot ||Free||
Agents of peace and justice. In the vast majority of contexts, the Autobots are the unambiguous "good guys". While that nets them many allies, it can make them seem naive. Still, Autobots understand that it's pointless to defeat the Decepticons if you have to become just as bad as them in the process.

Decepticon ||Free||
The destined rulers of the universe. Your kind will pursue power no matter the form, no matter the cost. Insubordination and in-fighting are not only expected in your ranks, but tacitly encouraged. Such conflicts root out weakness, leaving only those with the strongest minds, bodies, and ambition.

SPECIES

Choose one. Decide apparent age & gender freely.

Human ||+300 GT||
The dominant species of planet Earth and frequent ally of the Transformers (of one faction or another). Your kind may not be as strong or as advanced as the Transformers, but often manage to make a difference with your quick-thinking and the Cybertronians' tendency to underestimate you.

Transformer (Cybertronian) ||+100 GT||
One of the giant hyper-advanced robots from Planet Cybertron. You are immensely large and strong compared to humans and can go centuries without maintenance. However, there are a number of weapons and hazards throughout the universe that seem tailor-made to affect the robotic biology of your kind. You are able to Transform into a single object, vehicle, or animal of your choosing, barring those capable of flight.

Transformer (Binaltech) ||Free||
The mind of a Cybertronian transplanted into a human-made frame. While you have roughly the same capabilities of a Transformer, you require maintenance about as frequently as a standard Earth car. In return, you are immune to countless hazards like Cosmic Rust or Unleashers that would plague a regular Cybertronian. All Binaltech Transformers can change into Earth cars.

Spark ||-200 GT||
An anomalous entity. By all accounts, you are a disembodied spark or "soul" that is somehow able to exist and travel through space without a body. You can even possess other Transformers or even organic beings like a ghost. However, they can forcibly eject you from their body if their will is strong enough.

Are you an anomaly like Starscream, or perhaps an agent of a higher power from beyond space and time?

GENERAL PERKS

No discounts.

Import || Free / -100 GT Per (Exclusive Transformer)||
If you have a robot altform you're fond of or a particular item or vehicle you think would make a good alternate mode, you may use this to import into either. If what you're importing is roughly in-line with what you'd be getting from this Jump by default, this costs nothing. If the capabilities of what you're importing are notably beyond what your body or altmode here should be capable of, you must pay **100 GT** for each Import.

Triple-Changer ||-200 GT (Exclusive Transformer)||
What it sounds like. Instead of just one alternate mode, you have two alternate modes you can switch between as you will.

Modification ||-200 GT Per||
Many Transformers have some kind of special function or ability few others possess. Perhaps you can generate holograms, or turn invisible, or create localized Earthquakes, or teleport short distances, etc. One of the most extreme examples of this allowed the Autobot Elita-1 to temporarily freeze time, but using this even once would cost her life. If taken as a Human or Spark then this manifests as some form of psychic power.

Jumper 2 ||-300 GT||
The multiversal misadventures of Autobot Prowl are a convoluted mess that I won't even attempt to get into now, but you may now find yourself in similar webs. Through increasingly improbable series of coincidences, you can often find yourself flung to different dimensions and timelines, occasionally leaving behind helpful clones of you with their own equally convoluted backstory. This never seems to result in conflict over who is the "true" you, and each one generally acts in a fashion you would find desirable. Can be toggled on a per-Jump basis.

To The Stars ||-200 GT / -400 GT (Free Spark)||
You are capable of unassisted flight. As a Transformer, this allows you to choose flight-capable forms like jets or birds. For an extra **200 GT**, you are capable of not only flight, but interstellar travel. If taken as a **Spark**, this only applies to you not occupying a physical body.

Protector ||-500 GT / -1000 GT||
The story of Binaltech is one that stretches across time and space. Whether through a personal power or external artifact like the Quantum Dial, you can traverse such vectors personally.

For **500 GT**, you possess the ability to view or open gateways between parallel timelines or dimensions. With practice, you can sense spacetime anomalies in other timelines before they occur.

