

Welcome to Muckingham, Jumper!

This humble little town isn't anything too special, but it's home. Between the paintball, circus, parks, haunted houses, minigolf, and more, I'm sure you'll find something to keep yourself busy.

However, strange things have been going on in Muckingham. Mass cat disappearances, the cartoonishly corrupt mayor redirecting much of the town's water towards who knows what, and topping it all off, Mount Rushless has begun spewing ash over nearly every surface in town.

Luckily, there's a new power washer in town. With their meticulous technique and seemingly inhuman cleaning skills, the Dirtfinder quickly builds a good reputation amongst the townsfolk.

The Dirtfinder doesn't realize it, but they'll soon become embroiled in a destiny greater than they could have ever imagined, involving political corruption, time travelers, the lost civilization of Atlantis (turns out they were actually in the Pacific), and the fate of the Earth itself.

However, none of that matters. What does matter is that there's cleaning to be done. Take these 1000 Washer Points to do what you will with.

ORIGINS

Choose age & gender freely. Any Origin may be taken as Drop-In.

WASHER - 0WP

You are a power washer. You are paid to clean and you're damn good at it. You may decide to be a rival company to the Dirtfinder, part of the same company, or take their place in the story entirely.

CUSTOMER - 0WP

You are a regular citizen of Muckingham. Your specific job or history can be just about anything. Whether due to the ash or some other factor, you'll find your possessions frequently in need of cleaning.

EXPLORER - 0WP

You are an archeologist, detective, or maybe just a free-spirited wanderer. Whether you're investigating ancient history, modern corruption, or future disasters, when muck hits the fan, you'll be the first to know.

PERKS
GENERAL

The following perks are undiscounted. All freebies are optional.

TARGET DEMOGRAPHIC - OWP

If you weren't already, you are now autistic. Where on the spectrum you fall is up to you. If nothing else, you now find a disproportionate amount of catharsis in cleaning and similar menial tasks. Such activities bring you joy, calm your nerves, and make it much easier to collect your thoughts.

CLOSE ENOUGH - OWP

When cleaning or having something cleaned on your behalf, as soon as a major component of that thing is 95% clean, the remaining 5% will vanish in a flash of light, no matter what or where that dirt was. The scope of this depends on what the focus of the cleaning is. So if you only need the exterior cleaned, any interior dirt will be ignored for this calculation.

ACHIEVEMENT HUNTER - OWP

From any tablet or smartphone, you are able to access a list of random challenges for your current jump. One achievement might just involve completing a mission however you please, another might ask you to save one specific target for last, or maybe it'll just ask you to balance on a unicycle for 60 seconds. You don't get anything tangible for completing achievements, other than the sense of personal satisfaction.

The nature of future worlds and your place within them will determine what kind of achievements you are given. At any time you may look back on your achievement lists from this jump or any that you visit afterwards. You have the option to apply this retroactively and receive the achievement lists for every jump before this one too, but do you really want to know about all the achievements you didn't even know you were missing?

CAVE PAINTINGS - 50WP

You are a master of the artform of graffiti. You know all the techniques and can work magic with a paint can that few could with a brush. Even the owners of the buildings you vandalize can't help but acknowledge the artistry of your paintwork. Not enough to prevent them from being washed up, but at least they're appreciated for however long they stay up.

DISTANT RELATIVE - 100WP / 400WP

For 100WP, you are a distant descendent of the Pacifist civilization. You may choose to manifest some of their distinct physiological traits, like pointed ears, fins, six fingers, etc. It's unknown if the Pacifists were fully amphibious, but you certainly are not. You are still limited to breathing air.

Their buildings, artworks, jewelry, etc. blended aspects of several ancient civilizations, without losing their unique Pacifist flair. You now have the instinctive design sense to emulate this style in your own creations. You can even emulate their crystal-based technology that often more closely resembles magic. However, this is a purely aesthetic change and doesn't impact the effectiveness or material cost of the technology.

For an additional 300WP, you now truly can emulate Pacifist technology. Objects that remain invisible until certain conditions are met, indefinitely levitating structures, beams that can quell apocalyptic seismic activity, and various other physics-defying feats. However, all these creations require an extensive supply of exceptionally rare minerals. The largest known vein is under Mount Rushless, but over-mining could end up destroying the world. You'll find that this mineral is similarly scarce in future jumps.

PERKS
WASHER

100WP perk free and others 50% off for Washer Origin

DIRTFINDER - 100WP

You are able to make any filth in your vicinity, no matter how small, glow a bright orange. This only lasts a few seconds but can be used as frequently as you want at no cost. You can choose to limit this ability to only affect specific targets or areas in your environment.

ORAL TRADITION - 100WP

Everyone seems to have some story to tell you, even if they have no reason to share it. Whether it's tales of someone's passionate bigfoot hunt or their not-so-secret past life of crime, you'll always walk away with a complete and usually interesting story, or at least a punchline.

SINK SHIPS - 200WP

you have an odd talent to form relationships or carry conversations without ever actually responding to the other person in any form. Your intent is always somehow communicated, even over text. What's more, as long as you remain silent, people become far more loose-lipped, often revealing personal details or secrets of their own accord.

THE GOLDEN RULE - 200WP

Those who would ordinarily take the services of someone like you for granted often display a disproportionate level of gratitude. Find someone's cat and they'll treat you like a best friend, fix someone's roof and they'll give you their old RV, help clean up the fire department and they'll give you helicopter rides with no questions asked, etc.

DEPOWER WASHER - 400WP

As long as you're performing some kind of nonviolent menial labor, the laws of physics tend to be a bit… softer. You can use water to wash a newspaper without making it soggy, fall miles while cleaning a window and only feel annoyance at the bottom, or sweep up dust to have it seemingly vanish into thin air. In short, all the mundane risks and logistic annoyances of any form of mundane manual labor are now non-factors.

RETROACTIVE LEGEND - 400WP

You must have left a good impression on a time traveler, because in future worlds you'll find that many lost ancient civilizations will pass down stories of your exploits and display an almost religious reverence towards you. They may even leave behind special tools or offerings to help you against an impending disaster. However, these offerings will never be enough to trivialize the threat without some hardship on your part.

MAKE IT ALL SHINE - 600WP

It's funny how many problems in this world are solved with a glorified super soaker. Going forward, you'll find a frankly impossible amount of problems can be resolved by cleaning. A family falling apart? Watch their angst melt away along with all the bird poop on their roof. Crime running rampant? Just make the city a more pleasant place to live. The destruction of the human race due to forces beyond our control? There's no promise you'll finish in time, or know what specifically needs to be cleaned, but enough cleaning can theoretically solve even this calamity… somehow.

PERKS
CUSTOMER

100WP perk free and others 50% off for Customer Origin

NOT-SO-SECRET INGREDIENT - 100WP

You've found a special trick for making any food establishment succeed. By adding a frankly revolting amount of salt to any dish and pretending it's a secret ingredient, people will almost invariably find it delicious. This effect only lasts as long as your "secret ingredient" remains a secret.

LIVING LEGEND - 100WP

You are a master of some relatively unimpressive sport or hobby such as minigolf, crane games, paintball, etc. Others tend to be disproportionately impressed by your performance. Those you compete with will often find themselves taking it way too seriously and forming a deep respect for you.

SMARTEST DUMB INVESTMENTS - 200WP

You have a talent for making the most idiotic or self-destructive business ventures profitable. You could transform a bathroom into a dance hall or make a killing selling the bones you found by digging up the foundations of your own house. You'll always make your money back, but you'll still have to deal with all the other consequences of your reckless greed.

SOMEONE ELSE'S PROBLEM - 200WP

You've mastered the art of being so absurdly suspicious that most people can't be bothered to do anything about it. Spend an hour explaining every difference between you and that escaped bank robber, or how normal it is for a solar plant to use so much water, and most listeners will just lose interest. It's another matter if they have tangible evidence against you.