For **1000 GT**, you can also freely travel backwards and forwards in time. This gives you the potential to change the course of history. However, you aren't the only time traveler around. There are more than a few achronal agents that would seek to put a stop to such reckless alterations to the timestream.

Antique ||-200 GT / -600 GT||
It's amazing how much harm a few spoilers from the future can do to the timestream. If you pay **200 GT**, then once per Jump, you will receive a reliable piece of intel from the future. It will foretell some tragedy that will occur if history continues on its current trajectory. You must decide whether you will allow this to transpire, or alter history and risk creating an even worse future. If nothing even vaguely resembling a tragedy will occur in a Jump, you will receive no such warning.

If you instead pay **600 GT**, this is less circumstantial. In future Jump you will somehow have memories of having existed several centuries in the future before somehow arriving in the present time. This will naturally provide you with all the knowledge that someone in your position from that point in time would know. If you don't want to deal with all this time travel nonsense, this can be toggled on a per-Jump basis.

HUMAN PERKS

100 GT perk free and others half-off to **Humans**.

Oversight ||-100 GT||
The good thing about standing below others, is you have the perfect vantage point to see everything else they overlooked. You have a knack for finding hidden things. Whether it's the line of code causing a bug, the unmapped island in the middle of the sea, the artifact that’s been buried for centuries, etc.

Recurring Villain ||-200 GT||
The Autobots have a number of human villains that just can’t seem to stay beaten. Like them, you have a talent for vanishing the second the time comes to face justice for your crimes, and somehow managing to accumulate the resources and connections to get right back to your evil scheming in a few months tops.

Next Stage ||-400 GT||
Whether through natural mutation or artificial evolution, you have awakened potent telepathic abilities. You can communicate with man and machine alike over several meters. This can even be used to cleanse psychic hazards like the Unleashers from yourself or others. If you can concentrate on a single sapient being, you can directly read their thoughts and memories.

Human Ingenuity||-600 GT||
Earthlings can be quite brilliant when given the chance. You can consider yourself on a similar level to Dr. Arkeville or Chip Chase when it comes to miscellaneous super science. Whether it’s hypno-chips, brain transfers, hacking, subspaces, cybernetics, even Cybertronians can’t deny your mastery. Naturally, this also includes the basic science behind the Binaltech and GT-System.

CYBERTRONIAN PERKS

100 GT perk free and others half-off to **Cybertronians**.

Preventative Measures ||-100 GT||
The best cure to an epidemic is to just not be infected. Whenever some kind of plague or infectious hazard runs rampant, fate seems determined to ensure you're always somewhere else when the slag hits the fan. Fair warning, this won't help you if you knowingly approach an infected person or place.

Carwash ||-200 GT||
Much like the Autobots, you have a talent for forming bonds of trust between vastly different species. You are quick to uncover the existence of spies or traitors within such an alliance. Once informed, it takes hardly a week to arrange a thorough audit to identify and root out any bad actors.

Vital Spark ||-400 GT||
Even if Transformer memories can be duplicated like any file, their Spark is another story. Creating any kind of duplicate of your soul is fundamentally impossible. As a result, any attempts to clone without somehow siphoning or stealing the power of your own spark/soul. Such attempts will lie inert like corpses, even if there shouldn't be anything preventing them from awakening.

Unchosen One ||-600 GT||
At times, even fate needs to compromise. If you aren't the "chosen one" in any given context, by forcing yourself into that role anyway, their destiny will become yours. You can wield artifacts meant for the prophesied hero, defeat villains that can only be slain by a champion of light, grant your kingdom the golden age that the true heir would have ushered, etc.

BINALTECH PERKS

100 GT perk free and others half-off to **Binaltech**.

Brand Recognition ||-100 GT||
The Binaltechs were manufactured in collaboration with various car manufacturers like Ford, Mazda, Chevrolet, etc. You have a similar talent for convincing corporations to cooperate with you. Whether that be for ill, like covering up your crimes, or for good, like building bodies for the Earth's robot protectors.

Bleedthrough ||-200 GT||
The longer one spends within your mind through some form of psychic link or intrusion, the more you start to infect them. Their personality shifts to become more like yours, they start to see your memories as their own, and before long they'll start to believe you were always the same person. Togglable.

Alternative Construction ||-400 GT||
Binaltech are immune to a wide variety of hazards, from diseases like cosmic rust, psychic attacks like the Unleashers, or even the Quintessons' killswitch. Even in other forms, you are immune to any internal threat along those lines. This won't do anything about external hazards like acid, explosions, blades, etc. but you'll never need to fear any disease or poison.

ExistentialCrisis.EXE ||-600 GT||
Even in other forms, your soul exists within a subspace pocket. This doesn't impede you in any way, but anyone who attempts to harm or influence your soul against your will shall fail, as your soul doesn't exist in this space. In time, perhaps you'll find different ways to exploit your unique condition. Perhaps you'll figure out how to translate the GT-System to other forms?

SPARK PERKS

100 GT perk free and others half-off to **Sparks**.

Tranquil Presence ||-100 GT||
You evoke an aura of purpose. A vague feeling that convinces others that they'll understand everything in time. This dissuades them from questioning you, no matter how confusing the situation is. This won't work on those with a specific reason to believe that you are unreliable or untrustworthy.

Puppet and Puppeteer ||-200 GT||
You have an affinity with abilities that warp or control the mind of others. Your words alone can potentially coach an ally out of an enemy's mind control. Should you wield possession or mind-control abilities yourself, this also provides a boost to their effectiveness, making them much harder to fend off.

Primal Prime ||-400 GT||
Should you have the ability to possess another being, or willingly allow another being to possess you, a kind of chemistry takes place. Your souls react with each other, causing an explosive boost in power for the possessed body. This can be seen as a similar reaction to when Optimus Primal took in the spark of Optimus Prime, reformatting him into Primal Prime.

Resolution ||-600 GT||
Should you find yourself aware of a paradox or some other damage to the fabric of spacetime, with an exertion of will, you can cause such anomalies to be resolved in a flash of light. Whether it involves patching a rift in space, splitting a timeline into branches, collapsing a time loop, etc. any such issues, will be resolved in whatever fashion is least harmful to the timestream.

COMPANIONS

Only the Jumper may buy companions through **Import** or **Export**.

Asterisk || Free Transformer, Optional||
With this, you receive a human ally to accompany you. They aren't some kind of super genius or legendary athlete. For the most part, they're a completely normal person. Still, you have strong personal chemistry with them, and their career in this world happens to mesh well with your own specialties.

Companion Import ||-100 GT Per||
With one purchase, you may import an old companion or create a new one with 600 GT to spend as they please. They can even gain more points from Drawbacks. Each additional purchase doubles the number of companions you can import/create, to a maximum of 8.

Companion Export ||-100 GT Per||
With one purchase, you receive a slot that can be used to recruit a native of this world as a companion, with their informed consent. Each additional purchase of this doubles the number of slots you receive, to a maximum of 8

GENETRONIC TRANSLINK SYSTEM

Requires **Backup Body**.

Binaltech are unique in that they aren't limited to occupying one body at a time. Even if a Transformer's memories can be copied an infinite number of times, without the animating power of a spark, the body will refuse to operate. To work around this, the Autobots' human ally Chip Chase devised the Genetronic Translink System (or GT-System). Rather than trying to copy the spark itself, its life-giving power would be transmitted into an otherwise inert body holding the original's memories.

Most Transformers using the GT-System have their sparks placed in subspace, but there are exceptions. This is versatile technology that various Autobots utilize to different effects. You may choose to mirror one of their approaches or devise a wholly new style along the same lines.

- **Smokescreen** used the GT-System to control four Binaltech bodies simultaneously. They would act independently for the most part, and occasionally consolidate their personal experiences into their collective knowledge base.
- **Jazz** installed an AI in his spare Binaltech body, allowing it to act on its own without him directly "possessing" it.
- **Wheeljack** retained his original body to act as the "core" of the collective, while using his Translink receiver to control his "Alpha", "Beta", and "Omega" Binaltech bodies.
- **Prowl** had a single backup body, but had it set up so that in the case of emergency, other Binaltech Autobots could take control in the event his spark wasn't available.
- **Skids** used the GT-system in an unconventional fashion. Rather than making multiple copies of his consciousness, he would use it as a quick escape system. When he was at risk of being destroyed, he would "beam" his consciousness to one of his backup bodies held at a secure location.