SHINY KEYS - 400WP

Dealing with an angry mob is a lot like dealing with a crying child. You are able to use minor problems to distract entire communities from noticing far more pressing or obvious matters. Who cares about the volcano that's clearly on the verge of erupting (or your blatantly illegal mining that caused it) when your beloved cat is missing! So what if half the city doesn't have water? There are rumors of bigfoot on the loose! And so on.

A WIDE WILD WORLD - 400WP

The oddness of Muckingham seems to follow you wherever you go. You'll almost constantly be surrounded by bizarre events and people. You'll find priceless fossils under your house, or accidentally uncover a conspiracy that threatens the world, or maybe you'll inexplicably cross paths with a pair of time travelers. Don't expect to get bored anytime soon.

FINDERS KEEPERS - 600WP

It's not enough to make a world-changing discovery, you need to make it profitable. Whenever you find any kind of exotic mineral or element, you are able to use it as a catalyst to create technology ahead of your time. Just how far ahead depends on how powerful or esoteric this material is. Something relatively mundane might just lead to slight innovations like a new kind of medicine or plastic. However, something as spectacular as the Pacifists' crystals could result in technology centuries ahead of modern science, like antigravity jets or tractor beams.

PERKS
EXPLORER

100WP perk free and others 50% off for Explorer Origin

FREE SPIRIT - 100WP

There are few better at you when it comes to making a getaway. Not like running away from a robbery (though it helps with that too) but mainly with how to abandon your entire life and leave everything behind. How to cut all ties, change your appearance, and generally assume a new life.

SALTY SEA DOG - 100WP

You have years of sailing experience. Your skill with seafaring is matched only by your nautical intuition. You are sensitive to any major shifts in the nearby waters. Whether it's the approach of a major storm or the rise of a sunken temple, you can sense it days in advance by smell alone.

HISTORY REPEATS ITSELF - 200WP

You find that studying historical events can help you predict future disasters, as well as the long-term consequences. For instance, your study of ancient civilizations reveals to you that a nearby volcano will soon erupt, which you then discover will lead to an apocalyptic chain reaction. This is always accurate, but not always timely.

I KNOW A GUY - 200WP

What do a mayor, a power washer, and an archeologist have in common? You. In any organization or industry, you always have more than a few connections at several levels and can easily make more. When any of them are looking for help, you never have any trouble thinking of one of your other connections who would be perfect for their problem.

HANDLED WITH CARE - 400WP

You find that ancient artifacts and structures you find are in impossibly good shape once cleaned. Not just that, you find that as long as an item is completely cleaned up, it'll have the same effect as having a professional restoration team take care of it. Hire a power washer to clean an ancient library, or a janitor to polish ancient lost technology. The artifacts will almost always come out the other end in nearly perfect condition.

NO SPOILERS - 400WP

You recently discovered you have a talent for fortune telling. Not just cold reading and the like, you're the real deal. You can look into someone's future and get an accurate "if frustratingly vague" image of their future. The more impressive the future, the clearer your vision. However, whenever you use this ability, you find yourself possessed with an intense hatred of spoilers that makes it difficult to actually share this knowledge.

HISTORY IN THE MAKING - 600WP

When catastrophe seems imminent, fate seems to directly intervene to elevate those around you into heroes. Perhaps your random power washer friend is revealed to be a prophesied savior, or that crazy old sailor braves the storms to bring this hero to their destiny, and so on. You are empowered when playing a supporting role in their legend. Perhaps you discover the temple hiding the power the hero needs to defeat the great evil. With that said, this doesn't provide any guarantee that these "heroes" will be able to complete their quest in time to avert disaster.

ASSETS
GENERAL

The following purchases receive no discounts.

FELINE FRIEND - 0WP

Your own friendly cat. It's lovable but has a tendency to disappear without warning for weeks on-end, often before some impending natural disaster. Still, you can always trust it to find its way back without a scratch.

CONNECTED - 0WP

Your own smartphone and tablet. Maintains a connection in even the most absurd situations, such as the middle of the desert or the surface of Mars. You have the odd ability to read your texts without actually taking out your phone, as if they're just superimposed on your vision.