GENERAL ITEMS

No discounts.

Toy Line ||Free||
Every single toy released in the Alternators/Binaltech toy lines. This also includes new figures based on yourself and any companions you happened to create or import into this world.

Alternium ||-1000 GT||
A floating black mass resembling a magatama. Despite seeming to be only slightly larger than a human being, the portion visible in this dimension is just one small extrusion of its full immensity. Quite literally the “tip of the iceberg”.

A similar mass was created by the Timaeus Project, and studying this object would eventually lead to the technology behind the Alternity, the pinnacle of Cybertronian evolution. However, this research took 900,000 years to bear fruit. Perhaps your otherworldly knowledge may allow you to speed up this process?

NEUTRAL ITEMS

Discounted half-off to **Neutral** faction.

Funds ||-200 GT||
100k USD or the equivalent in some other Earth currency. These little pieces of paper are useless to a Transformer but are quite handy for making humans do what you want. However much of this money you spend is refunded at the start of the next Jump.

False Matrix ||-400 GT||
The notes left behind by Nemesis Prime's cruel experiments. By sacrificing hundreds of human lives, you can compress their mental energy to create a false Matrix of Leadership. This allows its bearer to match the personal power of the likes of Optimus Prime but can't even come close to the full power of the Matrix when unleashed against a great evil like Unicron.

Concurrence ||-400 GT||
Your own secret organization. It will wield its extensive funds and intelligence network to pursue an objective of your choosing. Each Jump you will find your organization repopulated by a new assortment of politicians, warmongers, mad scientists, CEOs, supervillains, etc. all with a similar level of competence and influence to past iterations of the organization.

Hypno-Chip ||-600 GT||
A dastardly hybrid of Dr. Arkeville's Hypno-Chip and Bombshell's Cerebro-Shell. This small device can be placed on anyone, be they man or machine, to force them into a hypnotic trance. As long as this chip is undamaged, you can send them commands remotely, which they will loyally obey. This control is practically absolute, but once someone has a chance to study the chip, it's not that hard to develop countermeasures for it.

Schrödinger's Box ||-600 GT||
A flight recorder from a Cybertronian ship from centuries in the future. It houses a copy of the pilot's consciousness. It will initially appear benevolent and generous with its knowledge, but in truth is a master manipulator. It will say whatever it thinks will convince you to give it a body, at which point it will immediately betray you. When brought into a new Jump it seems to absorb snippets of info about that world's future as well.

Killswitch ||-800 GT||
At the center of Cybertron, one can find a switch that will cause every single non-Binaltech Transformer in the universe to immediately shut down. In future Jumps, you can choose for such a switch to be installed inside a planet of your choosing. If triggered, every sufficiently intelligent mechanical being from that world will shut down. Reactivating them is as simple as hitting it again. This has no effect on organic lifeforms, or machines that exist "outside" of that dimension in some fashion.

AUTOBOT ITEMS

Discounted half-off to **AUTOBOT** faction.

Interface ||-200 GT||
A complex device used to transfer a human consciousness into a mechanical body. The consciousness can even act like an animating force or "spark". Chip Chase used this to keep the Prowl's backup bodies active in the absence of his spark.

Psychedevice ||-400 GT||
A chair-shaped device designed to evolve a human's brain to grant them potent telepathic abilities. Such that they can not only communicate to humans and Transformers alike over large distances, but even cure psychic hazards like the Unleashers. Further studies are needed to determine the long-term effects of this, and whether it is a trait that can be passed down.

Backup Bodies ||-400 GT||
Four vacant Binaltech bodies. In the event you aren't a Binaltech yourself, you also gain a Translink Receiver that can be installed in any Transformer to allow them to utilize the GT-System. In one timeline, the Autobot Smokescreen commanded as many as 8 bodies simultaneously, but this ultimately caused his psyche to fracture into 8 distinct personalities.