SILENT OBSERVERS - 0WP & MANDATORY

No matter where you go, you'll find at least one garden gnome watching. There's no indication that they're alive, but do you really want to take that chance? Especially when they'll show up in even the most impossible locations, such as unexplored ancient ruins or an alien planet.

MULTIPLAYER - 50WP PER

With each purchase, you may import or create a companion with 600MP to spend in this world. They may gain more points from Drawbacks.

NETWORKING - 50WP PER

With each purchase, you receive a slot that you may use to recruit one of the natives of this world as a companion, with their informed consent.

CROSSOVER - 50WP PER

Choose one canon Powerwash Simulator crossover. You may choose to remodel as many or as few other items to something more suited to that setting. Maybe you want your Time Machine to be a DeLorean, or a stepladder in the Mechanicus style. Anything like that. If you took **Distant Relative**, you may run with a Pacifist aesthetic instead.

TIME MACHINE - 1400WP

This large vessel may resemble a classic sci-fi flying saucer, but it is actually the creation of humans. That is to say, humans in 2278.

This vessel can travel through not only space, but time as well. Time travel is deterministic, except when it isn't. Sometimes you'll go back in time to investigate an anomaly, only to discover your actions in the past caused the anomaly in the first place. Other times the timeline will distort and unravel on its own without any external cause.

Time is a lot more resilient than you might expect. You won't have to worry about starting WWX because you decided to buy a milkshake in the 80's. Paradoxes are possible, but usually only if your actions in the past would have fairly obvious far-reaching ramifications.

What happens if you cause a paradox? No clue. That wasn't written in the manual, but it probably isn't good.

This vehicle contains a handful of other futuristic technology, like a holographic camouflage emitter and a tractor beam.

This vehicle has one major flaw. It doesn't have any mechanism for cleaning its exterior. This is especially bad if it gets coated in something with electromagnetic properties that could disrupt the vehicle's system.

While there's no record in the future of such a weapon existing in the 21st century, that really isn't saying much considering how many records were lost in the second Martian war of 2145. In such an unlikely scenario, you'll be completely grounded until all the grime is washed off.

ASSETS
WASHER

100WP items free and others 50% off for Washer Origin

NAME DROP - 100WP

A power washer with an infinite internal water supply (only when used for cleaning). This trait extends to any power washers purchased in the future. You also receive a protective mask, suit, and gloves. Extensions and modifications can be bought anywhere that hardware is sold.

GOING UP - 100WP

You will always find at least 3 ladders, stepladders, and scaffolds in your warehouse at any given moment. The scaffolds can be stacked, moved around, and retrieved from your warehouse with surprisingly little effort, despite how large and stable they are when deployed.

SAME-SECOND SHIPPING - 200WP

Grime waits for no man. On any internet-connected device, you are able to access a special online shopping portal. While this website exclusively sells mundane tools and materials related to cleaning or repairs, anything you purchase instantly appears in your possession. If such an arrangement isn't ideal, it'll instead appear in the nearest property or vehicle you own.

SPOTLESS GARAGE - 200WP

You receive an average-sized garage and a van bearing a design and logo of your choosing. This van can always be found in this garage, except when you don't want it to be, in which case it will vanish without a trace. Should you be given permission to work on someone else's vehicle, it will appear in the garage instead, and return to them as soon as you're done.

ABSOLUTE CLEARANCE - 400WP

In any world, you will possess a portfolio and security clearance marking you as possibly the most qualified cleaner in the world. Governments will trust you to keep your mouth shut about their unethical laboratory and space programs will cover your travel to and from their Mars base. This applies exclusively to requests involving cleaning and your clients may still take precautions to ensure you don't rat on them after the fact.

FIRE AND WATER - 400WP

You've gotten into the good graces of the Muckingham fire department and any similar organizations in future worlds. They'll give you preferential treatment and be willing to offer favors every now and then (as long as these favors don't harm more people than they help). Need help finding your cat? They'll turn the whole town upside down until they find it. Need to get somewhere fast? A helicopter ride is always a phone call away.

WORLD ANCHOR - 600WP

This ancient Pacifist temple seems to have been erected in your honor. On the walls you'll find murals depicting your major feats within the current jump, despite the fact they must have been drawn centuries ago. When the entire structure is completely clean, a large crystal will appear with the power to stabilize any natural disaster (even those incited by unnatural means). As long as the temple is clean, things like volcanic eruptions or tsunamis can be quelled in seconds. You can cause this temple to rise out of any body of water deep enough to theoretically conceal it. However, this process often leaves the structure quite filthy.

ASSETS
CUSTOMER

100WP items free and others 50% off for Customer Origin

NICE RIDE - 100WP / 100WP+

You receive a vehicle of your choice. This could be a limo, a race car, a motorcycle, or even a small boat. For an undiscounted 100WP, this can even be a small aerial vehicle. As long as your vehicle is in that size range and relatively mundane (so no tanks or rocket ships), anything goes.

UPSCALE - 100WP PER

You may choose any one vehicle or property you purchased in this jump and upscale it. Instead of a regular house, you might have a massive mansion. Instead of a dinky speedboat you'd get a personal cruise ship. Customers receive first purchase free, and all others at a discount.

THE WILL TO DRILL - 200WP

This strange vehicle resembles a giant pill covered in treads with a large drill at the front. This digging machine houses a single pilot but can do all the work of dozens of miners in a fraction of the time. However, this also does twice as much damaging to the environment, and isn't exactly "legal" to own, so be careful how often you rely on this

DREAM HOME - 200WP

You may design your own property. It can be something as mundane as a suburban home, as elaborate as a tree house, or as strange as a giant shoe. This can't be anything particularly gigantic (without Upscale). If you choose something with a specific purpose like a hospital or military base, this doesn't provide the authority or tools to officially use it as such.

GRIME-INATOR - 400WP

You receive a vehicle that has been modified with technology more in-line with that found several centuries in the future. Such as a plane with antigravity panels or maybe some kind of hover car. Most notably, mounted on this vehicle is a beam that coats anything it hits in an unknown substance that can disable even far more advanced technology. You may import a vehicle you own to receive these upgrades.

MAYORSHIP - 400WP

You are the mayor of a town similar in scale to Muckingham. Through some less-than-subtle corruption, no matter how vocal the public outcry, all elections for this position will result in you or your family members in office. The corruption runs so deep that as long as you aren't caught committing a crime, you can get away with almost anything in your town. This doesn't apply if your antics start to threaten your people's lives.

MOUNT RUSHFULL - 600WP

In every world, you will find a large location with similar properties to Mount Rushless, such as nearby fauna resembling their long-extinct relatives. Most notably, within this mountain are the rare crystals behind the Pacifists' physics-defying technology. With these, even with only 21st century technological knowledge, you can create technology that almost seems like magic. For some reason, you are the only one who can ever find these crystals. Be aware that over-mining these crystals will not only cause this mountain to erupt but cause a chain reaction with volcanos all over the world on a potentially apocalyptic scale.

ASSETS
EXPLORER

100WP items free and others 50% off for Explorer Origin

LOST TOME - 100WP

This cookbook contains all the greatest recipes of the 20th-21st century. Most notably, it contains the only recipe for red velvet cake that tastes good enough to justify all the hype. If you don't want to use it yourself, there's a pair of time travelers who will pay a pretty penny for this.

PEACE OFFERING - 100WP

This massive water fountain was clearly designed to honor the noble gnome race. Gnomes and similar faeries will see the care you show this fountain as a reflection of your respect towards them. As such, cleaning it regularly is a good first step to getting into their good graces.

ON THE ROAD - 200WP

This vehicle serves as both a means of transportation, as well as a workplace or even shelter. It could be a motorhome, a food truck, or even a houseboat. Can be no larger than a decently sized RV. If you have a vehicle you'd like to import into here, it will be modified to allow you to either live in it, or to operate your business out of it.

FUN AND GAMES - 200WP

Just in case this whole "jumping" thing doesn't work out, you are now the proprietor of your own recreational complex. It could be a minigolf course, a paintball range, a circus with various rides, or just an absolutely massive arcade. You have all the official paperwork to run this business, and you will make a decent profit even if you just let it run unsupervised.