Pseudo-Electrum ||-600 GT||
Electrum is a golden liquid that can be used to coat any metal, rendering it immune to any physical or energy attack until the coating wears off, barring those empowered by Electrum. This vial contains enough artificial Electrum to coat a Binaltech Transformer. You also receive instructions on how to synthesize more, and how to upgrade a robot body with the ability to control and manipulate this silver liquid with their mind.

Dinobot Island ||-600 GT||
An anomalous island that exists outside of time. It is populated with all manner of prehistoric creatures. Be warned that doing anything to significantly alter this island will cause spacetime anomalies world-wide. You can use this island as a relay to send a kind of pod holding any data you care to upload into it through time into the past. Attempting this twice in a Jump will most likely destroy the fabric of spacetime.

The True Matrix ||-800 GT||
It’s anyone’s guess how a second Matrix of Leadership can exist in this timeline. Possessing the Matrix makes a Transformer stronger, faster, tougher, and all-around better. It can call upon the wisdom of all past Autobot Leaders. Most notably, it can be opened to release a powerful energy that is a bane to beings of pure evil or chaos. Even Unicron fears the Matrix’s power. Rarely, the Matrix will just produce whatever random magical effects are needed to resolve a given conflict.

DECEPTICON ITEMS

Discounted half-off to **Decepticon** faction.

Energon Cubes ||-200 GT||
A large shipment of about a dozen Energon Cubes. A potent energy source, or if you're feeling particularly wasteful, an intoxicant for mechanical beings. At the start of each year a new shipment of cubes will appear in your Cosmic Warehouse.

Mobile Fortress ||-400 GT||
A Decepticon starship so immense it's practically a small city. Destroying this fortress would take some of the heaviest firepower the Autobots have at their disposal, and it has the offensive power to match. It's useful for interstellar travel but loses out in speed or maneuverability when compared to smaller vessels and is much more vulnerable from the inside.

Unleashed ||-400 GT||
A primitive telepathic alien species, that you've managed to focus into a kind of blaster. On most Transformers, this does nothing, but those with beast altmodes mentally regress into a mindless berserk state. Post-Jump, this will function similarly on any mechanical beings crafted in the image of a non-human beast, even if it has no bearing on their programming.

Rust Plague ||-600 GT||
A sealed vial full of Cosmic Rust, one of the deadliest viruses known to the Transformers. It is highly contagious and will cause the infected to rapidly corrode and fall to pieces in a leprous fashion. Post-Jump, this can infect any sentient metal-based entity. You also receive an infinitely replenishing vial of Corrostop, the only known cure to the plague and similar corrosive effects, invented by the Autobot Perceptor.

Gold Goo ||-600 GT||
A rather peculiar weapon of war. A massive amorphous golem composed entirely of synthetic Electrum. This renders it immune to any kinetic or energy-based attack not empowered by Electrum. It can freely morph its body and will loyally follow your every command. If you wish, you can remove Electrum from the creature's body to coat a metal surface of your choosing, but Electrum used in this way will be lost until the next Jump.

Kronosphere ||-800 GT||
A time machine designed by the Decepticon scientist Shockwave. The usefulness of such a device should go without saying, the means to alter the course of history itself. The time traveler Ravage seems to have modified it to work remotely, such as when he transported the Decepticon army into a rift outside of time and space to spare them the destruction that would be wrought by Unicron. In time, the Megatron within the rift learned how to reach out to parallel timelines and dimensions.

DRAWBACKS

No Drawback cap.

Lost Years ||+0 GT||
By taking this, your actions within any other TF Jumps within the G1 continuity will be considered canon for this Jump, assuming they occurred earlier in the timeline.

Reckless Driver ||+100 GT||
You are an abysmal driver. Whenever you get behind the wheel of (or assume the form of)any kind of vehicle, all sense of caution and restraint goes out the window. Speeding, tailgating, and needlessly dangerous stunts are just the norm for you.