THE HAND OF FATE - 400WP

In any world, you will be able to easily find a massive statue of a hand with six fingers. It always points in the direction of some item or structure that could save the world or avert some impending disaster. It could point to a crystal with the power to quell an erupting volcano, the holy sword needed to defeat the dark lord, or anything of the sort. However, it only shows the general direction, not how far away it is or how to use it.

ANOMALIES ACROSS TIME - 400WP

You've wound up in the possession of a textbook from 2278. The focus is unexplained events across time (specifically 2020-2200). Due to the subject matter, the book contains no details as to the why or how. Just the general "event X happened on date Y at location Z". In future jumps, you will receive a book with similar foreknowledge of that world's future anomalous events that would remain unexplained to the wider public.

THE BEGINNING OF THE END - 600WP

This mysterious Martian substance resembles a rust-colored powder, but it has potent psychoactive properties. Anyone who is exposed to even a small quantity of this substance will be compelled to act with the utmost integrity for an extended period. Politicians will devote themselves to the people, organizations will restructure themselves according to competence rather than connections, billionaires will use their fortune to help the poor, absolute anarchy! The effect wears off in a month after exposure, unless they are exposed again in that time. You receive a vial containing around one pound of the powder that replenishes once a year.

DRAWBACKS

No drawback cap. Companions may not take starred (*) drawbacks.

CAT BURGLAR - +100WP

Everyone is desperate for an answer to the cat disappearances, and you're their next scapegoat. The citizens of Muckingham are quick to assume you are the one stealing everyone's cats. No matter how many times you prove your innocence, it never takes long for accusations to come flying again.

INTOLERABLE - +100WP

Everything that comes out of your mouth radiates incompetence, elitism, and cowardice. Whether you reflect these traits is irrelevant, you just can't help but rub people the wrong way. Even if you take Tight Lips, people will always assume the worst about what you're thinking.

DOUBT OF THE BENEFIT - +100WP

It seems that the more obvious a conspiracy is, the more difficulty you have connecting the dots. You wouldn't see the connection between the mayor redirecting the town's water and the sudden volcanic activity, nor the mass disappearance of cats and the scent of shrimp in the air.

TIGHT LIPS - +100WP / +200WP
+50WP / +100WP WITH SINK SHIPS

You are either unable or unwilling to communicate through speech. For double payout, you can't even communicate indirectly, like through sign language or writing. Whichever version of this you take, your payout for this drawback is halved if taken with the perk Sink Ships.

GUILTY AS CHARGED - +200WP

You committed some crime in the past that could leave you in prison if ever revealed. Even if you successfully assume a new identity, you tend to get so defensive that your insistence on the differences between you and that specific criminal just makes you more suspicious.

REPEAT MISSIONS* - +200WP

Somehow or another, the ash from Mount Rushless will constantly flow into your warehouse, even while time is stopped. Unless you don't mind being buried in volcanic ash, you'll need to clean your warehouse at least once a month. The ash is resistant to any and all otherworldly powers.

WATER LIMIT - +200WP

Jeff Jefferson's siphoning of the water supply has progressed faster than expected. The whole town will suffer from a notable lack of water, and this even extends to any properties or items you bought here or brought from outside this jump, even if it normally has an infinite supply.

CLEAN FREAK - +200WP
+300WP WITH REPEAT MISSIONS

While in this jump, anything you brought with you from outside this jump will only function while clean. If you don't bathe regularly, this will even negate your personal powers. Taking this also seals any abilities or effects that would allow you to clean or repel filth through supernatural means.

NOBODY SPECIAL* - +300WP
INCOMPATIBLE WITH CLEAN FREAK OR REPEAT MISSIONS.

If the Dirtfinder can save the world from destruction with just a power washer and a van, I'm sure you'll manage. Any items or abilities from outside this jump are sealed away for the duration of this jump. If you imported any companions, this applies to all of them as well.