Alternating ||+100 GT||
You can hardly go a week without some corporation raising a fuss about your name/altmode/colors/etc. hurting their brand's image or intruding on their trademark. Nothing you do can make these complaints stop until you give in to their demands.

Old Habits ||+100 GT||
Whether out of honor, arrogance, or stupidity, you have a habit of accepting deals with people who obviously can't be trusted. You almost always take such propositions at face-value, without consideration for the other party's track record for betrayal.

Dark Future ||+200 GT||
Through a chance run-in with a time-travel, you were informed of a future where all your closest allies die miserably. You will be constantly haunted by indecision whether their death is truly certain, or if you need to ensure such a future comes to pass in order to avoid an even worse fate or an outright paradox.

Missing Instructions ||+200 GT||
To most Transformers, transforming comes as easily as breathing. Your transformation is needlessly convoluted and requires you to consciously remember and execute every single step to execute. Forgetting steps or their sequence is a common occurrence for you. This also extends to any altforms from outside this Jump.

Leaky ||+200 GT||
For whatever reason, you really have a hard time keeping your technology to yourself. Unless you take truly excessive measures to keep any of your research or inventions under wraps, it'll usually be a month tops before someone is selling your stolen notes and blueprints on the black market.

Blighted ||+300 GT||
You have been infected with either Cosmic Rust, which causes your body to rapidly fall apart, or the Unleasher virus, which causes your mind to revert to a violent bestial state. This won't be life threatening for the first five years, but you and your allies will be unable to acquire a cure during that period.

Lights Out ||+300 GT||
Deep in Cybertron's core is a killswitch that will cause every Cybertronian to go offline. Sitting right next to it is a switch that does the same to you. If switched "off" you will die on the spot, at least until it is switched back "on". Other factions have weirdly little trouble realizing this connection.

Forewarned ||+300 GT||
You do not realize it yet, but running around in this universe is a time traveler who seems to know everything there is to know about you and is determined to destroy you at all costs. They aren't exceptionally powerful, but they're clever and seem to be immune to any esoteric sensory or precognitive you possess.

Scourge ||+600 GT||
It's anyone's guess how he did it, but Dr. Arkiville managed to make an almost perfect clone of you with all your abilities. This clone absolutely despises you and is willing to be as cruel as ruthless as needed to take you down.

Timeline Breach ||+1000 GT||
An Alternity has somehow breached the Quadrant Lock on this timeline with the sole purpose of destroying you. They possess various powers over spacetime, in addition to their ability to freely manipulate reality. You will find it impossible to steal or reverse-engineer this invader's technology by any means.

ENDINGS

What does the future hold in store?

Stand Down ||Go Home||
You conclude your Chain and return to your original universe.

Rise Up ||Stay Here||
You conclude your Chain and remain in this universe.

Roll Out ||Move On||
You continue your Chain and proceed into a new universe.

NOTES

Jump by **Gene**.

I don't mind people reposting my Jumps in other communities. However, if you see someone complaining about a dead link, let them know I post all my non-lewd Jumps to the /tg/ drive. Always check there first before requesting access from me.

Binaltech's story is told almost entirely through small blurbs that came with the Japanese releases of the toy line that would be known as Alternators in the US. You can read the full text on the TFWiki. Some of the chapters have proper translations, but you'll need to rely on Google Translate for the rest.

Regarding Jumper 2:
TJOmega has a pretty good video explaining the clusterfuck surrounding Prowl and Prowl 2. Check that out if you want an idea of what kind of chaos this can result in.

Regarding Protector:
With how weird the Transformers multiverse can be, maybe there's some way to use the ability to travel between dimensions to time travel. However, I'm not aware of any Dimension-hoppers who aren't also explicitly time-travelers doing anything like that, so I'm ruling you need the plus-charge version for that.

Regarding Antique:
Making this make any sense in future Jumps is something you'll have to figure out on your own. I take no responsibility for you writing yourself into a corner.

Regarding Lights Out:
Your Chain won't immediately end if the killswitch is triggered, as long as someone turns it back on before the end of the Jump.