PLOT BOUND - +300WP

The Dirtfinder is nowhere to be found in this world. Not just that, it seems that your life is now tied to Mount Rushmore. If the volcano erupts, your chain will end on the spot. It will reject any forces from outside this world. You must find an in-universe method to avert the apocalypse.

TOO LITTLE, TOO LATE* - +400WP
INCOMPATIBLE WITH PLOT BOUND

Your entry to this world agitated Mount Rushless, causing the chain reaction that caused the Pacific Ring of volcanoes to erupt. Most of humanity was wiped out and those who survived won't last much longer. In a cruel twist of fate, Blake Thrust survived and is using his advanced technology to become a dictator. Whether you seek to heal the world or just ensure your own survival, never forget that you caused all this.

ALL ROADS LEAD TO GNOME* - +400WP

The forgotten treaty between the gnomes and humanity has been broken. Their gnomey powers are mysterious and nearly infinite. Defeating them is impossible, as is escaping them once you earn their ire. Your only hope to spare all of existence from their wrath is to placate them. This is a challenge in its own right, as they are unable or unwilling to communicate what exactly made them so upset in the first place.

SCENARIO

Incompatible with Too Little Too Late.

The greed of Blake Thrust has led him and his friend Mayor Jeff Jefferson XIII to mine mount Rushless for the rare crystals behind the Pacifist's technology. This will soon trigger an eruption that will not only destroy Muckingham but trigger a chain reaction that will cause the entire Pacific Ring of volcanoes to erupt and cause an extinction-level event.

Regrettably, it seems in this timeline the Dirtfinder never moved his business to Muckingham, so it falls to you to avert the apocalypse. Should you succeed, your reward will be… somewhat underwhelming.

From any internet-connected device, you may access a list of "missions" that you can do and re-do as many times as you want. During these missions, you won't be able to interact with the world outside of the cleaning site or take anything out of the cleaning site. All missions involve some kind of menial labor, such as cleaning or gardening.

These missions take place in tiny pocket dimensions outside of time. No time passes in your current jump while doing a mission and vice versa. You can invite any companions with you to join the job. They will receive the bare minimum tools to perform their duties.

Truth be told, this isn't much of a reward unless you really like cleaning or want to make some pocket change without cutting into your free time.

You'll always exit missions in roughly the same physical condition you entered in. So you can't start a mission in order to heal your wounds or train while time is stopped in the main jump.

Missions come in three types: **Career**, **Bonus**, and **Special**. There are also three styles they can be taken as: **Regular**, **Freeplay**, and **Challenge**.

Career - Any time you are hired in the main timeline to perform some menial job, it is automatically added to your list of career missions.

Bonus - "what-if" jobs that could have theoretically happened but didn't. Some might just be fun novelties, like a medieval-themed minigolf course, others might give you some background to the world, like washing a train belonging to the incompetent mayor's estranged sister, while others are just completely absurd, like being sent to Mars to clean a rover. You'll usually receive a new batch of 2-3 bonus missions every 2-3 jumps.

Special - These missions take place in other settings entirely. Maybe one mission will have you washing the DeLorean from Back to the Future, while another has you tidying up the Mad Hatter's tea party. You'll be inserted into a native of that world who would make sense to be in that situation. You receive a batch of 5-6 special missions for every jump you step foot in going forwards, or any jumps you've visited before this one. You also receive every special mission in the canon game.

Regular - You perform the job as normal. This is the only mission style where you are paid for your labor (usually between $25 - $3,000).

Freeplay - You perform any career or special mission with an infinite supply of any relevant consumables (soap, weedkiller, etc).

Challenge - Certain career missions have a challenge mode where you attempt to finish them using as little time or water as possible. Depending on how good you do, you'll receive a bronze, silver, or gold trophy.

ENDING

Drawbacks are revoked at end of Jump

Go Home - End your chain to return to your home world.

Stay Here - End your chain to remain within this world.

Move On - Continue your chain and move on to another world.

NOTES

Jump by Gene

Let's see how clean I can keep this section for once.

Only realized after the jump was almost done that the Mars mission was heavily implied to be a dream. Oh well.